THE MANUAL OF EXALTED POWER

INFERNALS™



EXALTED
SECOND EDITION



THE MANUAL OF EXALTED POWER

INFERNALS™

By Alan Alexander, Carl Bowen, Michael A. Goodwin,
Eric Minton and Neall Raemonn Price


ANYBODY LEFT?
YOU CRAZY SON OF A BITCH! I'LL KILL YOU!
I'LL KILL YOU!
WHANG
THERE. RIGHT ON COURSE.


HE'S CLEAR, CAPTAIN.
GOOD. AND THE INTERCEPTORS?
THE AGATAE ARE TAKING CARE OF THEM.

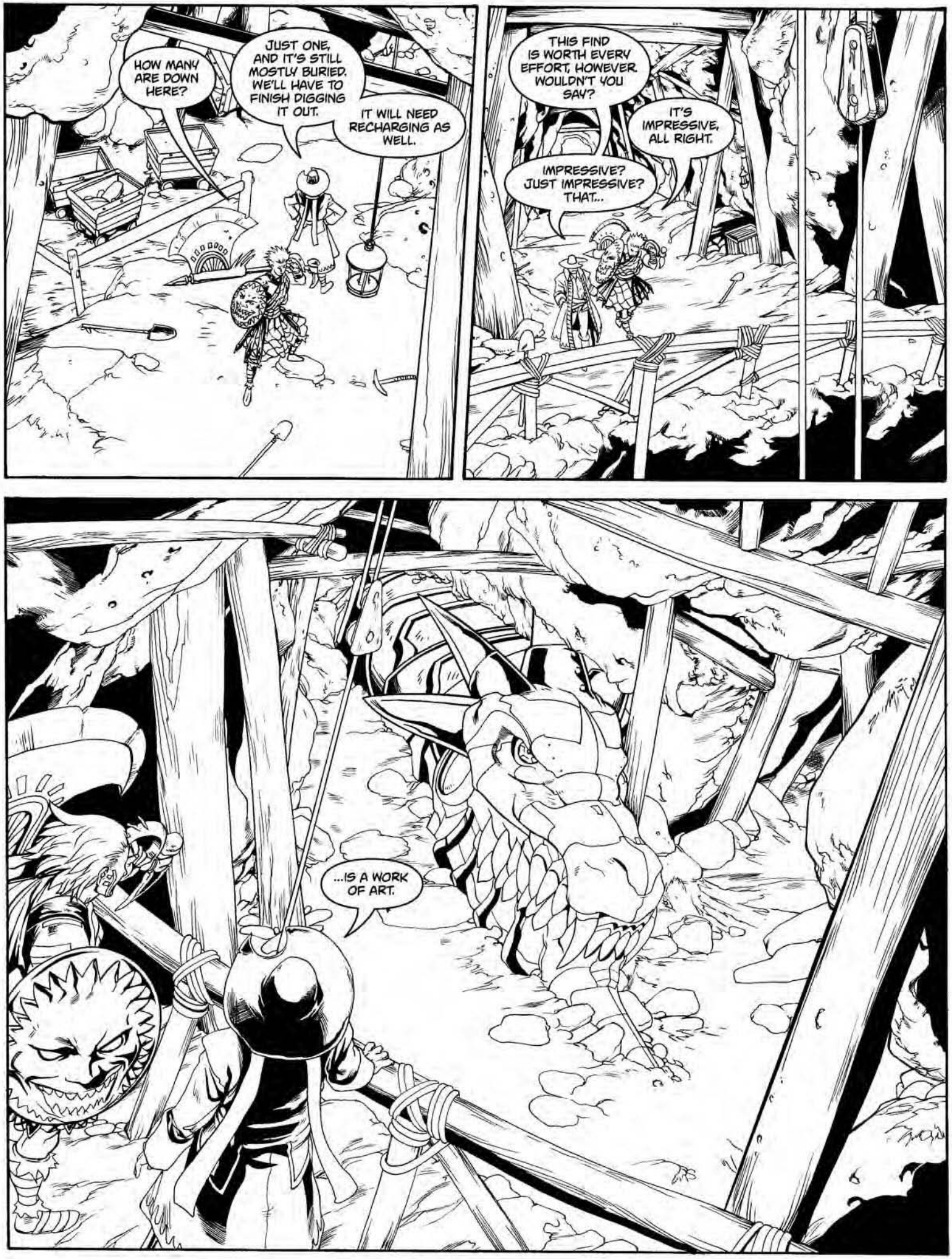

NO MATTER HOW SECRET THIS SITE WAS, THEY SHOULD HAVE STATIONED A FLEET HERE.
AH, WELL, LIVE AND LEARN.
THERE'S STILL THE FORTRESS AND THE SOLDIERS GUARDING THE MINING CAMP, SIR.
WE KNOW THEY HAVE A TEAM OF OUTCASTES RUNNING THINGS DOWN THERE.
NOT TO WORRY.
STAND READY AT THE MARMOREAL CANNON!
AYE, READY SIR!
TARGET THE ENEMY VESSEL AND FIRE!


DIRECT HIT!
DIRECT HIT!
ENEMY SHIP IS GOING DOWN!


GOOD GODS...
LOOK OUT!
ABANDON THE BASE!
THOSE BASTARDS!
WHAT WAS THAT?!?
NOOO!!!
BOOOM


I STAND CORRECTED, SIR.
YOU WERE SAYING ABOUT THE SOLDIERS?
STEADY, CREW! WE'VE A JOB AHEAD OF US YET!
AYE, SIR!
SET COURSE FOR THE MINING CAMP! LANDING PARTIES MAKE READY!
AYE-AYE, SIR!
WOW...


LATER...
CAPTAIN, LOOK.
WELL, WELL...
THERE YOU ARE. WHERE HAVE YOU BEEN?
CLEANING UP YOUR MESS. TWO DRAGON-BLOODS SURVIVED THAT CRASH.
I SEE. SO WHAT BECAME OF THEM?
I ATE THEM.
SO IS THE MINE CLEAR YET?
THE ANHULES ARE MOPPING UP NOW.
DAMN. WELL, ANYWAY, LET'S GO TAKE A LOOK AT THIS THING.


HOW MANY ARE DOWN HERE?
JUST ONE, AND IT'S STILL MOSTLY BURIED. WE'LL HAVE TO FINISH DIGGING IT OUT.
IT WILL NEED RECHARGING AS WELL.
THIS FIND IS WORTH EVERY EFFORT, HOWEVER. WOULDN'T YOU SAY?
IT'S IMPRESSIVE, ALL RIGHT.
IMPRESSIVE? JUST IMPRESSIVE? THAT...
...IS A WORK OF ART.

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Coming Next In This Series:

The Manual of Exalted Power — The Alchemicals

Gifted with power by the Great Maker, the Alchemical Exalted are the heroes of the Eight Nations of Autochthonia. For thousands of years, they have protected the people from the dangers posed by living within a Primordial and helped to keep Autochthon's own systems running smoothly. Now, however, the Great Maker sickens and stores of the magical materials run low. In a desperate gamble, the seals separating Autochthonia and Creation have been broken, and the Alchemicals lead forays into the sunlit world to take what their people require to survive. Can the Chosen of Autochthon save their world without destroying that of the other Exalted?

Coming Next:



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The fifth of five books dedicated to the supernatural locales of the Exalted setting, this supplement focuses on Malfeas, Hell of the Exalted world. Prison to the Yozis and their demon spawn, Malfeas is a twisted place formed from the very flesh of the defeated leader of the Primordials and containing the remainder of his vanquished cohorts. Imprisoned since the dawn of the First Age, these incomprehensible beings have bided their time, waiting for their chance to escape, claim vengeance on the gods and their champions and regain dominion over Creation. And with the birth of the Infernal Exalted and the corruption of the one who now leads them, that chance is now. Will Creation's Exalted be able to set aside their differences to end this threat, or will the akuma among them sabotage the Exalts' efforts from within?

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Ghost Flute Prefecture; Silk & Pearl Peninsula
DAMN IT, PORAMO, I DON'T HAVE ALL NIGHT.
IT'S ABOUT TIME, COUSIN. WHAT WERE YOU WAITING FOR?
WE HAVE TO BE BACK IN THE CITY BY MORNING.
I'M SURE WE'LL BE BACK IN PLENTY OF TIME, SENATOR NELLENS.
WHAT? WHO'S THERE? DID PORAMO SEND YOU?
NO. I'M AFRAID HE NEVER GOT YOUR MESSAGE ABOUT THIS LITTLE MEETING.
YOU!
I SUSPECT YOU ONLY WANTED TO TALK ABOUT ME ANYWAY. AM I RIGHT?
MORE THAN THAT. I INTEND TO EXPOSE YOU. I KNOW WHAT YOU ARE.
DO YOU? AND WHAT'S THAT?


YOU'RE A MANOSQUE! I TRACED YOUR BLOODLINE. I FOUND THE OTHER SURVIVING DESCENDANTS!
YOU HID IT LONG ENOUGH TO GET INTO THE LESSER CHAMBER, BUT THAT'S OVER NOW!
A MANOSQUE IN THE DELIBERATIVE... YOU'LL BE EXECUTED FOR TREASON.
SOMEHOW I DOUBT THAT.
I HAVE ALL THE PROOF I NEED RIGHT HERE!
AND YET YOU MADE A CRUCIAL MISTAKE.
WHAT MISTAKE?
YOU CAME ALONE.
Y-YOU'RE...

INTRODUCTION

The face of "evil" is always the face of total need.
—William Burroughs, "Deposition: Testimony Concerning a Sickness"

Forged by the Yozis from the twisted Exaltations of Solars slain during the Usurpation, the Green Sun Princes are poised to head the armies of the fallen Primordials' in their Reclamation of Creation. With the aid of their akuma fellows and a myriad of demon cults, these Infernal Exalted will remake the world into the mirror of the Demon City, and once there is no difference between Creation and Hell, the Yozis will walk free once more to take their revenge upon their jailers.

How to Use This Book

The Manual of Exalted Power—The Infernals provides the rules and background to run a game that focuses upon Infernal Exalted characters or to design such characters as allies or antagonists for other **Exalted** games. The book's contents are as follows:

Chapter One: The Infernal Exalted

This chapter details the terrible agents of the Yozis on earth, the Green Sun Princes. It reveals the methods the fallen Primordials use to recruit their Chosen, the mechanism of their Exaltation, the ways in which the Exalts operate, their support structure in Hell and the grand scheme to retake Creation from its usurpers.

Chapter Two: Servants of the Yozis

This section is devoted to those who support the Green Sun Princes in retaking Creation for their masters. From the equally powerful but free-will-lacking Exalted akuma to the Demon-Blooded and mortal akuma to the mortal Yozi cultists, an entire network exists in the Creation to aid in furthering the grand Reclamation effort.

Chapter Three: Character Creation

This chapter supplies the rules you need to create an Infernal Exalted character.

Chapter Four: Traits

In this chapter, you can find traits unique to Infernal characters, as well as information on how to adjust existing traits for the Green Sun Princes.

Chapter Five: Charms

The blasphemous and destructive Charms of the Infernal Exalted represent the antithesis of the Charms that the Solar Exalted wield. Gifted with these Yozi-fueled powers,

This Is Not a Complete Game!

The Manual of Exalted Power—The Infernals, despite its size, is not a complete game. It is a supplement for White Wolf's **Exalted**, a game about near-divine heroes in a world of high fantasy. The core book describes the Solar Exalted, the Sun-blessed rightful rulers of Creation, reborn into a world that for centuries has hated them as the Solar Anathema, the demonic despots of the First Age. This supplement does not describe the game's various core traits, present its rules for combat or provide a complete setting. This supplement just gives in-depth information about the Infernal Exalted, their society, their activities and the rules necessary to create and play Infernal characters. You'll need to consult the **Exalted** core book in order to play.

the Green Sun Princes and their akuma brethren work to subvert the work of the Incarnae and their Chosen.

Chapter Six: Wonders of the Demon Realm

The Green Sun Princes have more than Charms with which to subvert the rule of Creation. They also wield a twisted science by which Creation's magical materials may be corrupted and demons forged into still-living weapons of war.

Chapter Seven: Storytelling

This final chapter describes the special factors one must consider when storytelling a game about the Infernal Exalted.

Lexicon

The majority of terms used in the core **Exalted** core book also apply to the Infernal Exalted. The following terms, however, refer particularly to Infernal characters and their particular milieu, Malfeas.

act of villainy: Behavior in which an *Infernal Exalt* can indulge that pleases one of the Yozis and serves to ameliorate the effects of Limit.

akuma: A mortal or Exalt transformed into a slave of the Yozis in exchange for enormous power.

azoth: The more rarified *chalcanth* of a Second or Third Circle demon.

chalcanth: The life force of a First Circle demon preserved in *vitriol*.

Chrysalis Grotesque: An indestructible shell of demon flesh that encompasses a candidate for Infernal Exaltation after he agrees to become a *Green Sun Prince* and serves to keep him safe from harm while he undergoes his dark metamorphosis.

Conventicle Malfeasant: A towering structure in the heart of the Demon City that serves as the headquarters of both the *Thing Infernal* and the *Green Sun Princes* in general.

coven: A group of *Infernal Exalts* gathered together for a common purpose; the Infernal equivalent to a Celestial Exalted circle. Covens are generally ad hoc groupings that exist only for a particular mission, as Infernals typically operate solo.

Demon-Blood: A mortal being empowered by the blood and/or Essence of demons. Both *Hellspawn* and *Yozi-kin* are types of Demon-Bloods.

devil beast: The *Demon-Blooded* spawn of a demon and a mundane animal.

Green Sun Prince: Host to a Solar Exaltation twisted by the Yozis for their own dark purposes, each such Infernal Exalt has access to powers beyond even the Exalted *akuma* and retains her free will.

hellforged wonder: An *infernal relic* that maintains its component demon's *Urge* and malevolent will.

Hellspawn: A being spawned by the unnatural congress of a demon and a mortal.

hellstrider: *Helltech* warstriders forged from the bodies and souls of demons.

helltech: The *virtriol-* and demon-powered magitech common to Malfeas.

Infernal Exalt: A term that encompasses both the *Green Sun Princes* and the Exalted *akuma*. Basically, any Exalt who serves the Yozis and is reshaped body and soul to better do so.

infernal relic: The artifacts of the Demon City.

Lillun: Youngest daughter of the Scarlet Empress and the tainted vessel that hold the Infernal Exaltations between incarnations.

peer: The position of a *Green Sun Prince* within Hell's hierarchy.

Reclamation: The great plan to retake Creation and free the Yozis from their long imprisonment.

Thing Infernal: The ruling body of the *Green Sun Princes*, designed as a perverse mockery of the lost Solar Deliberative.

Torment: The terrible punishment visited upon a *Green Sun Prince* who defies the will of the Yozis too often. It also endangers those things and people she most cares about.

unwoven coadjutor: The remains of the personality of the demon who bore the *Green Sun Prince*'s Exaltation and formed his *Chrysalis Grotesque*, the coadjutor still serves to motivate and advise its Infernal.

Urge: A goal on par with Motivation that is implanted in each *Infernal Exalt* by her Yozi patron.

vitriol: Referred to as Theion To in Old Realm, vitriol is the only natural element of Malfeas. The dark liquid is transcendent acid infused with the consumptive hate of the Yozis that naturally consumes all it touches. When properly purified, however, it catalyzes and transforms materials to their core essence.

Yozi-Kin: A Yozi-Kin is a mortal, usually a well-regarded Yozi cultist, who's won the favor of a powerful demon and been rewarded with the application of the demonic version of the Endowment Charm.


ASSEMBLED HEROES OF HELL, YOUR SACRIFICES PLEASE OUR MASTERS!


RISE NOW, CHOSEN OF THE DEMON PRINCES!
PAY HOMAGE TO SHE WHO IS YOUR MOTHER AND YOUR SISTER!
GIVE YOUR RESPECT TO SHE WHO ONCE CRADLED YOUR EXALTATIONS!
SHOW YOUR LOVE FOR YOUR PHYLACTERY-WOMB!
BLESSED IS SHE!
BLESSED IS SHE! BLESSED IS SHE!
DADDY... PLEASE COME GET ME...

CHAPTER ONE
THE GREEN SUN PRINCES

They are the nightmares of the gods given hateful flesh. In their footsteps is the end of Creation foretold. They represent that which was once a monument to everything heroic and good and noble in Creation, now twisted and perverted into hideous mockeries of virtue. To look upon them in ignorance is to feel an intense, illicit longing for what you know in your heart is wrong. To recognize them for what they are is to know the dreadful despair that comes with inevitable corruption and ruin. They are the Infernal Exalted, the heroes of Hell, the Chosen of the Yozis.

No mere akuma are these Exalted. No, they are wicked princes, blindingly radiant in the awful glory of Ligier, the Green Sun of the Demon Realm. They constitute the Honor Guard of the Ebon Dragon's betrothed. In the Yozis' names, they will wrest Creation from the usurper gods who stole it and the caretaker Exalted who continue to squabble over it. Soon now, the Green Sun Princes will put right what time and treachery have allowed to go so wrong.

They have already put their plans in motion.

Wicked Genesis

The origin of the Green Sun Princes is no great mystery. During the Primordial War, the gods empowered the Exalted and used them against the Primordials to usurp Creation, Yu-Shan and the Games of Divinity. Although they were beaten, broken, defeated and imprisoned, the Primordials-cum-Yozis were nonetheless impressed by the elegance and power of their conquerors. As soon as their damaged, deranged minds cleared enough of the hatred and self-pity that had first overwhelmed them, they sought a way to use that power for themselves. Such was their broken nature that they could no longer conceive of a way to build something new and better on their own. All they remained able to do was to change that which already existed to suit their needs.

They did so many times in lesser forms after they were imprisoned. They reached out to mortals in dreams or to Exalted during summonings, offering otherwise unavailable powers in exchange for unwavering service. Thus did they

suborn many of Creation's would-be heroes and turn them into akuma throughout history. Their first great acquisition of this kind was Gorol—eventually called Thrice-Damned by his peers—who proved that even the Solar Exalted could be so corrupted that they would give their souls to the Yozis. Over the years, the Yozis seeded many akuma throughout Creation, and those akuma founded countless cults of all sizes and levels of visibility. Those worshipers who were not discovered and wiped out by Creation's protectors prayed fervently to their masters, and those prayers helped focus the Yozis' minds and empower them.

Yet for all the good the akuma were able to do, it was never quite enough. The Yozis remained imprisoned and ever at their jailors' beck and call. They laid grand plans for how to escape their prison and retake their world, but their hopes were all in vain. They could not emerge from Hell of their own free will because of the oaths they had sworn at the Primordial War's end. Their akuma could not break them free because their will was effectively the Yozis' own will and, therefore, still bound by the Yozis' surrender oaths. Their free-willed worshipers could not break them free because they lacked the power. Either those who ruled the world would have to let the Yozis out of Hell, or Creation would have to become Hell itself so that it and the demon realm were indistinguishable.

The Plan

For centuries, most of the Yozis despaired of ever gaining their freedom. He who had become the Ebon Dragon, however, did not. His nature had changed the least since before the Primordial War, and much of his craft and cleverness remained in him as he descended into the Demon City. As time unfurled, he watched and waited. He contemplated the Abyss at the center of the Underworld and made contact with those at its event horizon—the Neverborn, the dreaming souls of his slain kin. From them, he learned the secrets of the Great Curse and how to recognize its effects upon the heroes of Creation. He watched as the Celestial Exalted all went mad in their own ways. He inhaled the discontent of the Terrestrial Exalted and recognized in it certain delectable potentials. Many bitter Dragon-Bloods turned to the Yozis for help during this time, causing some of the prisoners to rejoice. The Ebon Dragon withheld judgment, however, certain that something momentous loomed.

He was right, and the storm that broke over Creation was cause for much celebration in Hell. The Terrestrial Exalted threw down the Solars, the Lunars scattered, and… something… happened to the Sidereals. Creation was in turmoil, and for a time, the akuma flourished. The Yozis urged their beaten king, now called Malfeas, to take some action or come up with some plan to capitalize on Creation's instability, but Malfeas could do nothing. The Ebon Dragon, likewise, was powerless, but still he watched and contemplated, refusing to give up hope. He turned his eyes once more toward the Abyss and waited to see what the Neverborn would do.



What they did was reach out to the souls of their slain foes who either plunged into the Underworld or hovered around an odd jade construction sunk into the bottom of the Inland Sea. Similar to the way the Yozis turned mortals and the Exalted into akuma, the Neverborn rebuilt the ghosts of the slain Solars into more powerful versions of themselves, yet ones still beholden to their Neverborn masters. This turn of events intrigued the Ebon Dragon, but less so than the jade object on the sea floor. With careful, roundabout inquiries, he managed to discover that it was a prison containing the essential cores that had given the Solar Exalted their power. These Essences, these Exaltations, were masterworks of motic filtration, amplification and conversion, designed by the Primordial deserter Autochthon. They were effectively eternal and indestructible, losing no function between successive iterations of bonding with and empowering mortal souls.

The Ebon Dragon had studied Solar Exaltations before, as had many of his fellow Yozis, in their various experiments with Solar akuma. Yet, those Exaltations had always been affixed to mortal souls, and there was only so much they could tamper with them without cutting them loose of their moorings—whereupon the Exaltations invariably got away. Here, however, was this Jade Prison that somehow contained the Exaltations despite their natural propensity to seek out new souls to empower. Seeing this ingenious construction, the Ebon Dragon slowly formulated a plan.

The Conspiracy

Although doing so defied his jealous ambition, the Ebon Dragon took his plan to his fellow Yozis. If it worked, he promised, their time in prison would soon be over. By his design, Creation could be made into a new Hell, which they could inhabit and shape any way they pleased. Once more would they be creators and masters as they had been before the war. It would not be easy, but they could do it if they worked together.

The Yozis were not impressed. For too long, they had been beaten down and enslaved. For some, it was simply not in their nature to hope for victory. Others were jealous of how little the Ebon Dragon had been forced to change, and they refused any overture he made out of spite. Although many failed him, five recognized his wisdom. The first was mad, spiteful Malfeas. He hated Creation and those who had stolen it, and the Ebon Dragon's promises whetted his appetite for revenge. He leapt at the chance to turn Creation into Hell. Adorjan, the Silent Wind, likewise relished the idea of scouring and suffocating that which had once been hers. What Malfeas chose to involve himself in, so too did his sister Cecelyne, granting the Ebon Dragon's proposed scheme the backing of law. A slavish devotion to proper hierarchy compelled She Who Lives in Her Name to agree to any plan that her former king and current lawspeaker supported. Finally, the Yozi known as Kimbery, the Sea that Marched Against the Flame, proffered somewhat more modest support. She did not believe that the Ebon Dragon's plan would succeed in the long run, but she promised to help where she could and not stand in the way.

Working together with his four allies and one supporter, the Ebon Dragon studied and eventually unraveled the secrets of the Jade Prison's construction. They worked out how similar apparatuses could be constructed to hold individual Exaltations. From a purely theoretical standpoint, they reverse engineered the deserter Autochthon's design specifications and created a model for how a raw Exaltation could be redesigned to suit their needs. They could not test their theories, but such was the Ebon Dragon's confidence in his co-conspirators' intelligence that he decided to proceed regardless.

Accomplices

For all the cleverness the Yozi allies demonstrated in working out how to taint and redesign Solar Exaltations, they still didn't have any on which to prove their theories. Worse, it was not in their power to collect any. Even those rare few demons who were loose in Creation at any given time had nowhere near enough raw power to break open the Jade Prison and get the Exaltations out. Fortunately, the Ebon Dragon had deliberated on this obstacle and knew exactly how to clear it. Or, rather, he knew exactly who could clear it for him.

Once more, he reached out to the Neverborn and let them in on certain aspects of his plan. The Exaltations of the Lawgivers could be held captive, he told them, and significantly redesigned. With the right alterations and properly designed equipment, those Exaltations could be used to empower new heroes to wield against the rulers of Creation. Intrigued, the Neverborn entertained the Ebon Dragon's tantalizing notions. After much back and forth and more than a year of hard negotiating, a bargain was finally struck. The Neverborn would have their tainted, rebuilt Deathlord minions break open the Jade Prison and—using devices built from the Yozis' specifications—capture the fleeing Solar Exaltations. The Neverborn would tithe a mere 50 of the captured Exaltations to the Yozis, and the Yozis would, in return, reveal specifications for devices that would contain and twist those remaining Exaltations in any way the Neverborn desired. The low number of the tithe was a deliberate gamble on the Ebon Dragon's part, meant to both entice the Neverborn and to hedge against their Deathlords' potential failure of execution.

As it turned out, the Ebon Dragon could have set his risk threshold higher. The Deathlords managed to snag half of the Solar Exaltations when they broke the Jade Prison, meaning the Neverborn had to give up only a third of their prize. The Deathlords wrapped up the 50 Exaltations they had promised in containers of Yozi design and transferred them to a highly valued akuma belonging to Kimbery. That akuma brought the Exaltations to Hell, and the five conspiring Yozis divided them up evenly. Malfeas snatched up the Dawn Caste Exaltations, and to his sister went the Zenith Castes. She Who Lives in Her Name claimed the Exalta-

tions of the Twilight Caste, and the Ebon Dragon named as his the Exaltations of the Eclipse Caste. The Night Caste Exaltations, the only ones that remained, were granted to Adorjan. The five Yozis then twisted and corrupted their newfound belongings, just as the Solars and the gods had once twisted and corrupted the Primordials into the Yozis. When that work was done, the Yozis began releasing the products of their work back into Creation. In time, disparate handfuls of people began to make their way across the Desert Cecelyne to the gates of the Demon City, radiating the unholy glow of Ligier's poisoned light. The Yozis' theories on how to alter the Solars' Exaltations had proven true. The Infernal Exalted had been born.

Since that time, the Green Sun Princes have been abroad in the world, working the diabolical will of their masters on an unsuspecting Creation.

The Wedding

The Ebon Dragon is going to be married. This information came as a surprise to all of the denizens of Hell when he suddenly announced it five years ago, immediately upon receiving his bride-to-be from Creation whence she came. He had never spoken of his plans to wed this woman before, and if his intentions were part of the original plans with which he won over his fellow Yozis, he kept them secret from everyone. The other Yozis know full well who the Ebon Dragon's betrothed is, but they don't know how long he had been pursuing her or what he did to finally ensnare her and make her his.

The extent of what they don't know about the Ebon Dragon's wedding plans troubles his fellow Yozis. It makes them wonder just what else he's been keeping from them all this time. It makes them wonder if he intends somehow to reclaim Creation with his new bride and cast the rest of his erstwhile allies into some fresh Hell when he no longer needs them.

The Nature of the Infernal Exalted

In some ways, the Green Sun Princes resemble the Solar Exalted on whom they are modeled and whose Exaltations form the corrupted core of their beings. In other ways, they resemble the Abyssal Exalted, those wretched knights of entropy twisted from Solar Exaltations by the slain Neverborn. Their similarities to the Solar Exalted are not surprising. A Solar Exaltation is an engine of unimaginable power, a masterpiece of Primordial design. To tinker with it too much just to put one's individual stamp on it would risk damaging that which makes it so potent. Better then, the Yozis decided, to simply tailor it to make the resultant Exalted more amenable to their diabolical duties and more receptive to their masters' will. As a result, both Infernals and Solars are paragons of excellence, capable of outstanding prowess and epic heroism that no lesser individual in Creation can match.

Recognizing the Infernals' similarities to their Abyssal cousins requires no great leap of imagination either. The core mechanism by which a Solar Exaltation could be corrupted and redirected was designed first by Yozis and then passed down to the Neverborn, who altered its infernal precepts to make it better suit their long-term goals. Like Abyssals, Green Sun Princes are tainted by exposure to once-Primordials and made better. They are beholden to the desires of the ones who built Creation and now want it back to do with as they will. When they defy their masters, they suffer for it.

Indeed, the surface similarities between these three types of Exalt are such that many ignorant reactionaries (from uneducated, awestruck peasant farmers to hidebound Immaculate monks) mistake them for one another. Others willfully conflate them into a single group of villains despite direct evidence to the contrary. The Green Sun Princes, however, stand well apart from both the Solars and the Abyssals despite their seeming similarities. From the way they are chosen to the process that uplifts them to the mental and physical changes they undergo upon Exaltation, the Infernal Exalted enjoy wholly their own brand of larger-than-life empowerment.

The Chosen of Hell

The Ebon Dragon's plan is not just to march armies across the face of Creation and up into Yu-Shan to retake the Games of Divinity. By the terms of their surrender oaths, the Yozis cannot go so simply into pristine Creation, especially at the head of expansive conquering armies. Creation must first be tainted and poisoned and sickened until it resembles the demon realm sufficiently. Only then can the Yozis go there, and only then will they need their vast armies to conquer whatever holdout forces stand before the Yozis on their path back into Yu-Shan.

Yet, those armies will not consist of Green Sun Princes alone. The Yozis have multitudes of demons within themselves to fill out the rank-and-file soldiery. They have countless mortal worshipers ready in Creation to provide Essence-cannon fodder and auxiliary support. They have numerous legions of mortal and Exalted akuma in Hell and abroad awaiting orders. The Ebon Dragon's betrothed even has a surprise in store for her descendants that will swell the ranks of Hell's armies. No, the Green Sun Princes constitute just the tip of the spear. They're to be only the generals and champions of the demons' forces. They also have to perform the all-important groundwork that must precede the armies of Hell into the world, making Creation into an extension of Hell.

As a result, and considering their limited supply of Exaltations, the Yozis must be very selective in whom they grant the Infernal Exaltation. The exact process is largely automatic, but the Yozis maintain certain safeguards at crucial points to make sure that their investment of time and rare resources is not wasted. Should a selected Infernal

candidate prove very likely to fall short of his prospective masters' expectations, the Yozis can cast him aside before he takes his poisoned Second Breath, redirecting the Exaltation that might have been his to a more worthy hero.

The Tainted Exaltation

The Solar Exaltations stolen from the Jade Prison are the crucial components on which the Yozis' plans depend, and so, they deserve special care and attention. Working together as they had not since the Primordial War, the Ebon Dragon and his four main allies laboriously unraveled the secrets of what the deserter Autochthon had wrought. Having done so, if only theoretically, they understood exactly how the Exaltations worked and how they turned human beings into titan-slaying powerhouses. Despite their knowledge, however, the Yozis could not create fresh Exaltations of their own from whole cloth. The alteration of their natures resulting from the destruction of their integral souls makes such feats of creation impossible. Instead, the Yozis chipped away certain undesirable aspects from the Exaltations the Deathlords gathered for them. They warped other aspects infinitesimally and tainted what was left with a tremendous outpouring of their power. The result is a collection of Exaltations that are functionally similar to Solar Exaltations but wholly different from and antithetical to them nonetheless.

One aspect of the Exaltations that the Yozis could not safely overwrite is the Exaltation's imperative to move unseen and at speeds beyond thought to seek out mortals whose fates resonated with echoes of heroic destiny. The Yozis were able to hold the Exaltations while they worked on them, but they knew well that once they implanted them into their first generation of Infernal Exalts, they would lose control of those Exaltations if (rather, when) their first Green Sun Princes were struck down. As a safety precaution, then, they added a specific alteration to every Exaltation in their possession. This alteration can be conceived of as a minute anchor point, and to each such anchor the Yozis attached an unbreakable filament of personal destiny. They then braided the ends of these filaments to one another and spliced the braid onto the frayed end of the destiny of a certain human girl in their possession, whose mother offered her to the Yozis several years ago. Now, whenever an Infernal Exaltation is not currently bonded with a once-mortal's soul, its tether filament retracts toward this girl and is cradled within her body—yet not affixed to her soul—until the time comes to grant that Exaltation to another.

The presence of so many infernally tainted Exaltations circulating within her has had undeniable effects on her. Not surprisingly, the constant deluge of Hell-taint coursing through her every nerve, blood vessel and chakra has driven her completely insane. On her best days, she is simply catatonic, peering into the middle distance and occasionally weeping tears of vitriol and poison gossamer. On the worst days, she raves demented prophecies at the top of her voice while thrashing spasmodically, chewing at her ever-regenerating flesh or furiously pleasuring herself with whatever doomed First Circle demon she can snatch unawares.

For all that her mind has been ruined, the changes her physical body has undergone are worse. Gone is the beautiful 12-year-old girl whose flesh the Ebon Dragon refused to mar with his fangs as he carried her into Hell in his mouth, even as his tongues tore away her clothes and explored her succulent flesh. What was once that girl has warped and stretched and bloated into a blasphemous caricature of feminine hideousness. Her skin is discolored with rot and diseases unknown even within the Well of Udr, sometimes eerily lit from within as a trapped Infernal Exaltation comes too close to the surface. Drooling orifices of all sizes and descriptions (often combining characteristics of different types in one) open periodically in her flesh, occasionally crawling languidly across her like insects on a corpse. New varieties of the Things That Dwell in Corners sometimes seep from these openings and skitter into the darkness.

Ranks of erymanthoi guard this treasured monstrosity, and hosts of anhules take care of her as best they can. For all the power that courses through her tortured body, she has no access to any of it and can barely tend to the needs of her still-living body. New Infernal Exalts are taught to love and revere this poor thing as the phylactery-womb whence comes their awesome power. Some take perverse delight in calling her "Mother." Others refer to her with endless condescending pity as "Sister." Most cannot bear to speak of her at all. Of the rest, those who are aware of it use the name given her at birth in Creation—Lillun.

The Mechanism

With the Infernal Exaltations bound to their phylactery-womb, the process of finding a worthy mortal and empowering him is necessarily a more active one than is typical of Solar or Abyssal Exaltation. When a new Green Sun Prince is needed, the Ebon Dragon or one of his co-conspirators approaches Lillun with a First Circle demon in tow. The Yozi presents the demon to Lillun and gives specific orders to both about what it expects of them. The demon and the phylactery-womb then come together in a grotesque act that is simultaneously copulation and ingestion. Lillun takes the demon wholly into herself and holds it there. At that point, the Yozi fishes up one of the Infernal Exaltations from within Lillun's soul and places it within the First Circle demon. The Exaltation need not be one that the Yozi has claimed for himself, but the demon into which the Yozi implants the Exaltation must come from the Yozi who lays claim to the Exaltation. For instance, the Ebon Dragon can call forth one of the erstwhile-Night-Caste Exaltations on Adorjan's behalf, but he cannot implant it into one of his own First Circle demons. He must implant it into one of Adorjan's First Circle demons. Regardless, when the Exaltation is safely enwrapped thus, Lillun regurgitates (excretes, delivers…) the demon back to its master. The Yozi then pays out a measure of slack into the filament connecting the

Exaltation to Lillun and sets the demon loose on Creation. It is then essentially the demon's responsibility to find a suitable candidate for Infernal Exaltation.

Different Yozis rely on different varieties of their own First Circle demons to perform this task. The Ebon Dragon often sends sesseljae to carry his Exaltations forth, as they are easy to conceal even when fully materialized. He is also fond of setting chrysogonae to this purpose, as they are especially adept at locating candidates whose ambitious natures reflect the Ebon Dragon's own. Adorjan prefers for her angyalkae to take her Exaltations into Creation. Their beauty lures potential candidates to them, and their music can break a candidate's resistance to accepting the Exaltation. Cecelyne usually delivers her Exaltations to Creation within agatae if speed is called for or if suitable candidates are far afield. She relies on perroneles when or if greater subtlety is called for. She Who Lives in Her Name gives her Exaltations to her graceful, tireless luminata, who delight in running down those who are reluctant to become what destiny demands of them. Malfeas is probably aware that he can get close to potential candidates undetected by using his decanthropes. He likely understands that he can make candidates come to him by relying on his neomah. Of the many varieties of demons at his disposal, however, he far and away prefers to send his precious erymanthoi into Creation. Even if a blood-ape can't find a suitable candidate quickly, it can at least cause trouble and vent some of its master's destructive rage on those who get in its way. Those preferences aside, a Yozi can implant one of his claimed Exaltations into any sort of First Circle demon that comes from within him.



Having couched an Infernal Exaltation within a suitable demon, the Yozi need only send that demon into Creation, which is quite easy in practice. It would be foolish to wait for the selected demon to wriggle its way into Creation through a crack in the prison or to hope that some lucky happenstance pulls that particular demon into Creation automatically. Instead, the Yozi or one of its subordinate souls makes contact with a conveniently placed cultist or akuma abroad in the world. That worshiper or slave is then commanded to summon that particular demon in whom the Yozi has hidden the Infernal Exaltation. The preferred method of summoning is the Summon (Species) ritual of the Art of Demon Summoning, as that ritual grants the summoner no control over the demon that could potentially conflict with the demon's intended mission (see **Exalted**, pp. 138-139, and **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 135, for details).

Once the demon makes it into Creation, the intrinsic programming of the tainted Exaltation takes over. It reads the vibrations of the fabric of Creation to detect the telltale signs of an individual with a particularly impressive destiny. When it detects those signs, the Exaltation leads the demon toward the person in question. This pull toward a worthy candidate is lessened in the Exaltation's warped condition, weaker than the natural tension applied by the filaments of destiny that connect the Exaltation to its phylactery-womb in Hell. It is up to the Yozi overseeing the process to keep plenty of slack in the filament, lest the Exaltation snap back into Hell, tearing its demon conveyance inside out. (Maintaining vigilance over the filament also allows the Yozi to experience what his demon agent experiences in Creation.) When the demon finds the mortal to whom the Exaltation has led him, he and his Yozi master know it immediately. They both then pause to watch.

The Moment of Selection

Whenever an *untainted* Exaltation comes upon a worthy potential hero, it does so not simply at random, but at some moment of crisis or other import in the mortal's life. The same is true of an Infernal Exaltation, but the process by which it bonds with the mortal's soul is not automatic, as it would naturally be. In fact, the demon carrying the Exaltation actually withholds the power at its master's behest so that the Yozi can observe the mortal's reaction to imminent crisis. Were the Exaltation untainted and free, it would join with the mortal at the moment of truth, allowing him to rise to the occasion to which his destiny has led him. In the case of an Infernal Exaltation, however, the mortal is on his own. It is entirely up to him to rise to the occasion or fall flat on his face. How the mortal reacts in that moment tells the Yozi much about him.

In most cases to date, the mortals destined to receive the Infernal Exaltations have fallen short. Such is usually the case with the vast, overwhelming majority of mortals in all circumstances. When events call for bold heroism, mortals tend to quail in cowardice instead. When the times demand unbending righteousness, mortals put their selfish desires first. Mortals float in seas of mediocrity; they surrender their will to the whim of the mob. In short, mortals fail. It's just human nature. In most people's estimation, it's better to simply choose not to rise to the occasion than it is to try but fail. To them, Creation is a harsh, unforgiving world that doesn't give out awards for trying. (The fact that it is the imperfections of human nature that have made the world this way is lost on humankind.)

It's not until after the situation that draws an Exaltation to its intended mortal plays out that the Yozi allows his demon vessel to approach the mortal—assuming the mortal survived the events of the crisis. While the mortal ponders the events that just transpired (whether he's sulking in a hiding place, cooling his heels in prison, standing alone in a mob-ruined market square, recuperating in a hospital or what have you), the demon whispers its master's will in the mortal's ear. It consoles him over his failure, reassuring him that he's only human and that failure is sometimes inevitable. It then tantalizes him with a dream of power… enough, certainly, to make his recent stinging failures into nothing more than hazy memories. If it has not already done so, the demon reveals itself at this point and makes the mortal an offer. It can grant him such power, it tells him, if the mortal will only swear to serve the Yozis—Creation's true masters—and help them take back what is rightfully theirs.

To simply say that the demon makes this offer is to oversimplify what is usually a tense, cathartic battle of wills. Those mortals who have failed to heed the calling of their destinies are usually emotionally fragile and in foul tempers besides. Once they've forgone greatness in favor of pettiness, it can be surprisingly difficult to convince them to accept greatness when it's offered. It is up to the demon—and his Yozi master through him—to persistently cajole, flatter, mislead, praise, ridicule and browbeat the mortal until he's in the right state of mind to properly consider the Yozi's offer. For the coward who fell short of heroism, for example, the demon might have to spin lurid fantasies of the bloody revenge and sexual conquests the mortal will be able to achieve if only he will serve Malfeas. During this tenuous period, the demon must needle the mortal's every vice until the mortal sees accepting the demon's offer as not simply the best choice available, but the only one.

When the Yozi is no longer willing to indulge the mortal's hesitation, he forces the mortal to choose. The demon cannot control the mortal's thoughts or emotions in any supernatural way regarding this decision, though he can lie or coerce in any mundane way he pleases. Yet, in the end, the mortal's choice must be entirely his own. If the answer is no—which has been the case a handful of times to date—there's nothing more the Yozi can do. He allows the demon to destroy the recalcitrant mortal in whatever way it wishes. After that point, the Yozi can either maintain the slack on the filament of destiny connected to the Exaltation, allowing it to reorient toward a new target, or he can let it snap back to Lillun as he reconsiders his options.

If the mortal answers yes to the demon's offer, however, then begins a period of transformation that is at once physical, mental and spiritual.

The Chrysalis Grotesque

The moment the mortal accepts the demon's offer of power, there is no turning back. The demon seizes the mortal in an inescapable grip, and the Yozi gives a practiced flick of the tether of destiny attached to the hidden Infernal Exaltation. The disturbance propagates instantly up the length of the filament and causes the demon's body to come undone and envelop the (likely horrified) mortal. As the demon's flesh swells and flows around the mortal's body, he is plunged into darkness and the tainted Infernal Exaltation worms its way into his soul and grafts onto it.

Meanwhile, the broken demon flesh that surrounds the mortal's body flows into a seamless, impenetrable chrysalis within which the mortal's body cannot be disturbed. It is generally possible to distinguish which Yozi has claimed the Exaltation bonding to the mortal within by the demonic characteristics that remain visible on the cocoon—provided one knows which types of First Circle demons belong to which patron Yozis. A chrysalis formed of an erymanthus retains a down of stiff, wiry bristles and is somewhat warm to the touch like living muscle beneath leathery flesh. It smells faintly of spilled blood or the awful breath of a wild carnivore. A chrysalis made from a luminata seems to be nothing more than a man-sized mass of wriggling white tendrils. The tendrils can be rearranged to some extent, but they are infinitely dense and they cannot be separated. When a perronele forms a chrysalis, the result is a blotchy gray and off-white mass with the texture of clay. Glassy, blind eyes open periodically at random points along the surface to gaze sightlessly for a moment then close again. Angyalkae and marottes both enwrap their charges in dense waves of thick hair. Angyalka hair simply hardens into an unbreakable sheath, while a marotte chrysalis secretes a transparent mucus that dries as hard as adamant. A sesselja's chrysalis is a smooth, seamless ovoid the same color and texture as the sesselja's body. When chrysogonae form chrysalises, they grip their wooden masks in their burning fingers and stretch the edges out to surround their mortal charges. Tufts of twitching fingers poke out through the eye, nose and mouth holes of the distorted mask and smolder like incense sticks, concealing what lies within.

Once a mortal is swallowed into a Chrysalis Grotesque of whatever variety, he remains within for five days—or one day if he accepts the demon's offer during Calibration. In that time, he remains completely unaware of anything happening outside the chrysalis, and no one but the Yozi monitoring the transformation can detect anything about him inside it. A chrysalis is usually only a little larger than the mortal himself, and it is as unbreakable as any one of the magical materials of Creation. The Yozis usually try to have other demons, akuma or mortal cultists on hand to transport a chrysalis to a safe location, but that precaution serves only the interests of stealth and subtlety. While a mortal is inside his chrysalis, no mundane force in Creation can do him or it any harm.

The Infernal Emerges

When the required time is up, sickly green light shines within the chrysalis, illuminating a pattern of fine cracks that spread across it. As quickly as an observer is able to notice and realize what's happening, the spreading cracks cover the entire surface of the chrysalis, and the entire cocoon explodes into fine stinging dust. He who was once a mortal now emerges radiating the awful green brilliance of the heart of Malfeas, the mark of his corrupted caste shining on his forehead. This radiance dies down quickly, but even after it does, it is hard to mistake the newly emergent Infernal Exalt for a mere human being. For as the nightmares of Hell reshaped his mind and



the tainted Exaltation empowered his soul, his time in the chrysalis also worked a change in his very body.

The first level of change is mostly cosmetic. The Exaltation clears up scars, blemishes, modest asymmetry and other subtler imperfections in the Infernal's appearance. It straightens his limbs, rids him of disease and restores him to the prime of youthful vigor regardless of how old he is. The Green Sun Prince rises from his cocoon a more pristine and beautiful specimen than he ever could have been in the life he leaves behind.

There is a more overt physical element to the transformation an Infernal undergoes in his chrysalis as well. While he's encased, he absorbs the simple soul of the demon who carried his Exaltation to him. That demon's essence (and Essence) seeps into his every component particle, making him not only stronger and tougher and better looking, but more physically demonic as well. The degree to which the demon's physique influences the Infernal's own varies from Exalt to Exalt, but the transformed traits are clearly visible to one who understands infernal morphology and knows what to look for. For instance, a blood-ape might leave its Infernal charge simply broader in the shoulder or more hirsute, but it might also leave him with slightly elongated and overly muscled arms as well as a thicker jawbone and gleaming red eyes. An Infernal whose chrysalis was a luminata might emerge with porcelain-pale skin and ropy strands of… something… wriggling visibly beneath. Then again, he might find that in place of skin or flesh he is covered with nothing but a mass of ropy, white tendrils. An agata might change a mortal's fingernails and toenails from translucent keratin to venous panels similar in appearance to its own wings. Alternatively, the Infernal might find that he has iridescent compound eyes and that in place of his human genitals he now has a wickedly barbed stinger. One who transforms within a teodozjia chrysalis might come out with skin that gleams like jade in certain light, or he might have leonine facial features and a lush mane. The influence of a chrysogona chrysalis might cause an Infernal's eyes to continuously seep yellow-green tears, but it could just as easily elongate the Infernal's fingers to extreme lengths, adding additional knuckles so as not to interfere with the Green Sun Prince's dexterity.

The variety of possible demonic physical characteristics is as wide as that of the multitudes of First Circle demons at the Yozis' command. The extent to which one resembles the demon that brought him his Exaltation is random, though many akuma and demon-cultists consider such characteristics to be indicative of the Yozis' esteem. The Green Sun Princes hold no such prejudices over one another, however. They know that they are equal in their masters' eyes. Those who are wise speculate no further along those lines.

The Infernal Mind

For all that an Infernal Exalt's body changes within the Chrysalis Grotesque, her mind undergoes just as thorough a transformation. The human mind, it seems, does not come naturally predisposed to serve and please a Yozi master. To make a mortal into a valued, loyal servant takes some tinkering. The first round of this tinkering occurs within the chrysalis, as the erstwhile demon's flesh flows over the mortal's body and her vision is plunged into darkness. When the initial darkness clears, the mortal finds herself in a nightmarish hellscape in which she is deluged by a torrent of alien memories of loss and tragedy and frustrated rage. (It is unclear whether these memories come directly from the Yozis or from the Solar Exalt who once possessed the tainted Exaltation.) Snatches of memory—some of which goes all the way back to the Primordial War—blast through the Infernal's mind, and the shinmaic design schema on which Creation itself was based dance in tantalizing swirls just at the edge of comprehension. The experience is ecstatic, sublime, agonizing and heartbreaking, and most Infernal Exalts remember only vague, dreamlike fragments of it. As intense as it is, however, it is nothing more than an anaesthetizing distraction from the delicate work the Yozi must perform on the Exalt's mind and soul.

The Triumph of the Will

The mental reconstruction a Yozi forces a Green Sun Prince to undergo is, indeed, quite delicate, for the Green Sun Princes must retain their free will. For all that the Yozis alter their Exalts' minds, they must be careful not to break or extinguish that characteristic. At first, however, there was considerable disagreement on the subject of free will. She Who Lives in Her Name objected vociferously and at great length against it, claiming that their original decision to grant the gods even their limited freedom of choice ultimately resulted in tragedy and imprisonment. In her opinion, the Green Sun Princes should have been spiritually shackled to their masters more so even than the akuma are. Malfeas supported this view, fearing treachery from those whose purpose it was to set the Yozis free.

As the primary architect of their shared agenda, the Ebon Dragon argued against making the Infernal Exalted into simple slaves. His reasoning was threefold. First, he pointed out that a being with free will has greater power to adapt to unexpected circumstances and is far more capable of taking initiative when events warrant it. (Such, he added, was the reason they had allowed the gods what free will they had.)

Second, the Ebon Dragon argued, the nature of the allied co-conspirators had to be considered. Even though they all wanted to achieve the same thing—freedom, followed by conquest and ultimately reclamation of what they'd lost—they all had different ideas about how achieve it. They would work together as well as they could be convinced to, but there would definitely come times when one or more Yozis would want to deploy his assets as he saw fit without his peers vetting his strategy. If that happened (and here the Ebon Dragon had to tread carefully), it was just possible that an independent deployment might, in hindsight, turn out to have been a rash, ill-conceived flight of fancy. Given what rare and precious assets the Green Sun Princes would be, the

Ebon Dragon's plan could not afford any ill-conceived or rash use of them. If a Green Sun Prince were an utter slave, he would have no choice but to go forth and work his master's reckless will until either the servants of a different Yozi or some protectors of Creation discovered him and put a stop to his actions. Yet, if a Green Sun Prince retained his free will, he could hesitate to follow rash instructions—at least long enough to bring the matter before the other Yozis. If the instructions did no harm or proved beneficial, so much the better. If they were indeed ill conceived, though, the other Yozis could convince their wayward partner of his error and redirect his efforts in more constructive ways.

These two arguments did not completely alleviate Malfeas's worry that the Green Sun Princes would work some wretched treachery upon them all, but they did convince him to revoke his objections. She Who Lives in Her Name was not convinced, however, and the Ebon Dragon was forced to resort to his third argument. It made him uncomfortable to do so, for it was a painful reminder of their first failure in the Primordial War. When the war began, the Ebon Dragon reminded them, the Primordials had ordered the gods to force their Exalts to stand down and cease all hostilities. The gods rankled as they gave that order, but they had no choice. Yet the Exalted, the gods revealed, were free to do as they chose, and they chose to continue fighting.

The other Yozis remembered these events but did not see the significance. The Ebon Dragon revealed it to them. He had been examining the strictures of the surrender oaths the victorious gods and Exalts had forced upon the Yozis, and he had detected troubling clauses within them. It was possible, he warned them, to interpret those oaths in such a way that would allow the gods to do to the Yozis' slaves what the Creators had tried to do to the Exalted. That is, the gods might be able to compel the Yozis to order any slaves they controlled to stand down and cease hostilities. The gods would have to phrase such an order almost impossibly specifically, and to even realize that they have this authority would require them to be at least as clever as the Ebon Dragon himself. As unlikely as that might seem, the possibility existed nonetheless. Therefore, he concluded, the Green Sun Princes must retain their free will. If the gods could force the Yozis to order their generals to quit the battlefield, those generals must be able to refuse.

Taken together, these arguments finally convinced She Who Lives in Her Name that free will was a necessary—if distasteful—component of the Infernal Exalted psyche. For all that the Green Sun Princes retain free will, however, they are not exactly free to do whatever they want whenever they want to do it. The Yozis aren't fools, after all.

Urge

The primary means of guidance the Yozis exercise over their free-willed Green Sun Princes are called Urges. In a sense, Urges are broad-spectrum aesthetics that are pleasing to the Yozis. By spreading these aesthetics into Creation, Green Sun Princes make the human world more like the hellish demon realm where their masters reside. They make it more suitable and hospitable to the Yozis, ultimately enabling their masters to cross over from Hell into Creation and reclaim it.

Each of the five main architects of the Reclamation designed a particular Urge theme that best expresses him- or herself, applying the tenets of that theme to 10 of the 50 captured Solar Exaltations. (Each of those sets of 10 were chosen at random from the larger pool, rather than applying a single theme to all of the Exaltations from a single caste.) The theme of the Malfean Urges is that of destruction. The theme of Cecelynian Urges is that of command. She Who Lives in Her Name expresses the theme of conformity through her Urges. Adorjan's Urges seethe with her silent, implacable madness. The Urges of the Ebon Dragon uphold ultimate personal liberty through the medium of corruption.

An individual Green Sun Prince's particular expression of an Urge is usually a specific goal on par with his personal Motivation. That goal represents an achievement the architects of the Reclamation consider an important milestone in their master plan, flavored by the broader theme imposed by the Yozi who designed it. An Infernal Exalt with a Malfean Urge, for instance, might be tasked with destroying the Southern city called the Lap, in order not only to spread suffering and death, but also to shock and demoralize the Realm and gain access to the Last Supplicant of Endless Power. Should he eventually accomplish that goal, his orders will change but still remain "in theme"—likely urging him to destroy something else that the Yozis don't like.

It is technically accurate to say that an Infernal Exalt is free to choose to ignore or defy his Urge. To say that it happens regularly or without consequence, however, is less accurate. When the Infernal Exaltation alters a mortal's mind to make her receptive to an Urge, it also implants a metaphysical mechanism that allows the Yozi who designed the Urge to monitor that person's actions as an Infernal Exalt. Whenever the Exalt takes actions that defy or contradict her Urge, the Yozi takes note and his displeasure grows. When he can suffer his servant's misbehavior no longer, he lashes out, inflicting terrible punishment until his temper is sated. These punishments differ based on which Yozi inflicts them, and the amount by which the Yozi's displeasure grows is commensurate with the severity of the offense. The rise in the Yozi's displeasure is expressed by the Infernal version of the Limit trait. When the Green Sun Prince angers the Yozi who designed his Urge, his Limit increases, indicating that the promise of certain punishment is growing ever closer to being fulfilled. That punishment is referred to in Infernal parlance as Torment.

Considering the fact that a Yozi is able to monitor a handful of Infernal Exalts' actions (and presumably thoughts as well), it is reasonable to assume that that Yozi could inflict Torment and punish an Infernal for *any* displeasing action that Exalt takes. Indeed, the Yozis could do that if they wished. Malfeas, Cecelyne, Adorjan and She Who Lives in

Her Name at first relished the thought of doing just that. Not only did they anticipate a means of keeping the Exalts of their co-conspirators'/rivals' pet castes in check, they also just like hurting people who displease them. Yet, as in so many other disputes, the Ebon Dragon suggested restraint. If they conducted themselves as such merciless martinets, he warned, the Yozis would only breed resentment and eventual rebellion in those who should be their greatest weapons. (Such bitterness would represent not only a rift between the punished and his tormentor, but potentially between a Green Sun Prince and the Yozi mistress who did not protect him from the exuberant torments of her fellow architects.) Grudgingly seeing the wisdom in this, the Yozis instead agreed to abide by an unwritten compact with their Green Sun Princes. So long as the Infernal Exalted zealously pursue their Urges and unquestioningly accept their just punishment when they fail, the Yozis will hold off punishing them for *every* perceived misbehavior that falls outside the purview of their Urges. They will instead inflict Torment for only specific kinds of offenses.

The Unwoven Coadjutor

Once the Infernal Exalt breaks out of her Chrysalis Grotesque and the pieces disintegrate into fine dust, she soon realizes that the demon who delivered the tainted Exaltation to her is not entirely gone. Not only do subtle reflections of the demon remain in her physiognomy, but echoes of its thoughts also linger in her mind. As long as the Green Sun Prince lives, the demon's personality lives within her, in a form referred to as the unwoven coadjutor. The coadjutor perceives what the Infernal perceives, and it has access to her thoughts. At the Exalt's request—and often unbidden besides—the coadjutor can offer advice, helpful information and a running critique of her actions. The signal-to-noise ratio of these helpers' contributions varies according to how powerful a specimen the demon was and how much experience it had in Creation before it received the Infernal Exaltation. Some coadjutors chime in with *le mot just* before their Green Sun Princes even ask, making the Infernal Exalts preternaturally cunning forces to be reckoned with. Others chatter non-stop, forcing their Green Sun Princes to tune them out and risk missing the one helpful needle in several haystacks of blather.

Aside from information and opinion, coadjutors also color their Green Sun Princes' personalities in hues of their own demonic behaviors. The effect is subtle but always present and is based on the type of demon the coadjutor used to be. Erymanthoi, for example, tend to make their Infernals short-tempered and predisposed to seek the most brutally expedient solution to problems. Neomah, alternatively, affect their Infernals' pleasure centers, leaving them in a state of low-grade arousal regardless of the circumstances. Luminata instill a love of the hunt and the breakneck chase, while gilmyne impart an ethereal grace and a passion for the dance. Amphelisia coadjutors leave their Green Sun Princes easily delighted but equally easily annoyed by innocent laughter. Conversely, chrysogonae coadjutors make Infernals slightly more likely to shed tears when their emotions run high.

The emotional influence a coadjutor has is usually no more than a simple predisposition that comes out more when the Infernal is tired or distracted. When the Green Sun Prince has run out of points of Willpower, however, the influence his coadjutor's personality has on him is more pronounced. The process of Infernal Exaltation binds what remains of a coadjutor to a Green Sun Prince in a manner resembling an abscissic binding of sorcery. The coadjutor's will is literally broken as it is bound to the Exalt, afflicted with a watered-down condition similar to a bound demon's Limit. For a bound demon, certain actions a sorcerer either forces it to perform or restricts it from performing inflict points of Limit, based on one of the demon's important Virtues. (An accounting of what actions are likely to inflict Limit according to the various demonic Virtues was collected long ago into a valuable demonology resource called *The Abscissic Guide*.)

Something similar goes for a coadjutor and his Green Sun Prince. When a Green Sun Prince's Willpower is completely

Acts of Villainy

Willful Infernal Exalted who have been active for several years understand that they can run a considerable amount of slack out of their hellish leashes before their masters yank them back to heel. That is, they can commit numerous minor acts of rebellion, building up Limit slowly over time, before a Yozi has finally had enough and inflicts their due Torment.

A devious Infernal can forestall his judgment, however, by performing strident acts of villainy that are pleasing to the Yozi who designed his Urge. He must perform these acts of his own free will and in his master's name, with no other intent than to ingratiate himself with the Yozis once more. Such acts don't even have to succeed necessarily. Often, the sincere pursuit causes enough turmoil and upset in Creation to ameliorate the Yozis' offense and annoyance. If the act is genuine and is pleasing to the one he offended, it can reduce his Limit, absolving him of a measure of his past sins. Then again, a half-hearted act of pseudo-villainy or an especially humiliating failure in pursuit of true villainy can be even more offensive to the Yozi than the original sin the Green Sun Prince committed.

Regardless, a Green Sun Prince who repeatedly defies the Yozis' will is eventually going to have to take his lumps. That, or he's going to have to spend so much time performing conciliatory acts of villainy that he's essentially doing the Yozis' will anyway.

exhausted, conditions that would normally inflict Limit on whole, bound demons instead inflict it on the Infernal Exalt by proxy through his coadjutor. These conditions are determined as in *The Abscissic Guide*, but based on the highest Virtue of the Exalt, rather than the former Virtues of the unwoven coadjutor.

Abscissic Torment

For guidelines on Limit and Torment, see pages 33–38 of **The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II**. Any Limit-gaining condition listed in the description of an Abscissic plate that pertains to the Infernal character's highest Virtue applies to the Green Sun Prince when his Willpower pool is empty. For example, the Warden and the Killer plates (from pages 38 and 36, respectively, of the aforementioned book) both apply to a Green Sun Prince whose highest Virtue is his Valor. When he has zero Willpower, he gains Torment whenever something he wants to protect is threatened (as per the Warden) and/or whenever he is denied some personal indulgence (as per the Killer).

On the negative side, an Infernal Exalt cannot mitigate Limit gained thus by overcoming the condition that inflicted it, as a bound demon would be able to do to reduce its gained Limit. On the positive side, however, the Exalt can gain only one point of sympathetic Limit through his coadjutor per scene. He is also not subject to the various Limit Breaks described in *The Abscissic Guide*. Of course, if his Limit rises high enough, he still has to deal with the Torment of the Yozi who designed his Urge.

Infernal Essence

The final transformation that affects a Green Sun Prince in the Chrysalis Grotesque is the total restructuring of his Essence pathways. As his body and mind change, his tainted Exaltation supercharges his soul, blasting through his chakras to clear out any blockages or kinks of poor circulation. This cleansing blast of Essence contributes to his renewed health and vitality upon emerging from the chrysalis, while simultaneously inuring his body to the rigors of Essence-channeling. When the change is finished, the Infernal's soul is able to respire Essence and channel it to break the fundamental laws of Creation.

Yet, when an Infernal's body captures and channels Creation's Essence, that Essence is filtered through his tainted Exaltation and becomes something different. When it flares outward into his anima banner, it is not the pure, divine radiance of a Celestial Exalt or even the elemental burn of a Terrestrial Exalt. Instead, it shines with the sickly green of Ligier's awful luminance, throwing crazed shadows on the ground, eroding exposed fabric and tarnishing metal. The name "Green Sun Prince" derives from the unmistakable glow that surrounds an Infernal when he channels large amounts of Essence. Without Charms to disguise it, the nauseous color of an Infernal's anima banner is a dead giveaway as to his true nature. In fact, the iconic flare of an Infernal anima is such an undeniable beacon of unholy power that all demons within miles suddenly take notice of the outpouring of power. Those not bound by Exalted sorcery are compelled to make their way toward its source.

The Reclamation

Creation, Heaven and the Games of Divinity were all taken from the Primordials in the beginning of time, and now, the Yozis want nothing more than to take it all back—even if they have to ruin it all first. In a way, that desire informed their decision to surrender rather than continue the Primordial War. When they realized that further fighting would only result in their ultimately futile destruction, which would likely strengthen the pull of the nascent Abyss, they chose instead to cease fighting. They would be prisoners and broken, yes, but at least they would be alive. Given enough time, they could find some way to take back what had been usurped. So powerful was their thirst for revenge and re-conquest that they even seared its like onto the face of time. Whether the inhabitants of Creation realize it or not, all of their history has been nothing more than an endless cycle of ascension, usurpation and chaos, with the usurped wanting nothing more than to change the world back to the way it used to be when they were ascendant.

The creation of the Infernal Exalted is the linchpin of the Yozis' grand plan. The Green Sun Princes are the masthead, the vanguard, the tip of the spear that is the Reclamation. They will not constitute the bulk of Malfean forces when the armies of Hell march into Creation—how could they?—but they will lead those forces, making the world ready for the arrival of the Yozis. In the time leading up to that glorious day, the Infernals receive special training and support, and certain duties are expected of them based on which Yozis claim their Exaltations.

Training

Shortly after an Infernal Exalt emerges from his Chrysalis Grotesque, his training begins. His coadjutor handles much of the earliest instruction, encouraging the Green Sun Prince to indulge an evolving appetite for wickedness inspired by his Urge. It reads his darkest desires and reminds him that his newfound power gives him the ability and the right to act on those desires however he pleases. In fact, most of what passes for early instruction is simply an exercise in cleansing the Infernal's mind of whatever sympathy for and identification with the people of Creation he might once have held. He exerts his burgeoning strength and tries out some of his simpler Charms, wreaking extravagant harm and ruin on those who wronged him in life. The Exalt is expected to commit these small-scale atrocities not only to

see what doing so feels like and learn to enjoy it, but also to inure himself to the further horrors he'll have to inflict on the world in the years to come.

The period of early instruction lasts for anywhere from a few days to a week or two, depending on how inhumane and immoral the Green Sun Prince was as a mortal. It rarely goes on much longer, though, lest Sidereal meddlers or other self-appointed defenders of Creation come calling. Once the Infernal has fallen as far as he can into the depths of depravity in the time allowed (or once it has become obvious that he just doesn't get it), the coadjutor leads him on his first trip down into Malfeas. It directs him to the nearest location where Cecelyne or the Demon City itself brushes against Creation and compels him to cross over. This compulsion is a subtle one that can be resisted, but continued resistance is never advised. If a new Infernal Exalt dilly-dallies for too long in Creation, his Yozi overlord is likely to send a demon bounty-hunter into the world by commanding the nearest local cultists or akuma sorcerers to summon one. If an experienced Green Sun Prince happens to be in the area (which is statistically unlikely but not impossible), that Exalt might be dispatched instead to bring the rogue home.

Whichever way it happens, the new Infernal is brought to heel and must face his masters in Hell. He makes the long, five-day trek across the desert Cecelyne to the Demon City. When he gets there, or when he gets to the threshold, he is met by a humaniform *jouten* (i.e., a physical body) of the Yozi who owns his Exaltation. This incarnation ushers the Exalt into the presence of the Yozi's fetich soul for a period of intense, private, three-way communion. When that period is over, the Exalt's body is shared around among the other Third Circle souls of his master, followed by the *jouten* of the architect of the Reclamation who designed his Urge (if that Yozi is different from who claims the Exalt's caste). Any humanity to which the Exalt might have been clinging is more than likely stripped away during this time. It is in this period that the Yozis make plain their expectations and reveal the overarching structure of the Reclamation. They reveal what the Exalt will have to do, what he will have to give up and what he will have to take from those around him in order to accomplish his part in the mission. When those expectations are made clear, the Yozis lavish on the Green Sun Prince whatever weapons, armor and other artifacts they feel he will need to carry them out.

Once the Yozis have finished their communion, they call all of their Green Sun Princes together from Hell, Creation and Yu-Shan and hold a special conclave at which to debut the newcomer. A herald of the Yozi who owns the fresh Infernal's



Exaltation gives an accounting of the life of the last Exalt who bore that power then introduces the new one. The assembled Green Sun Princes are then expected to identify themselves and offer their fellowship and support. Many offer much more besides, either to make the new Exalt feel like an appreciated part of the greater whole or to forge a lopsided alliance while he's still naïve to the workings of the Exalted. Following this conclave is either a somber, silent march through the streets of Malfeas (for those who are the Chosen of Adorjan) or a riotous parade of celebration (for any of the other Chosen). This procession introduces the Infernal Exalt to the denizens of the Demon City, showing them the new Green Sun Prince who claims the Mandate of Hell.

Any further training the Exalt needs occurs before he next leaves to menace Creation. Training in mundane skills from swordplay to battlefield strategy to craftsmanship to various entertainment arts is easy to come by in the Demon City from various demons, akuma or human prisoners. The glass libraries of Orabilis hold any academic lore, occult understanding, foreign languages, physical sciences or medical knowledge the Exalt might need or desire. Several schools of sorcery exist in the Demon City where Exalts can learn theory and spells alongside Second Circle demons and specially selected akuma. Dojos teaching the twisted martial arts of the demon realm, as well as many Terrestrial and Celestial martial arts of Creation, are also interspersed throughout the various levels of Malfeas. Anything a Green Sun Prince might conceivably need to know or learn how to do to accomplish his Yozi-given goals in Creation and beyond, he can find in Hell.

Infernal Duties

In one sense, the duties of all the Green Sun Princes can be summed up simply. They are to carry the will of their diabolical masters forth into Creation and recapture that stolen and misappropriated possession. In them is invested the responsibility for making the world into a new Hell, a realm that no longer abhors the presence of its broken creators. The Infernal Exalted are to weaken the defenses of those who protect Creation, to preach the glories of the Yozis, to undermine social structures that displease demonkind and to scour away that which has been created in defiance of the Primordials' Grand Design. All this and more do the Urges of their imprisoned lords encourage them to accomplish.

Yet, that sense of the Yozis' goals is oversimplified. The Yozis are insane, broken beings, imperfectly striving to recapture the self-serving autonomy they enjoyed in ancient times. Before ruin came upon them, they were remote, solitary towers of creative brilliance. Infinity was vast enough to accommodate all of their most selfish desires and unique constructions. They were able to cooperate effectively in order to build the Games of Divinity, Yu-Shan and Creation, but they are no longer capable of such perfect, harmonious coordination. Most of the Yozis are bitter, sullen degenerates jealously squabbling over turf and influence in their shared prison. Of the vast host of them, only a handful remain able to work together for any more than momentary gains. Even they—the grand architects of the Reclamation—stand apart, pursuing their own petty agendas in tandem with their singular goal. When those temporal agendas conflict with the long-term strategies of the Reclamation, its individual architects pursue their desires to the exclusion, sometimes the detriment, of the greater whole. This conflict is a source of endless intrigue, infighting, backbiting and territorial hostility between these ostensible allies.

The overarching, unwritten duty of all Green Sun Princes, then, is to balance the all-important strategies of the Reclamation against the abiding self-interest of its architects. Setting aside the former defeats the purpose of their very existence and enrages all the demonic hordes who depend on them. Defying the latter risks the specific displeasure of their masters, who do not hesitate to exact terrible punishments on their wayward servants. With every act, the Green Sun Princes must seek equilibrium between the competing pressures on them without locking into a stalemate that would threaten the progress of the Reclamation.

Malfeas

In the primordial Time of Glory, that being who is now called Malfeas was the king over every being like himself. He was the first to express his discontent with the formlessness of the Wyld. He was the first to cast back the hordes of the unshaped raksha whose kind vied with his for dominion over Infinity. The other Primordials deferred to his innovative brilliance, for although they all competed constantly, none could surpass his genius. All the Primordials acceded to his authority because they knew he was more powerful. They had no fear that he would ever destroy them—whether out of jealousy or tyrannical solipsism—but they understood well that he could do so if whim or necessity demanded it. Such was his power over them that he possessed that capability. Such was the others' respect for him that he never used it. It was the Primordials' king who first conceived of the Games of Divinity and suggested that a parlor be built where they could play them in peace. (As for the elaborate world-mechanism that would power the Games, he left its design and construction to others.) When it was all built and running, it was their king who reigned undefeated at the Games' controls.

When the War broke out, the other Primordials rallied behind their leader. He went from their king to their general. Early victories against the would-be usurper gods were due entirely to his might and courage. When the Exalted rose to strike the hands that had created their world, the king pulverized and devoured many of the gods who had empowered them. When those lost Exalted went insane and turned against one another, the king slaughtered them and devoured them as well. Yet, the foremost of the Primordials could not sustain those early victories. He watched in horror as the first of his brethren fell, imploding into that abhorrent realm that mocked the perfect product of their Grand Design.

Their loss shattered the king's confidence for but a moment, but that moment was all the opportunity the surviving Exalted needed to hammer the Primordial into submission. All that remained after that was for them to destroy him, but such was their cruelty—and the horrid pseudo-mercy of the traitor Gaia—that they stayed their hands. In one final, perverse blasphemy, they sacrificed his fetich soul, castrated him and ripped his body inside out—all while forcing him to swear oaths that what they were doing was just and deserved, and to thank them for the privilege.

Since that time, Malfeas has raged impotently. What few understand about this fallen king, however, is that his rage is directed not solely at the gods and the Exalted but inward as well. His lack of foresight enabled him to help create a world that could successfully rebel against him. In the war, he lacked the strength to protect the Neverborn, who died serving him and following his orders. From his prison, he lacks the power to crush all the Exalted and their god-mentors with them. For these failings, he rages against himself and against his fellow Yozis just as much. Where he was weak and shortsighted, so much more were they all. To punish them, and himself, he flagellates them with the searing, poisonous light of his fetich soul. Were it not for the Reclamation, he might be content to punish them thus for eternity. The Ebon Dragon's plan, however, has given him hope that he will be able to share the pain with those who locked him away.

The Slayers

Of the Solar Exaltations the Yozis now possess, Malfeas laid claim to those of the Dawn Caste. Into them he poured all of his rage and bitterness and lust for destructive revenge. He heaped upon them all the antipathy he still feels for the Solars who brought him low. In his way, he despises his Green Sun Princes just as much as he does those long-dead heroes, and he expects them to despise him and each other and their shared enemies with the same intensity. In this boiling rage are they united and bound to him. From it does their power derive. In it lies the core of their mission: They are to tear down and destroy the wretched things of Creation. They are to slay those whom Malfeas most despises.

Yet, the rage of this caste is not mindless, just as Malfeas himself is not. Though much diminished, Malfeas is still the greatest of the Yozis. So too, then, must his Slayers be the greatest of the Infernal Exalted. If the Green Sun Princes are the Yozis' great weapons against Creation, the Slayers are the vitriol that coats those weapons and gives them their hellish strength. The Slayers must rally the akuma and other sympathizers and lead them in vast waves across the face of Creation. When heroes rise to defend what the gods hold dear, the Slayers must tear them limb from limb, bathe in their blood and hoist their bones on battle standards lauding damnation. They must terrorize and conquer Creation and make all its inhabitants feel the fury of their bound demon lord. And when the Reclamation is complete, they must aid their liberated master in starting the cycle of terror and destruction all over again.

And perhaps, just perhaps, if the rage of Malfeas should ever subside, it will be the Slayers who finally put their master out of his eons-long misery.

Cecelyne

Of those who survived their defeat in the Primordial War, she who is now called Cecelyne was perhaps the most changed. Before her souls were broken and her sense of self shattered, she was an arbiter between the Primordials, keeping their conflicts civil and facilitating their cooperation whenever cooperation was called for. Her authority derived from her relationship to the king, who was her younger brother, and was shored up by the hierarchical pilings put in place by the Primordial who became known as She Who Lives in Her Name. When rival Primordials sought an impartial party to resolve their differences, they turned to this even-handed princess. When wary Primordials sought rules to govern how they should act in hypothetical situations, she created those rules from whole cloth. When no one could agree on who next would challenge the king at the Games of Divinity, this Primordial established the playing order. She was the Primordials' judge, their mediator, their lawmaker.

The lawmaker princess fought bravely in the Primordial War, but she herself had designed the rules of warfare under which her fellows fought, and when the end became inevitable, she had no choice but to surrender. Her doing so, she felt, would set an example for those still fighting and bring the doomed conflict to a close. Yet, as her brother learned before her, she found that the gods and the Exalted were not magnanimous in victory. Her fetich soul was vivisected before her, plunging her into a temporary catatonia. When she regained awareness, she had become Cecelyne, the Endless Desert, wrapped around her mutilated brother and forever forced to keep him at a distance from that which he had helped design and create. She who had once been devoted to making just laws and fair rules for her kind became instead a hideous abomination stretched infinitely thin and possessed of the mad desire to expand ever further into infinity.

This endless Yozi is still a lawmaker, however twisted her perception of what's right might be now. Her law no longer upholds peaceful order, but rather venerates strength over weakness as the only worthwhile order. Those who are strong have the right under Cecelyne's concept of law to exert their strength over those who are weak. Those who are weak must worship the strength of their betters and subject themselves to the will of the strong. Such is the only law between demons in the Demon City. When such is the only law between the beings of Creation, Cecelyne will finally bridge the distance between that place and Malfeas.

The Malefactors

From the 50 stolen Solar Exaltations, Cecelyne selected those of the Zenith Caste. Their original purpose was to glorify the Unconquered Sun and promulgate his righteousness across Creation. With only minor modifications, those Exaltations were easily reprogrammed with Cecelyne's ver-

sion of righteousness—that the strong must rule the weak and the weak must worship them for it.

Their first order of business, then, is for the Malefactors to expose the weakness of the order of those who rule Creation now—from the gods to the Exalted to the mortals to the animals. They must undermine the legitimacy of those who rule with the Mandate of Heaven, showing that true righteousness comes only from strength and that true strength comes only from the Yozis. To do so, these Exalted must be glorious and undeniable, living testaments to the power of their Yozi masters. They must also be persuasive and unshakable, able to persuade even the most stubborn adherents of the illegitimate divine order that only in the Yozis' will can true power be found. They must be missionaries and agents provocateurs, winning hearts and minds to the Yozis' cause as the world becomes ever more like Hell. They must also be paladins and templars, setting an example for the faithful and triumphing over infidels. They must be confessors and inquisitors, making sure that the resolve of their fellow Infernal Exalted never wavers. Above all, they must maintain the strength that upholds their righteousness, for Cecelyne demands nothing less.

Alas, the people of Creation consider their own religious piety to be holiness and the teachings of these Green Sun Princes to be blasphemy. They believe that the work of Cecelyne's Chosen is evil and that it will bring still greater evil to pass as pristine Creation becomes diseased hellscape. Infernal Exalted of this caste take the name Malefactors as a result of this prejudice, to remind themselves of what their righteous master expects of them. When the Reclamation is accomplished, they will take a name that better suits their new role—whatever that might be.

She Who Lives in Her Name

Before the Primordial War existed a creator who abhorred chaos. The imponderable vastness of the Wyld disgusted and sickened her. Only she and the other Primordials made sense in this infinitude of madness, but even the remote willfulness of her fellows disturbed her. She desired a more ideal union of her peers, arranged in an artful, crystalline symmetry descending from their king and down throughout the numerous ranks that made up the rest of their glorious host. Thus would the Primordials forever outlast formless Infinity in a timeless monument to perfection. Such was this creator's devotion to the principle of hierarchy, however, that she never pursued this ideal once her king made it known that he did not wish for it to exist. Nonetheless, she displayed her worship of order and distaste for chaos in her elegant form—an infinitely complex array of formless flames bound eternally within perfect spheres of imperishable crystal.

When the greatest works of the Primordials' Grand Design were conceived, this creator eagerly devoted herself to their planning and construction. She harnessed a vast array of shinma—whose natures she understood more perfectly than any of her peers did—and whispered over them her secret name. Thus did she give rise to the countless principles of causality and time and hierarchy that best pleased her. In her name were the scientific laws of Creation established. By her example did the Primordials define their relationships to one another. On only one point of contention did the others unanimously disagree with her: the question of free will. She saw no use for it in a perfect existence and feared that free will left unchecked was the seed from which unmanageable chaos grew. Her king overruled her, however, and that was the end of the discussion.

Yet, as She Who Lives in Her Name reckons things, her fears proved all too justified. Free will led to rebellion, rebellion to war, war to defeat and defeat to imprisonment. When her fellow Primordials died, she witnessed the birth of the Abyss, which she saw as the hideous antithesis of her idealized hierarchical order. She ceased to fight immediately, preparing to submit to a hierarchy dominated by the gods and the Exalted—anything to avoid death and the subsequent nothingness of the Abyss. To her dismay, the victors of the war refused to establish such a hierarchy. Instead, they imprisoned the Yozis and set out to rule Creation by will alone. As the Exalted ruined her crucial souls and changed her nature, She Who Lives in Her Name lost her empathy and her ability to adapt to that which did not conform to her idealized hierarchy. In a sudden act of impetuous defiance, the Yozi sacrificed a portion of herself to eradicate those principles of Creation of which she was most fond and proud. Let the Exalted and the gods rule it then. Never more would they enjoy a stability that conformed to her idealized perfection.

The Defilers

When the 50 Solar Exaltations were delivered to the Demon City, She Who Lives in Her Name chose those that belonged to the Twilight Caste. Inside those Exaltations is written the genius to understand the complexities of how Creation works. Twilight Caste Solars are best able to figure out the scientific and sorcerous principles by which the matter and Essence of Creation function, and they are able—*expected*, really—to apply those principles in new, ever-more-efficient ways. That capacity was already present in the Exaltations. All She Who Lives in Her Name had to do was program into them some additional principles, which arose from the Yozi's twisted insights into the fundamental workings of the demon realm. She then left it up to her mad geniuses to reconcile those conflicting principles and find ways to blend them harmoniously. If they can do that, they will not only connect Creation and Hell, but also make those once-disparate places indistinguishably the same.

It is toward this goal that She Who Lives in Her Name turns the Infernal Exalted of her chosen caste. Within them is the genius to fully understand the underpinnings of Essence that regulate and define Creation. They know best how to manipulate Essence through sorcery or apply principles of motic science to the construction of magitechnical wonders.



With that fundamental understanding of Creation's Essence, they can twist and pervert it into a reflection of the Demon City through proper deployments of helltech and rituals of powerful infernal sorcery. With enough concerted effort, they can poison Creation's Essence flows. They can pollute that which sustains its living creatures. They can defile Creation in every conceivable sense, making it a place equally hospitable to humankind, demonkind and the Yozis. When that great work is finally done, it will be up to the Defilers to adapt the Games of Divinity to run on their new power source so the Yozis can retire to play them once more.

Adorjan

The Primordial river who was once called Adrián was a more complicated being than many of her peers can now recall. Her constant pursuit of ever-changing passions often kept her separate from the others. The complexity of the many things she created to satisfy those passions went unnoticed by most of her fellow Primordials, as she consumed those creations once they had done their work. That Adrián was interested in the Grand Design of Creation and the Games of Divinity at all came as a surprise to its other architects. They felt that the great work would be too tedious to appeal to her; they assumed she quickly would lose interest in their Games. How wrong they were.

Once the Games of Divinity began, Adrián focused all of her attention on them and on the world-machine that powered them. In fact, some of the other creators were disturbed by the unexpected intensity of her passion. What began as a trickle of interest built into a river of possessive obsession. She raged against her fellows when they came to take their turns at the Games' controls. She took her fury out on the mechanisms of Creation when she didn't get her way, or when their function didn't please her. When the Primordial War came, Adrián fought with a manic zeal to eradicate those who thought to take away the Games of Divinity. The Games had become her only passion, and she would not lose them.

Lose them she did, though, and all the searing currents of her passion were extinguished by the war's victors. She whose fury in battle earned her the nickname the River of All Torments has now become a pitiless, mad engine that desires nothing more than the quiet of nonexistence. She prowls the demon realm restlessly, suffocating all sound and extinguishing every life form that doesn't know well enough to flee her approach. Within her is the power to destroy the walls of Malfeas, scatter the sands of Cecelyne, dry up the depths of Kimbery and flatten the forests of Szoreny, but the cruelty of her captors forbids her. When they flayed off her substance and forced her to swallow it with her surrender oaths, they compelled her to abide by certain rules. Therefore, for now, she tolerates the presence of her imprisoned peers and indulges those of their protective cacophonies that either displease her or have the power to drive her away outright.

The Scourges

Of the Solar Exaltations delivered to the Demon City, Adorjan stolidly accepted those of the Night Caste. These, she understood, best suited the goal she wanted to achieve: to scour away all life and smother into silence the realms where it once flourished. To some, her goal seems quite similar to the nihilistic fury of Malfeas. At the end of the day, the outcome would be the same: Everyone in Creation would be dead, everyone in Yu-Shan would be dead, the Underworld would have dropped into the Abyss and sealed up the Void behind it. Yet, where Malfeas calls for all these realms to be razed to their foundations and ultimately dissolved, Adorjan doesn't want destruction—only stillness. And where Malfeas's goals derive from his endless, burning rage, Adorjan's derive from her ice-cold, implacable hatred.

To that end, her Scourges are to seek out more thoughtful, discreet means of bringing about life's end. Why lead an army of blood-apes and Demon-Bloods to raze a town when a single Scourge can sneak in by nightfall and poison the communal water supply? Why not release an infectious Hell-spawned disease among the youth population and watch it devour the healthy along with the frail? Why not pick off the community's providers so that their dependants all starve to death? Such activities lack the brutal directness of a Slayer's slashing and burning. The lingering, dreadful suffering the Scourges inflict is more satisfying to the hateful Silent Wind.

Adorjan is not above cooperating with her fellow Yozis as they all work toward the Reclamation, although negotiating with her or mediating disputes is quite complicated. She is always willing to loan out her Scourges to the other Yozis to act as spies or assassins in roles supporting other Green Sun Princes. In the fullness of time, however, she expects to render Creation and Yu-Shan perfectly silent and still (even if she has to silence her ostensible allies in the process).

The Ebon Dragon

Of the five main architects of the Reclamation, the Ebon Dragon is undeniably supreme. He has been working on the problem of escaping his imprisonment ever since the end of the Primordial War. He has made overtures to the Neverborn, to raksha nobles, to unshaped raksha, to bitterly dispossessed Solar Exalts, to disgraced outcast gods, to certain influential Dragon-Bloods… anyone he suspected might hold some secret to effecting his escape. Some of those overtures have finally paid off to varying degrees, and his growing excitement has won over even stubborn, rage-blind Malfeas. The Ebon Dragon knows now that he can get out of the demon realm and return to Creation. He knows now that he can lead the others out with him. Therefore, that's exactly what he's devoted all efforts to.

Lead the others, that is.

To his core, the Ebon Dragon is a selfish creature. His sense of self-preservation convinced him to surrender and accept imprisonment at the hands of the gods and Exalts. So willing was he to accede to the victors' wishes that they found only a small adjustment to his basic nature necessary to ensure his compliance. As a result, the fact that he has changed so little with his imprisonment has filled the Ebon Dragon with a sense of entitlement. He now believes that as the Yozi who most closely resembles the glory that the Primordials once embodied, it is he who should inherit the mantle that no longer fits around the shoulders of fallen Malfeas.

Yet, the Ebon Dragon keeps this self-assurance secret from his co-conspirators working toward the Reclamation. He presents himself as an arranger and a middleman between Hell and its remote allies. His is simply the guiding hand on the tiller of a ship built and crewed by the other Yozis, or so he tells them. The truth, however, is that if he could flee the Demon City alone and rule over a Creation tailored to his specific tastes, he would gladly do so. Unfortunately, such is the nature of his surrender oath and the alteration to his own nature that he cannot alone bring himself to betray his imprisoned comrades in that way—no matter how much he might wish to. So he plays the role of humble facilitator when what he would really rather do is lord over and endlessly tinker with Creation to his black heart's content, answering to no authority but his own desire.

The Fiends

It has been with ultimate satisfaction that the Ebon Dragon has turned the captured Exaltations of erstwhile Quicksilver Falcons into twisted reflections of his own cleverness. He expects them to follow his fiendish example, acting as facilitators, negotiators and, occasionally, ambassadors, seeing that the interests of the Yozis are represented and advanced at every turn. He expects them to unravel potentially schismatic conflicts between worshipful cults in Creation. He expects them to reach out to sympathetic future allies abroad and assure them that working toward the Yozis' best interest is in everyone's best interest. He expects them to be the ones to negotiate the surrender of those whom the demon armies conquer—or at least to put a positive spin on it when the Yozis refuse to accept that surrender.

The Ebon Dragon understands well, however, that the demon realm's enemies far outnumber its allies or potential allies abroad. Nonetheless, he still expects his Fiends to work tirelessly toward the advancement of the diabolical agenda. Therefore, doing so in Creation often involves *pretending* to be impartial diplomats and arrangers working toward *others'* best interests but effectively sabotaging any agenda that does not coincide with the Yozis' own. Working thus, the Fiends are expected to be dilettantes who mingle freely at parties sowing acrimony and distrust among the rich, influential guests. They are expected to be two-faced government liaisons whose efforts turn aimless rabble-rousers into organized rebel leaders. They are expected to be impartial negotiators whose "failed" efforts push opposing nations into total war.

In all these ways and more are the Fiends to make the world ever more ready for inevitable conquest by the armies of Malfeas. And when that conquest is achieved, the Ebon

Dragon and his Fiends will turn their efforts to subjugating their erstwhile demon allies.

The Other Yozis

The Green Sun Princes are primarily beholden to the architects of the Reclamation, expected to consider those five Yozis equals and the Yozis who own their Exaltations first among equals. None of the other Yozis technically have any authority over the Infernal Exalted, which is the price they pay for not agreeing to cooperate with the Ebon Dragon and company sooner. For all that they lack specific authority, however, the other Yozis are still demon lords. It behooves any Green Sun Prince not to go out of his way to offend any of them. At best, the offended party might confront the Yozi to whom the offender belongs, which will likely result in punishment and educational degradation until the offended party is satisfied. At worst, the offended Yozi might simply snap the offender up and destroy him, being either careless of or willing to face the wrath of the Yozi whom the Exalt served.

For this reason, Green Sun Princes sometimes must serve as attachés or consultants to groups of akuma who serve various solitary Yozis. They are encouraged to shoehorn these groups' activities as best they can into line with the goals of the Reclamation. When that isn't possible, it depends on them to distract or misdirect the other Yozis' servants such that they don't get in the way of the Reclamation efforts. Outside the Demon City, such responsibilities often fall upon the Fiends, who are best suited to it. Supporting them is usually the purview of the Malefactors, who must do their best to establish ironclad chains of command. Within Malfeas, the Ebon Dragon himself spends much time running interference with iconoclast Yozis who think they can engineer their eventual freedom better than he already has. (Fools.) When he can get away with it, he occasionally appeals to Adorjan to silence especially stubborn opposition or at least encourage hardheaded dissenters to make themselves scarce.

While many Yozis confound the efforts of the Reclamation—either though ignorance, vanity or unpredictable madness—there are many who support it and contribute what aid they can. These Yozis might not have the power or the intellect to share status with the five architects, but they don't want to be imprisoned any more than the architects do. They gladly devote akuma, Demon-Bloods, actual demons, vitriol, cult resources and more to the Reclamation effort. The most prominent of the supporting Yozis is the acidic sea Kimbery, whose minions transferred the stolen Solar Exaltations to the demon realm. The mirrored forest, Szoreny, provided crucial insights into the Great Curse that afflicted the 50 stolen Exaltations when the architects of the Reclamation received them. Oramus, also called the Dragon Beyond the World, has aided in making contact with potential allies outside Malfeas. Others provided services more abstract or more well-intentioned than strictly helpful. To honor such contributions, the Green Sun Princes are expected to deal courteously with any Yozis not working against the Reclamation. They must also accommodate them in any way they can, so long as doing so doesn't conflict with their Urges or with any order given by one of the five architects of the Reclamation.

Support Structures

When a mortal receives her renegade Exaltation and becomes a Solar, she finds herself beset on all sides by both the ignorant who fear and envy her and the educated who despise the corruption that vast, unearned power often engenders. She has the potential to do great things and carve her name across the face of history, but she must do so alone, with no one to rely on except those she can bully, coerce or bribe into standing behind her. It's no wonder, then, that those Solars who do achieve measurable victories in their early years grow addicted to their burgeoning power. With every step they take in pursuit of their mounting ambition, they become every bit the terrible god-kings history labels them.

Not so the Infernal Exalted. They're every bit as powerful, and they have the will and ambition to achieve terrible greatness, but they are not alone. They know well that they're crucial components in the intricate machinery of the Yozis' Reclamation, with both a hierarchy of overlords to answer to and a multitude of demons to aid and serve them. Much is expected of the Infernals, as all the hopes of the demon realm are riding on them, but much is given to them in order to see those hopes fulfilled. They are well housed, efficiently organized, equipped with the finest infernal materiel and supported with fanatical loyalty both in the Demon City and beyond.

Their Place in Hell

By Cecelyne's laws, the Demon City is a realm based on a strict hierarchy of strength. At the top are the Yozis, with their Third Circle souls just beneath them designated unquestionable. The unquestionable are all equal, though fetich souls are customarily accorded slightly more respect. Demons of the Second Circle are considered citizens of Hell, as are certain rare, special First Circle demons (such as Damaskenos, the demon wasp of Octavian). All other demons of the First Circle are considered serfs and have no power in Malfean society. The structure and integrity of that society is upheld by the mysterious, black-clad priests of Cecelyne, who punish serf and citizen alike as the Endless Desert's law demands.

Beings from outside who are captured and taken to the Demon City are considered the property of those who brought them (or of anyone stronger who can claim them). Beings who come to Malfeas of their own accord and have the power to remain independent and free are considered "strangers." Strangers are not obligated to follow the laws of Cecelyne, but neither do those laws protect them from anyone else in the Demon City. Demon-Blooded mortals who come to Hell automatically enjoy (or suffer) the status of their demonic parent. Those who are born to serf parents

may petition the priests of Cecelyne for citizenship, however, just as any exceptional First Circle demon could do.

The Green Sun Princes fill a unique position in the social hierarchy of the demon realm. Collectively, they are considered "peers." Like strangers, peers are not obligated to adhere to the minutiae of Cecelyne's laws. It behooves them to follow the laws when they can, if only to curry favor with Cecelyne, but they are as free to ignore them in Hell as they are to ignore laws in Creation. Unlike strangers, however, the Infernal Exalted are still protected by Cecelyne's laws. The peers' place in Hell's hierarchy is above that of all serfs and many citizens. To a serf, a peer is as good as unquestionable. The same goes for a citizen who advanced to that rank from serfdom or for a Demon-Blood who is a citizen by birth. A peer is considered to be of equal status with any citizen of the Second Circle whose Essence equals or exceeds his own, though the latter tend to look down their noses at less powerful Infernals and treat them discourteously. A Second Circle demon whose Essence is less than that of a peer may question him and oppose him, but she must ultimately defer to the peer's will unless a Yozi or one of the truly unquestionable overrules him.

By the same token, the Infernal Exalted may question the (otherwise) unquestionable and resist their commands, but only to a point. Third Circle demons who work counter to the immediate goals of the Reclamation can be safely ignored. Those whose orders have no bearing on the Reclamation can be delayed until the Exalt finishes her more pressing business. The Third Circle souls of the architects of the Reclamation may be questioned safely, but they should be obeyed regardless of one's reservations. The Third Circle souls of the Yozi who claims a peer's particular Exaltation are to be considered unquestionable by that Infernal Exalt. (For example, every Slayer is expected to consider Ligier to be unquestionable. They may question Jacint but must still do as he says.) Even those peers who question the will of those whom they are supposed to treat as unquestionable, however, are not subject to legal recriminations or sanctions. Instead, they suffer their masters' displeasure directly, gaining Limit just as if they had defied their Urges.

Special Rights in Hell

As peers unequalled throughout most of the demon realm, the Green Sun Princes enjoy most of the rights of citizenship and many rights that citizens do not possess. Like citizens, they are allowed to own territory and serfs. They are allowed to import material goods from Creation and the Wyld, including artifacts, treasures, prodigies, magical materials and human prizes. They may also export Malfean goods and materials into Creation—including anything from



Malfean brass to seedlings from Szoreny to quantities of raw vitriol to demonic bodily leftovers. (Trading in such goods with Creation's sorcerers, Yozi cultists, artisans and addicts can net enterprising Infernals a tidy fortune.)

Unlike citizens, Infernal Exalts' access to the Demon City is all but unlimited. They have the right to enter any home or place of business for any reason whatsoever. The boudoirs of the neomah are open to them free of charge, and no scroll or scrap of knowledge is forbidden them inside the libraries of Orabilis. They may call unannounced upon the unquestionable and even approach the humaniform *jouten* of the Yozis to engage them in conversation, though they are expected to withdraw immediately if they are so ordered. Perhaps most important of all, the Green Sun Princes are allowed to leave Malfeas at their leisure and go forth into Creation, either by crossing the Endless Desert or by taking more direct routes such as gates of inauspicious passage or other means their magic makes possible.

What's more, individual Green Sun Princes are allowed certain special rights in the Demon City based on the caste (and, by extension, Yozi) to whom they belong. The Chosen of Malfeas are allowed to witness local territorial battles between demons in place of priests of Cecelyne so that the victors may officially claim the territory in dispute. They are also encouraged to join in such battles in order to keep their combat and battlefield leadership skills sharp. The Chosen of She Who Lives in Her Name have the authority to murmur the secret name of their Yozi master to demons of the First Circle or Demon-Blooded. While that name resonates in the listeners' ears, the demons or Demon-Blooded must accept a place in a temporary hierarchy of the Green Sun Prince's making, lasting for the duration of a single project undertaken wholly in Hell. (Defilers normally use this authority to populate their helltech workshops and manufactories.)

Unlike the rest of the Infernal Exalts, those who are the Chosen of Cecelyne are allowed free access into any temple of Cecelyne and onto the ceremonial barque of Cecelyne's official Standard-Bearer. When they so choose, they may commandeer the blue crystal hourglass of a favored acolyte of Cecelyne's priesthood and use it for one 25-hour period. While they do so, they are to be treated in all ways as a priest of Cecelyne. (Until the hourglass is returned, the acolyte who surrendered it must remain within a temple of Cecelyne in quiet meditation.) Those who make up Adorjan's caste of Scourges may call for a complete cessation of noise within a given area, putting a stop to all music, conversation and lesser incidental noises. This area of authority can be no larger than a single layer of Malfeas, and it can last for no longer than one hour. Finally, the Fiends who serve the Ebon Dragon are subject to punishment by only the Ebon Dragon himself for violating any rules that apply to them. As a result, if they are caught disobeying one of the unquestionable or even another Yozi and that act of disobedience is for some reason pleasing to the Ebon Dragon, the Ebon Dragon reserves the right to let them get away with it scot-free.

The Thing Infernal

At the heart of the efforts of the Infernal Exalted to effect the Reclamation is the assembly of monsters called the Thing Infernal. (It is also referred to as the Infernal Thing, the Althing Infernal, the Hellthing or simply the Thing.) Its membership consists of every active Green Sun Prince. The Thing assembles once a year during Calibration and periodically throughout the rest of the year as circumstances warrant. Whenever a new Green Sun Prince is Exalted and first comes to the Demon City, a special Infernal Thing is held as well.

Attendance at the Calibration Hellthing is mandatory. The gathering begins with a solemn ceremony in which 50 mortals from Creation who are not Yozi worshipers are ritually impurified and sacrificed to the architects of the Reclamation. (Each Green Sun Prince is encouraged to provide his own sacrifice, but many offer to gather sacrifices for one another in exchange for desirable goods, favors or other services.) While the liquefying remainders of the sacrifices are cleaned up, all in attendance gather around the phylactery-womb Lillun to remember those Infernals who fell since the last Calibration Thing (if any did). When those ceremonial formalities are complete, the business of the Thing begins. Between then and the end of Calibration, the Green Sun Princes remain sequestered together and share a forum for debate, coordination of efforts and an airing of grievances.

There are no rules of debate in any Thing, and the niceties of proper parliamentary procedure are ignored as unnecessary. Any Green Sun Prince may address the Thing, and all are expected to allow him to finish, regardless of whether they agree with his position. With a maximum of only 50 Infernal Exalted in existence and five full days in which to gather, there is ample opportunity for everyone to speak his or her peace. This is not to say that personalities never clash or that no one is ever rude to a rival—this is the Demon City, after all—but even the most obnoxious blowhard knows that he can take antisocial behavior only so far. To disrupt the Thing is to undermine its reasons for existing.

The primary reason Green Sun Princes gather for the Thing is that it aids in coordinating their responsibilities under the Reclamation. Before the assembly, prominent Infernals reveal their orders and give progress reports to show how well (or poorly) things are moving along. If anyone needs help to accomplish a short-term goal, or even a longer-term one, a Thing is the best place to ask for it. When Green Sun Princes work together in covens, those covens are almost always formed during a Thing. Even if no one is available to physically assist an Infernal Exalt who needs help doing his job, more competent Infernals can offer plenty of advice and/or material support to help him get the job done independently.

Deriving from the Thing's coordination purpose is its secondary purpose: conflict resolution. One might not think that the Infernal Exalted would ever even run into one another when they're at work in Creation, much less find themselves at odds, but it does happen. The main reason that is so is because, although the architects of the Reclamation are co-

Flailing and Failing

The Reclamation will, by no means, be easy. It's daunting, especially for a fresh Infernal Exalt who is still trying to digest the realities of the Demon City and his new, powerful condition. Even covens of powerful Green Sun Princes sometimes have trouble getting started, what with working out the social dynamics of the group and learning what each member brings to the table. With all of Creation to ruin and so few Infernals to go around, it's expected that individuals or covens will have to deal with frustrating setbacks occasionally. Asking for help, then, is not generally considered a sign of weakness or incompetence. It shows initiative and a Yozi-pleasing will to succeed. Asking for help too soon or too frequently, however, is widely discouraged and often openly mocked in the Thing. A record of constant setbacks or repeated failure is barely tolerated, and often derided with open hostility.

conspirators working toward the same goal, they have different ideas regarding how that goal is to be reached. Malfeas, for example, might want an army of demons, cultists, akuma and Exalted to march on Lookshy, burning it down block by block. The Ebon Dragon, however, might have it in mind to internally maneuver Lookshy into withdrawing from the Council of the Concordat and turning isolationist so as to undermine the stability of the Scavenger Lands. Both Yozis can have agents working on those goals simultaneously, but if they both start to get their way, they undercut one another. (On one hand, an inwardly focused, isolationist Lookshy would be much better able to defend itself against a siege. On the other hand, seeing Lookshy beset by a demon army might bind the other nations of the Scavenger Lands ever more tightly together as they come to Lookshy's defense.)

Resolving such conflicts is the most common reason Green Sun Princes might call for a Thing outside of Calibration. For such gatherings, every party involved in the conflict is expected to attend, as are all the Green Sun Princes currently in Hell. Others abroad in Creation are invited by dream-message to attend, but their presence is not required. After an abridged opening ceremony—which usually consists of little more than a round of introductions and an airing of grievances—those in attendance open the floor for suggestions. Infernals generally prefer to work out such disputes among themselves, in hopes of finding a way to satisfy the letter of the opposing Yozis' will, if compromising slightly on the spirit. If they can reach an agreement that suits, they return to work. If they cannot—if two Yozis' sets of orders are explicitly contradictory—the best they can do is try to work out a compromise among themselves that they *think* will satisfy their disparate masters and then present the situation to their masters. It's then up to the Yozis in question to sort the situation out for themselves, which is usually a relief to the Green Sun Princes caught in the middle.

Walking the tightrope between opposing orders is not the only type of conflict that is resolved during a Thing. During the Calibration Thing, Green Sun Princes have the opportunity to hash out personality conflicts that have dogged them throughout the year. Once the more important business of coordinating Reclamation efforts or resolving conflicts in orders is out of the way, any Infernal who has a personal beef with another one is allowed to come forward before the entire assembly and tell everyone all about it. When the Thing was first established, this practice was a fairly simple airing of grievances. Since then, however, it has evolved into a chance to ridicule, lampoon, vilify and otherwise humiliate one's most despised rival. Offended Infernals do everything from toasting their rivals' accomplishments with mockingly transparent insincerity to screeching their hatred through a frothing mouth. Whatever gets the point across. The named party then has a chance to answer his peer's grievances with anything from an apology to an offer of reparations to a clarification of his misunderstood actions to a flat denial of fault to a rude gesture. If that first exchange does not resolve the dispute, the offended party appeals to an objective Fiend (or as close to one as is available) for arbitration. The Fiend then declares what conditions will settle the dispute.

In most cases, the condition the Fiend names is some sort of challenge, the loser of which will have to abide by the wishes of the victor. The most common challenge is a simple ordeal in which he who can withstand some unpleasantness the longest is declared the victor. Sample ordeals include being shot with arrows, holding one bare foot in a pool of vitriol, being subjected to extremes of temperature, having sex with Lillun or eating miniature anhules without using one's hands. When an ordeal just won't do, enemies may seek permission to duel one another—either to the first maiming wound or up to the very threshold of death. (With so few Green Sun Princes to go around, Infernals are not allowed to duel to the death. Those who kill their rivals face severe punishments from their own masters, as well as the Yozis to whom the dead rivals belonged.) If the Fiend arbitrating the dispute doesn't wish to see blood shed, or he has a twisted sense of humor, he can call for pretty much any other sort of contest from which a clear winner and loser can be determined. Such contests could take the form of archery trials, Gateway matches, extemporaneous haiku contests or anything else that takes the Fiend's fancy. A wise Fiend, however, will test the temperament of the assembly before coming up with too preposterous a contest. Most simply allow the disputants to duel it out, which is usually all they want to do in the first place.

The Conventicle Malfeasant

When a Thing is called, it convenes in a special towering structure known as the Conventicle Malfeasant. This structure stands in what was once a vast, sprawling tract of

serf tenements and lower-class citizen neighborhoods. When the need for a gathering place became apparent, Malfeas absorbed and crushed the previous structures (and their inhabitants) and raised an enormous tumor of verdigris-covered brass from where they had been. The tumor took the shape of a city-sized stupa surrounded by a wall of jagged, interlocking black bones. A torii of petrified flesh frames the only doorway into the structure, and a hideously writhing nerve ending as large as a baobab tree sprouts from the top, collecting Ligier's green light.

Of all the denizens of the Demon City, only the Green Sun Princes and the humaniform *jouten* of the architects of the Reclamation are allowed free access to the Conventicle Malfeasant. No stranger, citizen, serf or sacrifice may enter without the permission of a Yozi or Infernal Exalt. Whenever someone tries to enter without permission, the petrified flesh of the threshold torii flows shut behind them like the closing of a living orifice. When the torii folds open again, the would-be intruder is nowhere to be found. Something similar happens when Third Circle demons or *jouten* of other, non-aligned Yozis try to enter the Conventicle without permission. The torii closes and opens again instantly, at which point the would-be interloper emerges. From the intruder's point of view, the transition is instantaneous. He steps through the archway only to find himself outside facing the opposite direction.

Within, the Conventicle is vast—possibly even larger than it is on the outside. Its interior appears to be a hollow dome inside which a small city has been constructed. The nerve ending that stands out from the center of the roof runs down into the walls and the floors of every interior structure, casting Ligier's light so that everyone inside can see. Around the perimeter of the interior of the dome are 50 lavish, fully furnished townhouses, one for each of the Infernal Exalted. Each townhouse has a private door that allows egress from the stupa, but no matter which door a visitor uses to exit the stupa, he emerges from the same lone portal on the structure's exterior. Inside the ring of townhouses, closer to the center, is a band of brothels, gaming parlors, theaters, restaurants and other social amenities designed to cater to the tastes of the Green Sun Princes. These establishments are run by demons specifically brought in or excreted by Malfeas directly for that purpose. Particularly popular gathering places include the temples to each of the architects of the Reclamation—spaced equidistantly around the circumference of that inner circle—the one internal glass library of Orabilis, the Menagerie of Servile Failures, Theatre Outré, the baths and a pavilion containing several gates of inauspicious passage.

At the center of the Conventicle Malfeasant is the gathering place of the Infernal Thing. It constitutes a modest amphitheater with risers of Malfean bone, a canopy lattice of tarnished brass filaments and a floor of greenish sand. It is easily large enough to accommodate all the Green Sun Princes, all the humaniform *jouten* of the architects of the Reclamation, all the human-sized bodies of their primary Third Circle souls and a sizeable retinue of lesser demons, akuma or



mortal slaves for each of the preceding. The gathering-place is equal parts deliberative chamber, open forum and blood-sport arena. In the center of the sandy floor is a revolving rostrum large enough for a single person to stand behind an ornate podium. Set into the podium is a set of controls that allows the speaker to control the rotation rate and elevation of the rostrum, which appears to be manipulated by an arrangement of interwoven rigid, fleshy tentacles underneath. The controls also operate an array of imported First Age glyph-projectors that allow the speaker to display three-dimensional images of anything from newly Exalted Green Sun Princes to artifact schematics to battle plans to anything else a speaker might want to communicate visually to the assembly.

Lillun and the Thing

When the presence of the phylactery-womb of the Infernals' tainted Exaltations is required, a detail of especially hardy erymanthoi is sent to fetch her. The blood-apes load her seeping bulk into a Guild-wagon-sized palanquin—a wondrous conveyance made of ivory and adamantine glass, decorated in fairytale images of fanciful animals, bold Dragon-Blooded heroes and beautiful princesses—and haul her to the gathering place of the Thing Infernal. They heft her onto the rostrum and elevate it so everyone in attendance has a clear view of her corpulent, terrible glory.

When she is no longer needed, Lillun is returned to her home, a pavilion adjacent to the gathering place. There, specially trained anhules clean and feed (and occasionally pleasure) her, and erymanthoi stand guard over her. Every now and then, doting Green Sun Princes bring her interesting trinkets or toys from Creation or captured children to keep her company and play with her. In her calmer lucid moments, Lillun seems to appreciate these simple pleasures and the company of the innocent. To date, the feeling has not proven mutual.

Covens

Beneath the broader social support structure of the Thing Infernal, Green Sun Princes support one another in covens. A coven is similar to the circles or sworn brotherhoods of the other Exalted, in that it constitutes a clique of Infernal Exalts working together toward a common goal. Yet, where those other groups often come together randomly and usually last only as long as the members can stand one another, covens are assembled to order and last only until their current missions end.

For the most part, Green Sun Princes do not work together. They usually work either strictly alone or at the head of paramilitary Yozi cults or with a team of dedicated akuma. If one is unable to carry out the commands of his Urge alone, however, he can lament his struggles before the Thing and ask for help. If the mission is deemed important enough and the reported opposition is recognized as tough enough, the Thing will agree to coordinate several Green Sun Princes who are not currently engaged in other urgent tasks. If no other Infernals are available to help their struggling brethren—or if those who are free to help are laboring under counterproductive Urges—the Thing might send a detachment to speak to the Yozis, entreating them to temporarily reassign needed Exalts. So long as the Infernals in question can make a convincing case to the appropriate Yozis (or to the Ebon Dragon, who has a better chance of convincing the others), the architects of the Reclamation are usually willing to partner their Infernals up for crucial gains.

When an Infernal coven forms, its size and constituency is based solely on the needs of the mission. Green Sun Princes have only rarely been assembled into perfect-circle-style covens, for instance, because no mission thus far has required such a powerful collection of heroes. Many covens have no more than two or three Infernals. A Slayer might be paired with another Slayer counterpart to team up against a mercenary force or a fortified installation that is too tough for either to take down alone. A Defiler might require a stealthy Scourge to slip into cursed, booby-trapped catacombs and retrieve some forgotten hero's grave goods, which the Defiler hopes to incorporate into his own designs. A Malefactor who wants to convert prospective acolytes in a walled city might need the smooth-talking flair of a Fiend to distract and mislead suspicious religious authorities and the implacable determination of a Scourge to silence those who would confuse the Malefactor's burgeoning congregation.

Considering how few of them there are, it behooves each Green Sun Prince to cross-train in the mundane disciplines that come most easily to his peers. This is not to say that all of them do so, especially those most freshly Exalted, but even those who are focused and overspecialized are not entirely out of luck. The Yozis always have plenty of demons, mortal akuma and Exalted akuma on hand to supplement an Infernal's efforts. Such groups of mixed membership are also referred to as covens, and the Green Sun Princes around whom they accrete are in charge—regardless of the age or experience of any of the other members.

The Akuma

The importance of the akuma to the efforts of the Green Sun Princes cannot be understated. Akuma are those mortals and Exalted who have sold their souls to the Yozis and been remade to better please and suit their masters. Many experienced Exalted akuma are equal in power to the Infernal Exalted, if not more powerful than younger Infernals, differing only in the themes their powers express. Even mortal akuma often have unusual powers that can help achieve crucial short-term goals or otherwise make their Infernal betters' jobs easier. The Yozis have amassed countless akuma from all over Creation in recent decades, and those servants will compose a sizeable portion of the armies of Hell when they march into Creation at last.

As helpful and useful as akuma can be to the Infernal Exalted, however, dealing with them can sometimes complicate a Green Sun Prince's work. The least problematic are those akuma who belong to the architects of the Reclamation and those Yozis' lesser souls. Such demons need only tailor their akuma's Urges to fit in with a particular Green Sun Prince's Urge, and the akuma fall in line behind their Infernal. Yet, even when that is the case, problems can still arise. If some complication sheds new light on the mission that makes it impossible or undesirable, only the Infernal Exalt is able of his own volition to hold off and reassess. The akuma are unable to defy their Urges, however, and must press on relentlessly until their orders change. What's more, akuma do not always work well with outsider akuma whose powers come from different demons. Those who fall under the hierarchy of a single Yozi might be able to get their act reasonably together, especially under a Green Sun Prince's leadership, but those who hail from different Yozis are less able to. Infernals can work out their differences when their Yozis disagree; akuma can only carry out their masters' conflicts against one another.

Coordination is even more difficult when dealing with akuma whose masters are or descend from Yozis not directly involved in the Reclamation. Yozis such as Kimbery who are allied with the architects often lend their akuma to the concerted escape effort, but they all have their own agendas as well. Pleas to have such demons lift counterproductive orders from their akuma or hold off on certain orders until Reclamation-serving goals are reached often fall on deaf ears. The Yozis have racked up countless rivalries and enmities among one another throughout these Ages of history, and even the prospect of escaping the demon realm and returning to the Games of Divinity is not enough to wash them away. The Ebon Dragon works tirelessly to try to unite all the akuma belonging to Hell behind the Reclamation effort, but there is only so much he can do, especially with his wedding drawing ever closer and dominating his attention.

Cults in Creation

Once the first generation of Green Sun Princes had been Exalted and indoctrinated, they were able to hit the ground running in Creation thanks largely to the efforts of mortal Yozi cultists. Those mortals who worship the Yozis of their own free will understand that the world was unlawfully taken from its rightful masters and that the only reasonable course of action is to help the Yozis reclaim it. It would be naïve to assume that every individual cultist is so motivated, of course. Many mortals join Yozi cults because they're pathetic, biddable weaklings; others join up because they want power and don't care where it comes from. Nonetheless, the overarching structure of each such cult is oriented in the right direction, and they all work toward the goals the Yozis demand.

Green Sun Princes are often delivered to cult leaders as either vaunted heroes of Hell or in the role of living embodiments of a Yozi's will. In so doing, they become the de facto heads of those cults and any outside cells that report to them. Worship in the cults is expected to expand to include the Infernal Exalt in its prayers. All resources monetary, human and otherwise are to be put at the Infernal's disposal to use as he sees fit. He is to be obeyed, protected and doted on with the cult's full will. Most Green Sun Princes enjoy this level of authority and importance over several different independent cult organizations, traveling between their headquarters regularly to maintain ties and call upon their aid as ongoing missions demand.

Naturally, the accession to the head of a cult goes smoothly only when the Infernal is claimed by the Yozi who, in turn, claims the worshipers of the cult. A Slayer, claimed by Malfeas, has no problem taking over a cult dedicated to Malfeas, to Ligier or to Sondok. Yet if that same Slayer wanted to take over a cult dedicated to Octavian—who descends from She Who Lives in Her Name—he would not have as easy a time of it. If he wanted to take over such a cult in order to convert it to the worship of his own Yozi or a component soul thereof, he would have to overcome the resistance of the clergy and the laity. If he installed himself at the head of such a cult but *didn't* try to convert it thus, he would likely suffer a backlash of Torment from his own Yozi master.

Conflicts of that nature are almost nonexistent between the architects of the Reclamation. Green Sun Princes tend to leave each other's masters' cults alone in the name of fostering cooperation. Wresting worship of the cults of allied but non-aligned Yozis is rare as well. In honor of Dukantha's contribution to the Reclamation, for instance, none of the architects of the Reclamation would be inclined to have their operatives overthrow Kimbery's cults or try to take over the Lintha Family. If an Infernal Exalt should desire to make use of the influence or wealth or power of a cult that belongs to a demon not working with or toward the Reclamation, his Yozi master is likely to encourage him to try to take it over. Such activities help the architects of the Reclamation exert pressure on their recalcitrant fellow prisoners or punish them outright for failing to cooperate.

Equipment

Upon their acceptance into the rank of peer, the Green Sun Princes are entitled to lavish amenities in the Demon City. In addition to their traditional townhouses within the Conventicle Malfeasant, they are also each granted palatial brass-and-copper mansions elsewhere among the layers of Malfeas's strata, wide open to Ligier's poison rays. These mansions are constructed to the Infernals' specifications, usually within territory claimed by the same Yozis who claim their Exaltations. (None of these mansions stand outside Malfeas in the desert Cecelyne proper, but Cecelyne does claim plenty of territory within Malfeas where her sands have blown in through cracks in Malfeas's wounded flesh.)

In order to keep them comfortable, the Infernals' Yozi masters impart to them a host of serfs to tend to their every physical need, from angyalka entertainers to tomescu sparring partners to marotte landscapers to agata personal transports to

erymanthus laborers. (And, yes, neomah.) When they walk the streets of Malfeas, Green Sun Princes often surround themselves with a long, trailing retinue of these serfs who sing their praises, terrorize onlookers or simply accompany the Infernals to advertise their status and influence. No demon has yet given direct authority over his Exalted akuma to a Green Sun Prince, but that transfer of authority might occur once the armies of Hell march in case the protectors of Creation manage to command the Yozis themselves to quit the field.

Servants notwithstanding, the Yozis have made sure that their Infernals are well equipped for the work ahead of them. In Creation, sympathetic cults are obligated to provide any arms, armor, shelter, money or other material support that they are able. In the Demon City, Infernals have access to an endless supply of most mundane stones and metals, though magical materials must be imported. Animal and vegetable matter that exists in Creation must likewise be imported to Hell if an Infernal wants it, and pure water is scarce and strictly regulated by the priests of Cecelyne.

Defiler Caste and other Infernal Exalted craftsmen also have access to the Hell-specific materials of vitriol, Malfean brass, Malfean iron and special ceramics created from the dust of Malfean bone. The latter three materials are used in the construction of superior (if unholy) arms and armor, which are in constant mass production ahead of the Ebon Dragon's wedding. The former is a special material that exists nowhere except in Hell. Vitriol is not exactly a magical material, but by treating an existing object with it or channeling it from Hell with Charms in order to do so, it imparts certain supernatural properties to that object as if it were constructed of a magical material. Infernals use vitriol to allow themselves to attune to and utilize objects made from antithetical magical materials or to impart supernatural enhancements to mundane ones (though doing the latter eventually breaks down and destroys mundane objects). One can easily tell a vitriol-tainted weapon, as it is covered in crooked, acid-etched characters spelling out blasphemous sutras, and from which verdigris patinas spread and grow to cover the object's entire surface. Once a mundane object has been entirely covered, its acid etching flares once and the object disintegrates. Once an object of the magical materials is completely covered, it cannot be reverted to its original pristine state without powerful cleansing spells or Charms.

Current Operations

Creation is vast, and the Yozis plan to make it all theirs again. The general, overarching goal is to reshape Essence-structuring geological features, warp important dragon lines and taint arrays of powerful demesnes. In so doing, they will irrevocably poison Creation with the corrosive Essential aspects of Hell until the human world and the demon realm



are indistinguishable. The gods and denizens of Creation are understandably opposed to such efforts—even if they don't realize how widespread they are—however, and stand in the way of the Yozis' plans. The Green Sun Princes, therefore, must often either work around Creation's defenders or overcome them before the overarching goals can be achieved.

Yet, trying to conquer a world of opponents a piece at a time would take far longer than the champions of Hell could stand to wait, so instead, they must move on many different fronts all at once. To this end, the Yozis have divided up the whole of Creation into five theaters of conflict, with one architect of the Reclamation responsible for efforts made in that theater. This is not to say that only the Green Sun Princes claimed by given a Yozi operate in that Yozi's theater, though. The Yozis work well enough together to divide up their Exalted resources efficiently rather than hoarding them for their own insular gains.

That said, there are never enough Infernal Exalted to go around. There are only 50 of them to cover the whole of Creation, and not all of them are active simultaneously. Some sojourn in the Demon City to study sorcery secrets or martial arts that are not taught anywhere else. Others stay there training up battalions of elite demons and akuma for the greater war to come. Some have died, and their Exaltations have not yet been sent back into Creation. Some are simply resting in their Malfean townhouses between the end of one mission and the start of the next. The most highly anticipated function of the Infernal Exalted is to act as the Honor Guard of the Ebon Dragon's new queen when she and the Ebon Dragon march into Creation at the head of the armies of Hell. It behooves the Yozis, then, not to cast the Green Sun Princes too far afield or squander their lives.

It is only for those missions that are both critically important and time sensitive or are too difficult for mortals or akuma to accomplish that the Yozis deploy their Exalted directly. The rank-and-file can poison unclaimed demesnes or cause rockslides that change the course of rivers that alter the lay of dragon lines or what have you. Exalted akuma can roust weak Terrestrials or naïve Celestial Exalted from remote manses. No coven of akuma, however, is going to topple the regime of a renegade Solar circle sitting on a stockpile of royal warstriders and using those machines to protect its burgeoning kingdom at the center of a major confluence of dragon lines. Some obstacles to the Yozis' ultimate victory are too daunting for lesser servants, and that's where the Infernal Exalted step in directly. Otherwise, the Green Sun Princes are restricted to leadership, oversight or advisory roles over their lesser servants.

The North

Flensing away that which defends the stability of the icy North is the purview of Adorjan, the Silent Wind. It is an unexpressed desire of hers to fill the chasm at the end of solidity with her presence, become a new Elemental Pole of Air and flow forth into broken, tainted Creation from there. Already, so much of that frozen land supports no life and makes no sound except for that of the occasional wind (which she can easily consume and make silent). Of all the directions, North is the one Adorjan hates the least. It remains, then, only to snuff out those stubborn pockets of persistent life huddling against the cold.

For the icewalker tribes, Adorjan cares little. They provide a buffer against the raksha, and they have little sympathy for those who cower in Northern cities. When tribes show troubling signs of unity or organization, Adorjan's agents take steps to breed dissension between them and drive them apart. Only lately has this strategy proven more difficult than usual, as the Solar icewalker called the Bull of the North has united and rallied a great number of barbarians into a powerful army. Recently, Adorjan has embedded a single Infernal Exalt in the army close to the Bull, posing as an impressionable, young Solar Exalt drawn in by the Dawn Caste's potent charisma. It is now up to that Infernal to gain the Bull's trust and keep informed as to the army's movements.

The three major cities of the North pose more of a challenge for Adorjan. Whitewall is an island of Northern stability, a hub of trade and a safe haven from both the dead and the raksha. It is also a focusing lens for prayers that enormously empower the Unconquered Sun. The largest and longest-term ongoing effort in the North, therefore, is a project designed to silence those prayers. It involves capturing nearby demesnes, erecting Infernal manses on those sites and twisting the nearby dragon lines into the shape of a powerful, long-forgotten warding diagram to snuff out any connection between that place and Heaven. Another mid-range project involves tampering with the Traveler's Road so that its protection collapses and the citizens within Whitewall are trapped there, whereupon agents will spread poison and disease to turn the once-holy city into an open tomb.

Similar plans are in the offing for Gethamane. Adorjan would like nothing better than for some exceedingly clever Green Sun Princes to figure out how to simply seal the inhabitants of the city up within the mountains with no way out. (Destroying the city's entire food supply and plunging the tunnels into unbreakable darkness are optional sub-objectives.) Once the trap is closed, offers will be made to those citizens who are most afraid of death and of the monsters that live in the deeper darkness: Become the Yozis' slaves in return for the power to defend themselves, or perish with no hope of escape.

Agents operating in Cherak are tasked with building upon the growing resentment the locals have for the seemingly indifferent Great Houses of the Realm. They also mislead the scions of House Ferem with promises to return them to their former wealth and prominence in exchange for either agreeing to cooperate with agents of the Yozis or worshiping the Yozis outright.

Adorjan's operatives working in the Haslanti League do much the same thing, fanning the fires of ambition and avarice in the vigorous nascent empire. Demons speak through the

dreams of influential Haslanti, and akuma or clever Yozi cultists manipulate their waking actions by playing on those dreams. Green Sun Princes organize these efforts, hoping to either weaken ties between the League's member states or divert the League's impressive resources toward the Infernals' own wider efforts. Others are negotiating with local gods to divert winds and storms to damage the greenfields on which League citizens depend in the harsh climate. Those of a martial bent are assigned to examine the League's manufactories of iceships and air boats as well as the League's tactics for deploying such vehicles, all in hopes of finding effective ways to counter those impressive forces when the armies of Hell come.

The East

Malfeas, the Demon City himself, is ostensibly in charge of efforts pertaining to the East, though he leaves the fine details of strategy and tactics to his subordinate souls and, increasingly, the Green Sun Princes. The fallen king of the Primordials is now so consumed by rage and with fantasies of his eventual annihilation that his passions distract him from the minutiae of command. All he knows is that the East is the most populous direction in Creation and therefore has more souls on whom to vent his spleen. He originally wanted to be in charge of efforts to crush and subjugate the Blessed Isle at Creation's Center, but the Ebon Dragon managed to talk him out of it. Apparently, the supreme architect of the Reclamation has some "special surprise" in store for the Realm and its ignorant caretakers.

Regarding the East, Malfeas has only dimly outlined goals. First, he wants as vast an army of mortals as can be drummed up (be they Yozi worshipers or just Yozi sympathetic), and he wants it ready to open a second front once the primary armies of Hell have entered Creation and begun fighting. He wants to see Greyfalls burn to the ground and the eponymous waterfalls running red with Terrestrial blood for one solid year. He wants the same for Lookshy, minus the waterfall part. The army of Ma-Ha-Suchi's beastmen troubles him, so he wants either Ma-Ha-Suchi raped to death, his soldiers' bones scattered into the Wyld or his army diverted outward in an endless campaign against the raksha. Great Forks must fall to ruin, Mount Metagalapa must be flung into the heart of the Scavenger Lands like a spear, the sickness of Denandsor must be spread to as many other cities as possible, the citizens of Halta must be hanged in their own tree branches, all intelligent Dragon Kings must be hunted down so that only savages remain of that race, the Redwood Mantis must be made to tread on Farhold…

One gets the idea.

Infernal activities in the East are as many and varied as are the civilizations that thrive there. With so many inhabited lands to choose from, Green Sun Princes can essentially do as they please so long as they don't somehow undermine the Reclamation. Concerted military efforts go toward guerilla-style strikes against the supply lines of the armies of the Bull of the North and Ma-Ha-Suchi. Missionary efforts reach out to dispossessed barbarian tribes, isolationist nations in the Hundred Kingdoms and neighborhoods inside Nexus. Defiler savants can test out new weapons or other artifacts on far-flung populations, and Scourges can do the same with poisons and diseases of their own invention. Fiends active in the East do much of their work in the Scavenger Lands, playing the arrogant fools of the Council of the Concordat against one another.

The South

It is likely no surprise that converting the lands of this third most populous direction into a tainted hellscape is under the oversight of Cecelyne, the Endless Desert. In many lonely, forlorn places, the vastness of the Southern deserts themselves give way to Cecelyne and lead unwary wanderers to their doom.

Most of Cecelyne's attention is torn between maintaining the law in the Demon City and dreaming of endless expansion in Creation and the Wyld. As a result, her actual plans for how to tear down the South's defenses are often out of scale with one another, seemingly chosen at random. She takes great pleasure in having agents poison oases or foul wells in the desert in order to stir up feuds between the nomadic tribes that rely on them. It delights her to offer equal power to members of the opposing tribes and watch them tear each other apart. An initiative to which she simultaneously attaches an equal import is that which targets the Lap. She plans to have agents burn down and sow salt over the farmlands of that Southern coastal city, robbing the Realm of that valuable productive region. Corollary agendas to this plan involve subverting or sinking transport vessels carrying goods already harvested from the Lap to the Blessed Isle. Other goals include winning over the Perfect of Paragon to Yozi worship, having an Infernal representative win the Fang Octagon martial arts tournament, forming a temporary alliance with the First and Forsaken Lion's army, making sure the small olive farm of Naomi Stone Bird fails in its first year, locating and looting the First Age tomb of Arlot Malkaiver, starting a bloody war between Harborhead and the Realm and sending an elite coven down through Ot to finally put the Primordial deserter Autochthon out of his misery.

Whether the minor goals are in any way related to the larger ones or are important at all is only for Cecelyne to say. Occasionally, when she appears to be spending too much time or too many resources pursuing seemingly mindless minor goals, the other Yozis free up some resources from their own directional efforts and take up Cecelyne's slack. The Ebon Dragon, for instance, has directed agents to help sour the relationship between Gem and the Realm in hopes of eventually being able to gain access to Gem's firedust reserves for their own war effort. She Who Lives in Her Name devotes operatives to act as agents provocateurs in the Varang Confederation, whose insistence on adhering to its rigid, astrologically based social hierarchy upsets her because it's not *her* hierarchy. Malfeas occasionally sends

clever souls west toward Chiaroscuro—whether his help is requested or not—in hopes of finding a way to finish the job of smashing it into powder.

The West

The West is Creation's least populous direction, which is one reason She Who Lives in Her Name is glad to oversee Reclamation efforts there. For one thing, it is the direction least likely to offer a strong resistance to the Yozis' plans. In fact, the two most powerful forces at work there are enemies of Creation themselves. The more organized of those forces belongs to the Deathlord known as the Silver Prince or the Bodhisattva Anointed by Dark Waters, but it is isolated to one shadowland. She Who Lives in Her Name has a team of Infernal spies keeping an eye on the Silver Prince's operation and trying to find out everything it entails. If the Deathlord's plans prove detrimental to the Reclamation, those spies are to turn into saboteurs and stop him.

The less organized of the two Western threats to Creation is also the more widespread one: the Western raksha. The various raksha houses and courts on and in Creation's oceans can be bargained with—if not exactly reasoned with—but bargaining becomes much more difficult when the raksha realize they're dealing with agents of their ancient enemies. For the most part, all the operatives working under She Who Lives in Her Name can do is try to herd obstructive raksha back into their freeholds and steer their agendas away from those raksha who will not be moved.

She Who Lives in Her Name does not enjoy overseeing the Reclamation in the West simply because there's less opposition, though. Working in that direction also offers more opportunities that appeal to her than can be found elsewhere. For one thing, population centers are more isolated, so Infernal savants can build and test their hideous helltech in greater safety than they can elsewhere. With a big enough corrosive Essence cannon, for example, a single Defiler can sicken the entire populace of a remote island nation before anyone on the nearest islands know that anything is happening. Many map-dot islands across the West are the sites of fervent Yozi cults and well-fortified temples. They enjoy reliable transportation from and the protection of Lintha pirates while they work hard to build their own war fleets. Fleets are not cheap or easy to assemble, however, so operatives in the West must often raid boats in the shipping lanes for goods or money or attack poorly defended islands to strip them of raw material.

The Center

Operations on the Blessed Isle must be carried out with the utmost secrecy, subtlety and ingenuity, so this theater of conflict is the purview of the Ebon Dragon. The might of the Scarlet Empire is massing there, Immaculate priests are everywhere on it, and it is the Creation-bound base of operations of the Sidereal Exalted. It is the most heavily fortified region in all of Creation, even discounting those leftover First Age wonders all over it that hardly anyone knows how to use anymore.

And yet, the denizens of the Blessed Isle are still ruled by human desires. They can be greedy or ambitious or careless or ruled by fear. Although they are militarily strong, their spirits are weak. It is just that spiritual weakness that the Ebon Dragon seeks to exploit. His strategies involve picking apart the mechanisms of government—already undermined by the Empress' disappearance—by inflaming the personalities of those who should be holding them together. He seeks to ignite impressionable firebrands in the Deliberative so that their passionate speechmaking and antics distract from the hard work of actually getting anything done. He seeks to sow chaos among the Imperial Service by replacing key ministers with akuma and generally corrupting the flow of information that oils the gears of governance. With flashy but meaningless shows of force that imply an upwelling of Yozi cult activity, he hopes to keep the All-Seeing Eye looking every which way but the right one.

The Blessed Isle has only two or three Green Sun Princes active upon it at any given time—all of whom must be adept at hiding their Infernal nature. They keep in contact regularly but work together rarely. Their primary responsibilities include sowing class strife between the commoners, the patricians and the Dragon-Blooded; recruiting new Yozi cultists; capturing and re-purposing wonders from the ruins of First Age glory and ancient heroes' tombs throughout the Imperial Mountain; undermining the law-enforcement agencies that keep the peace; and ruining diplomatic relations with allies, rivals and satrapies. They must also occasionally outwit Sidereal spies, assassinate incorruptible Dragon-Blooded do-gooders, commit senseless atrocities on defenseless citizens in the name of the Immaculate Order and sabotage the infrastructure of civic magitechnology just to keep the citizenry uncomfortable and on edge.

Delayed Gratification

Concerning the "special surprise" the Ebon Dragon referred to when he convinced Malfeas to turn his attention to the East rather than the Center… Suffice it for now to say only that it involves certain high-Essence Charms known to his betrothed and the fact that she has many living blood relatives in positions of authority throughout the Realm.

To say anything more about it now would quite ruin the surprise.


JADE... I ASSUMED IT WOULD BE YOU OR HUYLA WHO FINALLY FOUND US.
THE SPIDER PROPHET WILL BE GLAD YOU WERE THE REASON THIS BOY DIED.
DON'T DO ANYTHING STUPID. IF YOU GIVE ME THE BOY, I WON'T HAVE TO KILL YOU TONIGHT.
GO AHEAD AND KILL ME! SES'S BOY WILL BE JUST AS DEAD THREE SECONDS LATER!
I'M JUST GOING TO LET HIM GO ANYWAY! YOU MIGHT AS WELL KILL ME!
LIVE OR DIE, IT DOESN'T MATTER!
MY MASTER'S WILL IS DONE EITHER WAY!


BUT WHAT DOES SONDOK HAVE TO GAIN FROM ALL THIS?
SONDOK? NOTHING. A HIGHER POWER SET THESE EVENTS IN MOTION.
THAT REMINDS ME...
NOOO!
HAHAHAHAHAHAHAHA!!!!!
BITCH!
HAHAHAHAHAHAHAHA!!!!!

CHAPTER TWO
SERVANTS OF THE YOZIS

Akuma

They are slaves with unimaginable power, both beloved and hated by those whom they worship. They are the akuma, the first and most numerous of the Infernal Exalted. An akuma is a being—ideally an Exalt but occasionally a mortal with exceptional Essence-wielding skills or some other characteristic desirable to the Yozis—who has voluntarily submitted to eternal service to the former masters of Creation. Upon submission, the akuma-to-be is subjected (usually by a Third Circle demon) to a powerful Charm known as Investiture of Infernal Glory. By means of this Charm, the infernal slave suffers having his very soul carved into a new shape and reconfigured to serve as a vessel for his Yozi master's will.

Each akuma is sworn to the service of a single Yozi. If the akuma was previously an Exalt (and most akuma fit into that category), she retains access to the Charms normally associated with her Exalt-type. She may lose some specific Charms or spells which she previously knew through the process of becoming an Infernal Exalt, but she can still learn any type of Charm or spell that an Exalt of her type is capable of learning, as well as Infernal Charms associated with her Yozi patron. An akuma can also learn sorcery and supernatural martial arts as if she were "one rung higher on the ladder." That is, a non-Exalted akuma can learn Terrestrial Sorcery and Terrestrial Martial Arts, a Dragon-Blooded akuma can learn Celestial Sorcery and Martial Arts, and a Lunar or Sidereal akuma can learn Solar Sorcery. A character who becomes an akuma remains unable to learn Sidereal Martial Arts unless she was already capable of doing so.

More information on the Charms and spells available to akuma may be found in Chapter Five.

The Birth of the Akuma

The history of the akuma begins with the first of their number, Thrice-Damned Gorol. The true circumstances of Gorol's fall were never widely known. The Solar Deliberative did not even come into existence until many years after his

destruction, and when information about Gorol's activities was finally brought to light, Queen Merela suppressed it in order to prevent any possible loss of respect for the Chosen of the Unconquered Sun. The new Solar rule was still unstable, and it was thought that the revelation of a prominent Solar having willingly become a servant of the fallen Primordials might undermine the legitimacy of the Mandate of Heaven. Nevertheless, the general circumstances of Gorol's fall were widely known and discussed by his Solar peers and speculated upon more discreetly among the Lunar and Sidereal hosts. As part of their preparations for the Usurpation, the Sidereals would later spread lurid accounts of Gorol's betrayal (along with other tales of Solar akuma, some of which were even true) among the Dragon-Blooded host as a means of undermining faith in the Solar's right to rule. While the truth surrounding Gorol's damnation is obscured by millennia of censorship and propaganda, the salient details are as follows.

The Seduction of Gorol

The Night Caste assassin Gorol was among the first generation of Solar Exalted and was, by all accounts, completely loyal to the Unconquered Sun and to his circle-mates. However, during one of the most crucial battles of the Primordial War (which took place sometime between the second week of hostilities and the 157th year of the War—both sides employed time-distortion weaponry which made any coherent chronology impossible), something shattered that loyalty. Gorol and his circle succeeded in slaying the fetich soul of the Primordial who would later become the Neverborn now known as the Abhorrence of Life, but at the cost of all four of Gorol's circle-mates. Perhaps his presence at the destruction of one of the Primordials gave Gorol a special insight into the Great Curse that eluded his brethren. Perhaps the Night Caste was the victim of some final mental assault from the dying Primordial. Or perhaps the blasphemous energies unleashed by the Primordial's demise, combined with survivor guilt, simply drove Gorol mad.

Whatever the reason, Gorol came to believe that the destruction of the Primordials would ultimately work the doom of not just the Solar Exalted but of all Creation. And so it was that one of the greatest heroes of the Primordial War turned his back on the Unconquered Sun and betrayed the Exalted by becoming a spy and saboteur for Malfeas himself. This was Gorol's first damnation. Fortunately for the Exalted, Gorol's betrayal came too late to change the outcome of the war. Many among the Solar Exalted would later suspect that it was Gorol himself who smuggled the Primordial's soul-typhoon weapon into the hidden stronghold of the Dragon Kings, thereby bringing about the near-genocide of that once great race. Though this charge was never proven, Gorol was among those who had access to the facility. It is certain, however, that Gorol did leak valuable intelligence to the Primordials throughout the last third of the war, and



his treachery was perhaps the cause of a significant percentage of Exalted casualties. Gorol evaded detection for these crimes, and after the war's conclusion, he impressed many of his Solar peers with his eloquent words in support of Gaia's petition for imprisoning the captured Primordials rather than sentencing them to death. Those swayed by his words did not realize that his true goal was to see his masters trapped in a prison from which he might later free them.

After the war, Gorol immediately set about seeking to understand the Yozis' prison as best he could. To that end, he manipulated the four young Exalted who were the inheritors of his deceased circle-mates' Exaltations into unwittingly helping him. At Gorol's behest, the young Solars set themselves to learning everything they could about the nature of the Yozis' prison and eventually of Exaltation itself, and Gorol relayed everything he discovered to his Yozi masters. Nearly 100 years after the end of the Primordial War, Malfeas decided that he had enough information to free himself and his kin from their imprisonment. Summoning Gorol to the Yozi realm, Malfeas commanded that his agent submit to the Investiture of Infernal Glory. Gorol obeyed, and this was his second damnation.

The First Akuma

Unfortunately for the Yozis, while the Charm itself worked perfectly, Malfeas was far too direct in reconfiguring Gorol's soul into that of an akuma, and the cunning and subtle Night Caste was reborn into an engine of destruction bent on ripping open the bars of the Yozis' prison through brute force. Unable to conceal his akuma nature from his circle-mates, Gorol was forced to slay them. Before dying, though, one of those circle-mates managed to send a warning to the mighty Solar warrior-queen Calan and her Lunar spouse Tomun, whose kingdom was near that of Gorol. The two experienced Exalts tracked down the akuma and slew him at a terrible cost, and their climactic battle resulted in the creation of the foul, vitriol-tainted demesne later known as Calan's Loss.

But that was not the end of Gorol. The akuma's soul did not descend into the Underworld after death, nor did his spirit enter Lethe, for his oaths to the Yozis transcend even the finality of death. Gorol's soul instead was drug screaming into the torture pits of Malfeas to be tormented for his failures and battened on his master's vitriolic Essence. This was Gorol's third damnation. After several centuries, the utterly mad Gorol was permitted to leave Malfeas to serve as an emissary to the Neverborn. Although irrevocably tainted by vitriolic energies, Gorol was still a ghost (more specifically, a mortwight) of incredible power, but one utterly bent to the service of Malfeas. Whether Gorol still exists is unknown—despite his loyalty to the Yozis, Gorol apparently became increasingly fascinated with the Labyrinth and would spend ever increasing amounts of time there. His spirit has not been encountered by anyone who survived to tell the tale in over five centuries.

Years would pass before the newly formed Solar Deliberative learned of the events surrounding Gorol's corruption and death. At Queen Merela's command, Calan's Loss was quarantined, and Lytek was asked to carefully study Gorol's Exaltation before releasing it back into Creation. The God of Exaltation's report indicated that a slight, nearly imperceptible taint seemed to cling to the Exaltation's structure at the sub-motonic level. This infernal taint resisted all Lytek's efforts at purification, but he was of the opinion that future inheritors of the Exaltation were not in any immediate danger of contamination. Nevertheless, he recommended close observation of Gorol's successor Exalted. Although several of Gorol's successors would develop a suspicious interest in demonology, none ever revealed themselves as akuma at any point prior to the Usurpation.

Other Akuma of the First Age

During the High First Age, the Solar Deliberative firmly denied the existence of akuma among the Celestial Exalted, all while constantly looking for Infernal Exalted among their number. After their first attempt with Gorol, the Yozis made further refinements on the Investiture of Infernal Glory, rendering the effects of infernal damnation on the Exaltation itself completely undetectable despite Lytek's best efforts. Fears of akuma infiltration constantly plagued the Solar Exalted, and accusations of infernalism were deployed as political attacks on enemies as often as they were against Exalted seriously suspected of being akuma. Even then, however, charges of infernalism were the most serious charges that one Exalt could make against another, and no more than a few score Celestial Exalts were ever so accused throughout the entire First Age.

That is not to say, however, that there were no akuma, but the Yozis learned from their mistakes with Gorol, and those akuma who came after him were far subtler in their activities. In fact, it is likely that the majority of those Exalts charged with (and in many cases, executed for) infernalism were innocent victims framed by actual akuma who wished to divert suspicion from themselves. First Age infernalism probably reached its peak just a few centuries before the Usurpation, after the illegal publication of *The Abscissic Guide* by an unknown Silurian sorcerer greatly increased the number of active demonologists among the Exalted. The "akuma problem" reached the crisis stage in the 35th century of the Solar Deliberative, when the Night Caste inquisitor Gold-Shadowed Arrow took it upon himself to personally execute four Solars, six Lunars, two elder Sidereals and nearly 300 Dragon-Blooded within the space of two months based on nothing more than his own personal suspicion that they were all akuma. This killing spree was one of several factors in the Sidereals' decision to cast the Great Prophecy, although whether it was because of the huge number of suspected akuma or the fact that one of the few Primordial War veterans had declared himself judge, jury and executioner over the entire Exalted host was itself a matter of some debate.

Whatever the result of Gold-Shadowed Arrow's purge, whether legitimate or merely the result of paranoia, history seems to show that, at the time of the Usurpation, there were no akuma among the Sidereal Exalted or among the leadership of the Dragon-Blooded. Had it been otherwise, the Yozis themselves would have had advanced warning of the Usurpation and manipulated events toward securing their freedom. In the aftermath, the Sidereals did discover posthumous evidence of several akuma hiding among the Solar and Lunar Exalted. Somewhat suspiciously, one of the few Solars who escaped the initial purge was the Night Caste Vaznia, the then-current holder of Gorol's former Exaltation. Her Exaltation, which was never contained within the Jade Prison, would continue to reincarnate thereafter, and while the Sidereals never found any conclusive proof of her infernalism, her subsequent Exaltations always seemed to coincide with sudden upticks in infernalist cult activity in the same area.

Shogunate Era Akuma

The akuma seemed quiescent during the Shogunate era. The Solars were (mostly) out of the picture, and the Lunars were in self-imposed exile in the Wyld where interaction with the Yozi realm was difficult at best. The Sidereals, in keeping with their heavenly status, generally maintained excellent internal security standards, although late in the third century of the Shogunate calendar, the Convention on Oversight rather publicly ordered the assassination of four members of the Convention on Demons for reasons of "internal security." What little infernalism went on during this period took place among a few of the lesser gentes who were excluded from political power at the Shogun's court and who came to see Yozi worship as virtually the only way to gain any advantage against their political rivals. Those few akuma who presented any genuine threat to the security of the Shogunate were usually identified and hunted down by the Wyld Hunt in short order.

Indeed, the Shogunate-era Dragon-Blooded were so adept at policing themselves that the Yozis were, for the first time, reduced to offering empowerment to mere mortals. Even then, the Yozis stuck to the periphery of Creation, granting infernal power to mortal thaumaturgists, exceptional martial artists and God-Blooded who chafed at the brutal Shogunate hegemony. While few of these mortal akuma survived the Contagion, even with the direct aid of the Yozis themselves, the Shogunate era saw the birth of several Yozi cults sponsored under the very nose of the Dragon-Blooded. Two of the most prominent of these cults were the Cult of Darkness's Unseeing Eye and the Bitter Winds. The former was founded near the dormant volcano that would one day be home to the city of Gem by the Second Circle demon Sondak, who guides it still. The latter was an apocalyptic murder cult venerating Adorjan that plagued the Ydrossian Confederation (an alliance of city-states located in the territory of the modern Haslanti League) until the Great Contagion exterminated the Bitter Winds along with the mortals and Dragon-Blooded upon whom they preyed.

Forging the Akuma

Nearly any demon can, with the consent of its superiors, elevate a consenting mortal to a more powerful status through the use of the Endowment Charm. Although not literally born of a demon, beings elevated in this way are considered a form of Demon-Blood, who are discussed more fully beginning on page 57. The akuma, while not nearly so potent as the Green Sun Princes selected to rule over them, are far more dangerous than all but the most puissant Demon-Blood.

Akuma are selected from those already possessed of power but eager for more and unconcerned by the means of attaining it. In order to receive the resplendent blessings of the Yozis, the prospective akuma must first be willing—the Charm used to create akuma absolutely fails if the recipient does not freely and unambiguously consent to the procedure without the application of any supernatural persuasion. The Investiture of Infernal Glory is a very high-level Charm, even among demonkind, and it is virtually unheard of among demons below the Third Circle. Furthermore, the Yozis who designed the Investiture of Infernal Glory had full access to Gorol and his Exaltation, which they used to build certain safeguards into the Charm's structure. The most important such safeguard is the Charm can never be learned or used by any god or elemental of Creation, nor can it be learned by any type of Exalt (including Eclipse and Moonshadow Castes) unless the Exalt is already an akuma.

Of course, that doesn't mean the akuma themselves know it either. Having learned the bitter lessons of treachery at the hands of rebellious underlings, the Yozis have not repeated past errors by teaching their newest slaves the means to create akuma slaves of their own. It is unknown whether the Green Sun Princes are similarly barred from learning this Charm—in the short span since their creation, none of the 50 Princes has mastered it.

Investiture of Infernal Glory

Cost: 60m, 1wp; **Mins:** Essence 7; **Type:** Simple
Keywords: Desecration, Training
Duration: Until completed

The first step in the target's damnation must be made by the target herself, who must begin the process with a prayer to her future Yozi patron, offering her body, soul and mind to the fulfillment of that Yozi's desire. This prayer has a difficulty of only 1, but it must be accompanied by the expenditure of a permanent Willpower point from the future akuma. The mere act of performing this blasphemous prayer taints the target's personal destiny so utterly that, if the ritual is begun within Creation's borders, it may trigger an alert within the Loom of Fate and an immediate response from Yu-Shan. For this reason, both the akuma and the demon employing the Charm generally retire to someplace outside of Fate, usually Malfeas but occasionally Wyld zones or even

shadowlands. If the prayer roll is successful, the Yozi is persuaded of the petitioner's sincerity and authorizes the activation of the Charm.

Once the Charm is initiated, the akuma-to-be is wracked with agonizing pain as pure vitriol from Hell's heart pours into her body, warping and reshaping it to suit her patron's twisted aesthetic. Nor are her mind and soul safe. The process reconfigures and re-edits the akuma's life experiences, cutting her memories apart and reshaping them like the artistry of a demented child. This phase of the process takes several torturous hours and requires the restructuring of the akuma's body, soul and mind. Every positive experience from the akuma's childhood might be twisted into a memory of horrific abuse in order to reduce her Compassion and harden her Conviction and Valor. Her entire body might literally be turned inside out to better allow the demon to rearrange her musculature to convert Appearance into Strength or Dexterity. A lifetime's experience spent sailing the high seas might be stripped away in order to make room for better skill with a sword.

What comes next is even worse. While the physical and mental changes are achieved in just a few hours, the akuma must now spend days suffering the rape of his soul, as his personal Essence is extracted, alloyed with vitriol and then restored to his body. In addition to tainting his Essence with the resonance of the Yozi, the akuma also suffers a total loss of self. Oh, he retains his former sentience, after a fashion. But a newly forged akuma loses the ability to choose a destiny for himself (as reflected in most beings by a Motivation). Instead, an akuma sacrifices his Motivation and gains an Urge defined by the akuma's patron. Although similar to that of a Green Sun Prince, the Urge of an akuma has many important differences, which are described beginning on page 54.

Mechanical Benefits: From an out-of-character perspective, the Investiture of Infernal Glory is much easier to explain. Basically, once the Charm is successfully used, the akuma's former character Traits (including Attributes, Abilities, Virtues, Willpower and even Charms, but *not* Backgrounds) may be converted into experience points. The number of experience points a Trait would yield is equal to the number of experience points it would cost to purchase it. That is, if the Yozi patron reduced a newly acquired akuma's Appearance from four dots to two, the reduction would yield 20 experience points (the eight points it would normally cost to raise the character's Appearance from two to three dots, plus the 12 points it would normally cost to raise it from three dots to four). Theoretically, the Yozi patron can reduce any Trait to zero. In practice, however, it is pointless to go to the trouble of creating an akuma who is crippled in some way by the process. It is rare for a Yozi to reduce any Virtue to 1 or less (except for Appearance) and almost unheard of to reduce one of an akuma's Virtues that low. It is unusual to reduce an akuma's Willpower at all—since all akuma



are preternaturally loyal to their Yozi masters, it behooves a Yozi to make its akuma as "tamper proof" as possible against others who would seek to manipulate them.

Once the character's Traits have been converted into experience, those experience points may be spent however the Yozi wishes at the normal experience point cost for the type of being the akuma was before her damnation. An Exalted akuma treats all Charms associated with her Yozi patron as in-caste or in-aspect Charms as appropriate for her Exalted type and continues to treat all formerly in-caste or in-aspect Charms, Abilities and/or Attributes as such. If the akuma was not Exalted, she will instead pay 15 experience points for each Yozi Charm purchased. The trait cap for an akuma is one dot higher than it normally would be. Thus, an akuma with Essence 1-5 can have up to six dots in a trait, while an akuma with Essence 6 could go up to seven dots.

The infusion of demonic energy during the second phase both augments the akuma further and also marks him forever more as a creature of the Yozis. The akuma immediately gains the benefits of Demonic Patron 5 and Demonic Inheritance 5 (see pp. 61 and 62). The latter Background also confers additional experience points that may be spent on the character. If the akuma was not already an Essence wielder, he automatically gains the benefits of the Awakened Essence abomination (see p. 63) and acquires an Essence pool equal to (Essence x 5) + (Willpower x 2) + (sum of Virtues). The akuma respires Essence in both Creation and Malfeas, just as a Green Sun Prince does.

The final mechanical step is the permanent erasure of the akuma's former Motivation and its replacement with an Urge appropriate to his Yozi patron. Unlike the Green Sun Princes, an akuma has no means of modifying an Urge that is no longer viable. Thus, once an akuma's Urge is set, it can only be altered by another painful application of this Charm. Worse, since the akuma's current Urge is his defining motive for existence, it is very difficult to persuade an akuma to agree to the Investiture again. Accordingly, most akuma Urges are fairly broad in scope, as akuma cursed with more narrow Urges often go mad from the frustration of a goal that has become impossible. Akuma Urges are discussed more fully beginning below.

Quick and Dirty Akuma Creation

The preceding rules assume that the akuma character was originally a character of some other type who was subjected to the Investiture of Infernal Glory Charm at some point during the series. For a character (whether a player's or the Storyteller's) who was already an akuma prior to the start of the series, character creation is slightly modified to make it easier to create such a character on the fly. Just create a normal Exalt of whatever type (or heroic mortal as the case may be) with the following alterations:

• When allocating Attribute dots, you can sacrifice as many of the character's starting Attribute dots as you wish, adding three bonus points per dot sacrificed. You can sacrifice the akuma's starting Appearance dot (allowing the character to begin with an Appearance of zero), but otherwise, he must have at least one dot in each Attribute. In the case of a Lunar or Alchemical Exalt, the character must still have the minimum Attributes to meet the prerequisites for any Charms that have an Attribute minimum.

• When allocating Ability dots, you can sacrifice as many of the character's starting Ability dots as you wish, adding one bonus point per dot sacrificed. The character must still have the minimum Abilities to meet the prerequisites for any Charms that have an Ability minimum.

• When allocating Virtue dots, you can sacrifice as many of the character's starting Virtue dots as you wish, adding three bonus points per dot sacrificed.

• After calculating starting Willpower, you can sacrifice as many of the character's starting Willpower dots as you wish, adding one bonus point per dot sacrificed.

• Before purchasing normal Charms, you can sacrifice as many of the character's starting Charms (assuming he has any) as you wish, adding 4 bonus points per dot sacrificed.

• The character automatically begins with Demonic Inheritance 5 and Demonic Patron 5 at no cost (see pp. 61 and 62).

• The character's maximum Attribute and Ability ratings are increased by one dot.

• The character can start with any Yozi Charm appropriate to the akuma's patron or with any demon Charm known by the demon who performed the Investiture, but he can only purchase them with bonus points.

• If the character was an Exalt prior to becoming an akuma, at least one of his Virtues must be at 3 or higher. The akuma still suffers from the Great Curse and from Limit Break as normal for his original Exalt type.

• If the character was not an Exalt prior to becoming an akuma, her starting Essence is only 1. Raising it to 2 costs 5 bonus points. Raising it to 3 costs an additional 15 bonus points. A mortal-turned-akuma cannot begin with an Essence above 3 at character creation, but it can be raised further with experience. An Exalted character begins with an Essence of 2 and can raise it with bonus points at the normal rate for her Exalt type. Absent Storyteller approval, however, a newly created akuma cannot possess an Essence rating above 6.

• The character begins with an Urge instead of a Motivation.

Akuma Urges

Akuma Urges need not fit into any of the Urge archetypes associated with Green Sun Princes (see pp. 82-87). An akuma's Urge can be any conceivable directive the patron wishes to impose. Some Yozis tightly bind their akuma with an Urge to obey all of the Yozis' edicts. For example, the Urge instilled in Lintha Ng Hut Dukantha during his Investiture is simply: "To serve the Sea That Marched Against the Flame." While such constricting Urges are common, many Yozis are fearful of binding their akuma so tightly lest the

Incarnae call upon the ancient terms of the Yozis' surrender accords and simply compel them to surrender their akuma to the justice of the gods.

To avoid this, some Yozis instill within their akuma Urges that fulfill a Yozi's desires but are not dependent on them—in other words, Urges not even the Yozis themselves can compel their slaves to disobey. For example, one of the leading akuma among the Salmalin is the mysterious woman known only as the Blood Queen. The Blood Queen's Urge is: "To end the worship of Ahlat." The Blood Queen thus pursues the destruction of one of her masters' most tenacious enemies but is free to do so even in ways that defy the will of Sondok or even of Malfeas himself, neither of whom can alter her Urge in any way short of subjecting her once more to the Investiture of Infernal Glory.

This is not as easy as it sounds—the Blood Queen now has a powerful Urge that she will resist allowing even her own patron to alter through the Investiture, and since her consent is essential to the Investiture's functioning, Sondok must actually persuade the Blood Queen to act against her Urge before the demon can even attempt to alter it. On the positive side, if any of the Incarnae were to ever demand that Sondok or even Malfeas stop the Blood Queen's activities, they can both respond with a metaphorical shrug. It goes without saying, of course, that the Blood Queen's demon masters are still free to punish her for truculence or intransigence in ways other than the Investiture of Infernal Glory. Indeed, demons are innovative in their techniques for doing so, and while the Blood Queen has a measure of free will, she must still walk a fine line in pleasing her masters.

An akuma's Urge replaces her Motivation for all purposes, including Willpower recovery, Social Combat, and Charms that normally affect another character's Motivation. Unlike the Green Sun Princes, an akuma has no built-in mechanism for reconfiguring an Urge that is no longer viable for some reason (i.e., an *impossible* Urge). An akuma who discovers that fulfilling her Urge has become impossible is in danger of madness, as she loses her sense of purpose entirely, along with the capacity to regain Willpower through her Urge. Furthermore, the fact of the akuma's impossible Urge doesn't make it any easier to subject her to Investiture of Infernal Glory —maddened by an impossible obsession carved into her very soul, the akuma will normally resist having her Urge changed despite its impossibility, and the demon performing the Investiture must overcome the akuma's resistance through conventional Social persuasion.

Things are slightly easier for an akuma whose Urge is impossible because he has achieved its ultimate aims. If an akuma fulfills his Urge so successfully that it is impossible to act on it any further, then the Urge is said to be *resolved*. Rather than having an impossible Urge, the akuma now has no Urge at all, and while he can neither regain Willpower through acting on the prior Urge nor create a new Urge for himself, he will put forth no resistance when a servant of his Yozi masters arrives to perform the Investiture once again and give him a replacement Urge. An akuma who resolves his Urge fully replenishes his Essence pools as a result and recovers a number of Willpower points equal to his highest Virtue. This can exceed the akuma's normal Willpower maximum and can even exceed 10.

Because each Yozi has exclusive and unfettered authority to define the mission of an akuma as the Yozi sees fit, it is distressingly common for the akuma of rival Yozi to work at cross-purposes. For example, in R.Y. 712, the city of Cherak was rocked by conflict between two akuma with contradictory Urges. Maheka Damaj was a former Lookshy sorcerer seduced into the worship of Adorjan, and she instilled within him the Urge to introduce demonic blood into the lineage of the Dragon-Blooded wherever possible. Fangs of Brass, on the other hand, was a Casteless Lunar and follower of Isidoros, who gave the young Exalt the Urge to steal away the children of Exalts and indoctrinate them into worship of the Black Boar That Twists the Skies. The conflict arose when Fangs of Brass boldly kidnapped the newborn child of the head of House Ferem with the intention of placing the infant with a Yozi-worshiping cult of Wyld barbarians. Fangs of Brass neither knew nor cared that the infant was actually the Demon-Blooded offspring of the satrap's dalliance with a neomah supplied by Damaj. Damaj's efforts to recover the Demon-Blooded infant, who stood to inherit a prominent position within the city's ruling House, led to a purge of all Yozi cults in the area by the Wyld Hunt, the death of Fangs of Brass and the quiet assassination of the Demon-Blooded infant and his parents by a Sidereal demon-hunting squad. For his part, Maheka Damaj was forced to flee Cherak, abandoning decades of work.

(In)famous Akuma

The Blood Queen

Urge: To end the worship of Ahlat

Formerly known as Quiet Panther, the akuma now called the Blood Queen was once a bride of Ahlat residing in Kirighast. It is, of course, well known throughout the South that all of the brides of Ahlat are consecrated to their deity and that for a bride to lie with another man is punishable by death. It is less well known that this penalty applies even to victims of rape. Quiet Panther was a God-Blood as well as a bride of Ahlat, but her station did not protect her when two drunken Dragon-Bloods became infatuated with her beauty, and neither her elite training nor her divine heritage saved her from the brutal assault. After the Dragon-Blooded had finished their business, the battered Quiet Panther told her superiors within the Royal Guard what had happened. She was shocked to hear those superiors tell her that she must die as a result of her "impurity," and the fact that they promised to make it as painless as possible did little to assuage her feelings.

Quiet Panther escaped Kirighast and the punishment of the Guardswomen. She prayed for justice from Ahlat himself, but the Bull God did not answer. Her rage beyond

all imagining, Quiet Panther turned to other powers, and the demon Makarios heard her lamentations and visited her in her dreams. Under his tutelage, Quiet Panther learned to hate Ahlat and the other gods and gained much power. Eventually, she sacrificed both her name and her dowry to the Ebon Dragon and was rewarded with Investiture.

Nearly a century has passed since then. The Blood Queen, as she now calls herself, spreads the word of the Yozis across the South. She also spreads death and has become one of the ranking members of the Salmalin. Extremely powerful even for an akuma, the Blood Queen spends most of her time in and around Harborhead, where she uses the Salmalin assassins under her control to undermine the brides of Ahlat and to provoke confrontation between them and the local Dragon-Blooded rulers. While her Urge is powerful, it is fairly broad in its scope, and so long as her plans continue toward fruition, it does not prevent her from taking time to relax on occasion. When her schedule permits, she journeys across Cecelyne into the heart of Malfeas, where her demon servants keep a certain pair of Dragon-Blooded officers bound with Essence-leeching chains and wracked by torments as sexually degrading as they are agonizing.

Lintha Ng Hut Dukantha

Urge: To serve the Sea That Marched Against the Flame

A Lintha prodigy, Dukantha was born of a then-obscure Lintha family line that carried just enough Dragon-Blooded inheritance for him to Exalt as a child. A military genius and occult scholar by his early teens, Dukantha was on the verge of drawing the fatal attentions of rival Lintha who were jealous of his acumen and incensed over his arrogance. Unfortunately, those rivals waited too long, for on his 16th birthday, Kimbery rewarded him with Investiture and named him as her voice among the Lintha. That was 350 years ago, and while Dukantha's power has grown immeasurably since then, he has not been nearly as effective in leading the Lintha as his background would suggest. Unwisely, Kimbery burdened him with a restrictive Urge to serve her without question or fail. Since the Ebon Dragon revealed the danger that the gods could command the Yozis to surrender their akuma, Kimbery has worried she might lose her most potent servant. Thus, Dukantha spends most of his time in Malfeas, communing with his patron, emerging only occasionally to give instruction to his people.

More information on Lintha Ng Hut Dukantha can be found in **The Compass of Terrestrial Directions, Vol II—The West**, pages 144-147.

Maheka Damaj

Urge: To taint the blood of the Terrestrial Exalted with that of the Yozis

A scion of Gens Maheka, the Dragon-Blooded Damaj Exalted nearly three centuries ago in Lookshy. Demonstrating a natural aptitude for sorcery, young Damaj trained as a combat sorcerer, but his true love was bio-thaumaturgy. Regrettably, few among the Seventh Legion shared that love,



at least to the extent that Damaj was willing to express it—he was censured and forced to flee Lookshy in R.Y. 553 after authorities discovered scores of misbegotten children he had sired with various summoned demons and then condemned to experimentation and vivisection in the laboratories hidden beneath his manse. Investigators also discovered a number of heretical occult texts, as well as Damaj's own personal diaries, which postulated that the vitality of the Terrestrial bloodlines in Lookshy was certain to wan over time and that the only way to preserve the dominance of Lookshy's Dragon-Blooded population was through controlled interbreeding between Exalts and demons.

Maheka Damaj is perhaps unique in that he initiated contact with the Yozi realm, petitioned for status as an akuma and actually suggested the Urge he now carries. Of course, Damaj did not fully understand the concept of an akuma Urge at that point, but given his background, it is unlikely he would have objected had he known what he was getting into. Damaj made his petition to several prospective Yozis by way of summoned First Circle demons, but it was Adorjan whose interest was piqued by the sorcerer's boldness. By Adorjan's command, Maheka Damaj was conveyed to Malfeas, and Jacint himself performed the Investiture of Infernal Glory.

Since his Investiture, however, Damaj has found his way constantly blocked by demon hunters, whether Sidereal, Immaculate or otherwise. His face is still known in Lookshy after more than two centuries, and his disastrous interaction with Fangs of Brass has made him a marked man in Cherak, as well. However, new possibilities present themselves, as the disappearance of the Scarlet Empress has been accompanied by the near collapse of the Wyld Hunt. Even more intriguing are the increasing number of Dynasts willing to do nearly *anything* to gain an advantage in the seemingly imminent Realm civil war, even to the point of tainting their own blood with that of demons. Overconfident to the last, Maheka Damaj is seriously considering a trip to the Blessed Isle to beard the dragon in his very den.

The Demon-Blooded

Also known as the Tears of Malfeas, the Demon-Blooded are mortal beings stained with the blood and Essence of demons. Few savants who are not well versed in demonology fully understand the nature and heritage of these blasphemous beings, but those who know of such things subdivide the Demon-Blooded into two distinct groups: the Yozi-Kin and the Hellspawn. The Yozi-Kin are mortals, usually well-regarded Yozi cultists, who have won the favor of one of the Lords of Hell and been rewarded with the application of the demonic version of the Endowment Charm. Through the application of this Charm, a Yozi-Kin is elevated into a form of God-Blooded being better able to serve the Yozis' needs.

The Hellspawn acquire through accident of birth what the Yozi-Kin seek out as a reward for service. Each Hellspawn is the bastard offspring of a mortal or Exalt who has mated with a demon. Some Hellspawn are the product of violent rapes committed by rampaging demons who escaped their bindings. Others are the issue of cruel seductions by demon temptresses or hypnotic incubi. Still others are borne of deliberate design, sired by thaumaturges and sorcerers who have summoned demons for the express purpose of birthing these powerful children as servants. Other than the manner of their creation, there are few meaningful distinctions between Yozi-Kin and Hellspawn.

Although most Hellspawn are the progeny of demons and human beings, virtually all demons are able to breed with nearly any form of life capable of sexual reproduction, and some Hellspawn are actually the offspring of demons who have mated with animals of Creation. Such an offspring, referred to as a devil beast, is usually more intelligent and invariably far stronger and more dangerous than a normal specimen of its Creation-born parent's species. Devil beasts are relatively uncommon in the modern era, but in the First Age, such couplings were a common form of biothaumaturgic experimentation. However, most devil beast breeds dating back to the First Age were viewed as abominations by the victorious Dragon-Blooded and were exterminated utterly. Today, by far the largest population of devil beasts consists of the creatures collectively known as the ice eaters, who dwell in a secluded valley in the Northeast near the vicinity of the forgotten manse known as the Invisible Fortress.

Hellspawn

Each Hellspawn is initially created using the rules for creating heroic mortals found on page 81 of **Exalted**. In addition to the Backgrounds normally available to heroic mortals, Hellspawn may also purchase dots in Demonic Influence and/or Demonic Patron (see pp. 61-62). The character must purchase at least one dot of Demonic Inheritance in order to truly be considered a Hellspawn. By purchasing Demonic Inheritance, the Hellspawn character gains additional bonus points that can be spent on anything *except* Background points. The Demonic Patron Background allows the Hellspawn to access certain high level Backgrounds that would normally be out of reach. The character also gains the option of acquiring demonic mutations that reveal his infernal heritage. Finally, if the character acquires the Awakened Essence mutation, he also has the option of raising his Essence above 1. For a Hellspawn, raising starting Essence to 2 costs 5 bonus points, while raising it to 3 costs an additional 15 bonus points. A Hellspawn can increase his Essence further with experience but can never exceed the Essence rating of his demonic parent. After character creation, a Hellspawn cannot raise his Demonic Inheritance further unless he becomes either a Yozi-Kin or an akuma.

Joyous Gift, Hellspawn of Great Forks

Her name a bitter irony, Joyous Gift is the progeny of Mara, the Eater of Souls, who for some reason decided to bless a grieving widow by impregnating her (needless to say, Mara's female nature presented no obstacle to that union). The widow fled her homeland in fear of the penalty for

consorting with demons, and she eventually became a harlot in Great Forks. In time, Joyous Gift's mortal mother won the heart of a local craftsman and abandoned her Hellspawn daughter in exchange for his hand in marriage. Joyous Gift was seven at the time.

Great Forks, like much of Creation, has never been kind to homeless children regardless of their age, and despite her youth, Joyous Gift found that the only shelter available was within the whorehouse where her mother had worked. Sensitive to the young girl's tender age, the flesh peddlers of said brothel kept her as a serving girl for over a year before she was first made to pleasure one of the brothel's clients. A mortal child might have broken under such abuse, but the child of Mara only grew stronger after each degradation. By the time she was 19, Joyous Gift was one of the most sought-after courtesans in Great Forks. Although she does not discriminate in her clientele, she particularly enjoys the favors of gods, as they invariably know what she is and must overcome their own disgust in order to enjoy her ample charms.

That preference may now prove her undoing, for Joyous Gift has allowed herself to be seduced by Ribbons of Sorrow, one of the city's leading deities. A god of slavery, Ribbons of Sorrow has enslaved Joyous Gift not through force, but through seduction. He has persuaded Joyous Gift that he truly loves her above all his other slaves, and she, in turn, is so enthralled by his false sincerity that she has become his personal assassin as well as his lover. Ribbons of Sorrow has promised her that if she serves him faithfully, he will reward her by purging her of her demonic lineage and making her into a God-Blood of his line. This is a lie. Ribbons of Sorrow cares nothing for Joyous Gift save for the sensual pleasures she brings to him and the quick death she brings to his enemies. Moreover, even if the god were sincere, he does not have the power to purge the taint of Mara from his lover's blood. Ribbons of Sorrow gleefully anticipates the day he can reveal the truth to Joyous Gift, and in so doing, break her spirit. Pity Ribbons of Sorrow, then, for the fatuous god has no idea just how powerful Mara's inheritance is. Pity him, for when Mara finds out the truth, the god of slavery will almost surely die with her hands around his throat.

Yozi-Kin

A Yozi-Kin is a character who began life as a mortal or God-Blood but was augmented by the demonic version of the Endowment Charm. Yozi-Kin character creation is identical to Hellspawn character creation except for one detail: the character's Demonic Inheritance rating can never exceed his Demonic Patron rating, since the only reason he has a Demonic Inheritance at all is because of the largesse of a demon.

Unlike Hellspawn, who must be born Demon-Blooded at the time of character creation, it is possible for any previously existing character to become a Yozi-Kin during the course of a series. This occurs when a mortal character agrees to submit to the Demon-Blooded Endowment Charm. In such a case, the preexisting character simply gains the benefits listed under the Charm's description.

Demon-Blooded Endowment

Cost: Varies, 1wp; **Mins:** Essence 3+; **Type:** Simple
Keywords: Obvious, Shaping, Touch, Training
Duration: Permanent

This version of the Endowment Charm is used by demons to reward promising infernalists and loyal Yozi cultists with the benefits of becoming a Demon-Blood. The Essence cost of this Charm varies according to the benefits conferred. As a practical matter, this Charm only does two things. First, it permanently infuses the target's personal Essence with a vitriolic aspect. As a result, the target gains the ability to learn any Charms known to the demon who granted the Endowment. Each Charm purchased by a Yozi-Kin costs 15 experience points.

The second benefit conferred by this Charm is that the target receives a variable number of points in the Demonic Inheritance Background. The cost of the Charm is dependent on the level of Inheritance conferred—each dot of Inheritance costs the demon 20 motes of Essence. Furthermore, the maximum Inheritance that can be conferred by this Charm is equal to (demon's Essence – 2). In other words, a demon with Essence 3 (the minimum Essence for this Charm) could not confer an Inheritance rating higher than one dot, and only a demon with an Essence of 7 or higher could confer an Inheritance rating of 5 at a cost of 100 motes.

As discussed on page 61, the Demonic Inheritance Background gives the character additional experience points to spend and can grant even more experience points if the character acquires one or more demonic mutations. A character who becomes a Yozi-Kin during the course of a series automatically gains a Demonic Patron rating equal to her Demonic Inheritance for free, although she can quickly lose the benefits of that Background if she fails to live up to her patron's expectations.

The Demon-Blooded Endowment Charm has no effect on Exalted of any type. It can only be used to grant Demon-Blooded status to mortals, to any type of God-Blood (including beastmen), and to Hellspawn (including devil beasts). However, if the Charm is used to endow a character who already has dots in the Demonic Inheritance Background (or any other comparable Background if the character is some other type of God-Blood), the character's prior Inheritance does not count toward the Inheritance the Endowment will confer.

For example, the Hellspawn Joyous Gift was born with Inheritance 2 to reflect the strength of her blood. If her mother Mara wished to use the Demon-Blooded Endowment on Joyous Gift to raise her daughter's Inheritance to three dots, Mara would need a permanent Essence of 5, and the Charm would cost 60 motes of Essence, just as if Joyous Gift's starting Inheritance were zero.

The Spider Prophet, Yozi-Kin of the Salmalin

The man known as the Spider Prophet is an oddity among the mortal worshipers of Sondok, for he began life as the Hellspawn offspring of another unrelated demon. Specifically, his "father" was a powerful dog-spider demon summoned into the service of a Dragon-Blooded sorcerer of House Cynis who directed the demon to rape several members of the household staff—not out of any scientific curiosity but merely because one of the Cynis's parties had grown dull, and the Dragon-Blood wanted to liven things up with a demonic sex show. The Spider Prophet's mother was driven insane by the experience, and she fled the household in the night, eventually finding sanctuary in an Immaculate temple. Nine months later, the poor woman died giving birth to a son, and the monks, completely ignorant of the infant's demonic heritage, soon placed him with a local couple who were unable to conceive.

The infant grew into a boy, and the boy a man, and while he bore no outward signs of his demonic taint, his blood ran true nevertheless. In particular, he realized at puberty that he was possessed of strange abilities that frightened his parents, most notably his ability to climb walls and his preternatural strength. Fortunately for the boy, another of his powers was the gift of suggestion (common to all dog-spiders), and soon, his parents were too addle-brained to question any of his strangeness. On his 21st birthday, agents of the Salmalin, aware of his heritage and impressed with his instinctive cruelty, contacted the Hellspawn and offered to further augment his powers if he would but swear allegiance to Sondok. He accepted eagerly, and so, the Spider Prophet was born.

As his name implies, the Spider Prophet possesses a number of Charms and demonic mutations that grant him spider-like qualities. He can effortlessly climb walls and hang from ceilings. He possesses anuhle Charms that allow him to spin webs and inject powerful venom into those he strikes. His Endowment has gifted him with four arachnid legs he can use in combat or for rapid transportation, and he can conceal them easily beneath his robes. He still retains a number of mind-altering Charms that are the result of his dog-spider heritage, including Geas, Harrow the Mind, Hoodwink and Mind-Knife Sacrament (see **The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I**, pp. 157-159). He has also gained a number of divination Charms, which are the source of his "Prophet" appellation.

The Spider Prophet's Endowment took place more than two centuries ago, and he has risen to become one of the dominant figures within the Salmalin. Only recently has his position become threatened, due to a problem entirely of his own making. Not long ago, the Spider Prophet's divination Charms revealed to him the circumstances of his own death: he was pre-destined to die as a result of one of his own followers becoming a servant of the Unconquered Sun. The identity of the assailant was unknown to the Prophet until one of his top assassins, Harmonious Jade, received Solar Exaltation while on a mission. When she returned to her mentor seeking advice and counsel, the Spider Prophet panicked and ordered her death. The young Solar escaped the Salmalin and has effortlessly slain every assassination squad sent after her since. The Spider Prophet now realizes to his chagrin that he has brought about the very danger his prophecy warned of—even if Harmonious Jade does not personally slay him, his mishandling of the situation has so jeopardized his status among the Salmalin that rival cell leaders may kill him themselves.

Devil Beasts

Like the Hellspawn, all devil beasts are born as Demon-Bloods. However, while the Hellspawn are the issue of demons and humans, each devil beast is the result of demonic bestiality, the product of a demon forcing himself on one of Creation's animal life forms. Historically, devil beasts were always rare creatures. The earliest specimens of devil beasts were produced by blasphemous experiments conducted by First Age Solars, who sought to wrest new biothaumaturgic processes from the selective crossbreeding of demons and animals.

Creating a devil beast as an antagonist is simple. First, assign the beast the normal traits for a creature of its type. Then, increase its Intelligence by one dot. Next, apply the bonus and demon mutation points called for by the beast's Demonic Inheritance. Devil beasts can even be playable characters, albeit unusual ones. Simply use the creation rules for Haltan ata-beasts found on page 47 of **The Compass of Terrestrial Directions, Vol. III—The East** and then add a number of bonus points and demon mutations appropriate to the beast's Demonic Inheritance. The starting Essence of a devil beast character is typically ([Essence + 1] ÷ 2, rounded up). This value also represents the devil beast's maximum Demonic Inheritance. Please note that almost all Creation-born animals have Essence 1.

The Ice Eaters, Devil Beasts of the Frozen North

Shortly before the Usurpation, the Solar architect Kal Bax, convinced that enemies surrounded him everywhere, began the construction of a secret manse located at the edge of Creation—the Invisible Fortress. To preserve the secrecy of the manse's location, Bax summoned the Second Circle demon Corr'dal, also known as the Slug Mother, and all of her First Circle offspring, an entire race of demons once identified as the dal'sharr but now collectively known as the Founders, to construct the manse. Unwilling to risk Corr'dal or any of the Founders revealing the secrets of the Invisible Fortress to any future summoners, Bax also placed a powerful magical runestone within the manse. The runestone, in defiance of all the laws of sorcery, somehow prevented both Corr'dal and the Founders from returning to Malfeas upon completion of the construction project. Instead, the demons were mystically bound to remain within a 50-mile radius of the manse and in a permanently materialized state. It also



kept Corr'dal perpetually weakened, robbing her of much of the power one might expect from a Second Circle demon.

Unable to return home nor even to seek the comfort of dematerialization, Corr'dal and the Founders have languished in the hidden valley where the manse is situated for 15 centuries. During that time, the Slug Mother remained a slave to certain... appetites her demon children were unable to satisfy. Lacking any human company, Corr'dal turned her attention to the fauna of the area, mating with whatever animals were brought before her. For over a millennium, Corr'dal gave birth to a litter of demon-animal hybrids during every Calibration.

The precise form of these devil beast offspring varied from litter to litter, depending on the type of animal who mated with her. Generally, Corr'dal preferred to mate with predatory beasts, so many of these devil beasts bore the features of bears, ice cats, omen dogs and, occasionally, large raptors. When such creatures were not available, Corr'dal mated with any animal that could satisfy her. Collectively, Corr'dal named her devil beast offspring ice eaters, for there was little else to consume on the frozen steppes of the hidden valley of the Invisible Fortress.

The ice eaters, like their Founder siblings, are sterile. In fact, like all of Corr'dal's children, the ice eaters have no reproductive organs at all, and the perpetuation of the species depends entirely upon Corr'dal's fecundity. However, the ice eaters do not age and can only die if slain, so despite their inability to breed, the numbers of these devil beasts have swelled to many thousands. Today, the ice eaters greatly outnumber the Founders and form the bulk of Corr'dal's army of worshipful children.

Although each separate litter of devil beasts is unique, there are several commonalities among all ice eaters. First, all ice eaters are intelligent, with a minimum Intelligence 2. Second, since all extant ice eaters are first generation offspring of a Second Circle demon, each ice eater has Essence 3. Finally, each ice eater has Demonic Inheritance 3, which confers 18 bonus points at character creation and up to 15 additional bonus points that can be acquired through demonic mutations. Although ice eaters are sentient beings, few of them are as intelligent as the typical Founder, and very few of them are blessed with opposable thumbs. Accordingly, the Founders remain dominant over the ice eaters within the society that has developed around Corr'dal, despite the fact that ice eaters outnumber the Founders 10 to 1.

Special Traits for Akuma and Demon-Bloods

New Backgrounds

Akuma and Demon-Bloods have access to two new Backgrounds: Demonic Inheritance and Demonic Patron.

The former Background is variable in the case of Demon-Bloods and represents the extent to which the character's demonic parentage or patronage shines through in the form of superior innate ability. The latter represents the level of material support the character receives from the Yozis and their minions.

Demonic Inheritance

The power of the Yozis courses through the character's veins, making her far more than the pitiful mortals who surround her. This Background represents the extent to which the raw mystical power of the Yozis and their offspring permeate the character's Essence, augmenting her physical, mental and spiritual abilities but often warping her soul as well. It confers the blessings of the Yozis, but such blessings usually come with curses attached. Each dot of Demonic Inheritance gives the character additional bonus points to apply at character creation. These bonus points can be spent on anything *except* Backgrounds. Each dot also represents the maximum number of negative demonic mutations the character can take in order to acquire even more bonus points.

If a character acquires a Demonic Inheritance *after* character creation (either through the Investiture of Infernal Glory or through the Demon-Blooded Endowment), the Background instead grants a certain number of experience points, with additional experience points available if the character also acquires demonic mutations.

Among the Yozi-Kin, a character's Demonic Inheritance rating is determined by the demon who originally used the Demon-Blooded Endowment Charm to transform the character. Among Hellspawn and devil beasts, the character's maximum rating in this Background is (half the sum of the parents' Essence ratings, rounded up). All akuma automatically gain Demonic Inheritance 5, which costs them nothing.

Regardless of the source of the character's Demonic Inheritance, each dot of this Background makes it progressively easier to identify the character as one who has been touched by the Yozis. If another character's player rolls (Perception + Occult) for his character to notice the tell-tale signs of demonic corruption which linger about the Demon-Blooded, he will gain (Demonic Inheritance ÷ 2) bonus dice (rounded up) to the roll.

Certain beings, most notably the direct Demon-Blooded progeny of the Yozis themselves such as Lintha Ng Oroo and the four lesser Malfean winds, effectively have Demonic Inheritance N/A. The benefits that accrue to such potent Demon-Blooded beings are best left to the Storyteller's discretion.

X	You have no discernible demonic heritage.
•	Your demon blood is thin. Your sire and/or patron was likely a demon of the First Circle. It is possible that you don't even know the circumstances of your birth. You gain six additional bonus points at character creation and make take up to 10 points in negative demonic mutations. If you acquire your inheritance later, you gain up to 10 experience points, plus up to five points from negative mutations. (Perception + Occult) rolls made to notice your demonic heritage gain a one-die bonus.
••	Your blood runs true. Your sire was a powerful First Circle demon, or you were anointed as a favored servant of a small Yozi cult. You gain 12 additional bonus points at character creation and may take up to 15 points in negative demonic mutations. If you acquire your inheritance later, you gain up to 30 experience points, plus up to 15 points from negative mutations. (Perception + Occult) rolls made to notice your demonic heritage gain a one-die bonus.
•••	Your ancestry is notable. Your sire was a Second Circle demon, or else you were endowed by the command of a Third Circle demon. You gain 18 additional bonus points at character creation and may take up to 15 points in negative demonic mutations. If you acquire your inheritance later, you gain up to 60 experience points, plus up to 30 points from negative mutations. (Perception + Occult) rolls made to notice your demonic heritage gain a two-die bonus.
••••	You are a dread scion of the Yozi realm. Your sire was a legendary Second Circle demon, or else you were a mortal who gained the attention of one of the luminaries of the Third Circle. You gain an additional 24 bonus points at character creation and may take up to 20 points in negative demonic mutations. If you acquire your inheritance later, you gain up to 100 experience points, plus up to 50 points from negative mutations. (Perception + Occult) rolls made to notice your demonic heritage gain a two-die bonus.
•••••	You are a minor lord of Hell. Your sire was a demon of the Third Circle, or else your endowment was a fulfillment of some dark prophecy meant to bring about a truly powerful agent of the Yozis. You gain 30 additional bonus points at character creation and may take up to 20 points in negative demonic mutations. If you acquire your inheritance later, you gain up to 150 experience points, plus up to 75 points from negative mutations. (Perception + Occult) rolls made to notice your demonic heritage gain a three-die bonus.

Demonic Patron

Whether an akuma or a Demon-Blood, the character has gained the support of powerful beings in Malfeas. Such patrons offer potent boons but expect utter loyalty in return. Some characters "blessed" with a demonic patron are viewed as lieutenants or majordomos, while others are

Demonic Inheritance and Training Effects

Both Demon-Blooded Endowment and Investiture of Infernal Glory carry the Training keyword. Accordingly, any experience points gained through Demonic Inheritance must be spent under the general rules for training effects described on page 183 of **Exalted.** When the character first obtains the experience point bonus conferred by the Inheritance Background (whether through Investiture or Endowment), the character must immediately spend the granted experience however the player wishes. The character then acquires an experience debt equal to the amount of free experience conferred by the Charm.

Over the course of the series, whenever the character receives experience points, the player must spend half of the experience award (rounded down) to pay off the experience debt until it is completely paid off, at which point the character gains experience normally. Please note that experience gained from taking negative demonic mutations *does not* count toward the total experience debt. Note also that the player of an akuma or Yozi-Kin does not need to spend all of the experience conferred by the Charm. Any unspent experience is lost but also does not count toward the experience debt. This is especially important for akuma who automatically gain the benefits of Demonic Inheritance 5 from the Investiture. Such a character could, for example, take up to 75 experience points of negative mutations but spend *none* of the 150 experience points directly granted through the Inheritance, and she would suffer no experience debt at all.

Characters who are Demon-Blooded or akuma at the point of character creation do not suffer experience debt, as they receive additional bonus points instead of experience.

little more than pampered pets. This Background measures the closeness of the character to her demonic sire (or in the case of Yozi-Kin, to the demon who sponsored her Endowment). The more she serves her dark masters, the greater her material rewards.

Each dot of Demonic Patron counts as a dot in Mentor (see **Exalted**, p. 113). Additionally, a number of times per session equal to the Background rating, the character can convert his Demonic Patron rating into one of the following Backgrounds: Allies, Artifact, Backing, Command, Contacts, Cult, Familiar, Followers, Henchmen, Influence, Manse (of Infernal aspect) or Resources. The benefits of having a demonic patron are conditioned on the character continuing to please that patron. If the character betrays that patron or otherwise abandons her duties to him, she risks losing all Background benefits conferred. All akuma acquire Demonic Patron 5, which costs them nothing. All Yozi-Kin must purchase a Demonic Patron rating at least equal to the character's Demonic Inheritance in order to justify receiving the Endowment.

X	You have no contact with your demonic sire.
•	Your patron has little time for you but also little need for your assistance.
••	Your patron either has little to offer you or little reason to offer you much.
•••	Your patron is a demon of importance who regularly uses you as his emissary. Expect to perform a minor task or two every week.
••••	You patron is a powerful and feared demon who regularly sends you on important missions, often with a retinue of lesser demons to assist you. Regional Yozi-cult leaders often have this level of Demonic Patron.
•••••	You patron is a powerful Third Circle demon, perhaps foremost among the souls of his Yozi sire. The price you pay for having the protection of such a formidable being is that you have no life of your own. Your first and perhaps only goal is to serve as an extension of a Yozi's will.

Demonic Mutations

Akuma and Demon-Bloods may possess distinctive abnormalities that reveal their demonic heritage. These are referred to as demonic mutations. In many ways, they are indistinguishable from the Wyld mutations common to those who spend too much time in Creation's Wyld zones, and like Wyld mutations, a demonic mutation may be either positive or negative in nature. Unlike Wyld mutations, however, demonic mutations are never acquired accidentally. Instead, a character receives demonic mutations when she voluntarily permits the Yozis to taint her soul through either the Demon-Blooded Endowment or the Investiture of Infernal Glory.

Any akuma or Demon-Blooded character may begin with positive mutations purchased with bonus points: one point for a pox, two for an affliction, four for a blight or six for an abomination. A character who acquires an Investiture Background rating during play must instead pay for these mutations out of the pool of experience points the character receives instead of bonus points: three experience points for a pox, six for an affliction, 12 for a blight or 18 for an abomination.

Any character with a Demonic Inheritance may also acquire negative mutations. Doing so at character creation will give the character additional bonus points that can be spent on positive mutations or on anything else the player wishes. However, the number of bonus points that can be obtained through taking negative demonic mutations is limited by the character's rating in the Demonic Inheritance Background.

A character who begins with no dots in that Background may not gain any bonus points through negative mutations. Negative mutations supply bonus points as follows: one for a deficiency, two for a debility, four for a deformity. For a character who obtains his Inheritance later, negative demonic mutations instead grant additional experience, as follows: three for a deficiency, six for a debility or 12 for a deformity. **Experience acquired from negative mutations does not count toward the experience the character must "pay back" through training costs.**

With Storyteller approval, the player can select any appropriate mutation found beginning on page 288 of **Exalted**. Additional possible mutations may be found in **The Compass of Celestial Direction, Vol. II—The Wyld** beginning on page 144 or throughout **The Manual of Exalted Power—The Lunars**. In addition, the following new mutations are available to akuma and Demon-Blooded characters.

Aura of Power (Deformity)

Prerequisite: Awakened Essence (or otherwise being an Essence wielder)

The character acquires an anima not unlike those of the Green Sun Princes. Akuma or Demon-Blooded characters without this deformity may freely spend Essence without drawing too much attention to themselves. Those with an Aura of Power, however, divide their Essence pools into Personal and Peripheral pools, with one-third of their total Essence going into the Peripheral pool (rounded down). When the character spends Peripheral Essence, he produces an anima-type effect at the same rate as a Green Sun Prince (see p. 87). Characters who generate an Aura of Power might have eyes that glow with the unholy light of Ligier or leave behind burning vitriolic footprints. At the totemic level, the aura of an akuma or Demon-Blood might be a billowing cloud of luminescent sulfur and brimstone or an unearthly green flame that blazes into the sky.

Awakened Essence (Abomination)

The character gains an Essence pool (assuming he did not already have one). His Essence pool is equal to (Essence x 5) + (Willpower x 2) + (sum of all Virtues). With a suitable tutor, the character can learn sorcery, necromancy and Terrestrial martial arts. An akuma automatically acquires an Awakened Essence at no cost if he did not possess one before his Endowment. The character does not automatically gain the ability to attune to the magical materials (which requires the Magical Attunement blight) or trigger any sort of anima (which results from the Aura of Power deformity).

Blurred Fate (Pox)

A character with this demonic mutation is so infused with the Essence of Malfeas that he stands at the edge of fate. Add 2 to the difficulty of trying to read the character's future in the stars of Creation and to the difficulty of tracking the characters' activities with the Loom of Fate. This benefit only applies to divinatory attempts—the character



gains no additional defense against Sidereal astrology effects once the Sidereal has successfully targeted him.

Creature of Darkness (Deformity)

The character is affected by wards and talismans that can impede demons and is treated as a creature of darkness by all Charms and magical effects that specifically target creatures of darkness. Akuma automatically gain this deformity, for which they receive no extra bonus points.

Eyes of Wicked Madness (Affliction or Debility)

At will, the character's eyes dilate to reveal the hideous impossible geometry of Malfeas himself. Players of mortals who gaze into such horror must successfully roll Valor at difficulty 2 or their characters flee in terror. Exalts and other magical beings find this vision distasteful but do not react in fear of it. If this mutation is permanent and cannot be turned off, it is a debility.

Gatekeeper (Pox)

The character can intuitively and unerringly sense the quickest route to the infernal desert of Cecelyne with a successful (Wits + Occult) roll. This benefit doesn't speed the journey across Cecelyne at all; it just shows the quickest route to the edge of the Endless Desert.

Magical Attunement (Blight)

Prerequisite: Awakened Essence (or otherwise being an Essence-wielder)

The character can attune to any sort of magical artifact, manse or demesne at the normal attunement cost for the item or place. However, she never gains any sort of magical material bonus no matter how much Essence she commits.

Mark of Infernal Favor (Blight)

Whether as a birthmark on a Hellspawn or a scar carved into the flesh of an akuma or a Yozi-Kin, the character is marked with an infernal glyph denoting his status as a mortal favored by the Yozis. This mark is normally invisible except to spirits and beings capable of perceiving Essence, but the character can cause it to become visible at will. Sentient demons of the First Circle will typically refrain from harming the bearer of such a mark except in self-defense, but characters with this blight should realize that this deference is merely diplomatic rather than magically enforced. Demons of the Second or Third Circles are not even marginally impressed by the mark, and a wise character will not presume that the mark absolves him of the need to grovel before such powerful beings.

Ordination of Lies (Abomination)

Characters with this demonic mutation are masters of deception and add one automatic success to all Social rolls involving subterfuge, misdirection or otherwise concealing the truth.

Ordination of Pain (Abomination)

The pain and rage of Malfeas has imprinted itself onto the character's soul, giving him a preternatural understanding of how to cause pain with the greatest efficiency. The character's player gains one automatic success to all rolls involving torture and interrogation.

Walking Blasphemy (Deformity)

Prerequisites: Creature of Darkness, Inheritance 3+

The burning hatred of the Yozis for their betrayers flows through the character's Essence and reaches out in defiance of her will to strike at the symbols of the Yozis' ancient enemies. Whenever the character comes within three yards of any object sacred to any god or spirit of Creation, her Essence spontaneously and uncontrollably reaches out to smite it. The character's player must spend a Willpower point and roll the character's (Inheritance + Essence) as a reflexive roll. The difficulty of the roll is determined by the holy object's spiritual significance. Common holy symbols might carry a difficulty of 3 while an orichalcum altar consecrated to the Unconquered Sun might be difficulty 10. Stunt dice may aid this attempt. If the roll succeeds, the item is utterly destroyed, and the character regains the spent Willpower. If the roll fails, the object endures for one action, but the player must continue to roll each action until the object is destroyed or the character runs out of Willpower.


THUNK!
THIS IS PROBABLY THE ONE.
DOESN'T LOOK LIKE ANY OF OUR WORK.
NOPE. TOO MUCH LEFT WASTED.
HASN'T BEEN OUT LONG. FOUR, FIVE DAYS, MAYBE. AND NO SEAGULLS. NICE.
IT'S PROBABLY IN HERE.
HOO... SMELLS LIKE IT.


I DON'T THINK WE SHOULD TOUCH IT. IT SMELLS POISONOUS.
IT COULDN'T BE. SOMEBODY'S IN IT... I THINK.
THAT'S IT, ALL RIGHT. GET SOME CARGO NETS. WE'LL LOWER IT TO THE BOAT.
LOOK. SOMETHING'S HAPPENING.
CRACKCRACKCRACK
SO, WHAT'S GOING ON IN... WHOA. WHO'S THAT GUY?

CHAPTER THREE
CHARACTER CREATION

In many ways, creating a Green Sun Prince is very similar to creating a Solar Exalt. The former may be a blasphemous perversion of the latter, but in most ways, they are still fundamentally the same type of being. The first and perhaps greatest difference between the two lies in how Exaltation is assigned. Solar Exaltations seek out mortals with the capacity to do great things if only they have the chance to do so. Infernal Exaltations seek out mortals who *have had* the chance to do great things but chose not to due to their own cowardice, mendacity, calumny or some other sin to which the recipient succumbed. The typical story of a Solar Exalt is one of epic heroism (regardless of whether the Solar lives up to his heroic potential). The typical story of a Green Sun Prince is one of epic villainy.

Step One: Character Concept

The first step in creating a Green Sun Prince is to come up with a character concept. For most characters in **Exalted**, character concept often simply means "what your character does for a living." The answer to that question might be something as mundane as merchant, priest or soldier or as flamboyant as conquering warlord, Guild spymaster or Voice of the Unconquered Sun. For the Green Sun Princes, that occupational choice is tainted by their ofttimes venal natures. A Green Sun Prince might be a merchant, but she will rarely be an honest one. An Infernal soldier might be a heroic one, but probably not a very honorable one. In order to attract the attention of an Infernal Exaltation, a mortal must already evince a failure of character. This, naturally, raises questions...

Who is your character, and where does she come from? What evil act did she commit to persuade an Infernal Exaltation that she would make a suitable vessel who could advance the Yozis' plans? Are there any sparks of humanity left within her, or is she utterly without moral compunction?

Caste

The Infernal Exaltations were forged in a hellish crucible, and while the Yozis could deform them to fit their diabolical needs, they could not or would not reshape them beyond all recognition. Like their Solar counterparts, the Green Sun Princes are divided into five castes:

- The belligerent Slayers, corrupted Dawn Castes who would wage endless war for the glory of Malfeas
- The fanatical Malefactors, corrupted Zenith Castes who spread word of the glory of the Yozis on behalf of their patron, Cecelyne
- The ruthless Defilers, corrupted Twilight Castes who twist the arts of craft and sorcery at the behest of She Who Lives in Her Name
- The cunning Scourges, corrupted Night Castes who ply the dark arts of espionage and assassination in order to work the twisted will of Adorjan
- The manipulative Fiends, corrupted Eclipse Castes who ensnare the unwary with powerful oaths and entangling alliances in the name of the Ebon Dragon

Motivation

Motivations work for Green Sun Princes just as they do for most characters (see **Exalted**, pp. 88-89).

Urges

Along with the powers of Infernal Exaltation, each Green Sun Prince receives an Urge. Simultaneously blessing and curse, an Urge essentially functions as a secondary Motivation. By acting on his Urge, a Green Sun Prince can regain Willpower, and his Urge grants appropriate bonuses and penalties in Social combat just as a normal Motivation does. The difference is that an Urge is artificially imposed on the character, as it was built into his Exaltation at the command of one of the Yozis. Each Urge is an inherent and immutable part of Infernal Exaltation, and while the expression of an Urge might shift over time or from host to host, the ultimate nature of the Urge can never be altered. Whatever its manifestation, an Urge always acts in the same basic way—it drives the Infernal Exalt to act in some way which will ultimately make Creation just a little bit more like Malfeas. Of course, Malfeas is a big place, and each part of it is the reflection of a different Yozi's personality. Thus, some Urges drive their hosts toward mindless violence, others toward sexual debauchery and still others toward the eradication of free will.

Urges are discussed more fully beginning on page 79.

Step Two: Attributes

Green Sun Princes allocate Attribute dots as Solar Exalted do. First, determine which set of Attributes (Physical, Social or Mental) are of primary, secondary or tertiary importance. Then, divide up eight dots among the primary Attributes, six among the secondary Attributes and four among the tertiary Attributes. Each Attribute begins with one free dot, and an Attribute rating cannot exceed five dots during character creation.



Step Three: Abilities

All Abilities begin at zero. Each of the five Infernal castes is associated with five Caste Abilities. After noting Caste Abilities, mark five more Abilities as Favored Abilities, putting one dot into each of them. Then, divide five more dots among all Caste and Favored Abilities. Finally, divide up 18 more dots as you wish among all Abilities. **Note:** At this step, you cannot raise *any* Ability higher than three dots. You will be able to raise Abilities above three dots later if you wish by spending bonus points.

The Abilities associated with the five Infernal castes are as follows:

• **Slayer Abilities**: Archery, Martial Arts, Melee, Thrown and War.

• **Malefactor Abilities**: Integrity, Performance, Presence, Resistance and Survival.

• **Defiler Abilities**: Craft, Investigation, Lore, Medicine and Occult.

• **Scourge Abilities:** Athletics, Awareness, Dodge, Larceny and Stealth.

• **Fiend Abilities**: Bureaucracy, Linguistics, Ride, Sail and Socialize.

Step Four: Advantages

As with all **Exalted** characters, each Green Sun Prince begins with a number of special Advantages in the form of Backgrounds, Charms and Virtues. Unsurprisingly, however, these Advantages function slightly differently for Green Sun Princes than for those who do not serve the foes of all Creation.

Backgrounds

Each Green Sun Prince begins with seven dots in Backgrounds, just as Solars do. Some of these Backgrounds function differently than they do for other non-Infernal characters due to the fact that the Green Sun Princes are supplied with the best that Hell has to offer. These differences are explained in the next chapter.

In addition to his seven free dots, each Prince also begins with some free Background traits. First, each Prince begins with one free dot in Backing from his Yozi patron, one free dot in Cult (by virtue of his status as a living avatar of that patron) and one free dot in Influence over all of the demonic progeny of that patron. Finally, Green Sun Princes have access to certain special Infernal Backgrounds not normally available to other characters. These new Backgrounds are described in detail in the following chapter.

Charms

Each Green Sun Prince also begins with 10 Charms, at least five of which must be associated with the Charm set of the Yozi who is spiritually associated with the Prince's caste. Additional Charms can be purchased with bonus points.

Virtues

Finally, each Green Sun Prince begins with five dots to allocate among the four Virtues (each of which begins with one free dot). While the Virtues of the Green Sun Princes are the same as those possessed by everyone else in Creation, Creation-born heroes would be shocked at how many Princes interpret the idea of Virtue.

• Compassion represents not love so often as obsession. High-Compassion Princes fixate on the well being of those they care about, sometimes by becoming stalkers or by "helping" a loved one in a way that would shock or horrify her. Among the Yozis, Compassion is represented by Cecelyne, who covets Creation so she might choke it to death in her warm, caring embrace.

• Conviction typically represents single-mindedness devoid of empathy or pity. A high-Conviction Prince is often unable to comprehend why others would disagree with his agenda, to the point of viewing that simple disagreement as a sign of betrayal. Among the Yozis, Conviction is represented by Adorjan, who would bring the blessed silence of the grave to all the inhabitants of Creation.

• Temperance often represents a devotion to what the character considers truly important, even if that devotion is to something humanity would consider debased or sinful. High-Temperance Princes find the strength to resist temptations such as honor, love, compassion or pity, illusory concepts introduced by the gods to separate humanity from the Yozis. Among the Yozis, Temperance is represented by She Who Lives in Her Name, who would free humanity from the specter of sin by removing the capacity to ever choose it.

• Valor usually represents using force to assert one's dominance over those around one. High-Valor Princes recognize their own innate superiority to others and will not hesitate to demonstrate that superiority when it is called into question. Among the Yozis, Valor is represented by Malfeas, who would lay waste to Creation in order to prove his fitness to rule and gain his revenge.

Step Five: Finishing Touches

Here, you calculate your character's derived traits and finalize her personality and nature.

Willpower

A Green Sun Prince's Willpower is equal to the sum of his two highest Virtues. As with Solar Exalts, the Green Sun Prince can raise his starting Willpower with bonus points, but he cannot raise it above 8 unless at least two Virtues are rated at 4 or higher. Green Sun Princes use Willpower exactly as do other characters (see **Exalted**, p. 115). Among the Yozis, Willpower is represented by the Ebon Dragon, the indomitable and relentless architect of the Yozis' hopes for freedom.

Intimacies

Intimacies for Infernal Exalted function as they do for other characters (see **Exalted**, pp. 76 and 90). However, many Green Sun Princes begin with *negative Intimacies*. A negative Intimacy is a powerful hatred for some person,

thing or idea. Negative Intimacies function just the same as normal Intimacies from a mechanical perspective. Instead of being devoted to the protection of the Intimacy, however, the character is devoted to the idea of its destruction. For example, if Manosque Cyan has a negative Intimacy for "the destruction of the Imperial City," getting her to act in defense of the Imperial City would require a Social attack against that Intimacy.

All Green Sun Princes begin with a positive Intimacy in favor of one of the Yozis, usually either the patron of the Prince's caste or the patron associated with the Prince's Urge.

Essence and Essence Pools

Each Green Sun Prince is considered a Celestial Exalt and begins with a permanent Essence of 2. His Personal Essence pool is equal to ([Essence x 3] + Willpower), and his Peripheral Essence pool is equal to ([Essence x 7] + Willpower + [the sum of all Virtues]).

Health Levels

Green Sun Princes have the normal seven health levels—one -0 level, two -1 levels, two -2 levels, one -4 level and one Incapacitated level—plus any gained from the Hardened Devil Body Charm (see p. 108).

Bonus Points

An Infernal Exalted character has 15 bonus points that can be spent at any point during character creation.

Spark of Life

Now come the final touches. What does your character look like? What are her habits and quirks? Who are her enemies and rivals? Why does she do the things she does? There are other questions to answer as well:

- **Ambition:** What goals do you have for your Infernal existence? What would satisfy you? Do you truly want to serve the Yozis or are the Lords of Hell themselves just pawns in your game? Do you have a vision for the post-apocalyptic Creation you strive to bring about, or do you just want to destroy everything?
- **Milieu:** Where do you live? What is your blackened little corner of Creation like? Do you visit Malfeas regularly? Do you consider the demons who serve you to be allies or slaves to be mistreated at your whim? How thoroughly does your Urge shape your surroundings and lifestyle?
- **Group Dynamics:** How do you interact with the other characters? Who are your rivals? Who are your lovers? How do you and the other members of your coven get along? Are you united in a shared vision for a glorious Malfean dystopia, or do you backstab one another constantly in reflection of the tensions that infect your Yozi patrons?
- **Definition:** What is the core of your being, the one part of you that stands fast even in the face of Infernal corruption? Is there anything that might cause you to turn from your eschatological path? Is there any part of you that empathizes with (or even acknowledges) humanity? On the other hand, if you have turned your back on all Creation, why? What is it about the human race that birthed you that makes you want to turn the whole of Creation over to the mercy of the Yozis? Do you truly believe that the Yozis deserve freedom, let alone a chance to resume their former rule? Or do you even care about such theological concerns so long as the stolen power of the Anathema is at your disposal?



Infernal Exalted Character Creation Summary

Character Creation Process

• Step One: Character Concept

Choose concept, caste, Motivation and Urge.

Note caste's anima powers.

• Step Two: Attributes

Note that all Attributes begin with one dot before you add any.

Prioritize the three categories: Physical, Social, Mental (8/6/4).

Choose Physical Attributes: Strength, Dexterity, Stamina

Choose Social Attributes: Charisma, Manipulation, Appearance

Choose Mental Attributes: Perception, Intelligence, Wits

• Step Three: Abilities

Note five Caste Abilities.

Select Favored Abilities (5; may not be the same as Caste Abilities).

Choose Abilities (28—at least 10 must be in Caste or Favored Abilities; at least one dot must be in each Favored Ability; no Ability can exceed 3 without spending bonus points).

• Step Four: Advantages

Choose Backgrounds (7, plus free Backgrounds—none may be higher than 3 without spending bonus points), Charms (10—at least five must be associated with the Yozi patron of the character's caste), Virtues (5—none may be higher than 4 without spending bonus points) and Virtue Flaw.

• Step Five: Finishing Touches

Record Essence (2), Willpower (the sum of your two highest Virtues—cannot be raised above 8 unless at least two Virtues are rated 4 or higher); Intimacies (equal to starting Compassion); Personal Essence ([Essence x 3] + Willpower), Peripheral Essence ([Essence x 7] + Willpower + [the sum of character's Virtues]), and health levels (7, plus any gained from Charms).

Bonus Points

Bonus points (15) may be spent at any point during character creation.

Castes

- **Slayer:** Violent and bloodthirsty, the Forsaken are destined to be Hell's generals.

Caste Abilities: Archery, Martial Arts, Melee, Thrown and War

Anima Powers: May use their animas to appear awesome and terrifying for a scene.

- **Malefactor:** Hypnotic and fanatical, the Blasphemous are destined to be Hell's priest-kings.

Caste Abilities: Integrity, Performance, Presence, Resistance and Survival

Anima Powers: May use their animas to destroy holy symbols, to harm the servants of the light and to facilitate the worship of the Yozis.

- **Defiler:** Brilliant but depraved, the Unclean are destined to reshape Creation as Hell's visionaries.

Caste Abilities: Craft, Investigation, Lore, Medicine and Occult

Anima Powers: May use their animas as protective shields.

- **Scourge:** Mad masters of stealth and trickery, the Wretched are destined to deal silent death as Adorjan's assassins.

Caste Abilities: Athletics, Awareness, Dodge, Larceny and Stealth

Anima Powers: May use their animas as cloaks against detection, and may mute their animas' display when using Essence.

- **Fiend:** Scheming manipulators of diplomacy and emotion, the Deceivers are destined to mold mortal and godly society into a form suitable for demonic purposes as Hell's advocates.

Caste Abilities: Bureaucracy, Linguistics, Ride, Sail and Socialize

Anima Powers: May use their animas to sanctify oaths and contracts enforced by the power of Malfeas itself, to interfere with similar oaths sanctified by Heaven or their slain brethren and to provide diplomatic immunity when dealing with demons, the Fair Folk and the dead.

Infernal Exalted Character Creation Summary

Virtues

- **Compassion**—The ability to understand the feelings of others, regardless of whether or not one actually cares about those feelings.
- **Conviction**—Being driven toward fulfilling one's Motivation and Urge.
- **Temperance**—Self-control and a willingness to ignore one's vices unless engaging in them actually advances one's plans.
- **Valor**—Bravery in the face of a Creation that rejects the rightness of the Malfean cause.

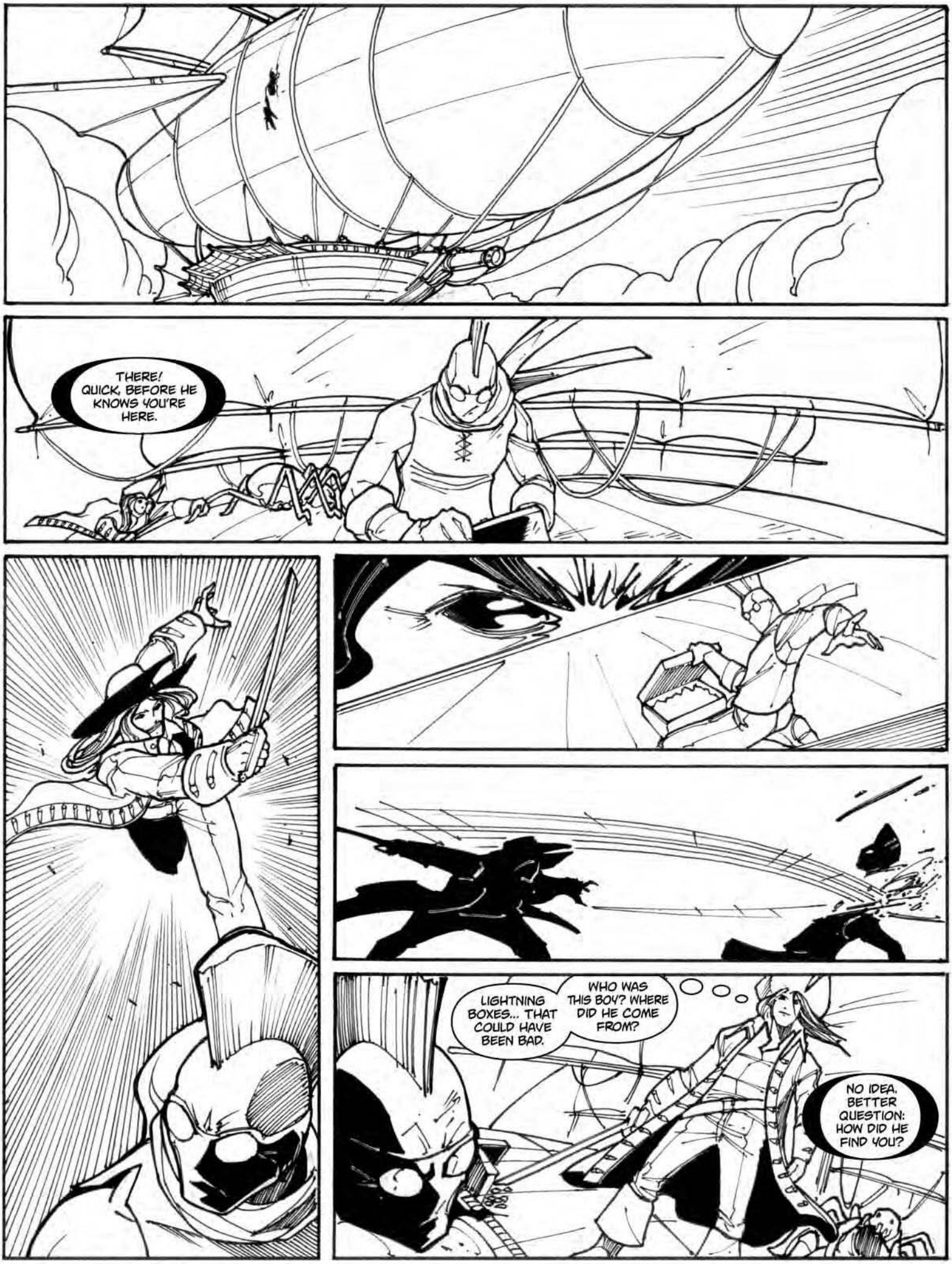
Backgrounds

- **Allies**—Aides and collaborators who come to your assistance.
- **Artifact**—Magical weapons or items, some of which may be forged from the still-living bodies of lesser demons.
- **Backing**—Standing and rank in an organization of power and influence.
- **Contacts**—Information sources and people in useful places.
- **Cult**—Mortals who worship you.
- **Familiar**—A bestial companion.
- **Familiar (Demonic)**—A demonic companion.
- **Followers**—Mortals who look to you for leadership.
- **Influence**—Your pull in Creation or in Hell.
- **Manse**—A place of power and Essence to which you have access. For the Infernal Exalted, this Background may also refer to a manse in Creation that is vitriolic or Yozi-touched in aspect.
- **Mentor**—A teacher and instructor. For an Infernal Exalt, a mentor can also be a demonic familiar or even a particularly active unwoven coadjutor.
- **Past Life**—Memories of one or more of the prior hosts of your Infernal Exaltation.
- **Resources**—Material goods and money.
- **Savant**—Advanced knowledge of First Age lore and technology.
- **Spies** – A network of agents and infiltrators who supply you with inside information on your enemies.

Bonus Points

Trait	Cost
Attribute	4
Ability	2 (1 if a Favored or Caste Ability)
Background	1 (2 if the Background is being raised above 3)
Specialty	1 (2 per 1 if in a Favored or Caste Ability)
Virtue	3
Willpower	2
Intimacies	3 to increase starting Intimacies to (Willpower + Compassion)
Essence	7
Charms	5 (4 if in a Favored or Caste Ability)


THE WIND IS FINALLY SHIFTING. WAIT FOR THAT CLOUD MASS TO OBSCURE THE MOON.
I DON'T WANT THE SETTLERS TO KNOW WHAT HIT THEM.
AYE, CAPTAIN.
ALL HANDS, LOOK SHARP AND MAKE READY FOR DESCENT.
TONIGHT, BLOOD RUNS CRIMSON OVER PRISTINE SNOW.
STOP YOUR FANTASIZING, GYRFALCON!
HM? WHAT'S WRONG?
THE GAS-BAG! QUICKLY!
I JUST HEARD SOMETHING LAND UP THERE. IT SOUNDED LIKE A WINDBLADE.
YOU! WAIT RIGHT THERE.
SIR?
UP TOP! NOW!
AYE, SIR.


THERE! QUICK, BEFORE HE KNOWS YOU'RE HERE.
LIGHTNING BOXES... THAT COULD HAVE BEEN BAD.
WHO WAS THIS BOY? WHERE DID HE COME FROM?
NO IDEA. BETTER QUESTION: HOW DID HE FIND YOU?

CHAPTER FOUR
TRAITS

Except where noted in this chapter, character Traits function just as outlined in **Exalted**. Attributes, Abilities, Willpower, Virtues, Essence and the like are handled exactly as they are in that book.

Expanded Backgrounds

Artifact

In addition to the normal artifacts Green Sun Princes can acquire, they also have access to vitriol-aspected weapons and other forms of helltech. Helltech is described more fully in Chapter Six.

Backing, Contacts and Influence

Infernal Exalted may possess these Backgrounds both in Creation (for example, in the form of backing from, contacts in and influence over the Guild) or in Malfeas (which may provide connections in the court of the various demonic powers of that realm). Otherwise, these Backgrounds work as they do for Creation-born. **All Green Sun Princes begin with one free dot each in Backing and Influence, both of which are associated with those demons loyal to the Prince's Yozi patron.**

Cult

The Immaculate Order would be shocked to realize just how widespread Yozi worship is in Creation, especially now that the Demon Princes have missionaries of their own. **Each Green Sun Prince begins with one free dot in Cult to reflect her position as a living avatar of her Yozi master.**

Familiar

The familiars of the Infernal Exalted (both akuma and Green Sun Princes) may include lesser demons bound permanently into their service. Demon familiars are discussed more fully on page 76. If the familiar is a beast of Creation, use the trait as outlined on page 112 of **Exalted.**

Manse

An Infernal Exalt of any kind may possess and attune to a manse in Creation. Furthermore, savants among the Infernal Exalted frequently possess both the craftsmanship and the malignancy to create manses that resonate with



the power of Malfeas rather than that of Creation. Vitriol-aspected manses are roughly equivalent to elementally aspected manses in terms of power level and difficulty to produce, while Yozi-aspected manses are marked with the power of one of the fallen Primordials and are comparable to Celestial manses.

Vitriol- and Yozi-aspected manses are common in Malfeas—indeed, they are virtually the only types of manse to exist there—but determined Infernal engineers can also construct such unholy sanctuaries in Creation as well.

New Backgrounds

In addition to the Backgrounds common to Solars, their malevolent counterparts have access to the following traits.

Familiar (Demonic)

A demonic familiar is a First Circle demon who is particularly and personally loyal to the character. This Background may be taken multiple times, with each Background representing a different First Circle demon. (A Green Sun Prince may not have more demonic familiars than her Essence rating.) A higher Background rating for a particular demon represents a demon that is smarter, stronger or more capable than normal.

X	None. You have no demon servants save those whose loyalty you enforce through Charms and sorcery.
•	You have forged a personal relationship with a particular First Circle demon whose name you know. You may summon this demon into Creation through appropriate sorcery or thaumaturgy, and it will serve you faithfully without the need for binding.
••	Your pet demon is better than a normal specimen of its breed. It has one additional dot in two Attributes of the player's choice.
•••	Your pet demon is capable of entering Creation in your company without the need to summon it through magical means. If your familiar remains behind in Malfeas and you call it forth later, it is capable of making the five-day trek to Creation without magical assistance. (Due to the vagaries of demonic existence, the familiar will intuitively sense your summoning five days prior to your call and begin making its way to you, arriving during the same scene in which you summon it unless circumstances in Malfeas delay it somehow.)
••••	Your familiar has two additional Charms (player's choice) provided that it meets all requirements.
•••••	Your familiar's permanent Essence is one point higher than a typical specimen of its breed.

Past Life

When Autochthon first designed the Celestial Exaltations, he fashioned them to return to a central location after the death of a host so that he could purify them and remove the spiritual detritus of the previous life. This design element was necessary, in the Maker's opinion, because the mortal mind was not designed to store the memories of other, more powerful beings while still retaining the mortal's own unique identity. After Autochthon's departure from Creation, his Exaltation-pruning mechanisms passed to Lytek, the God of Exaltation, who faithfully performed the same function to this day. When the Neverborn passed the secrets of Exaltation on to their Deathlords, they too decided that a mechanism would be needed to prune the Exaltations of the memories of their First Age possessors.

The Ebon Dragon chose a different path. Unwilling to let resources as valuable as the collective knowledge and memories of 50 First Age Solars slip through his talons, he instituted no protocols to purge the Infernal Exaltations of their memories of past lives. As a result, each of the Green Sun Princes has the potential to call upon the memories of her last incarnation prior to the Usurpation. No Prince can access memories of lives previous to the one slain during the Usurpation, as Lytek had already removed all such memories. The Infernal Exalt can only recall the memories of those Solars slain during the Usurpation whose Exaltations were sent directly to the Jade Prison.

Furthermore, not every Prince is capable of drawing upon these memories. Due to the circumstances under which the Usurpation played out, some of the Solars were quite new to Exaltation at the time of death. Generally, only one who has been Exalted for at least a century is capable of imprinting on the Exaltation itself to the point of allowing successors to access his memories. If the Solar Exalt died only a few years after Exaltation, his memories sank without trace into those of his successor.

The Ebon Dragon realized that he was taking a risk by allowing the Green Sun Princes to have access to such potent memories—when a Green Sun Prince of barely 20 summers calls upon the life experiences of a First Age luminary more than 10 centuries old, there is a grave risk that the younger mind may be subsumed into that of the elder. However, the Ebon Dragon judged that such events would be rare and likely to be of limited duration. Thus far, events have not shown his judgment to be flawed, but the risk of Green Sun Princes overwhelmed by noble First Age personalities destroying all of his schemes is still a serious concern to the Yozi, no matter how much he has downplayed this possibility to his peers.

The potency of First Age memories to which the character has access is governed by the Past Life Background. A number of times per session equal to her Essence rating, the Prince can add dice equal to her Past Life rating to *any* dice pool by drawing upon the specific memories of her prior life, the life of an ancient Solar who likely had at least a passing familiarity with nearly every field of human endeavor that existed at the time. The Prince can call upon memories of countless sword fights to strike a telling Melee attack. She can call upon centuries spent overseeing First Age society to effortlessly make a great bargain with a Bureaucracy roll. She can call upon recollections of decades of debate in the Solar Deliberative to easily persuade the simple-minded with a brilliant Presence-based Social attack. Indeed, the *only* type of roll that cannot be augmented with the Past Life Background is one that exclusively requires knowledge of the modern era, such as Lore rolls to know the current political structure of a nation or Occult rolls to know strategic information about the Abyssal Exalted (who did not exist at the time of the Usurpation).

However, as useful and versatile as this Background is, it also carries a danger for those who use it capriciously. At the time of character creation, the player of any Green Sun Prince who has the Past Life Background must specifically identify the First Age Solar whose memories the Prince now retains. The player must also, subject to Storyteller approval, choose a Motivation appropriate to the personality of a powerful First Age Solar Exalt, most likely one with clear memories of her own assassination during the Usurpation. In addition, the player must pick a number of Intimacies for the Solar personality equal to the Past Life Background rating. These Intimacies should be logically based on the First Age Solar's personality and Motivation and should also be practical for the modern era (that is, the player should not assign Intimacies for people or things that ceased to exist centuries ago unless doing so somehow advances the story).

If the Infernal's player ever botches a roll augmented by dice conferred by this Background, the personality of the First Age Solar may emerge and seek to influence that of the Prince for a number of hours equal to the character's Past Life Background rating. Worse, the Solar personality may also seize control if the character *succeeds too well* on a roll augmented by this Background. If the Prince's player rolls more successes than the Exalt's own Dodge MDV, the Solar personality may also emerge. In this latter case, the possession lasts for a number of hours equal to the Background rating or to the number of successes by which the roll exceeded the Prince's Dodge MDV, whichever is less.

While the Solar personality is dominant, the character suffers from a supernatural compulsion effect that drives her to act according to the Solar's Motivation and Intimacies. Whenever faced with a chance to advance the Solar's Motivation or to protect or defend one of her Intimacies, the character must do so or else spend one Willpower point to resist the compulsion for a scene. She may overcome this compulsion completely by spending Willpower equal to her rating in the Background. Spending Willpower in either manner causes the Infernal to gain Limit as normal (see p. 80). Furthermore, the Solar personality will invariably be appalled at the realization that her very Exaltation has been corrupted by the Yozis and will actively seek to interfere with the Prince in the performance of her duties. While the Solar personality is active, the Prince will suffer an internal

penalty equal to the Background rating on all dice rolls made to advance the Prince's Urge. This effect cannot be overcome through Willpower.

X	None. Your past life is remarkably quiescent or else was remarkably ignorant.
•	In the First Age, you were likely relatively young at the time of the Usurpation but still had a comprehensive First Age education.
••	Your past life had been Exalted for between 50 and 100 years at the time of the Usurpation and was fairly well rounded.
•••	Your past life was highly educated and was two or three centuries old at the time of the Usurpation.
••••	In your past life, you were a jack of all trades and a master of many. Your past life was probably several centuries old at the time of the Usurpation, perhaps over a millennia old.
•••••	Your past life was one of the luminaries of the First Age and was several millennia old at his time of death. During her long life, your past self became a master of nearly every field of human endeavor.

Savant

As noted under the Past Life Background, many Green Sun Princes have extensive memories of their former First Age lives. While that Background carries with it the risk of losing control to the stronger personality of the past life, such past life recollections may also contain memories with less emotional resonance, such as generic memories of First Age culture. Such general memories of the high First Age are reflected by the Savant Background. A character with the Savant Background adds her Savant rating in dice to any Lore check involving the history, science or magic of the First Age. She also adds her rating in dots to her Lore, Occult and Craft Abilities in order to meet the Ability requirements to operate and maintain First Age artifacts.

Unlike the Past Life Background, the Prince can call upon the memories reflected in her Savant rating as frequently as she wishes, as an understanding of First Age culture and magitech was so ingrained into the ancient Solars as to be second nature. Doing so does not run any risk of losing control to the Solar's personality. The benefits of this Background may not stack with those of the Past Life Background.

X	None. Your past life is remarkably quiescent or else was remarkably ignorant.
•	You have some knowledge of a more glorious time.
••	You have a general understanding of First Age lore.
•••	You were a scholar of note in your past life and have clear memories of First Age theory and practice.
••••	You easily grasp the workings of most First Age artifacts and remember much from before the Usurpation.
•••••	You were a brilliant scholar before the Usurpation and have forgotten little of your former studies. You understand First Age lore as though you had grown up amidst it and studied it for decades.

Spies

Infiltration and subversion are the watchwords of the Infernal Exalted, many of whom acquire networks of informants both in Creation and among the demon courts of the Yozi realm. Spies in Creation range from devoted cultists to courtiers seduced by the promise of infernal power. Unlike Contacts, a character cannot use Spies to represent a general facility for finding things out. On the other hand, spies have greater access to secret information.

This Background represents the character's access to a spy network. The higher a character's rating, the wider and more numerous are the areas where he knows the local agents and has authority to call on their services. Like contacts, spies do not endanger themselves for a character's sake (beyond being informants for a Yozi or one of her agents, at least). They simply provide information and minor support services such as a safe place to sleep and messages passed back to the character's demonic masters.

X	Your master does not trust you with the identities of any of her informants.
•	You know how to contact and use a few agents in a town or small kingdom (in Creation or Malfeas).
••	Your master gives you access to her spy network in two significant city-states in Creation or two major fiefdoms in Malfeas.
•••	You can call upon spy networks in three important nations or trans-national organizations such as the Guild in Creation or the priests of Cecelyne in Malfeas.
••••	You exploit a spy network that expands throughout an entire cardinal direction of Creation or a quadrant of Malfeas. Anywhere you go in that region, you can find informants. (Naturally, this works best if it's the same region where you usually act.) The spies who serve you have likely heavily infiltrated the inner circles of Yozis other than your own.
•••••	You have complete access to a spy network spread across an entire cardinal direction in Creation and across the length and breadth of Malfeas, including thousands of casual informants and hundreds of full-time agents. Your master's eyes are everywhere, and they tell you everything they see. All you need to do is ask.

Unwoven Coadjutor

Each Green Sun Prince carries within her both a guide and a watchdog in the form of an unwoven coadjutor, the consciousness of a First Circle demon condensed into an immaterial state and ingrained into her soul through the mechanisms of the Chrysalis Grotesque. Sometimes, this voice is quiescent, content merely to regulate the functioning of the Prince's Urge and to inflict the Torment of the Yozi when the Prince strays too far from her mission. In other cases, the coadjutor is more proactive and is capable of giving guidance to the Prince and even limited aid.

Note: The benefits gained at each level of this Background are cumulative.

X	None. Your unwoven coadjutor generally remains silent save for when the vagaries of Torment send its message through loud and clear. Alternatively, your coadjutor *never shuts up*, and you must actively ignore its constant babble lest it drive you mad.
•	Your coadjutor speaks to you on occasion and is willing to share with you its knowledge of Hell. You gain a free specialty in the Ability of your choice provided that the specialty pertains to demons or the Yozi Realm. Examples of suitable specialties include: Performance (Prayers to Cecelyne), Occult (Demon Summoning), Larceny (Malfean Street Gangs), War (Demon Mass Combat).
••	Your coadjutor has an encyclopedic knowledge of demonic society and advises you on interactions with other demons. Add a two-die bonus to all Social rolls against demons.
•••	Your coadjutor has made numerous forays into Creation and can recognize the sickly sweet scent of corruption that clings to mortals who worship the Yozis. You can detect and identify a Yozi cultist of any type, no matter how carefully he conceals his infernalist beliefs, through a successful (Perception + Socialize) roll, and your player adds a two-die bonus to all Social rolls made to command or manipulate such cultists.
••••	Your coadjutor constantly studies your surroundings for possible dangers to you, ever ready to cry out a warning. Add a two-die bonus to all Join Battle rolls.
•••••	You coadjutor is so attuned to what happens around you that it literally provides a sixth sense. Add a two-die bonus to all Perception rolls and an additional two-die bonus to Join Battle rolls (for a total Join Battle bonus of +4).

Urge

Each Infernal Exalt, whether Green Sun Prince or akuma, carries within him a powerful, overruling Urge that stands as a symbol of his obedience to his Yozi patron. For an akuma, the Urge replaces the character's previous Motivation and now represents his chief motive for action. The manner in which this substitution affects akuma is described on page 55. A Green Sun Prince, on the other hand, possesses both an Urge and a Motivation. Ideally, these two traits complement each other, but sometimes, such is not the case, and a Prince must fight the compulsion of an Urge that contradicts his most fundamental desires. Such unhappy villains are exceptions to the rule, however, and most Green Sun Princes have consonant Motivations and Urges, as the Infernal Exaltations themselves seek out hosts who are naturally inclined to fulfill the Urges they carry.

A Motivation represents a powerful overarching goal the character seeks to fulfill in the pursuit of self-actualization. An Urge, on the other hand, is a commandment imposed by one of the Yozis upon the Green Sun Prince's very soul. Specifically, it is usually a directive to pursue a course of action that will, hopefully, help effectuate the Yozi's plan. For example, a typical Solar Exalt might have a Motivation to seize control of the Guild to bend it to his will. An Infernal Exalted might possess the same Motivation, as well as the Urge to spread addiction far and wide. The character's Motivation and Urge might interact to lead the Green Sun Prince to seize control of the Guild and then to direct its agents to drastically reduce the cost of addictive drugs so as to increase the number of addicts in the region. Similarly, while many Exalted might possess the Motivation to carve out a kingdom, a Green Sun Prince's Motivation might be accompanied by the Urge to turn the entire kingdom to the worship of the Yozis.

Urge Mechanics

A Green Sun Prince's Urge functions exactly the same as her Motivation with regard to Willpower and Essence recovery, stunts and Social Combat. As with Motivation, if a specific Urge is achieved or, alternatively, becomes impossible to fulfill, it can be altered. However, the new manifestation of the character's Urge is *not* chosen by the character herself, but by the unwoven coadjutor that is wedded to her soul. Perfectly attuned to the desires of its Yozi progenitor, each coadjutor maintains the integrity of its host's current Urge and, whenever a new Urge is called for, decides on a new goal for the host to pursue in furtherance of the Reclamation. In other words, while the player may decide on a replacement Urge (subject to Storyteller approval), the character has no say in what her new Urge will be.

While the specific manifestation of the Infernal's Urge is malleable, the range of options for specific Urges is fixed within each Infernal Exaltation. There are five primary Urge archetypes, one for each of the five principle architects of the Reclamation. The Urges forged by Malfeas drive the Infernals who possess them to commit acts of destruction. The Urges imposed by Cecelyne compel Infernals to exercise dominion over others. The Urges refined by She Who Lives In Her Name instill a need to induce conformity and

stamp out free will. The Urges inflicted by Adorjan drive Infernals to express an overwhelming obsession. Finally, the Urges insinuated by the Ebon Dragon cajole Infernals into corrupting some facet of Creation's moral fiber.

For example, a Green Sun Prince who carries a Malfean Urge might feel a compulsion to destroy the city of Gem and will regain Willpower after performing a stunt or devoting an entire scene in service of that goal just as if that were the character's Motivation. However, if the Infernal *succeeds* in destroying Gem, she will still have the Malfean Urge to destroy—the coadjutor attached to his Exaltation will simply seek out a new target for destruction, most likely to be decided upon jointly by the Storyteller and the player according to the needs of the story. From an in-character perspective, the Prince will have no control over the new form of the Urge, as the coadjutor is preprogrammed to seek out the most efficient means of effectuating the Urge to which it is attached.

Infernal Limit

While the Celestial Exalted still labor under the Great Curse, the Green Sun Princes are free of that weakness. Nevertheless, their damned nature subjects them to a form of Limit every bit as debilitating as that of their Solar kin. Infernal Limit effectively serves as a refined version of the Great Curse meant not to befuddle or madden those who suffer from it, but to compel their obedience to the vision of their masters.

Green Sun Princes acquire Limit under three circumstances. First, a Prince who spends Willpower in order to act contrary to his primary Virtue gains one point of Limit. For purposes of Infernal Limit, "primary Virtue" refers to the character's highest rated Virtue, with the player choosing which one is primary if two or more are rated the same. Second, a Prince who spends Willpower to resist an unnatural mental influence gains one point of Limit, up to once per scene. She Who Lives In Her Name demanded this requirement, as obedience is so a part of her nature that she could not bear to see her servants defy the commandments even of her enemies. Finally, whenever an Infernal Exalt acts in a manner contrary to his Urge, he must spend one point of Willpower to do so and then roll his permanent Essence, with each success adding one point of Limit.

When the Infernal gains 10 points of Limit, he suffers the wrath of the Yozi in the form of Torment. Torment is the name given for a curse inflicted on the Prince, the nature of which is determined by the Urge the Prince carries and the Yozi with whom that Urge is associated. As with Solar Limit Breaks, enduring the effects of Torment is extremely cathartic for the Prince… at least, when the curse doesn't kill him outright when it is triggered. However, in addition to directly punishing the Prince for his impertinence, Torment also allows the Yozi to manipulate an Infernal through his Intimacies—most forms of Torment target not only the Prince himself but also any Intimacies he may possess of which his Yozi patron disapproves. After Torment has run its course, the Prince's Limit pool resets to zero, and he gains Willpower from the experience just as a Solar would as a result of a Limit Break.

Acts of Villainy

Unlike their Solar cousins, who are helpless before the Great Curse, the Green Sun Princes have a means of ameliorating the effects of Infernal Limit—when an Infernal Exalt performs certain actions pleasing to the Yozis, actions that most Creation-born might view as acts of great villainy, he can reduce or even eliminate his accumulated Limit. An Infernal can decrease his Limit pool by performing an act of villainy associated with any of the Yozis, including some Yozi who were late to join the Reclamation conspiracy, such as Isidoros, Kimbery and Szoreny.

Generally, performing an act of villainy allows the Infernal to reduce his Limit by a number of points equal to his player's successes on a Virtue roll associated with that particular act (to a minimum Limit of zero). However, it is possible for a particularly devilish act of villainy to result in an award of stunt dice on the associated Virtue roll. Also, while a player may only make one Limit reduction roll for an act of villainy per game session, if the character combines several acts of villainy into a single grand action, the Storyteller may allow the player to roll dice equal to the sum of several appropriate Virtues.

For example, if the Infernal leaves a hated enemy behind to die in a death trap after having given a monologue explaining how that enemy's death will open up the way to marrying the fallen enemy's beautiful young sister, the Storyteller may allow the player to roll dice equal to the sum of the character's Conviction (for Fiendish Deathtrap Compulsion), his Temperance (for Infernal Genius Declaration) and his Compassion (for Exquisite Bride Obsession), applying all the successes against his Torment pool. While an Infernal character is free to perform as many acts of villainy as he wishes, he may only gain the Limit-reduction benefits of performing an act of villainy once per game session.

The acts of villainy most commonly used by the Green Sun Princes are described below, along with the Yozis in whose honor such acts are normally performed. The players and Storyteller are free to come up with additional and thematically appropriate acts of villainy using these examples as guidelines.

Best Enemy Recognition

Demonologists unwise to the... complicated nature of Yozi social interactions often consider Szoreny to be the kindest of the Demon Princes, at least to the extent that such an improbable descriptor can be applied to any of the Yozi. Certainly, Szoreny is known to have been more willing to spare his enemies to a degree highly unusual to any other Yozi. However, those who interpret this as kindness or, worse, as weakness misapprehend the Silver Forest's psychology. While Szoreny can be just as implacable an enemy as any of his brethren, the Silver Forest also thrives on the conflict with his enemies in a way that other Yozis do not. During the Primordial War, the entity that would become Szoreny



in many ways obsessed over the Solars who fought against him, and he spurned many opportunities to slay those Solars mainly because he could not bear the thought of losing such potent enemies. Those who would appeal to Szoreny must hold similar attitudes.

In order to perform this act of villainy, the Infernal Exalt must first develop an Intimacy for another being of approximately her own status and power level. This Intimacy can be a positive one (that is, the Exalt might, in some strange way, truly love the object of the Intimacy) or it can be a negative one (i.e., the Exalt despises the object of the Intimacy and is obsessed with his destruction). Regardless, once the Intimacy is formed, the Prince may take steps to draw her lover/arch-enemy into her orbit, whether by stalking him romantically or by tormenting him cruelly. Examples of actions that might satisfy this act of villainy range from sending the arch-rival clues alerting him to the Infernal's current activities to kidnapping his wife and later returning her piece by piece. Any such action that demonstrates how much the Prince cares for the Intimacy (for her "best enemy" as it were) allows the Infernal's player to roll the character's Compassion, reducing the character's Limit by one point per success (to a minimum of zero).

Exquisite Bride Obsession

The Ebon Dragon, for reasons known only to himself, seems endlessly fascinated with the idea of marriage. Accordingly, it pleases him immeasurably when a Green Sun Prince, in emulation of the Ebon Dragon's own impending nuptials, chooses a mate for himself and becomes fixated on gaining possession of her, most often through some kind of elaborate wedding ceremony. In order to gain the benefits of this act of villainy, the Green Sun Prince must first acquire an Intimacy that compels him to seek to unite with some particular person, preferably one who has no interest in such a union and ideally one who is vehemently opposed to such a union.

It is not necessary for the Prince to actually form an Intimacy with the prospective bride or groom. All that is needed is an Intimacy that militates in favor of the marriage. For example, an Intimacy toward inheriting the estate of a wealthy dowager who will sadly perish during the honeymoon will satisfy the requirements of this act of villainy, as will forcing an arranged marriage on the lover of a hated rival as a way of humiliating him.

In any case, once the Intimacy exists, the Infernal's player can roll the character's Compassion (or, at the Storyteller's discretion, some other appropriate Virtue) once per session after making some important stride toward uniting with the chosen mate. Each success on the Virtue roll reduces the character's Limit pool by one (to a minimum of zero). Once the Prince has succeeded in marrying his betrothed, he can no longer reduce his Limit through this Intimacy. To do so in the future, he must find another object for his obsession (if necessary, after eliminating his most recent bride).

Fiendish Deathtrap Compulsion

Cecelyne, perhaps out of bitterness over the desolation of her existence, finds the idea of granting a quick and painless death to be offensive. At the same time, she often fails to see the merits of quickly slaying a dangerous foe since death is a near certainty for those enemies who dare to enter her trackless wastes. Whenever a Green Sun Prince forgoes the chance to quickly slay a captured enemy in favor of leaving that enemy to die a slow, lingering death, the Prince's player may roll the character's Conviction, reducing the character's Limit pool by one point per success. The player may only make this roll once per session, even if the Prince has trapped multiple victims. However, if the deathtrap is particularly fiendish or complicated, the Storyteller may award stunt dice to the roll. If the Prince actually leaves his victims behind unguarded (so certain is he of their doom), the player may roll the higher of the character's Conviction or Valor.

Infernal Genius Declaration

She Who Lives In Her Name is perhaps the proudest of all the Yozis, despite her occasional subordination of her own judgment to that of her peers. For all her obsessions with hierarchy, she is as susceptible to flattery as any Yozi and especially so when she is praised for her intellect. Perhaps that is why she is so pleased by Green Sun Princes who take perhaps too much pride in their own intellectual superiority. Whenever a Prince reveals the full scope of his grand schemes to a captured prisoner so that she may appreciate the scope of his genius, the Prince's player may roll the character's Temperance. Each success on the roll reduces the Infernal's Limit by one (to a minimum of zero).

It is known to infuriate the Ebon Dragon that She Who Lives In Her Name even rewards Infernal Exalts for revealing information that risks the success of the Reclamation itself, but he has no power to prevent her from doing so.

Insane Death-Dealing Provocation

Malfeas, the lord of the Yozis, is consumed by his bitterness and his hatred for all that is, so he is pleased when an Infernal Exalt kills in his name. But Malfeas is also consumed by his own self-loathing and his desire for self-destruction, so he cannot truly be moved to love one of the Green Sun Princes unless the deaths caused by the Prince carry with them an element of risk. To satisfy this act of villainy, it is not enough to simply go on a killing spree. Instead, the Prince must murder at a time and place where there is a strong likelihood that the deaths will be discovered and will lead capable adversaries back to the Prince.

For example, the Prince might warn her victims in advance or provide some clear pattern for enemies to discern. Or perhaps she might leave some kind of fiendish calling card to dare her adversaries to pursue her. A Prince is, of course, free to kill whomever she wants whenever she wants, but only one who actively invites pursuit from some genuine threat satisfies the requirements of this act of villainy. If the character does so, the Infernal's player can roll the character's Valor, reducing the character's Limit by one point per success (to a minimum Limit of zero).

Kindly Lunatic's Blessing

It is the nature of Adorjan to scourge those she loves while sparing those she detests. Mortal observers might mistakenly describe her actions as insane, but to Adorjan, "sanity" is merely a construct used to constrain the weak-willed and limit their freedom of action. A Prince who wishes to please Adorjan may do so by freeing such inmates from the prison of sanity into which they have been sentenced.

Whenever a Prince successfully inflicts a permanent derangement on a Creation-born, the Infernal's player can roll the character's Temperance, reducing the character's Limit by one point per success (to a minimum of zero). The targeted character cannot be an extra, and once the Prince has succeeded in driving the character insane, he may never again target the same character with this act of villainy, even if she is later cured of her derangement.

Urge Archetypes

With the akuma, the Urge conferred by the Yozi patron can be anything that Yozi wishes it to be. Some Yozi bind their akuma tightly with rigid Urges, but most allow at least a degree of free will. (See pp. 54-55 for a discussion of akuma Urges).

Among the Green Sun Princes, Urges are not quite so free form. The conspirators in the Ebon Dragon's audacious scheme have great distrust for one another, and while each conspirator received a certain number of tainted Exaltations in which to instill Urges, all of the conspirators held the right to review all proposed Urges and to reject those that might threaten the Reclamation or might thwart their own individual agendas.

Generally speaking, each of the various Urges instilled in the Green Sun Princes fits within the framework of how one particular Yozi seeks to change Creation in order to make it more like Hell. The various Urge archetypes are built into the structure of the Infernal Exaltations themselves and are relatively consistent across successive incarnations save for minor modifications made in the field by the Infernal's coadjutor to render the Urge appropriate for the new host's environment. However, the assignment of a particular Urge archetype to a particular Exaltation is deliberately random and completely unconnected to the Exaltation's caste—the Yozi were too distrustful of one another to allow, for example, all Slayers to possess Malfean Urges, lest their bloodlust unite them to enslave or destroy the other four castes and allow Malfeas's vision to rule supreme. They were even less inclined to give the Ebon Dragon exclusive control over the oath-binding powers of the Fiends. By including a variety of Urges within each caste, the Yozi conspirators can both trust and verify.

Also, while Malfeas, Cecelyne, Adorjan, the Ebon Dragon and She Who Lives In Her Name were the original conspirators in the Green Sun Prince project, other Yozis such as Isidoros, Kimbery and Szoreny later rendered their assistance in the design of Infernal Charms and in other ways in exchange for the insertion of their own Urges into some of

the Exaltation matrices. Thus, the Urges associated with the Green Sun Princes are not necessarily limited to the original five conspirators. The five most commonly encountered Urge archetypes are described below. Others may be created by Storytellers to fit the needs of a particular series.

The Malfean Urge (The Urge to Destroy)

Malfean Urges consume their possessors with mindless rage and malice toward something or someone... or in some cases, everything and everyone. Malfeas arguably suffered more than any of his brethren as a consequence of losing the Primordial War. Not only was a physical form imposed upon him against his will by the victorious Solars, but that newly fashioned body was then ripped inside-out and turned against both himself and his followers to serve as their collective jail. The mightiest of the Yozis, Malfeas despises Creation for what its gods, Exalts and mortals have done to him, and he also despises his own weakness for permitting it to happen. Malfeas is consumed by this bitterness, and by spreading destruction and suffering across Creation, he hopes to spread bitterness there as well. When all Creation is consumed with burning rage, only then will Creation's denizens respect Malfeas's one righteous anger and come to love him for it. Then, Malfeas and Creation will be one.

Malfean Princes are quick to wrath and eager to spread anger, hate and bitterness among those around them. High-Compassion Malfean Princes focus their violence on loved ones, constantly seeking to make them understand: "I don't want to hurt you, but you just keep provoking me." Such Princes include spurned lovers, abusive spouses and parents, and deranged stalkers. High-Conviction Malfean Princes feel such devotion to a cause that violence in its defense seems the only rational response to any perceived threat. Such Princes include particularly loyal Guild leg breakers, religious inquisitors or nationalistic bigots. High-Temperance Princes are consumed with hatred toward whatever tempts them the most, and may include radicalized prohibitionists against drugs or alcohol, terrorists opposed to Guild activities or serial killers who pursue prostitutes or drug dealers. High-Valor Princes are almost uniformly bullies, people who are obsessed with preserving their own self-image against any attackers and who feel a lethal response is the only appropriate answer to any insult.

Possible examples of Malfean Urges might include the following:

- Free Great Forks from oppression at the hands of its gods.
- Exterminate the Tya because they undermine appropriate male-female relationships.
- Purge House Cynis of its debauched reputation, by pogram if necessary.
- Slay anyone who fails to show the Infernal proper respect.

The Torment of Malfeas: When an Infernal with a Malfean Urge accumulates 10 points of Limit, he suffers the Torment of Malfeas. For the duration of the scene, the character is the focal point of a mindless, uncontrollable and contagious rage. This Torment has two effects. First, for the duration of one scene, everyone who interacts with the Infernal and whose Dodge MDV is less than the Infernal's (Essence + primary Virtue) suffers the full effects of the Berserk Anger Virtue Flaw (see **Exalted**, p. 105). Affected individuals will always attack the Infernal first. This is a form of unnatural mental influence that can be overcome by spending a number of Willpower points equal to the Infernal's Essence.

In addition, if the Infernal Exalted has any Intimacies of which his Yozi patron disapproves, those Intimacies are also subject to the Torment wherever they may be found as a result of an arcane link with the Infernal. Affected Intimacies trigger Berserk Anger in any who encounter them exactly as the Infernal himself would and are the initial targets of any resulting violence.

The Cecelynian Urge (The Urge to Command)

Those marked with a Cecelynian Urge are filled with an instinct to conquer and rule. As the Endless Desert expands her influence in all directions, consuming surrounding territories like a gluttonous beast, so must the Infernal seek to force all who cross his path to submit to his pride and authority. Cecelyne stands as the lawgiver of the Yozi pantheon. Malfeas may wish to have all others bow before him. She Who Lives in Her Name may seek to fashion all aspects of society to her will. But Cecelyne is the true holder of power in Hell, for it is her hand that stamps the laws and customs of the Yozis onto the soul of each and every lesser demon who walks the Demon City. It is the will of Cecelyne that her laws should extend to Creation and that all of its denizens should bow before her magnificence or be consumed by it.

Cecelynian Princes are drawn to positions of power and are eager to bind others to their will. Their Urges also lead them to feed the ambitions of others, although the hunger of ambition once whetted can never be truly satiated. Such is the way of Cecelyne. High-Compassion Cecelynian Princes seek leadership over those they consider mentally and socially inferior. Whether through noblesse oblige or rank demagoguery, such Princes attract devoted followers from among those who lack the wit to think for themselves. They include cult leaders, charismatic revolutionaries and street preachers who seek to rally the dispossessed to improve their lot in life, although not to the point that such rabble will ever think for themselves rather than obey the will of their Prince.

High-Conviction Cecelynian Princes serve no masters but their own ambitions and are often pitiless in their dealings with others. "The weak enslave themselves," say such Infernals, and just as the Endless Desert forces her visitors to survive or die, so do the Princes enslave any who lack the power to defy them. Of course, they often also say that "loyalty is a trap for the weak-minded," and the allies and followers of such Princes had best be cautious. Such Princes might include ruthless slavers, ambitious bureaucrats or military officers, or faithless priests who value their religion only for the tangible benefits it offers.



A high-Temperance Prince is like the quintessential drug dealer who knows not to get hooked on his own stuff. Such Exalts see the value of temptation but never give in to it themselves. Such Princes include Guild drug lords, scheming courtesans and prostitutes, roguish gamblers and ruthless financiers. Finally, high-Valor Princes are often reckless in pursuit of personal power, whatever version of it the Prince seeks. Barbarian warlords, brutal sea captains and military commanders, duelists, and assassins all fit within this category.

Possible examples of Cecelynian Urges might include the following:

• Persuade the wretched and dispossessed of the Varang city-states to rise up against the Varangian caste system.

• Infiltrate and gain control over the Wyld Hunt, in order to destroy it from within.

• Seize control over the Harlotry of Nexus and use it as a vector for spreading virulent plagues.

• Gain control over the Vermilion Legion and turn it into an unstoppable conquering force.

The Torment of Cecelyne: When an Infernal who carries a Cecelynian Urge accumulates 10 points of Limit, she suffers the Curse of Cecelyne. The character is instantly caught up in a raging whirlwind of razor-sharp silver sand that tears at her skin, effortlessly bypassing armor and clothing to do so. The player must roll the character's permanent Essence, and the character suffers one point of lethal damage per success (soakable only with natural Stamina—Infernal soak-boosting Charms automatically fail to protect against this Torment).

In addition, if the Infernal Exalted has any Intimacies of which his Yozi patron disapproves, those Intimacies are also subject to this Torment *wherever they may be found* as a result of an arcane link with the Infernal. The player should make one Essence roll, with affected Intimacies taking the same amount of sand damage as the Infernal himself.

The Pyrian Urge (The Urge to Conform)

Named for the Pyres Within Which Thoughts Are Burned, an ancient sobriquet for She Who Lives In Her Name, the Pyrian Urge fills Infernal Exalted with a boundless admiration for the beauty of hierarchy and conformity. She Who Lives In Her Name always believed that it was a mistake to grant free will to human beings, and it offends her today that circumstances force her to allow free will to her Infernal servants. Having accepted that cruel reality, she would now instill in the Green Sun Princes a need to build strict hierarchies in Creation and to purge independence, initiative and rebellion wherever possible.

Pyrian Princes seek to undermine institutions that promote free thinking while advancing those institutions that are reactionary and parochial. Luckily for such Exalted, most humans seem open to the Pyrian Urge and have both a healthy fear of the new and untested and an instinctive dislike for those who are different. High-Compassion Pyrian Princes understand that while love is permissible, its expression should be limited to acceptable forms. Such Princes

might include demagogues who rail against homosexuality (or for that matter, heterosexuality or any other form of sexuality that is a minority orientation in the area). Other Princes might seek to regulate social relationships in other ways, such as by heightening class divisions in a caste-based society or by stirring up animosity toward artists and writers for perceived violations of local taboos. High-Conviction Princes with this Urge are often chauvinists who seek to raise the station of whatever social group they support, whether on racial, ethnic, gender or religious lines.

High-Temperance Pyrian Princes seek to rally the populace against some form of illegal temptation and are often radical abolitionists and leaders among vigilante movements. Such Princes might lead violent assaults against Guild operatives or try to "clean up" Nexus. Alternatively, such Princes might seek to rally the people against abolitionist or prohibitionist groups who seek to abolish some socially accepted vice such as prostitution or slavery, which the Prince might claim as a part of local "cultural heritage." Finally, high-Valor Princes are often warmongers who seek to direct the anger of one city or nation against the perceived immorality or social inferiority of a neighboring state.

Specific examples of Pyrian Urges might include the following:

- Build the Tya into a fighting force capable of "freeing the women of the West from the patriarchy."
- Restore the Delzahn nobility to its "traditional values."
- Kill anyone who openly opposes the practice of slavery. (Or, where possible, sell such malcontents to the Fair Folk and then enslave their ravaged, soulless bodies later.)
- Purge the Haltan territories of the taint of the Fair Folk.

The Torment of She Who Lives In Her Name: When an Infernal who carries a Pyrian Urge accumulates 10 points of Limit, he suffers the Curse of She Who Lives in Her Name. For one full day, the character completely loses her capacity to empathize with mortal beings. The effects of this curse are identical to the full effects of the Heart of Flint Virtue Flaw (see **Exalted**, p. 105).

Worse, the effects of this sociopathy are contagious—anyone who interacts with the Infernal and whose Dodge MDV is less than the Infernal's (Essence + primary Virtue) also suffers from the effects of this Torment. Finally, any individuals who represent Intimacies of the Infernal and of whom the Yozi disapprove are automatically affected along with the Infernal regardless of where such an Intimacy might be when his Limit breaks. Regardless of when a character is affected by this Torment, the effects last for one full day.

The Adorjani Urge (The Urge to Obsess)

Adorjan, the Silent Wind, is not a cool pleasant breeze. She is a scouring, burning wind, like a blistering heat haze that moves with the speed of a hurricane. Some savants say Adorjan detests all sound because she represents some forgotten principle of silence, but that is not so. Indeed, despite her fearsome reputation, Adorjan does not truly hate anyone or anything. Or perhaps more accurately, Adorjan is no longer capable of distinguishing hate from love, fear, kindness or any of the other emotions that whirl about her like dervishes. The one truth of Adorjan is that, whatever emotion she chooses to feel, she will always feel it *intensely*.

The Adorjani Urge fills those who possess it with a feverish obsession for... something. Generally speaking, this obsession will focus on some order-reinforcing aspects of Creation—law, morality, sanity—but the way in which it manifests is as unpredictable as the swirling winds of Adorjan herself. Few Infernal Exalts represent models of stability, but those who carry Adorjani Urges are the ones most likely to embrace nonconformity and anarchy to the point of utter madness. Some Adorjani Princes emulate the Silent Wind and embrace her love of silence, whether by arbitrarily killing anyone they meet who utters certain sounds or even by ripping out their own tongues. Others emulate her offspring and constantly make noise as if they fear her approach, whether by merrily singing to themselves as they spread destruction or simply through constant mad giggling regardless of circumstance.

Adorjani obsessions typically result in the destruction of positive social constructs and community ties. Adorjani Princes murder lawmen and allow criminals to go free. They shatter bonds of community and turn neighbor against neighbor and brother against brother. They slay kindly priests and inculcate debased practices among their followers. They humiliate the proud, degrade the noble and violate the pure, all according to their whims and the voices in their heads that deafen with silent words.

A common thread among Adorjani Princes is to invert one's emotional responses as they pertain to the Prince's obsession, such as by harming those the Prince purports to love or protecting those he claims to despise. Invariably all such actions are rationalized, as they always make perfect sense in the fever dreams of the Infernal. Often Adorjani Urges manifest as a xenophobic or ideological bigotry toward some class of individuals, some social structure or perhaps even some philosophical, religious or artistic concept the bearer of the Urge considers an affront to her personal values. In extreme cases, this obsession can be for something as abstract as a hatred toward "all moral individuals" or even "sanity." Typically, a Prince seeks to spread her fixations among those Creation-born around her, inflaming entire mobs of mortals with a burning hatred for the subject of the Prince's ire.

High-Compassion Adorjani Princes acknowledge the existence of love but find its more common expressions to be either trite or uncouth. Some of these Princes become censors, demagogues and book-burners, ever eager to spread sexual repression wherever possible. Others transgress against all normal boundaries of love by becoming avant-garde prostitutes, particularly debased concubines, devotees of sexually depraved cults or simply serial rapists. High-Conviction Adorjani Princes obsess over some personal belief system and seek to undermine its foundation or to twist its teachings. Such a Prince might be

a mad inquisitor within a religious order, the overzealous head of a secret police force or simply a deranged anarchist.

High-Temperance Adorjani Princes often fixate on some aspect of a particular vice. Some such Princes might seek to suppress all public discussion of the possible worth or likely dangers of supposed vices, burying rational discussion of such vices beneath scurrilous lies and innuendo in favor of one side of the debate or another. Other such Princes are content to silence discussion of criminal activities, hunting and slaying witnesses who would testify against criminals or suppressing serious discussion of criminal activities among city leaders and police so as to make effective law enforcement nigh impossible. Finally, high-Valor Adorjani Princes brook no opposition in the fulfillment of their goals and will silence opposing viewpoints through the crushing power of the outraged mob or the more focused violence of terrorist organizations.

Specific examples of Adorjani Urges might include the following:

- Destroy every work of art that offends your own aesthetic sensibilities.
- Kill every redheaded male in the city of Nexus.
- Persuade the people of An-Teng that the drug bright morning is both non-addictive and beneficial to its users' health.
- Frame members of the Immaculate Order for a series of grotesque sex crimes and then inflame a mob against them.

The Torment of Adorjan: When an Infernal character who carries an Adorjani Urge accumulates 10 points of Limit, she suffers the Curse of Adorjan. For one full day, the character completely loses all communicative abilities. She cannot speak, her writing appears to be gibberish and even her hand gestures are completely unintelligible to others. All communication attempts on the part of an affected individual automatically fail. In addition, if the Infernal Exalt has any Intimacies of which his Yozi patron disapproves, those Intimacies are also subject to the Torment wherever they may be found as a result of an arcane link with the Infernal.

Worse, the effects of this muteness are extremely unnerving for those with whom the Prince even attempts to interact… preternaturally so. For the duration of the Torment, the Infernal (along with any affected Intimacies) also becomes a vector for a magical version of the hysteria disease (see **Exalted**, p. 352). This magical disease follows all the normal rules for hysteria except that players of characters exposed to it (whether through direct contact with the Prince or an affected Intimacy or through subsequent contact with an infected person) do not roll (Stamina + Resistance) against hysteria's normal Virulence. Instead, compare exposed characters' Dodge MDVs to the (Essence + primary Virtue) of the Prince being punished. The precise nature of this contagious hysteria is for the Storyteller to decide—hysterical deafness and/or dumbness are both common, but other hysterical beliefs might also be appropriate.

Non-extras may resist the symptoms of this hysteria for one scene by spending one Willpower point or break the effect completely by spending Willpower equal to the Infernal's Essence.

The Ophidian Urge (The Urge to Corrupt)

Ophidian Urges fill their possessors with contempt for the virtues and taboos of Creation's societies. The Ebon Dragon is the author of all Ophidian Urges, and like the serpent he resembles, the Shadow of All Things is a master at worming his way into the hearts of those he would bend to his will. The Ebon Dragon remembers what humans were like before the Primordial War, and he perceives the moral strictures that humans impose on themselves to be nothing more than phantasmal chains, spiritual shackles wrapped around humanity by the gods and their Exalted pets as a mechanism of control. Through the Ophidian Urge, the Ebon Dragon seeks to break these shackles of morality and taboo. When humanity realizes that virtue is a lie and rational self-interest the only reasonable law, the time of the Yozi will have come at last.

Ophidian Princes often seem devoid of any recognizable moral compass. Oh, such Princes have Virtues, after a fashion, but they interpret those Virtues outside the strictures of any conventional moral framework. Indeed, such Princes often can only act upon their Virtues in ways that defy traditional moral values. High-Compassion Ophidian Princes reject any societal limitation on their capacity to express their love for others. Such debauched Princes are lechers, seducers and adulterers at best. At worst, they are rapists and pedophiles, assuming that they even limit their predations to other humans. High-Conviction Ophidian Princes devote themselves to the destruction of some powerful social structure that offends their sense of personal liberty. Some are anarchists seeking to undermine restrictive governments or shatter repressive religions. Others undermine legal systems by facilitating certain types of criminal activity or by corrupting individual law-enforcement agents into the service of criminal enterprises.

High-Temperance Ophidians choose one or more vices to proliferate among the local populace, undermining every societal effort to suppress them. Such Princes become crime lords, drug dealers and sex slavers. Others master the arts of blackmail, drawing the unsuspecting into webs of corruption until the victims are as debauched as the Prince herself. Finally, high-Valor Ophidians pursue pleasure in destructive activities, starting fight clubs, underground gladiatorial contests, "human hunts" and other dangerous and/or murderous activities designed to allow the Prince and his followers to demonstrate their prowess through the torture and death of others.

Possible examples of Ophidian Urges might include the following:

- Seduce as many people (of either gender) as you can at every opportunity.
- Corrupt Gem's local police force into the service of the Guild.
- Destroy House V'neef through lies, innuendo and blackmail.
- Instill in the people of the Haslanti League an appreciation and enjoyment for public torture and bloody executions.

The Torment of the Ebon Dragon: When an Infernal with an Ophidian Urge accumulates 10 points of Limit, he suffers the Torment of the Ebon Dragon. For one full day, the character loses all moral restraint and becomes consumed by the need to engage in his favorite vices. The effects of this curse are identical to the full effects of the Overindulgence Virtue Flaw (see **Exalted**, p. 105).

Worse, the effects of this compulsive debauchery are contagious—anyone who interacts with the Infernal whose Dodge MDV is less than the Infernal's (Essence + primary Virtue) also suffers from the effects of this Torment, as do any individuals who represent Intimacies of the Infernal and of whom the Yozi disapprove regardless of where such an Intimacy might be when the Infernal is punished. Regardless of when a character is affected by this Torment, the effects last for one full day.

The Castes

Like their Solar and Abyssal counterparts, the Green Sun Princes are divided into five castes. In many ways, the five Infernal castes *are* the same castes as those found among the Solar and Abyssal Exalted, albeit debased into forms more suitable for the agents of the Yozis. The five Infernal Castes are as follows: Slayers (formerly Dawn Castes), Malefactors (Zeniths), Defilers (Twilights), Scourges (Nights) and Fiends (Eclipses).

The Immaculate Order perceives no difference between Solar Exalts and Green Sun Princes and most likely assumes that all of the former are already allied with the latter. Immaculate theology has its own derogatory names for the Solar castes and will most likely apply the same names to Infernals. Thus, an Immaculate monk will most likely identify both a Dawn Caste Solar and a Slayer as a "Forsaken." Indeed, the Slayer may well encourage such an identification as a way of defaming the reputation of the Solars.

Regardless of caste, all Green Sun Princes are considered priests of the Yozi associated with an individual Prince's caste. Malefactors, however, are considered priests of all the Yozis.

Anima Effects

Like other Exalted, the Green Sun Princes can channel Essence directly into their animas to produce supernatural effects. The anima effects particular to each caste are listed under that caste's description. Effects common to all Green Sun Princes are as follows:

- A Green Sun Prince can spend one mote of Essence to cause his caste mark to glow brightly for a scene (as if the character has spent 4-7 motes of Peripheral Essence).
- A Green Sun Prince can spend one mote of Essence to cause his caste mark to clearly illuminate everything within a 10 yard radius for a scene (as if the character has spent 4-7 motes of Peripheral Essence).
- A Green Sun Prince can spend one mote of Essence to sense the nearest entry point into the Yozi realm or the nearest pathway that leads to the desert of Cecelyne.

The Anima Banner

When a Green Sun Prince spends motes of Peripheral Essence, his anima may flare in a manner similar to other Exalted. The effects of Peripheral Essence expenditure are as follows:

Motes of Peripheral Essence	Effect
1-3	The Prince's caste mark is visible from certain angles with a successful (Perception + Awareness) roll at normal difficulty. The mark is not bright enough to interfere with Stealth rolls or with Stealth-related Charms. The effects persist for one hour after the character has ceased to use Essence.
4-7	The Prince's caste mark can be seen through anything used to cover it. Normal Stealth attempts are impossible, although the character can hide behind natural cover at a +2 difficulty.
8-10	The Prince is surrounded by a baleful green aura that is bright enough to read by, and his caste mark is a burning brand of sickly green energy. Stealth is impossible.
11-15	The Prince is engulfed in a bonfire of infernal green Essence that burns from her feet to at least a foot over her head. Mortals observing the bonfire often feel nauseous and uncomfortable, and small children are likely to have nightmares for weeks afterward. Mundane clothing that comes into contact with the bonfire typically shows signs of decay or mildew as if left outside to rot for several days. The character is visible for miles, and the light produced is bright enough to read by up to 100 feet away.
16+	The Prince is surrounded or surmounted by a burning iconic image often reminiscent of one of the demon offspring of the Yozi associated with her caste. The totem only remains in effect during actions in which the character spends Essence, and the anima drops back down to the 11-15 level during those actions in which she does not. However, the demonic totem returns whenever the character again spends Peripheral Essence.

Slayer Caste



Before the Usurpation, the Slayer Exaltations were associated with the Dawn Caste, so each of these Exaltations carries within it the seeds of martial excellence, tactical genius and battlefield audacity associated with the lord-generals of the Solar Exalted. The blasphemous rituals involved in the creation of the Green Sun Princes has maintained those traits while carefully weeding out any propensity for honor or warrior ethics that might also have been associated with the former Dawns. Thus, the Slayers were born.

Each Slayer is a preternatural master of conflict and violence, equally as skilled at leading great rampaging armies as she is at one-on-one combat. The Slayer Exaltations are programmed to seek out mortals who kill without mercy or hesitation. However, Slayers are not necessarily chosen from those who enjoy mindless destruction—while many Slayers do carry the Malfean Urge, the majority do not and simply see destruction as a means to whatever end their respective Urges command. Slayers with Cecelynian Urges see violence and conflict as a means to assert their own dominance. Those with Pyrian or Adorjani Urges employ their martial skills to either force obedience and conformity or to crush

those who stand in the way of their obsessions. Slayers who carry Ophidian Urges simply see value in being able to crush any who stand in their way.

As with their Solar kin, only warriors are chosen to receive Slayer Exaltations. Such deadly gifts would be wasted on social dilettantes and bookish librarians, after all. However, Dawn Caste Exalted are chosen from those warriors who could achieve greatness in battle if only they had the tools. Slayer Caste Infernals are more likely chosen from those who betrayed their commanders, who engaged in war crimes or battlefield atrocities, or who simply respect no virtue other than total victory.

Anima Banner: Slayer Infernals are marked by the sign of Malfeas, which resembles two crossed swords that glint of burnished brass on their foreheads. Their blazing green animas usually glint like brass, and their totems typically contain frightening violent imagery of Malfean demons.

Anima Effects: By spending 10 motes of Essence, the Slayer can appear huge and terrifying for the remainder of the scene (or until she chooses to let the effect dissipate). The character's teeth extend into sharp fangs or tusks, his fingernails stretch into ugly black talons, his skin turns an inhuman hue (usually deep red or a sickly green), and his eyes glow with the unholy light of Malfeas. None of these physical changes translate into physical weaponry—his "claws" do not inflict any additional damage, for example—but he becomes utterly terrifying to mortals as befits a scion of the Demon City. The Infernal can activate this power at will and at no additional cost once he has spent 11+ motes of Peripheral Essence.

Unless a creature's Valor exceeds the Slayer's Essence, that creature is unable to directly face the Slayer's wrath, and the Slayer gains a +2 DV bonus against her. Additionally, any mortal creature must also make a successful Valor roll in order to avoid fleeing outright in utter terror. Automata, the undead and other creatures immune to Valor rolls are unaffected by this power and do not grant the +2 DV bonus to the Slayer.

Caste Abilities: Cold-blooded masters of the art of war, Slayers excel at Archery, Martial Arts, Melee, Thrown and War.

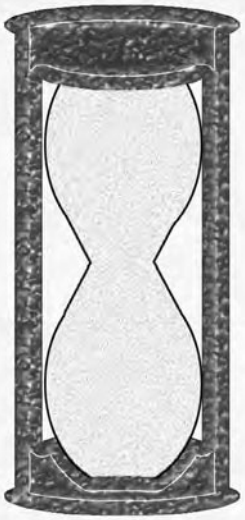
Associations: Tigers, brass, the season of Earth, the color green, all demons who descend from Malfeas

Sobriquets: Children of the Demon City, Doombringers, Brass Tigers, Swords of Hell, The Forsaken

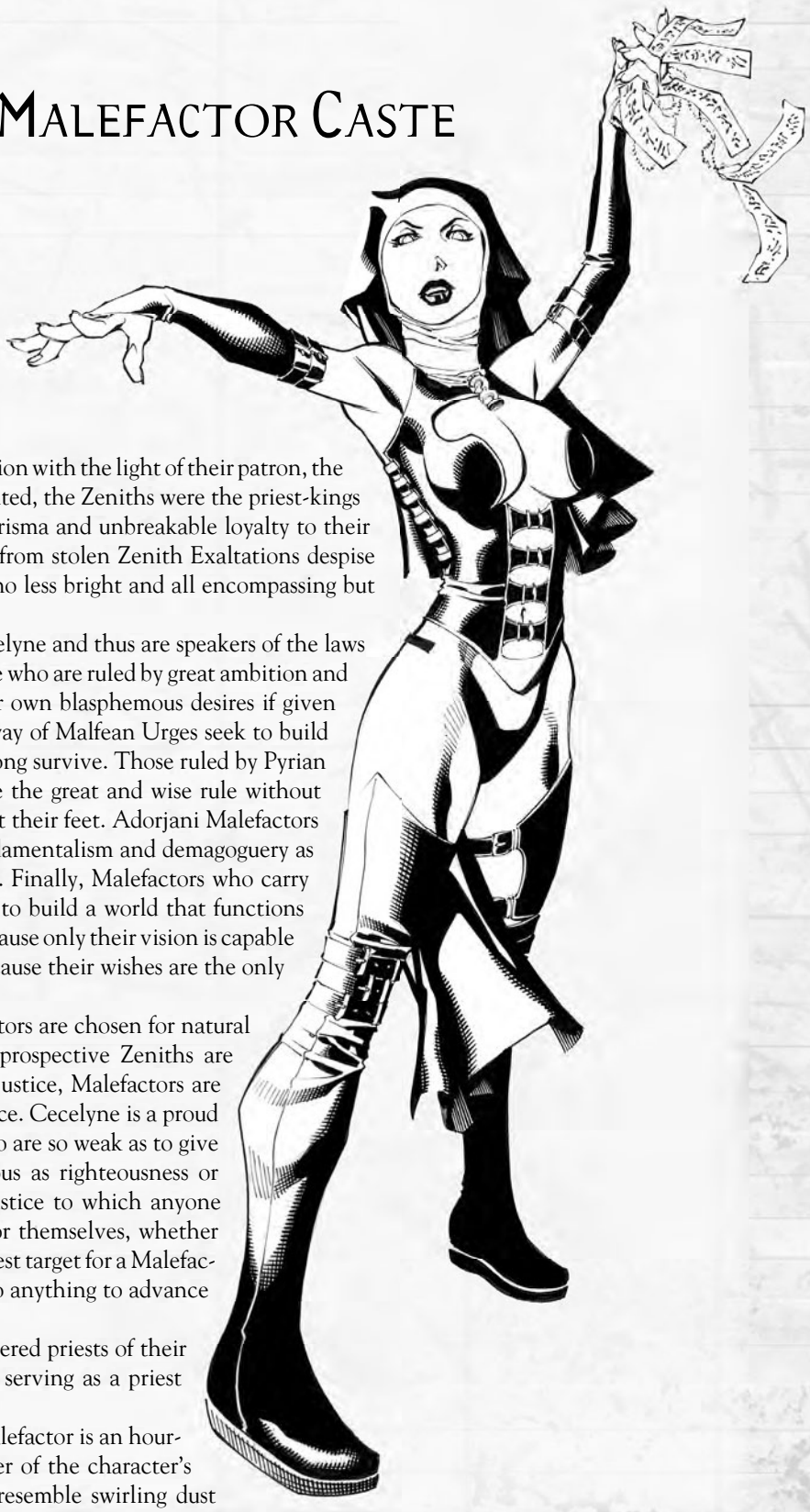
Yozi Patron: Malfeas

Concepts: barbarian warlord, corrupt city guardsman, serial killer, convicted war criminal, assassin

HIDING IS USELESS. YOU STINK OF FEAR.



Malefactor Caste



Once, the Zenith Caste proudly lit Creation with the light of their patron, the Unconquered Sun. As his most beloved Exalted, the Zeniths were the priest-kings who ruled the First Age with boundless charisma and unbreakable loyalty to their deity. Now, the twisted Malefactors reborn from stolen Zenith Exaltations despise the Unconquered Sun and serve a mistress no less bright and all encompassing but far less loving toward Creation's denizens.

The Malefactors are the Chosen of Cecelyne and thus are speakers of the laws of Hell. Malefactor Exaltations seek out those who are ruled by great ambition and who would remake all Creation to suit their own blasphemous desires if given the chance. Those Malefactors under the sway of Malfean Urges seek to build a world ruled by conflict, where only the strong survive. Those ruled by Pyrian Urges desire a world of perfect order, where the great and wise rule without concern for the selfish wishes of the rabble at their feet. Adorjani Malefactors exult in the power of leadership, seeing fundamentalism and demagoguery as the perfect tools to enact their mad designs. Finally, Malefactors who carry Cecelynian or Ophidian Urges simply wish to build a world that functions only according to their wishes, the former because only their vision is capable of building a perfect world and the latter because their wishes are the only ones that should count.

Like their Zenith counterparts, Malefactors are chosen for natural charisma and leadership skills. But where prospective Zeniths are sought for their sense of righteousness and justice, Malefactors are chosen for their sense of their own importance. Cecelyne is a proud goddess, and she would have no servants who are so weak as to give a moment's thought to anything as frivolous as righteousness or justice. Might makes right, and the only justice to which anyone is entitled is the justice they can achieve for themselves, whether through strength or cunning. Thus, the likeliest target for a Malefactor Exaltation is a leader who is willing to do anything to advance his own ambition.

While all Green Sun Princes are considered priests of their Yozi patrons, each Malefactor is capable of serving as a priest with regard to any Yozi.

Anima Banner: The caste mark of a Malefactor is an hourglass of shimmering silver sand in the center of the character's forehead. Malefactor anima banners often resemble swirling dust

devils and sandstorms of green and tarnished silver. Totems often resemble demons descended from Cecelyne.

Anima Effects: The Malefactors are the high priests of the Endless Desert, sent into Creation by Cecelyne to preach her gospel and spread her word. Once per day, a Malefactor can sacrifice a single sentient being of Creation to the glory of Cecelyne. The Malefactor must spend one mote of Essence as part of the ceremony, and his player must roll (Charisma + Performance) with a difficulty of (7 - the Essence of the victim; minimum difficulty of 1). If the sacrifice is successful, the Malefactor creates an unholy area consecrated to the Yozis centered on the spot where the being was slain, with a radius of 100 yards per success on the prayer roll. Within such an unholy area, the difficulty of all prayers to the Yozis is reduced by 2 (to a minimum of 1), the difficulty of all thaumaturgy rolls to summon a demon from Malfeas is reduced by 2 (to a minimum of 1), the difficulty to *bind* a demon is *increased* by 2 and, finally, all Charms that carry the Holy keyword require an additional two motes to activate. This desecrated site lasts until such time as the area is purified by the prayers from a priest of one of Creation's deities, and such a purification requires a number of successes on extended prayer rolls equal to (the Malefactor's successes), with each prayer roll representing one day of devoted prayer.

Additionally, as the Chosen of Cecelyne, Malefactors are charged with standing against the false religions of the traitorous gods. As her action, a Malefactor can channel 10 motes of Essence through her anima. She then glows with the unholy green light of the Yozi realm and illuminates the area around her as if it were noon. This illumination extends for (Permanent Essence x 10) yards. For the remainder of the scene (or until she allows the effect to dissipate), the Malefactor gains additional lethal and bashing soak equal to her Essence against attacks by holy beings. For the purposes of this effect, holy beings include: all gods (but not elementals) of Creation who have not been corrupted into the service of the Yozis, all Solar Exalted regardless of caste (except those who have become akuma) and all Exalted of any type who know even one Charm with the Holy keyword.

Additionally, when the Malefactor has activated this effect, her player can also add the Malefactor's Essence to the minimum number of damage dice rolled after any successful attack made against a holy being (meaning that, in most cases, the player rolls twice the character's Essence). Both of these effects automatically activate once the Malefactor has spent 11+ motes of Peripheral Essence.

Caste Abilities: Wandering mendicants whose devotion was forged in the wastes of Cecelyne, Malefactors excel at Integrity, Performance, Presence, Resistance and Survival.

Associations: Jackals, sand, the season of Fire, the color yellow, the metal gold, all demons descended from Cecelyne

Sobriquets: Children of the Endless Desert, Infernal Thunder, Quartz Bulls, Hammers of Hell, The Forsaken

Yozi Patron: Cecelyne

Concepts: defrocked priest, Yozi cultist, insane hermit, would-be dictator, autocrat

REJOICE. A NEW WORLD IS DAWNING. OLD WRONGS WILL BE REDRESSED, AND THE PROPER ORDER WILL BE RESTORED TO CREATION.

Defiler Caste



The intellectual force behind the First Age and the Solar Empire, the members of the Twilight Caste were Exalted by the Unconquered Sun to spread the light of learning, scholarship and craft across Creation. Their cunning artifacts wrought havoc among the armies of the Primordials, and their sorcerous spells (ruthlessly stolen from their Yozi prisoners) remade Creation to their whims. Those Twilight Exaltations that fell into the hands of the Yozis have now been reborn to serve the needs of She Who Lives In Her Name, a dark goddess of intellect and hierarchy who detests her Exalted servants for their hated individuality but who cannot deny their enormous utility.

The Defilers are the Chosen of She Who Lives In Her Name, and in the name of their patron, these twisted craftsmen, sorcerers and savants will rebuild a new and better Creation, one more in keeping with the design goals of its original draftsmen. Defiler Exaltations seek out hosts who understand the truth of She Who Lives In Her Name—that Creation, on some fundamental

level, is irretrievably broken and must be repaired... or else simply torn down and replaced. A common theme among Defiler Exaltations is that the recipient is one who was somehow betrayed or rejected seemingly by the entire world around him. Some lost everything they ever cared about to a caprice of fate. Some came forward with new and innovative ideas, only to be derided as cranks or set upon by mobs as heretics. Some simply spent lives of quiet fury, intuitively realizing that every setback, every opportunity missed or denied was somehow the fault of those too jealous or simple-minded to recognize the Defilers' greatness.

Those who fit in this last group are most often the recipient of Malfean Urges, and the need to revenge themselves on rivals and enemies leads the Defilers to tear down everything as a prelude to any new constructions. Defilers with Cecelynian or Pyrian Urges see themselves as the only ones capable of establishing a new paradise of perfect order, free from the chaos that has so long plagued Creation. The distinction between the two lies in the fact that Pyrian Defilers will sacrifice their own ambitions in pursuit of perfect order, while Cecelynian Defilers are much more likely to do the reverse. Adorjani Defilers are capricious idiot-savants, as likely to invent a new musical instrument that causes insanity in listeners as they are to create new spells capable of permanently rendering every mortal in an entire city a deaf-mute. Finally, Ophidian Defilers are usually demented hypocrites who seek to purge from the rest of society those temptations that they themselves would pursue most avidly.

Defilers are chosen for intellect, cunning and, above all, a willingness to change the world, regardless of the risks or consequences. Like their Twilight cousins, Defilers are driven to seek out knowledge and to use it. The chief difference between the two lies in the purposes for which the two castes would set their accumulated knowledge to use. Defilers acknowledge no ethical or philosophical limits on how knowledge should be used. Twilights are not so sanguine about reshaping the world on a whim... for the most part. (There is a reason that so many First Age Twilights were found among the akuma, after all.)

Anima Banner: The caste mark of the Defiler is a third eye that opens on the Exalted's forehead to unleash a baleful green flame that is both smokeless and heatless. The anima of a Defiler is a mixture of green and white flames, painful to the eyes to look upon. Defiler totems often resemble demons descended from She Who Lives in Her Name, although some Defilers simply surround themselves with burning white orbs of power symbolic of their mistress' glory.

Anima Power: Defilers may channel Essence through their animas as a last-ditch protective act, surrounding themselves with an impenetrable sphere of congealed Essence reminiscent of the 99,997 globes of She Who Lives In Her Name. If, after damage has been rolled, a Defiler will take damage, he may instead spend five motes of Essence to surround himself with a globe of infernal Essence in an attempt to resist the damage. Subtract the Defiler's permanent Essence from the attacker's damage successes before applying them to the Defiler's health. This power automatically activates at no cost to the Defiler when he has spent 11+ motes of Peripheral Essence.

Caste Abilities: Occultists, craftsmen and surgeons who use their intellect to twist and reshape the natural hierarchy of Creation, Defilers excel at Craft, Investigation, Lore, Medicine and Occult.

Yozi Patron: She Who Lives In Her Name

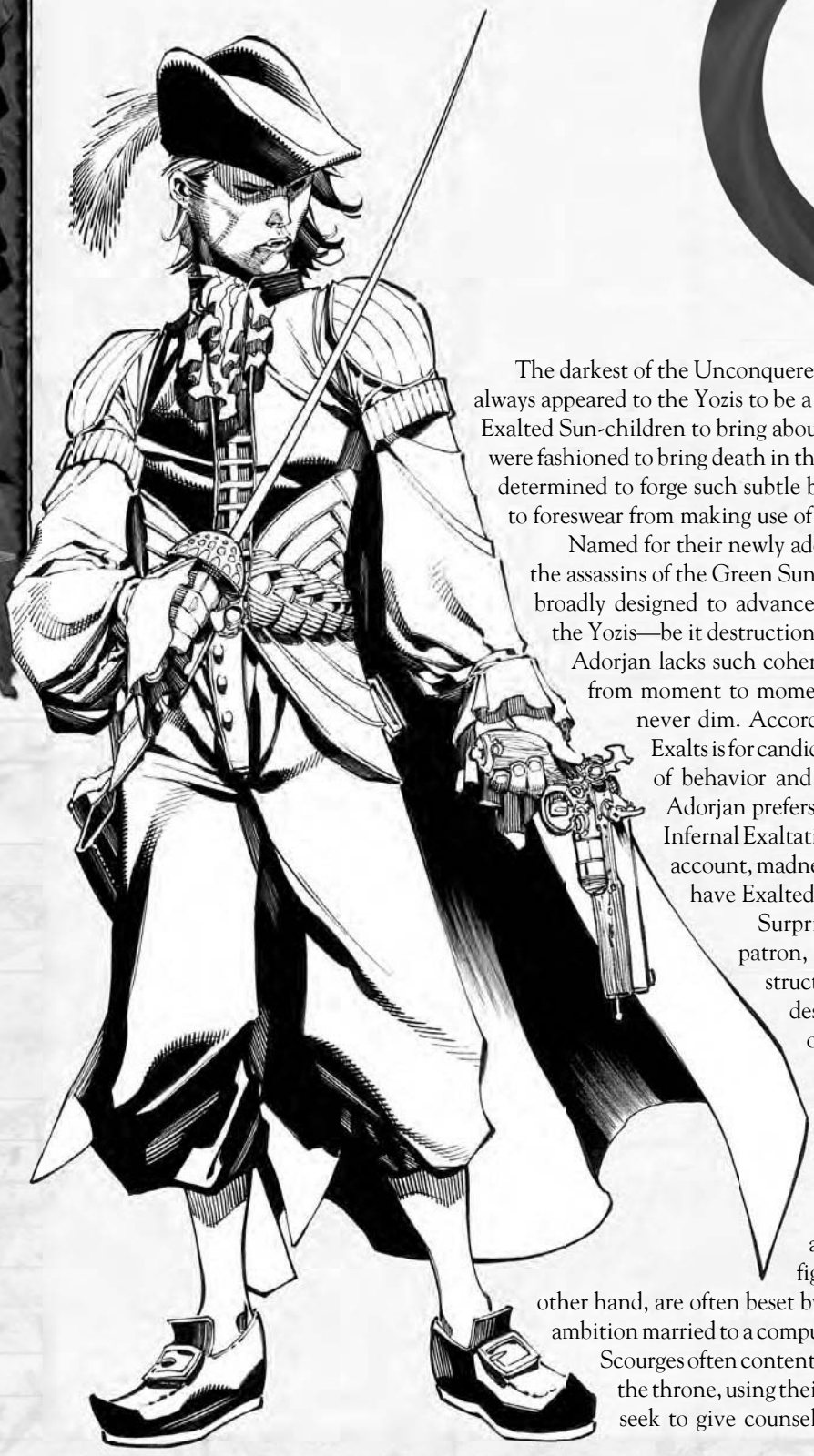
Associations: Owls, fire, glass, the season of Water, the color white, all demons descended from She Who Lives In Her Name

Sobriquets: Children of the Principle of Hierarchy, Infernal Lightning, Glass Spiders, Arrows of Hell, The Unclean

Concepts: mad inventor, demonologist, greedy surgeon, picked-upon student, ambitious courtier, heretic

True Genius knows no boundaries.

Scourge Caste



The darkest of the Unconquered Sun's children, the Night Caste Exalted always appeared to the Yozis to be a sign of the gods' hypocrisy. How were the Exalted Sun-children to bring about a "better world" when one-fifth of them were fashioned to bring death in the night? Still, if the Unconquered Sun was determined to forge such subtle but efficient weapons, who were the Yozis to foreswear from making use of them when the occasion rose?

Named for their newly adoptive mother, Adorjan, the Scourges are the assassins of the Green Sun Princes. While the other four castes were broadly designed to advance some metaphysical concept relevant to the Yozis—be it destruction, domination, conformity or corruption—Adorjan lacks such coherence of purpose. Her desires may change from moment to moment, but the intensity of her passions will never dim. Accordingly, her strong preference in potential Exalts is for candidates who are unbound by mortal constructs of behavior and motivation. Or to put it more crudely, Adorjan prefers for her Scourges to be insane. While the Infernal Exaltations do not always take this preference into account, madness does seem widespread among those who have Exalted as Scourges thus far.

Surprisingly, given the malignancy of their patron, Malfean Scourges are not as overtly destructive as one might expect, as the raging destruction imposed by the Demon City is often incompatible with the quiet urgency of Adorjan's Chosen. Those who do carry Malfean Urges are often agent provocateurs who spread destruction and chaos by quietly silencing those who would counsel for peace, restraint, compassion and forgiveness or by assembling mobs of raging anarchists and building them into deadly fighting forces. Cecelynian Scourges, on the other hand, are often beset by contradictory impulses: an overweening ambition married to a compulsive need for silence and discretion. Such Scourges often content themselves to becoming the power behind the throne, using their dark arts to remove any others who would seek to give counsel to the ruler or who would oppose their

vendettas. Pyrian Scourges turn their silent blades on those who would undermine the status quo or promote learning or free thinking, and they seek to purge Creation of music, art, debate and every other mode of expression they think might offend their patron. Adorjani Scourges are whirling dervishes of silent devastation as unpredictable as their patron. Finally, Ophidian Scourges deliver death to any who simply dare to stand between them and their forbidden pleasures.

Scourge Exaltations seek out potential hosts who have no fear of death, whether suffering it or causing it, and psychopaths are common choices, if not preferred. Many Scourges hail from criminal backgrounds, but some are secretive scholars or devious courtesans. Cunning, guile and ruthlessness are prized traits among the Scourges.

Anima Banner: A Scourge's caste mark manifests as a blood-red circle similar to the mark of the Night Caste but which slowly rotates in imitation of the swirling path of Adorjan. The anima of a Scourge is a mixture of green and red light that whirls around the Exalt in utter silence. Scourge totems resemble demons descended from the Silent Wind.

Anima Power: Like their Night Caste cousins, Scourges have the power to mute the effects of their own animas. Whenever a Scourge spends Peripheral Essence, he can spend one additional mote to prevent the expenditure from adding to his anima banner. If the Peripheral Essence was spent to activate a Charm with the Obvious keyword, the Scourge must spend twice the normal Essence cost to prevent any addition to his anima banner.

The Scourge can also use his anima to conceal his own movements. By spending five motes, the Scourge can render himself utterly silent for up to a scene. He can choose to talk or deliberately make a sound, but otherwise, nothing he does will make any noise. While this power is active, the Scourge adds his permanent Essence in automatic successes to all Stealth-related rolls in which silence plays a part. This power does nothing to prevent others from perceiving the Scourge through other means.

If the Scourge spends 10 motes, he can surround himself with a zone of perfect silence that covers a radius of (Essence) yards from his person. No one within this radius can make any sort of mundane sound save by the Scourge's will. However, while a victim seized and garroted while this power is in effect cannot cry out and be heard, if she, for example, throws a dagger or some other object outside the effect's radius, any such noises will be heard as usual. Also, this power will *not* interfere with the casting of sorcery or necromancy spells in any way, even those that require some verbal utterance as part of their casting, nor will it interfere with Charms or any other supernatural effects that have auditory components, such as Demon-Wracking Shout (see pp. 147-148).

Caste Abilities: Bringers of quiet death in the night like their patron, Scourges excel at Athletics, Awareness, Dodge, Larceny and Stealth.

Yozi Patron: Adorjan

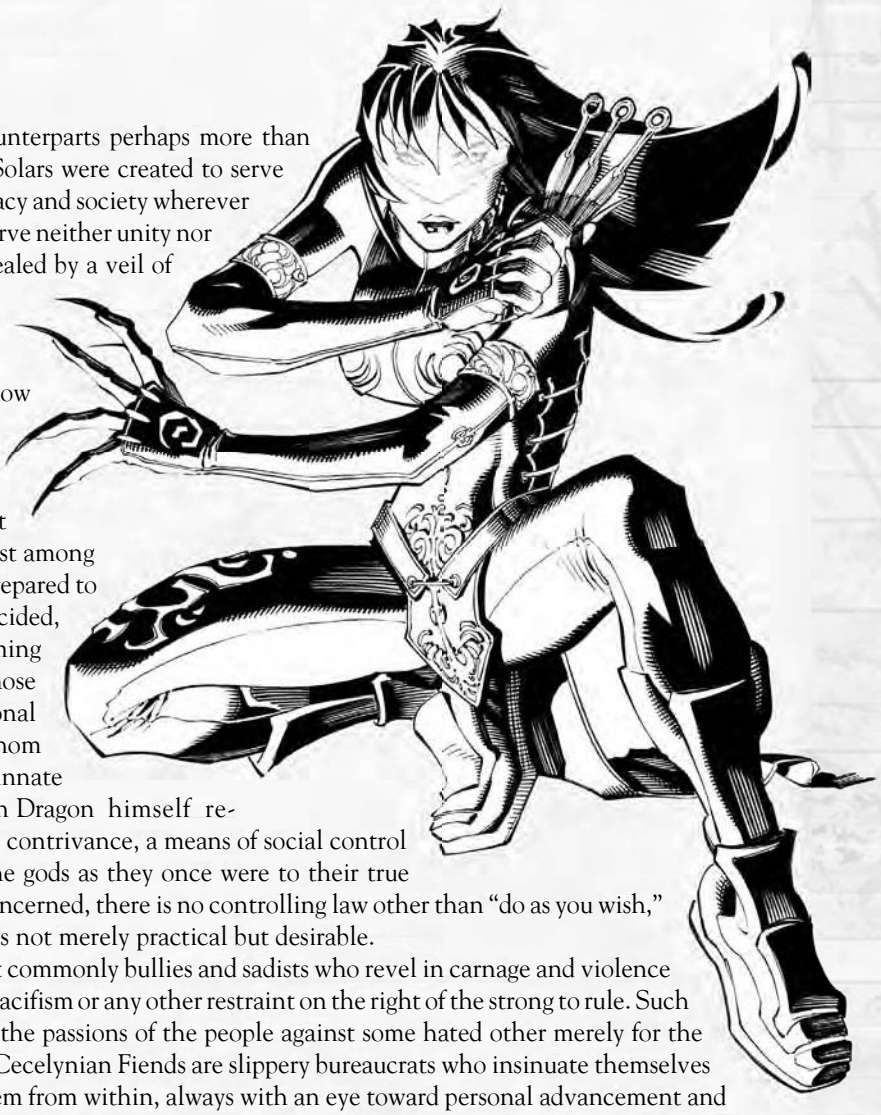
Associations: Raitons, winds, basalt, the season of Air, the color red

Sobriquets: Children of the Silent Wind, Hushbringers, Basalt Wolves, Daggers of Hell, The Wretched

Concepts: assassins, criminals, malcontents, victims of bullying, abused spouses

THE TIME TO STRIKE DRAWS NEAR. REMEMBER, MEN, NOT A SOUND AND NO SURVIVORS.

Fiend Caste



The Fiends deviate from their Solar counterparts perhaps more than any other Infernal caste. The Eclipse Caste Solars were created to serve as agents of unity and order, spreading diplomacy and society wherever they went. The Chosen of the Ebon Dragon serve neither unity nor order but only their own selfish desires concealed by a veil of false diplomacy. For it is the nature of the Ebon Dragon to transgress boundaries, to defy order and to exalt the self over the community at every turn. Fashioned in the image of the Shadow of All Things, the Fiends cannot help but spread disunity and chaos wherever they roam.

The Fiends are the Chosen of the Ebon Dragon, the architect of the Yozis' great plan, and as such, they assert a position of first among equals. Whether any of the other castes are prepared to recognize any such question has yet to be decided, but that does not stop the Fiends from claiming the position. Typical Fiends are chosen from those who defy social conventions and hold traditional moral values in contempt, individuals for whom the casual lie and the easy manipulation are as innate to the character's self as breathing. The Ebon Dragon himself rejects morality as Yu-Shan defines it as a mere contrivance, a means of social control designed to render humans subservient to the gods as they once were to their true Primordial masters. As far as the Fiends are concerned, there is no controlling law other than "do as you wish," and manipulation of others to get one's way is not merely practical but desirable.

Fiends who carry Malfean Urges are most commonly bullies and sadists who revel in carnage and violence and who demonstrate nothing but hatred for pacifism or any other restraint on the right of the strong to rule. Such Fiends often serve as warmongers, inflaming the passions of the people against some hated other merely for the pleasure of watching the ensuing bloodshed. Cecelynian Fiends are slippery bureaucrats who insinuate themselves into existing power structures and destroy them from within, always with an eye toward personal advancement and the destruction of any rivals. Pyrian Fiends manipulate bureaucracies and social structures against those who seek to change them for the better, turning would-be reformers into pariahs and outcastes. Adorjani Fiends manipulate on a more personal scale, crushing their enemies (real or imagined) by insinuating themselves into their targets' lives and then taking everything from them. Finally, Ophidian Fiends perfectly reflect the Ebon Dragon's contempt for morality. They typically

work to spread transgressive sins among the populace for no other reason than to watch society collapse under the weight of its own debauchery.

Fiends, like Eclipse Caste Solars, are chosen from those skilled at social interaction. The Unconquered Sun chooses Eclipse Castes to use such skills to bring peace and stability. The Fiendish Exaltations, guided by the wry malice of the Ebon Dragon, seek those who will do the opposite—the selfish, the venal, the gadflies and the corrupt. The ability to lie with utter impunity and a willingness to do so, often when the truth would better serve, is prized among Fiends.

Anima Banner: The caste mark of the Fiend is a black disk so dark that it hurts mortals to gaze upon. The anima of a Fiend is a mix of dark greens and purples, dominated of course by the purest black. Fiend totems tend to resemble demons descended from the Ebon Dragon.

Anima Power: While their Yozi masters no longer have the power to directly manipulate the destinies of Creation-born, the Fiends still have the power to sanctify oaths in a manner conceptually similar to that of the Eclipse and Moonshadow Exalted, drawing upon their status as agents of the architects of Creation itself. The mechanical effects of the Fiend oath are functionally identical to the oaths sanctified by members of the Eclipse and Moonshadow castes.

In addition, the Yozis are, in many ways, the personification of inauspiciousness, and they have granted their diplomats the power to remove the burden of existing Eclipse and Moonshadow oaths and transfer the penalty for any transgression onto the Yozis, for whom such penalties have no purchase. By committing five motes to a person who has sworn an oath sanctified by an Eclipse Caste Solar or a Moonshadow Caste Abyssal, the Fiend can free the oath swearer from the effects of violating that oath, but only for as long as the Essence remains committed. The Fiend can end the commitment at any time. Violations of the oath that took place while the Essence was committed will have no effect on the oath breaker, but if he violates the oath again once the Essence is withdrawn, he will suffer the normal effects of violating an Eclipse or Moonshadow oath.

In other words, an oath swearer's continued immunity to the effects of his oath are entirely dependent on the Fiend's continued largesse. This power can also be used to protect one who has sworn an oath sanctified by any deity of the Celestial or Terrestrial Hierarchies or sworn to the Fair Folk. However, a Fiend cannot shield an oath breaker from the effects of breaking the oath unless the oath was sanctified by a being (Exalt, deity or Fair Folk) whose Essence is less than that of the Fiend himself. Also, under no circumstances can a Fiend use this power to circumvent the oaths of surrender that bind the Yozi themselves and their demonic offspring.

Finally, Fiends, like their Solar and Abyssal peers, are talented generalists and can learn Charms from any type of Exalt or from spirits. The only limitation is that a Fiend can never use any Charm that carries the Holy keyword. She can learn holy Charms as prerequisites to other Charms that are not intrinsically holy, but holy Charms activated by Fiends automatically fail to function. As with Eclipse and Moonshadow Caste Exalted, the cost for learning non-Infernal Charms is equal to double the normal cost for a Favored Charm, and each such Charm costs an additional two motes to use. Fiends may not begin play with any non-Infernal Charm without Storyteller permission.

Fiends, understandably, are protected by diplomatic immunity in the Yozi realm just as Eclipse Caste Solars are, and they also serve as honored diplomats in both the Underworld and the courts of the Fair Folk. They carry no such immunity in the spirit world, where gods will almost certainly slay Infernal Exalts on sight once they realize what such strange beings are.

Caste Abilities: Cunning and seductive manipulators, Fiends excel at Bureaucracy, Linguistics, Ride, Sail and Socialize.

Yozi Patron: The Ebon Dragon

Associations: Serpents, shadows, obsidian, Calibration and the season of Wood, the color black, the descendants of the Ebon Dragon.

Sobriquets: Children of the Shadow of All Things, Dissonant Voices, Vitriol Falcons, Quills of Hell, The Deceivers

Concepts: roving pirate, gambler, bored dilettante, scheming courtier, con man, cult leader

IN THESE UNCERTAIN TIMES, THE EMPIRE CAN LITTLE AFFORD TO SUPPORT SUCH A RADICAL COURSE. MORE THOUGHTFUL DELIBERATION IS CALLED FOR, NOT RASH ACTION.


STOP LYING! I KNOW SHE WAS HERE! TELL ME WHERE SHE WENT!
I ASSURE YOU, I DON'T KNOW. I NEVER MET THE WOMAN YOU–
THUNK!
LYING BASTARD!
THIS HAS GONE FAR ENOUGH, MONSTER!


CRACK!
RRRAAA!!!
WAIT, WAIT!
BOOM
FINE THEN. I'LL JUST KEEP LOOKING.

CHAPTER FIVE
CHARMS

A captured and wounded Solar Exaltation provides the raw material for every Green Sun Prince but not their power. Instead, they tap into the Charms of every Yozi who has contributed to them. Unlike Solar akuma, who are effectively "normal" Exalted with a few extra tricks, Green Sun Princes have been changed into something wholly new, more akin to newborn Yozis than fallen Lawgivers. Even the Abyssal Exalted have not been changed so much from their Solar origins. Just how far the newest champions of Hell can grow into their gifts and transcend their vestigial humanity remains to be seen.

Learning Infernal Charms

Each Yozi has absolute mastery of its own Charms, including many higher Essence Charms up to and including those requiring Essence 10. In addition, the Yozis are very skilled at adapting the Charms of their siblings to their own themes and expressions of power. Thus, all the former Primordials benefited from the geas preventing divine rebellion even though Cecelyne first developed this magic. However, the geas that shields Malfeas exerts overwhelming fear rather than irresistible social taboo, while the Ebon Dragon's variant causes all attacks to fail and strike nothing but empty shadows rather than preventing the attacks from happening in the first place. Charms that are specific to the proprietary themes of one Yozi should not be transplanted to others without an excellent justification, since doing so dilutes the unique nature of each titan. Adapted Charms can't be taught to anyone, even the Yozi's own Infernal servants.

A fetich may tap into the magic of its Yozi self, but a scene of such access costs one dot of Willpower that can only be regained by waiting one month per dot spent without using any Infernal Charms. A demon reduced to zero Willpower perishes utterly, imposing fetich death on its overself. Thus, the Yozis are understandably reluctant to lend their power to their hearts except in the most dire circumstances. Fetiches can't create new Infernal Charms and may only wield those Charms that their greater selves permit them to use. Binding



a fetich does not compel the Yozi to give such permission. Non-fetich Third Circle demons can teach their Yozi's Charms to those capable of learning them, but they can't use the magic themselves.

Behemoths created by the Yozis may wield whatever Infernal Charms their Primordial creators saw fit to include in their design. Generally, only the oldest and strangest of these monsters wield such powers, and they seldom have more of these Charms than their Essence rating. None can create new Infernal Charms or teach them to others, and most can't learn new ones. Of course, these are only rough guidelines. Behemoths are unique entities by definition.

An akuma can learn the Infernal Charms of his master in addition to his native Charms, but he requires his master or a Third Circle component soul to teach him these foreign powers. Akuma can't create new Infernal Charms. They can teach these powers to those capable of learning them, however. Akuma always favor their patron's Charms in addition to whatever they favor from their original Exalted type, paying the experience cost for favored native Charms.

Green Sun Princes work differently. Once a Yozi personally teaches **any** of its Charms to one of Hell's Chosen, the door opens for **all** Green Sun Princes to learn **any** of that Yozi's Charms, even without a teacher. Once opened, this door can't be closed, which is a major source of reluctance from the Yozis who have not yet decided to take part in the Green Sun Prince initiative. Infernals can't learn Charms for Yozis they can't access or Charms one Yozi adapted from study of a sibling, even if taught by someone who knows the Charm. Fiends are an exception and may learn the Charms of prohibited Yozis as foreign Charms using their anima power, though this does not unlock that Yozi's Charms for all Green Sun Princes. They can teach Infernal Charms to anyone capable of learning them and cannot learn the Charms of other beings except through effects like the Fiend anima power.

Unlike their akuma cousins, Green Sun Princes can even create new Infernal Charms for Yozis who have opened their Charms to them, though creating a Charm automatically grants that Charm to the governing Yozi. The Ebon Dragon uses this fact to convince other Yozis to join the initiative, offering the sadistic pleasure of upgrading themselves through the horrid ingenuity of the Exalted.

Structure

Unlike the Charms of Creation's Exalted that supernaturally augment innate aptitudes or trained competency, Infernal Charms draw directly on the properties and power of individual Yozis. Thus, each tree encompasses a wide array of disparate effects joined by common thematic elements and symbolic associations rather than the linear breakdown of Abilities.

Infernal Charms do not require minimum trait ratings apart from Essence. For those Charms that gain additional effects once a character's Essence improves to a defined

Reclamation Conspirators

The first five Yozis to pool their resources and create the Green Sun Princes each claimed one of the castes for themselves. Kimbery was too wary to join in time to challenge the others for a caste but enthusiastically signed on to the project after witnessing a test duel between a trio of Infernals and her own dread akuma champion Dukantha. This book does not reveal if any other Yozis belong to the Reclamation, in order to leave room for Storytellers to add as many as they want for their series without feeling obligated to allow any more Charm sets for Green Sun Princes.

Kimbery's Charms are not included in this book due to space limitations. Thematically, she is a master of all things aquatic, poisonous and corrosive, whether literally or metaphorically. More information on her powers will appear in future supplements.

threshold, this number becomes the Charm's new minimum Essence rating. Charms that may be repurchased at higher Essence ratings also reset their minimum Essence to the new threshold. Charms retain their original minimum Essence solely for the purpose of calculating the experience cost of Combos (see below). If a character teaches a self-upgraded Infernal Charm to another character, the student learns the Charm in its simplest form first, so an Essence 2 Charm remains an Essence 2 Charm even if it has upgraded to an Essence 4 Charm due to the Infernal's growing enlightenment. Repurchases requiring higher Essence must be taught as per the higher Essence minimum.

Many Infernal Charms still require (Attribute + Ability) rolls to determine the success of effects. Thus, Infernals who fail to improve mundane competency sabotage their magical development.

Charm Conflict

When a Infernal Charm comes into conflict with another Charm's effects and an opposed roll becomes necessary to determine which one wins, use the highest (Attribute + Ability) dice pool associated with the Infernal Charm's use. Typically, these traits are based on the dice pool rolled to activate the Charm. When either of these traits is unclear, use (the determined trait + Essence) for the Infernal Charm user against the ([Ability or Attribute] + Essence) of the opponent. For Infernal Charms that have neither an Attribute nor Ability associated with them, the Infernal's pool is (Essence x 2) against the ([Ability or Attribute] + Essence) of the opponent. Incidentally, this resolution also applies to spirit Charms that only have a minimum Essence.

Charm Limits

Like Solar and Abyssal Charms, Infernal Charms can't add more dice to an (Attribute + Ability) pool than the actual (Attribute + Ability) used for the roll. This is a limitation of Infernal Charms rather than of their Chosen. Accordingly, akuma with a lower inherent dice cap use the limits for Infernal Charms when using such magic and follow their inherent limits otherwise. Dragon-Blooded akuma do not have to pay a wrong-aspect one mote surcharge when activating Infernal Charms (as these Charms do not have an elemental aspect), but neither may they use Reflexive Infernal Charms freely without counting as a Charm activation.

Overall, Infernal Charms tend to be roughly equal in power to Solar or Abyssal Charms requiring the same minimum Essence, though they are often more specialized and more potent within that specialization to compensate. As the minimum Essence of these Charms rises, they focus more on reshaping reality and performing "big picture" effects closer to sorcery or the upper reaches of Sidereal Martial Arts than Lawgiver Charms. The Yozis themselves approach omnipotence within the bounds of their themes and associations, exceeding the Incarnae in raw mystical power. Though the Unconquered Sun could probably defeat a Yozi in single combat if unconstrained by the divine geas, he can't do things like birth a new world, erase entire swaths of existence in a single blow or lay a death curse horrific enough to corrupt his enemies and their successors to the end of time. In spite of their cosmic power, Yozis remain vulnerable to those who can understand and exploit the imperfections of their natures as the Exalted did during the Primordial War.

Much as they might wish otherwise, the Yozis can't take back the power they bestow. The use of a Yozi's Charms in no way depends on the cooperation of that being, though fetich death radically transforms and replaces their Charms with more appropriate effects for most wielders. The Principle of Hierarchy has definitively calculated that Green Sun Prince Exaltations would preserve a dead Yozi's Charms intact, warding that titan from suffering final death as a Neverborn or suffering net power loss as a result of fetich death so long as a single Green Sun Prince lives to preserve the seed of her former self. True death into a Neverborn would certainly have catastrophic implications on a slain titan's Charms that the Yozis do not understand or want to discover. Yozis are permanently immune to harm from their own Charms, but they can and do hurt one another. However, Yozi Charms can't kill their own kind past fetich death. Only the Chosen of the gods are so monstrous.

Combos

Both Green Sun Princes and akuma can build Combos of their Infernal Charms. The experience cost to do so is (minimum Essence + 1) experience points per Infernal Charm in the Combo. These Combos follow most of the same rules as standard Combos. However, the fact that Infernal Charms aren't divided into categories by trait means that Infernal supplemental, extra action and simple Charms can be freely added to any Combo so long as they can improve or create the same action(s). Even Charms belonging to

different Yozis may be Comboed together in this fashion. Like spirits, the Yozis themselves do not need to purchase individual Combos and may freely use any of their Charms in conjunction according to Combo rules without any additional exertion of will.

Some Infernal Charms can supplement more than one sort of action. When such a Charm is put in a Combo with a simple or extra action Charm, it often restricts the way the more flexible Charm can be used.

Characters who know Infernal and non-Infernal Charms may Combo them together, but this does not broaden their applicability. Thus, a supplemental Melee Charm can only enhance a Melee-based attack, even if it is placed in a Combo with an Infernal extra action Charm that can flurry any type of physical attack. The experience cost for such Combos is based on the trait minimums required for all non-Infernal Charms, plus the experience associated with each Infernal Charm in the Combo as noted above.

Infernal Martial Arts

Lunar akuma who favor Martial Arts may learn Sidereal Martial Arts from a Sidereal sifu for a flat 12 experience points per Charm. Sidereals aware of this perk do not speak of it, nor do they care to ponder the legends of First Age Lunars wielding these styles. Dragon-Blooded akuma can learn Celestial styles for the same experience cost as Terrestrial styles without requiring Enlightenment Charms and no longer need to make rolls to activate Celestial Form-type Charms. Solar akuma can learn Sidereal styles from non-Sidereals who know them. The Yozis have nothing to offer Sidereal akuma from a martial arts perspective; the lotus already flowers to perfection within them.

Green Sun Princes can learn Terrestrial and Celestial Martial Arts. Unlike Celestial akuma, Hell's Chosen lack the native connection to Creation's principles to access the Blossom of the Perfected Lotus by any means. Due to their Celestial style cap, Green Sun Princes have no way to gain Essence 6+ Martial Arts Charms except by expanding their hero style (see pp. 157-163).

New Keywords

Blasphemy: Charms with this keyword snarl the Tapestry when activated in Creation or Yu-Shan, triggering alerts in the Loom of Fate and the Realm Defense Grid's central control room that each display the Charm's basic effect, the Infernal's Essence rating and the location where the Charm was activated. How the forces of Heaven respond generally depends on available resources and the relative threat posed by the incursion, but any use of these Charms invites some possibility of intervention by Sidereal demon hunters or their often-unwitting pawns in Creation. As a very rough benchmark, Storytellers can roll one die and dispatch a Celestial intervention if the result is less than or equal to the Charm's minimum Essence. Teams responding to blasphemy Charms with a minimum of Essence 7+ will almost certainly include Aerial Legion reinforcements or comparably deadly forces. Unless the Infernal uses a Charm that seems to threaten Creation as a whole, she can at least count on finishing the current scene before any response team arrives.

More locally, players of all gods and Celestial Exalted within a mile of a blasphemy Charm activation make a reflexive (Perception + Occult) roll at difficulty (10 – the Infernal's Essence rating) for the characters to mystically sense the waves of Infernal Essence radiating from the Exalt for the duration of the Charm. This numinous awareness typically manifests as pain, nausea or vertigo but inflicts no actual penalties. However, characters who can feel the presence automatically succeed on all attempts to track the Infernal, pierce her Stealth with Awareness or otherwise know the tainted Exalt's exact location relative to their own position. Charms cannot conceal or disguise an Infernal from individuals who sense her presence unless they explicitly state they are capable of doing so. Observers whose players fail the roll to sense a Blasphemy Charm can make additional attempts with miscellaneous actions, but the difficulty increases normally for retrying. Blasphemy effects that are also Sorcerous (see below) do not necessarily betray the Infernal's location. Instead, the Blasphemy radiates from the target(s) and the center of any affected area.

Desecration: Infernal Shaping Charms with this keyword inflict mutations on targeted beings. These effects are modeled with Wyld mutations, examples of which can be found on pages 288-291 of **Exalted**, pages 207-209 of **The Manual of Exalted Power—The Lunars** and pages 144-148 of **The Compass of Celestial Directions, Vol. II—The Wyld**. Mutations imposed through Desecration Charms are considered internal mutations and do not inhibit a creature's viability in Creation or Essence potential unless they state otherwise. Any positive mutations *permanently* imposed on a character are considered a Training effect costing (mutation points x 2) experience points. Permanent negative mutations inflicted with Desecration Charms may offset this cost by their (mutation point cost x 2) experience points, but these cannot reduce the experience required below 0. The experience cost discount can be banked and applied toward the cost of future positive mutations. No combination of effects that includes Desecration Charms can bestow more dots of *temporary* positive mutations than the target's (Willpower + Essence). The mutation points associated with each category are: 1 (pox), 2 (affliction), 4 (blight), 6 (abomination), -1 (deficiency), -2 (debility) and -4 (deformity).

If the target of a Desecration Charm is not already a creature of darkness, the only mutation that can be bestowed is that deformity (which helps offset the experience cost of positive mutations as normal). The mutant becomes a native of Malfeas vulnerable to and unable to use Holy effects. Targets marked by this mutation or who are creatures of darkness already may be further mutated in any way permitted by the Desecration Charm in question. Note that Infernals can't impose mutations that a being isn't capable of having. For instance, Essence Channeler can't be given to a being that already wields Essence. The Storyteller may also decide a

particular mutation is inappropriate for a given target even if no rules prohibit the combination. All mutations should be thematically appropriate to their Infernal source. Even a gift of beauty is ultimately alien and probably at least mildly disturbing; Erembour is nearly as beautiful as Venus but not quite so desired.

Holy: This is an existing keyword that bears special mention. As a point of clarification, creatures of darkness can't use Holy Charms under any circumstances and both types of Infernal Exalted are inherently creatures of darkness. They may learn Holy Charms solely to satisfy prerequisites but gain no other benefit from doing so. This limitation really only matters for once-righteous akuma, as no Infernal Charms have the Holy keyword. Charms that can be used in ways that do not have the Holy keyword may be learned and activated in those ways. Holy options remain unavailable.

Apart from inability to use Holy effects and increased vulnerability to such magic, creatures of darkness are no more "evil" as a result of the label itself. In practice, the beings judged enemies of Creation by the decree of the Unconquered Sun are named such because they really are wicked and dangerous. However, as some kindly ancestor spirits demonstrate, not all creatures of darkness mean harm to the world, even if cosmologically associated with a power inimical to divine law.

Messianic: A Charm with this keyword requires the character to have a minimum rating in the Cult Background (listed with the Charm's Essence minimum) to use it. No Cult rating is needed to learn the Charm, however. Permanent Charms are never Messianic.

Sorcerous: Charms with this keyword channel Essence according to the patterns the Primordials negotiated amongst themselves when they seared the principles of sorcery into the Wyld's shinmaic substrata. As such, these Charms may be countered or dispelled by appropriate effects as if they were spells with a circle based on their minimum Essence: 1-3 (emerald), 4-5 (sapphire) and 6+ (adamant). Necromancers may also dispel Sorcerous Charms without their countermagic losing a circle of relative potency, provided they do not have an Essence rating lower than the Infernal's rating at the time the Sorcerous Charm was activated. On the plus side, these effects require no commitment of Essence to sustain, even those with Duration greater than instant. However, their creator can't deactivate such effects at will unless stated otherwise. Countering a Sorcerous Charm does not release any sort of Essence backlash unless noted. During the Primordial War, Solar and Lunar Exalted developed specialized Charms to dispel sorcerous effects; these anti-Primordial techniques fell out of favor with the advent of sorcery among the Exalted, since countermagic spells were both easier to learn and more efficient.

Velocity: Some Adorjani Charms with durations longer than Instant have this keyword, requiring that the Infernal maintain a minimum speed. If the character spends longer than one tick moving slower than this limit, the Charm automatically deactivates (but may be reactivated). Note that this means actual movement. Running in tight circles does not count; the beginning and end of the character's movement path each tick must be spaced no closer than the distance the Infernal Exalt may cover with a Move action. Riding on a mount or vehicle also doesn't count—the character's speed must come from his own power and means of locomotion. The most common Velocity requirement is that the character must continuously dash at maximum possible speed.

Excellencies and General Charms

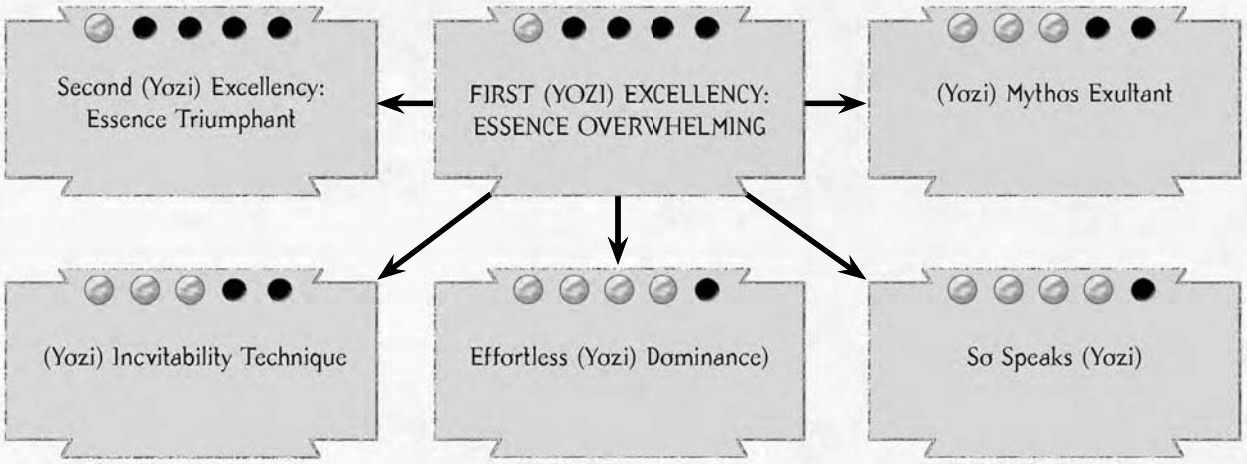
Given the unusual structure of their Charms, Infernals do not wield Excellencies in the same way as most Essence users. Their First Excellency applies in situations based on thematic relevance rather than the combination of traits involved. Their Second Excellency builds on the First as a prerequisite to expand its scope rather than enhance actions on its own. Infernals lack any analogue to the Third Excellency, as their masters still have difficulty conceptualizing the possibility of failure despite the outcome of the Primordial War. Each iteration of a general Charm belongs to the appropriate Yozi and is favored accordingly.

First (Yozi) Excellency—Essence Overwhelming

Cost: 1m per die; **Mins:** Essence 1; **Type:** Reflexive (Step 1 for attacker; Step 2 for defender)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: None

Like their lesser creations, the Yozis can channel Essence to make themselves more competent at tasks. Befitting their nature, however, the Yozis do not think in terms of innate talent or learned skill (i.e., Attributes or Abilities), but rather according to the concepts they embody. Thus, Malfeas is mightiest when he takes a direct approach, while the Ebon Dragon must act indirectly and subtly to exert his full glory. So long as the action in question meets the criteria established for the Yozi in question, this Charm can enhance actions using any combination of Attribute and/or Ability. Only one iteration of First (Yozi) Excellency may improve a given action.

The Storyteller should adjudicate the applicability of this Charm as he would judge applicability of specialties and stunts, rewarding players who work to stay in theme and denying those who would push these Excellencies into universally applicable bonuses. As always, clear and consistent rulings will go a long way to keeping players happy. Infernals must learn each Yozi's Excellency separately. **Furthermore, a character can and must purchase each version of the Charm a number of times equal to her Essence rating as a Training effect when she first learns the Excellency or upon raising her Essence later.** Consequently, each



Excellency taken at character creation needs two Charm slots (assuming Essence 2), so players should plan Charm selections accordingly.

First (Yozi) Excellency adds dice to enhance valid actions using the same costs and rules as the First Excellency of the Lawgivers (see **Exalted**, pp. 183). If the action uses only an Attribute or Ability and not a combination of the two, the dice limit is the (used trait + Essence) instead. The italicized words and phrases in the descriptions below provide the core themes of each Yozi purview. The more of these relate to a given action, the more likely that a Storyteller should consider the action eligible for enhancement with the Excellency.

Malfeas: The fallen King of the Primordials is *arrogant*, *cruel* and given to *excessive* displays of *obvious* force for the chance to show off and the *sadistic* joy he feels when enemies and allies look upon him in *awe* and *terror*. He is *vast* and full of *hate* toward those who betrayed and imprisoned him, seeking *vengeance* with *indiscriminate callousness* to the *collateral damage* he inflicts on the innocent. The Demon City is *resilient* and *strong* enough to lift the world or *crush* it underfoot. The green fires raging in his heart *blight* the very Essence of everything they touch, marking the world with his *wrathful glory*. He holds *authority* over all things wise enough to bow before the world's creators.

Characters may apply this Charm to any actions in which they choose the *ostentatious* or *overkill* approach over merely adequate solutions. Any intentional subtlety or display of restraint makes this Excellency inapplicable, including adding less than half the maximum possible dice bonus to a roll (rounded down). Note that force does not necessarily equate to violence. A forceful seduction in which an Infernal confidently orders a prospective paramour to accompany him rather than cajoling or flattering her can benefit from this Charm just as readily as a stomp delivered to a prone enemy's face. Strangely, the power of Malfeas may also enhance any Performance action to dance or create music. These are the secret pleasures of the Demon City that embarrass Ligier.

Cecelyne: The Endless Desert is *patient* and *deliberate*. She *holds back*, *amassing* resources until she can *overwhelm* her opposition. Her law places the *strong over the weak*, celebrating a doctrine of *arbitrary* and *capricious hypocrisy*. She demands *reverence* from allies and enemies alike and works *terrifying and wondrous miracles* to expand her *worship*. She is deeply *insightful* into the *desires and failures* of others and owns those whose *wishes she fulfills*. She *borders everything and eternity*, so everyone *comes to her* in time. Her heart *overflows* with *desolation*, turning all around her to literal or metaphorical *wasteland*. When her patience runs out or her plans reach fruition, her rage is *sudden* and *shocking*.

Characters may apply this Charm to any actions in which they build on *prior planning and effort* to succeed more *thoroughly* or *carefully*. Cecelyne's Excellency also assists actions that *give others what they want* in order to *influence and ultimately own* them. She also helps *punish* those who break a deal or betray their loyalty to the Infernal or his laws. The Charm may assist any attempt to *amass* or *jealously protect* resources that are *directly useful* to the Exalt's *established plans*, but has no power to help spur-of-the-moment whims, acts of meaningless self-indulgence or displays of truly selfless altruism. The Endless Desert helps Infernals *endure unrelentingly harsh conditions*, whether physical or social, as well as resist challenges to their long-term plans. The Charm does not help characters resist random misfortune, nor can it thwart actions of those advancing an agenda unrelated to the Infernal's long-term goals.

She Who Lives In Her Name: The Principle of Hierarchy is *methodical* and *meticulous*. She *analyzes every variable* and chooses the most *efficient* and *orderly* method by which to achieve victory. Her *utilitarianism* is *absolute* and *consistent* as *clockwork*. She is as *brilliant* as she is *alien*, *cold* and *unfeeling*. Her violence is *dispassionate* and *perversely pure*, unmotivated by sadism and yet capable of *systematically disassembling* every obstacle in her path *without the slightest remorse*. She *builds* and *improves structures* of all kinds and abhors chaos, randomness and free will in all its forms. She finds excessive



effort wasteful and prefers to apply the *minimum exertion necessary* to attain the desired outcome. Her *directives* are *fascist* and *totalitarian*, but *ruthlessly fair*. She has no moral restraint against deception, nor any attachment to honesty, but her nature must choose the most *expedient* method even when it is not the solution that best matches her talents. She demands *perfection*, especially from herself.

Characters may apply this Charm to actions that *create new order* or *reinforce existing order* in any way, as well as actions that encourage others to *join and loyally follow* any *hierarchical organization*. She Who Lives In Her Name enhances efficient actions that demonstrate *appropriate use of force*; her power does not aid half-hearted or excessive efforts. Showing empathy for individuals invalidates that action for enhancement, though empathy toward society or another collective structure is permissible. The Charm enhances actions carried out *methodically* and *logically* but not improvised or unconventional solutions. Spreading chaos is never allowed, but ineffective organizations and policies may be *dismantled* to pave the way for a better order.

Adorjan: The Silent Wind is *restless*, *always in motion* and *never satisfied*. She expresses the *inevitability* that *bad things happen* regardless of who you are or how many backup plans you have. She is *catastrophe* and *calamity*, the *unconsidered variable* that *shreds the best-laid plans* of Yozi and Exalt alike. She *kills because it is her nature* to *hurt everything* she touches, not because she revels in suffering. More than any of her siblings, Adorjan is *insane* and *encompasses contradictions*. Adorjan *scours* her enemies, *breaking* them to *enlighten* them, even if the lesson proves fatal. Her actions display *vicious whimsy*, especially toward the complacent and comfortable. She loves *purposeful chaos* that *exposes the flaws* in systems and *lays low the proud*, but she *abhors chaos for the sake of chaos* as much as she *abhors stasis*. She is a *balancing force* of *wickedness* against the excesses of the righteous. Her *depredations inspire heroes* to reach their full potential through the *crucible of tragedy*, invariably *ruining their lives* in the process. *Greatness* is the worst curse her touch imparts. She inflicts more pain on those she loves than those she hates. *No one expects her*. She *refuses to be understood* and torments those who try.

This Charm can enhance any action that causes unexpected or *sudden* harm, such as *surprise* attacks or attacks that are part of flurries. Actions that create ongoing *discomfort* or *take away sources of comfort* also fall under the purview of the Silent Wind. Socially, her attacks tear away Intimacies rather than building them, teaching people to *let go of attachments* and worries rather than continue meaningless cycles of love or vengeance. The behaviors she compels are mad and invariably *disturbing*, but she does not care how the minds of others break. Adorjan's power may be applied to any actions that help tear down structured society or spread *anarchy*, regardless of the reasons or methods for doing so. The Charm can't assist actions that are planned in great detail in advance, though it is permissible to do something whose consequences will not manifest until a later time. Actions motivated by insanity may only benefit from Adorjan's touch when there is some greater and immediate purpose behind them (even if the meaning isn't communicated to other characters). The Silent Wind embodies the madness of the *freed mind*, not an idiot's babbling.

Ebon Dragon: The Shadow of All Things is *Other*, not wholly of the world nor fully alien to its precepts like the Neverborn. He is *self-indulgent* and *without conscience* but can be trusted to act with *enlightened self-interest* at all

times, making him the most *dependable* and trustworthy of the Yozis so long as those dealing with him don't forget his nature. He *corrupts* and *seduces* others away from virtue and honor because these concepts are poisonous to him rather than because he wants to enlighten or enslave. He genuinely believes the universe should be darkened until it approaches his *unholy perfection*, but his *warped magnanimity* hides a deeper and greater *hatred of all light*—literal or metaphoric. The Ebon Dragon is *hollow*, assembling his *semblance of identity* from *lies*, *copied mannerisms* and observed *vices*, constantly *recreating himself* in the image of whatever *offends* and *frightens* his adversaries the most. Moreover, he is *The Nemesis*, finding greater joy in *thwarting the dreams of others* than advancing his own agenda. Whereas the Silent Wind brings agonizing freedom to others, the Ebon Dragon *can't abide his own restraint*, whether by prison walls or social mores.

This Excellency enhances actions that attack morality, break established moral codes or cheat in lieu of playing fair. This includes most *criminal* acts, except in societies where crime functions with the knowledge and quiet approval of the reigning government. Direct and intentional *violations* of the laws of Yu-Shan or the dictates of Cecelyne always offer chances for *antagonism*. The Shadow of All Things gleefully *turns heroes into villains* or reveals to a self-styled heroine how her actions *were actually villainous* all along. While a character with this Excellency experiences confinement or restraint, the Charm can only enhance actions that help him *break free* from that immediate imprisonment until he has done so. The Charm also can't assist actions that knowingly help anyone else more than they help the Infernal, even when he still stands to *profit* a great deal. A third limitation is that the character can't use the Charm when being honest, unless revealing a *horrid truth* that will *hurt* or *debase* the listener. Finally, all actions must show subtlety, if not outright guile. Choosing a brazen course of action over a subtle one forfeits any opportunity to use this Charm. In these restrictions, the Ebon Dragon's Excellency offers the most and least freedom of any Yozi.

Second (Yozi) Excellency—Essence Triumphant

Cost: — (2m per success); **Mins:** Essence 1;
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Appropriate First (Yozi) Excellency

Purchase of this Charm expands an Infernal's capacity to wield the First Excellency, allowing her to add successes in lieu of or in addition to adding dice. Every bonus success added this way counts as two bonus dice toward the maximum bonus the Charm may add, like a Combo of the First and Second Solar Excellencies. The addition of successes in all other ways uses the same rules as the Second Excellency of the Lawgivers (see **Exalted**, p. 184). Note that the Ebon Dragon does not have a version of this Charm, having developed Shadow Spite Curse instead (see pp. 148-149).

Charm Concept: Infernal Excellencies

Many players may initially balk at the prospect of paying two Charm slots for a single Excellency and having it turn into what amounts to an eight or ten experience point surcharge on each dot of Essence advancement thereafter. Consider that the six listed Excellencies aim to do the work of 25 Excellencies available to Exalted with Ability-based Charms and nine for Lunars and Alchemicals. What Infernals lack in variety they gain in the far broader versatility of each Charm.

The system is also designed to discourage players from branching out to get many different Excellencies for all contingencies, especially in games where the Reclamation includes more than the five listed Yozis. Nothing stops a player who wants to cover everything, but such an individual quickly falls behind those who specialize and use teamwork to combine their powers within a coven.

(Yozi) Mythos Exultant

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Appropriate First (Yozi) Excellency

Yozis revel in the exercise of their purview, drawing power from the very strategies they use to spread that power through Creation. This Charm may be purchased once for each First (Yozi) Excellency the character knows, though she can only enhance a given action with one of the versions. Whenever the Infernal succeeds while stunting on an action that could benefit from the appropriate Excellency, she may choose to receive the alternate rewards listed below instead. Characters may partake of these awards even if they did not use the pertinent Excellency to assist the action, just so long as doing so was an option.

Malfeas: Exercising unrestrained force stokes the flames at the heart of the Demon City, doubling any motes awarded for the successful stunt.

Cecelyne: The Endless Desert is a creature of balance, forming the dividing line between Creation and Malfeas, the finite and infinite. A successful two or three point stunt provides Willpower in addition to motes, rather than forcing the character to select one or the other.

She Who Lives In Her Name: The flame-filled spheres of the Transcendent Hierarchy know their purpose, individually and especially jointly as part of a greater identity. The Infernal doubles any Willpower points awarded by the stunt.

Adorjan: The Silent Wind defines her path as a field of opposition over which she must scour her legend. Her passage is death. One perceived target within (Essence) yards suffers

dice of unsoakable lethal damage equal to the stunt rating from flensing breezes that swirl around him. Magical beings may reduce the raw damage by one die per three motes spent, sheltering their souls within an ablative layer of Essence.

Ebon Dragon: The Shadow of All Things is an unstoppable force of antagonism. Unlike the permutations of other Yozis, the Ebon Dragon's version of this Charm may enhance the stunt itself rather than its reward, converting the bonus dice into bonus successes. If the stunt succeeds, the character has already reaped the rewards of his dark glory and gains nothing further.

(Yozi) Inevitability Technique

Cost: — (1wp); **Mins:** Essence 3; **Type:** Permanent
Keywords: Shaping
Duration: Permanent
Prerequisite Charms: Appropriate First (Yozi) Excellency

The Yozis exist beyond fate, warping the flow of causality merely through the lightest touch of their cosmic infinitude. Whenever an Infernal activates the appropriate First (Yozi) Excellency to improve a rolled action, she may pay an additional Willpower to lower the enhanced action's target number to 6. This benefit is not cumulative with other effects that reduce target number. The Shaping effect of this Charm warps reality as a whole rather than any individual target; the improved Excellency use does not itself become a Shaping effect. Infernals with Essence 7+ no longer need to spend Willpower to benefit from this Charm; such characters automatically drop the target number of rolled actions to 6 whenever they use the appropriate First (Yozi) Excellency.

Effortless (Yozi) Dominance

Cost: —; **Mins:** Essence 4; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Appropriate First (Yozi) Excellency

The more a Yozi uses its power to affect an encounter, the more its Essence begins to saturate the area and harmonize it with the fallen titan's efforts. This Charm may be purchased once for each iteration of First (Yozi) Excellency the character knows. Each iteration of Effortless (Yozi) Dominance triggers whenever the Infernal activates its prerequisite, cumulatively reducing the subsequent cost to do so in the scene by one mote, to a minimum cost of zero motes.

For example, if an Infernal uses First Kimbery Excellency to add three dice to a roll, this costs three motes. The second use of that Charm in the scene to add another three dice to an action costs only two motes, and so on. Note that the progression of cost reduction only depends on the number of times the Charm gets used rather than the number of motes spent on any activation. Even a zero mote Excellency use requires a standard Charm activation to do so.

So Speaks (Yozi)

Cost: 3m, 1wp; **Mins:** Essence 4; **Type:** Simple
Keywords: Combo-Basic
Duration: One scene
Prerequisite Charms: Appropriate First (Yozi) Excellency

The Yozis do not need to think to express their natures. They simply act, and success flows through that action. This Charm may be purchased once for each iteration of First (Yozi) Excellency the character knows. While active, So Speaks (Yozi) allows an Infernal to use its prerequisite as an innate power rather than a Charm activation. If the Infernal also knows the appropriate Effortless (Yozi) Dominance, he can choose whether to pay the full cost of the Excellency to wield it innately or use it as a Charm to enjoy the cost reduction. The same rules apply if any other effects reduce the Excellency's cost.

Malfeas

Hardened Devil Body

Cost: —; **Mins:** Essence 1; **Type:** Permanent
Keywords: Stackable
Duration: Permanent
Prerequisite Charms: None

Though the Yozis are beyond awareness of most damage, let alone threatened by it, their servants can only manage to embody a fraction of this durability. This Charm may be purchased a maximum number of times equal to the lesser of (Stamina or Resistance). Each purchase gives the Infernal three additional -2 health levels and one extra -4 level.

By Pain Reforged

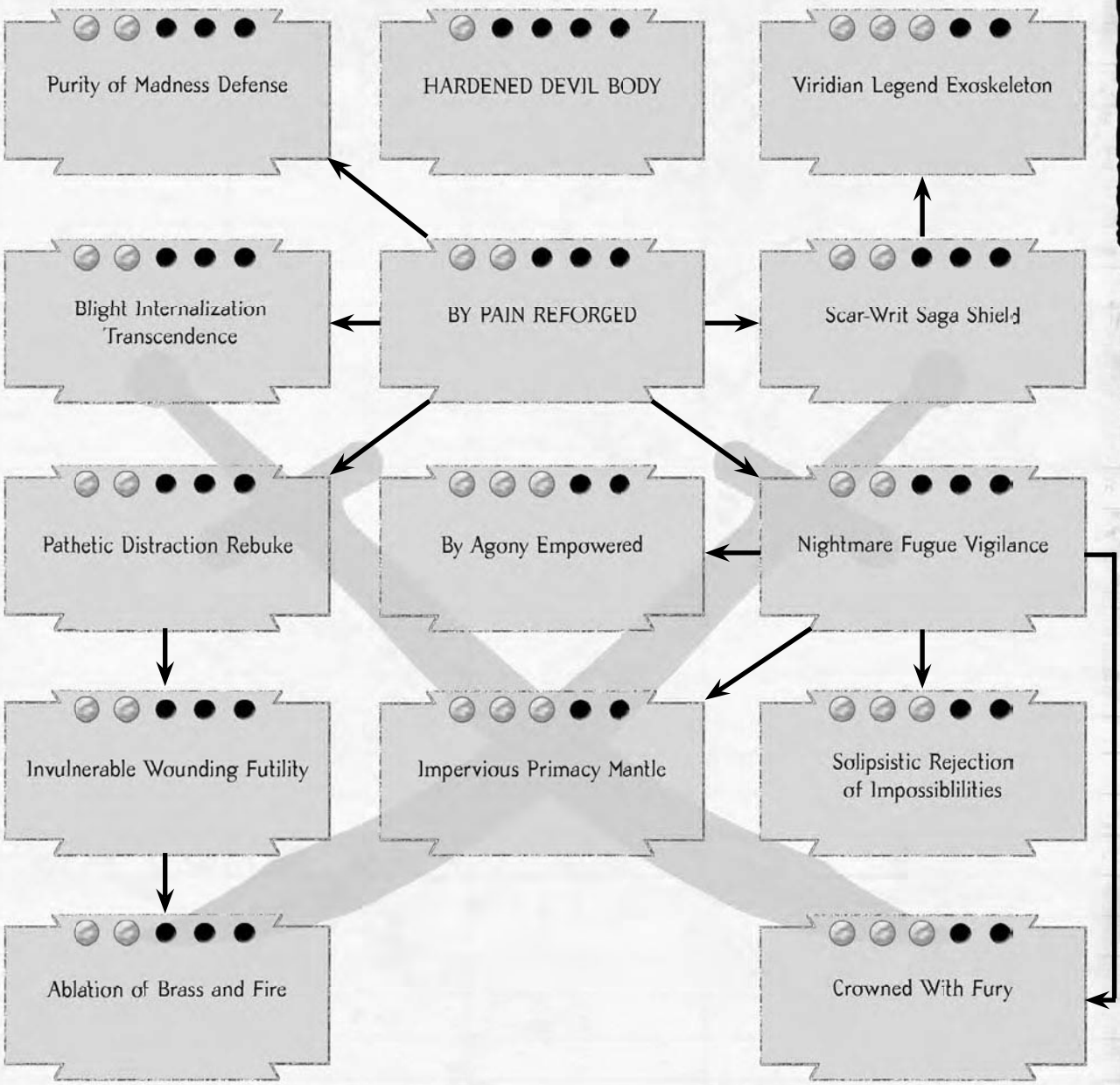
Cost: 1hl; **Mins:** Essence 2; **Type:** Reflexive
Keywords: Combo-OK
Duration: One scene
Prerequisite Charms: None

Pain puts life in perspective, pushing aside all other distractions. This is the simplest truth Malfeas has learned from his imprisonment within himself. Use of this Charm allows an Infernal to ignore all negative effects associated with bashing damage she has suffered. Such injuries do not cause wound penalties or slow her down in any way. If reduced to Incapacitated by bashing wounds, she does not fall unconscious, but remains fully aware as further bashing trauma converts to lethal. Aggravated and lethal injuries penalize characters protected by this Charm normally. When this Charm ends, all suspended penalties resume immediately.

Purity of Madness Defense

Cost: — (1 Limit); **Mins:** Essence 2; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: By Pain Reforged

The Demon City is his own architect and does not abide the designs of other artists marring the blueprints of his will. Whenever the Infernal would be altered by a Shaping effect that qualifies as an attack (see **Exalted**, p. 179), that effect becomes Obvious to his senses so he can make an informed decision before permitting or rejecting the change. Resistance perfectly negates the changes at the cost of gaining one point of Limit from the strain of asserting inviolability. Infernals



with Essence 3+ may also use this Charm to stop Shaping effects from altering any owned inanimate object within three yards, though each change to each separate object requires another point of Limit to stop.

Blight Internalization Transcendence

Cost: 1m; **Mins:** Essence 2; **Type:** Simple
Keywords: Combo-OK
Duration: One season
Prerequisite Charms: By Pain Reforged

When compared with the corrosive, cosmic power of Malfeas, most diseases bore Infernal Exalted. Upon activating this Charm, the Infernal becomes infected with a variant of Final Viridescence (see the "Green Sun Wasting" sidebar, p. 110) that resists all treatment, magical or otherwise. The character automatically fails all checks to mitigate or end the malady's effects. However, once the disease fully runs its course and "kills" the Infernal, his fever breaks, and his disfigured flesh sloughs off to reveal pristine healthy tissue underneath. Not only does the character make a full and immediate recovery, he also becomes immune to all Sickness effects for one season. The breaking of a character's fever does not heal any actual injuries or aid the character apart from reversing the effects of his illness and granting lasting immunity.

Scar-Writ Saga Shield

Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: By Pain Reforged



Malfeas does not quietly accept his tortured inversion, but builds up calloused layers and folds them in a vain attempt to seal his wounds and inoculate against future injury. Such efforts cannot achieve their goal, but incidentally toughen the Demon City further. The first purchase of this Charm raises the character's natural lethal soak to her Stamina rating (rather than half) and gives her bashing Hardness equal to her Stamina.

The second purchase of Scar-Writ Saga Shield requires Essence 3+ and adds the character's Essence rating to her natural bashing and lethal soak. Her Hardness remains unaffected.

An Infernal needs Essence 4+ to buy this Charm a third time, at which point her natural bashing and lethal Hardness increase to match her natural soak. Additionally, attackers with a permanent Essence at least four dots less than the Infernal can no longer inflict minimum damage to her with their attacks if they fail to penetrate her soak.

Viridian Legend Exoskeleton

Cost: 10m, 1wp; **Mins:** Essence 3; **Type:** Simple (Speed 7)
Keywords: Combo-Basic, Obvious
Duration: One scene
Prerequisite Charms: Scar-Writ Saga Shield (x1)

A fine patina of blue-green tarnish rapidly spreads like mold over the character's body, flaking away to reveal a more durable layer of shining brass etched with maddening spiral patterns and Old Realm characters that tell the stories

Green Sun Wasting

This disease, sometimes called Scalp-Shed Tonsure, is a supernatural infection without a natural vector. Only Malfeas Charms may impose this deliberate and wholly unnecessary form of suffering on the world. See **Exalted**, page 151, for basic rules on infections. Green Sun Wasting follows these rules except as stated.

Virulence: As listed for the Charm causing the infection. Most causes of Green Sun Wasting are perfectly virulent in that the victim receives no roll to avoid infection and must overcome it through treatment or his own immune system.

Morbidity/Treated Morbidity: These both begin at the Essence rating of the malady's source rather than 1 like mundane infections, but continue to increase each day normally.

Symptoms and Duration: The first stages of infection appear like extreme sunburn, itchy but hardly unbearable. Within an hour, hot sores appear around the wound, and the victim's hair begins to fall out in small clumps. The sores rapidly worsen into cancerous boils and pulsating sarcomas that reduce the victim's effective Appearance by one dot per day until cured (as far as to Appearance 0). As the infection progresses, organs necrotize and liquefy as a bloody slurry defecated along with actual wastes. This illness is among the most painful and grotesque ways a person can die. Natural animals will not attempt to scavenge the remains of any being killed by Green Sun Wasting, though demons descended from Malfeas find such meat delectable.

Treatment: Green Sun Wasting is often a death sentence for those without access to magical healing. The rare medicines needed for treatment regimens increase the Resource cost to four dots per treatment and five for the difficulty to gather the ingredients with Survival.

Special: This sickness can infect spirits and Fair Folk as if they were Exalted. All victims accrue a penalty of -1 per hour from growing discomfort, to a maximum of -4. Once mortals actually begin to die, they are at -8 instead. A far deadlier version of Green Sun Wasting also exists called Final Viridescence. This malady affects Exalted and other supernatural beings as if they were mortals. Unlike its lesser counterpart, Final Viridescence can't be treated with mortal medicine alone, though sufficiently tough Exalted may still throw off the infection through their own supernatural constitutions.

of Malfeas and foretell the punishments he would inflict upon his enemies. Players of observers literate in Old Realm receive a three-die bonus on all Occult rolls to know such facts while they can see the Infernal. These characters glow pale green, impairing their bearer's stealth as per a four- to seven-mote anima banner display.

Viridian Legend Exoskeleton is not studied for its luminous history lessons, however. The exoskeleton of living brass provides powerful armor with the following statistics: Soak +10L/+10B, with no mobility or fatigue penalty. This organic alloy has Hardness equal to its soak against attacks made without help of a Charm or artifact weapon. By default, this Charm is incompatible with other armor.

Infernals with Essence 4+ may purchase this Charm a second time, allowing the exoskeleton to grow around and reinforce existing armor. This hybrid armor can't be removed while the Charm is active and has the combined soak of the two armors, the best Hardness values between the armors, no fatigue or movement penalties and all other powers either armor possessed (such as Hardness equaling soak against nonmagical attacks). This purchase also increases the Charm's duration to Indefinite.

Pathetic Distraction Rebuke

Cost: 3m; **Mins:** Essence 2; **Type:** Reflexive (Step 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: By Pain Reforged

Having been humbled once, Malfeas is not keen to repeat the experience. This Charm enhances any attempt to parry an incoming attack, allowing the Infernal to ignore all penalties that apply to her Parry DV (regardless of which Ability or weapon she uses to block). If the Exalt has By Pain Reforged active, she also adds the greatest wound penalty she should suffer as a bonus to her Parry DV and can block lethal or ranged attacks with an unarmed parry.

Infernals may purchase this Charm a second time, in which case, each use of Pathetic Distraction Rebuke cumulatively reduces the cost to do so again by one mote until the Exalt's next action. For example, the cost to defend against a flurry with four attacks would be six motes (3m + 2m + 1m + 0m).

Invulnerable Wounding Futility

Cost: 3m; **Mins:** Essence 2; **Type:** Reflexive (Step 9)
Keywords: Combo-OK, Counterattack
Duration: Instant
Prerequisite Charms: Pathetic Distraction Rebuke (x1)

The foolish and the mad sometimes beat their fists against the impregnable walls of the Demon City as though they might crack anything but their own hands. The meaningless rhythms of their blows soothe the Yozi's raging heart to laughter. Invulnerable Wounding Futility momentarily hardens the Infernal's body into a passive weapon upon which attackers crash and break.

This attack destroys nonmagical projectiles but is far more effective against close-combat attacks, where the rebounding force of the blow can actually inflict injuries. The attacker suffers raw bashing damage equal to (the Infernal's soak against the incoming attack - the raw damage of the incoming attack). This value can't be lower than the Infernal's Essence rating or the raw damage of the original attack, whichever is less. This counterattack may be soaked normally but is considered an undodgeable and unblockable attack for the purposes of valid defenses.

Invulnerable Wounding Futility only retaliates against attacks and does not lessen their damage, and it can't respond to an attack the Infernal completely dodged. Completely parried attacks determine their raw damage for the purposes of this Charm using the weapon's base damage without any attack successes.

Ablation of Brass and Fire

Cost: 4m; **Mins:** Essence 2; **Type:** Reflexive (Step 2)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Invulnerable Wounding Futility

In his torment, Malfeas sheds constant layers in a vain effort to expand past his oaths. The wholesale destruction of a single layer and its inhabitants to push out unwanted injury is as inconsequential as the natural shedding of dead skin. By use of this Charm, an Infernal confidently steps into the path of an attack and chooses for it to hit him full on. The deliberateness of his interposed self perfectly parries the attack regardless of whether it is normally blockable. This Charm can also defend against any environmental hazards (including falling), though it must be activated at each interval at which the hazard inflicts damage. This Charm is a form of parry, not a soak, so the attack doesn't count as having hit when it uselessly impacts the Infernal's body with a spray of sparks and brass shavings. This Charm suffers the Imperfection of the Demon City (see sidebar).

Imperfection of the Demon City

The Demon City is only invulnerable within itself, so Malfeas constantly seeks to crush the other Yozis with his layers. Being of equal infinitude, such ambitions avail nothing. Because of this, however, all active perfect defenses granted by Malfeas Charms only function in an area that has been deliberately developed for habitation or use. The level of development is irrelevant; the most primitive mud hut village or farmstead is just as viable a battleground as the plazas of Nexus or the palaces of Yu-Shan. Infernals can intuitively sense when they cross the border between protected and unsafe territory (or vice versa).

Nightmare Fugue Vigilance
Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: By Pain Reforged

The Infernal exists at the cusp between sleeping and waking, unable to shake the nagging suspicion that everything she experiences is merely a dream. She truly slumbers only to commune with her subconscious and then only to refresh her psyche in contemplation of terrible things. This Charm permanently improves the character so that she ignores all penalties from sleep deprivation and can always stay awake without a roll. However, when she does choose to sleep, she suffers an internal penalty of -1 on all rolls to regain Willpower upon awakening from the disturbing content of her dreams.

By Agony Empowered
Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Nightmare Fugue Vigilance

This Charm permanently improves By Pain Reforged, allowing that Charm to ignore deleterious effects from lethal damage. In addition, if lethal damage would reduce the Infernal below Incapacitated while he is using By Pain Reforged, the damage does not continue into his Dying levels, instead upgrading existing lethal wounds into aggravated damage. Once the Infernal has aggravated wounds in all health levels, further damage can mortally wound or kill him normally.

When purchased, By Agony Empowered does not mitigate penalties imposed by aggravated damage. Infernals with Essence 5+ may ignore even these penalties, fighting to the last breath without any sign of slowing or acknowledging their wounds.

Impervious Primacy Mantle
Cost: — (4m per scene); **Mins:** Essence 3;
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Nightmare Fugue Vigilance

It is inconceivable that another could hold authority over Malfeas, no matter what oaths spilled from his mouth in momentary forgetfulness of his omnipotence. Accordingly, he treats any mental influence framed as a command as an unacceptable order. Social attacks framed as supplication or humble suggestions bypass this defense, though any insincere displays necessitate the attacker use Manipulation rather than Charisma. The Storyteller remains final arbiter over whether a given attack bypasses this Charm or not.

The basic defense of this Charm presents more of an inconvenience to social adversaries, who can easily stunt around it if they can swallow their pride or cultivate a taste for caustic irony. Against these clever opponents, the Infernal may reflexively spend four motes to add his Essence to his Dodge MDV for a scene.

Solipsistic Rejection of Impossibilities
Cost: — (1+ Limit); **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Nightmare Fugue Vigilance

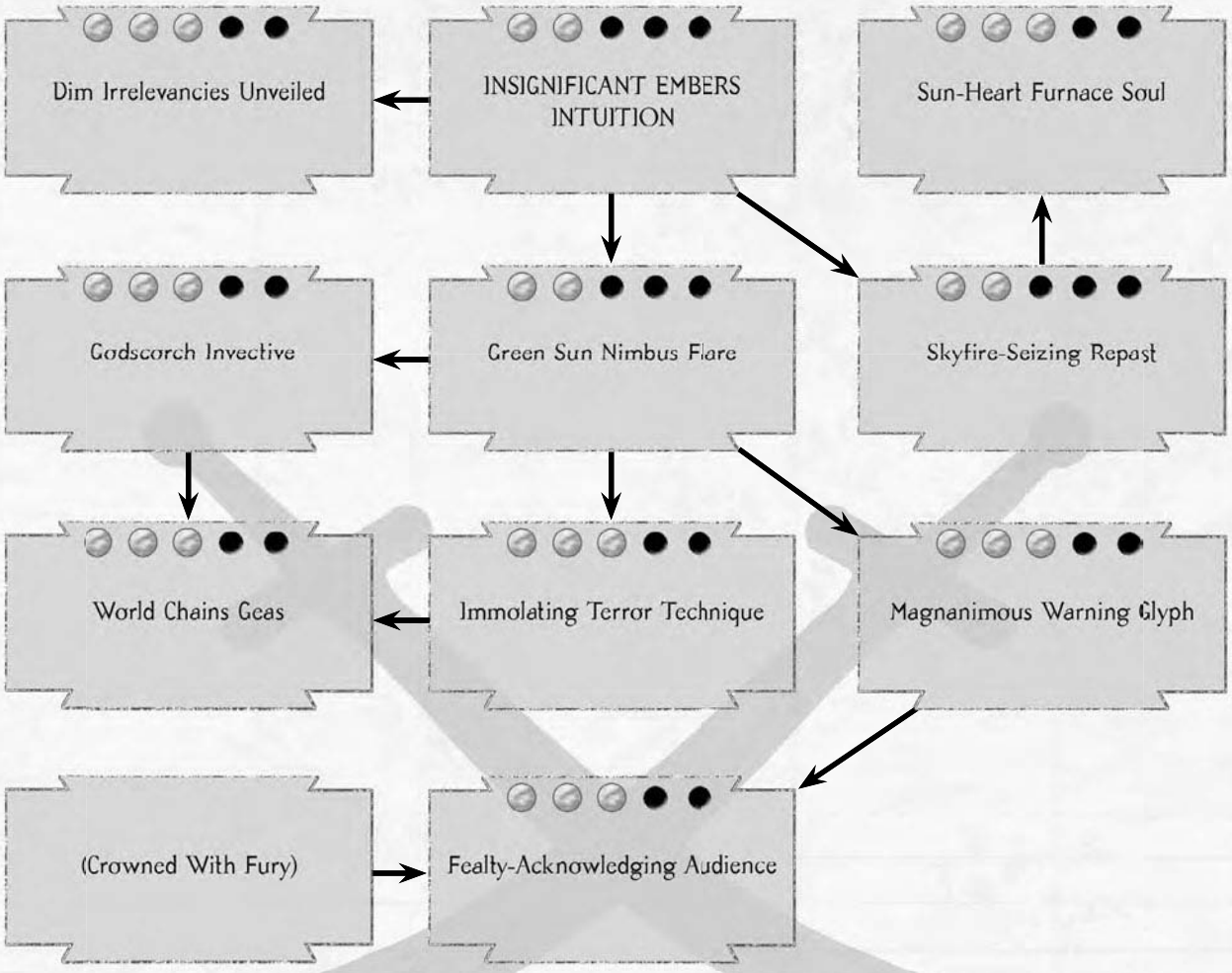
When Infernals really stop to consider their power, it becomes obvious that no one else's perspective or opinion actually matters. Sadly, the world is mad without its king and insistently dares otherwise. The nagging contradiction weighs on an Infernal's mind, gradually twisting her sanity inside out until it can once more recall the irrelevance of others. Whenever an Infernal with this Charm would spend one or more Willpower points to resist any form of mental influence, she may reflexively gain one point of Limit instead. She gains an extra Limit as usual if this is the first time she resisted unnatural mental influence in a scene. This Charm does not function during Limit Break. Only in the grip of true madness can Malfeas consider the terrible possibility that the universe might contain more perspectives than his own.

Crowned With Fury
Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: Obvious, Social
Duration: Permanent
Prerequisite Charms: Nightmare Fugue Vigilance

Malfeas is not a patient Yozi. He can certainly wait when he must, as his surrender and imprisonment attest. However, the nature of the Demon City abhors the restraint implicit to inaction in any form. Whenever an Infernal who knows this Charm makes a social attack that would be considered an unacceptable order if defended against with Impervious Primacy Mantle, the attack becomes an unnatural mental influence costing one Willpower to resist. Flickers of hateful green fires emanate from the Infernal's eyes and mouth while using this Charm, curling up to hint at the outlines of a burning crown upon his brow ornamented with the central jewel of his caste mark. This display fades as soon as the Infernal finishes speaking his attack. This enhancement is not optional.

Insignificant Embers Intuition
Cost: 2m; **Mins:** Essence 2; **Type:** Reflexive
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: None

The heart of Malfeas burns jealously, invisible tongues grasping like talons at the lesser flames smoldering in other souls. This Charm enhances any standard (Perception + Awareness) roll to notice sensory details about a targeted being. In addition to whatever other information the character notices with any threshold of success, the Infernal also discerns the strength and aspect of the target's Essence relative to his own. The Storyteller should communicate this information numerically, even though the experience is more abstract and typically involves some form of personalized synesthesia.



Anyone observing this Charm in use may notice a momentary green glint that flashes in the Infernal's eye with a reflexive (Perception + Awareness) roll at difficulty 4. This telltale sign does not make the Charm Obvious, so astute observers will have to draw their own conclusions. This Charm is not a means of bypassing stealth and costs no motes when activated by Infernals with Essence 4+, though it still requires a Charm activation.

Dim Irrelevancies Unveiled

Cost: — (1m); **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Insignificant Embers Intuition

Some subordinates may accomplish acts worthy of notice from time to time. Whenever anyone uses any Essence-fueled supernatural power within (Essence x 10) yards, roll the Infernal's (Perception + Awareness) at a difficulty of (8 - the power user's Essence rating, minimum 1). Success means the Infernal senses where the power was activated relative to himself and the effect's minimum Essence. If he wishes further information, he may pay one mote to make the scrutinized effect Obvious to his senses, though doing so causes his eyes to flash like Insignificant Embers Intuition. Insignificant Embers Intuition may be used to enhance this Charm's activation roll, providing more information about the effect's aspect and the overall power of its source.

Dim Irrelevancies Unveiled only reveals the location where a power was activated and does not track the source even if the power is ongoing.

Skyfire-Seizing Repast

Cost: 1wp; **Mins:** Essence 2; **Type:** Reflexive (Step 8)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Insignificant Embers Intuition

The Green Sun beats hot on the continental districts and world-impaling skyscraper manses of the Demon City, yet it does not scorch the mirrored brass and garish verdigris entwining every wall and roof. Infernals with this Charm may similarly absorb and dissipate the damage inflicted by purely energy-based attacks. Examples include fire and other concentrated elemental Essence, Essence cannon fire or an Abyssal's Crypt Bolt Attack but not effects such as Death of Obsidian Butterflies. Skyfire-Seizing Repast can't defend against Holy attacks. Use of this

Charm against a valid damage source reduces the post-soak damage by the Infernal's Essence. If this reduces the damage pool to zero dice, the attack is completely absorbed into the Infernal's anima and flares the banner to one level of display brighter than it was before, leaving her untouched. Otherwise, the remaining damage penetrates the anima flare normally. The Infernal also regains motes equal to the lesser of (her Essence x 2) or the (original post-soak damage of the attack x 2).

Sun-Heart Furnace Soul

Cost: —; **Mins:** Essence 3;
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Skyfire-Seizing Repast

As Malfeas folds his power and procrustean layers around a central flame that is his beating heart, so may an Infernal with this Charm ignite a primitive and insensate new soul within her Essence. This Charm functions as an additional Peripheral Essence pool capable of holding 10 motes, but it can only be refilled by Malfeas Charms that restore motes, which always refill this pool before adding to any other. The Infernal also gains the innate power to refill her (Willpower rating) motes to this pool for a reflexive cost of one mote, but she can't "jumpstart" herself again this way until a full day has passed since she last did so. She may give herself these motes while unconscious or otherwise incapacitated.

Green Sun Nimbus Flare

Cost: 3m; **Mins:** Essence 2; **Type:** Supplemental
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Insignificant Embers Intuition

The Infernal's blows spark and seethe with the acid-green radiance of Malfeas's heart, burning opponents. Green Sun Nimbus Flare may enhance any physical attack whose target is (Essence) yards or less away. If the attack inflicts any levels of damage, this Charm then inflicts two additional levels of unsoakable lethal damage from fiery tongues of Primordial Essence erupting from the wound. This damage is applied after the damage for the wound transmitting it, but still in Step 10 of attack resolution.

Godscorch Invective

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: Obvious
Duration: Permanent
Prerequisite Charms: Green Sun Nimbus Flare

The gods have much to answer for. This Charm permanently improves its prerequisite, allowing any attack enhanced by Green Sun Nimbus Flare to affect incorporeal beings as if they were solid. Spirits who suffer any levels of damage from the attack's secondary burn manifest and remain perceptible to normal senses as translucent apparitions for the rest of the scene, though they continue to lack solidity unless they actually materialize.



Immolating Terror Technique

Cost: — (+1m); **Mins:** Essence 3; **Type:** Permanent
Keywords: Emotion
Duration: Permanent
Prerequisite Charms: Green Sun Nimbus Flare

Those struck down by Malfeas suffer deeper injuries than physical scars. Whenever an Infernal with this Charm activates Green Sun Nimbus Flare, she may pay an additional mote to improve the attack. If the flare inflicts any levels of damage against a being with a Willpower pool, it also consumes one Willpower. Victims who lose their last point of Willpower this way instantly form an intimacy of terrified awe toward the Infernal that can't be destroyed or even weakened until the victim has not directly perceived the Exalt for one full day.

World Chains Geas

Cost: 4m, 1wp; **Mins:** Essence 3; **Type:** Supplemental
Keywords: Combo-OK, Compulsion
Duration: Instant
Prerequisite Charms: Godscorch Invective, Immolating Terror Technique

Long ago, the gods bowed without bidding to their infinite betters. It is less satisfying now that divinities must be forced to surrender but will suffice to keep Malfeas amused. This Charm enhances a (Charisma + Presence) miscellaneous action against the target's Dodge MDV in which the Infernal commands a spirit to materialize before him. If successful, the target may pay a number of Willpower points equal to the Infernal's Essence rating (maximum five) to become immune to World Chains Geas for the rest of the scene. If it cannot or does not pay this cost, the spirit must acquiesce to the unnatural mental influence by using its next action to assume a lasting solid form. A failed roll to use this Charm also immunizes the target against further uses by that Exalt for the rest of the scene.

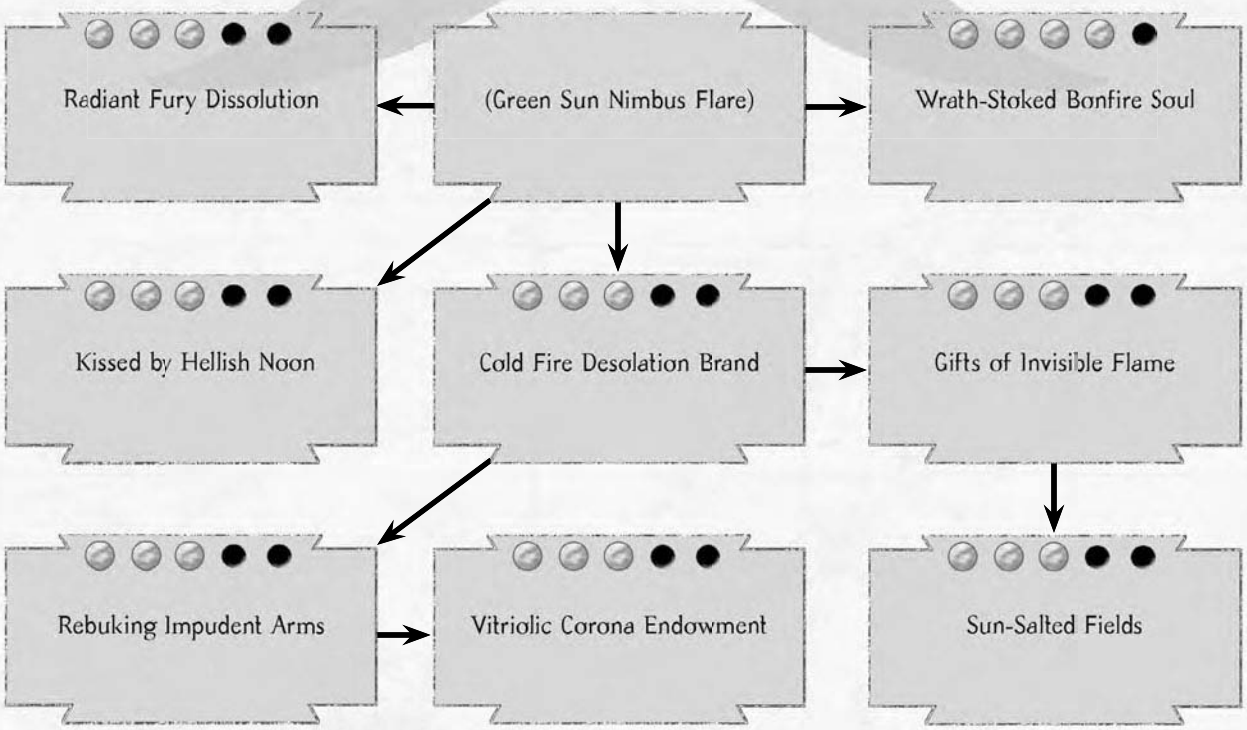
The target is free to use further actions to reverse the materialization and is under no compulsion not to attack the Infernal. Spirits unable to achieve a materialized state ignore this Charm, as they would any impossible order.

Magnanimous Warning Glyph

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: Sorcerous
Duration: Permanent
Prerequisite Charms: Green Sun Nimbus Flare

Although Malfeas is seldom subtle, he is a universal overlord and therefore infinitely capable of long-term strategies. This Charm permanently enhances Green Sun Nimbus Flare. Whenever an attack inflicts damage and would trigger secondary burns, the Infernal may suspend the eruption of Essence instead as a Sorcerous effect. The destructive energy remains invisibly embedded in the wound, though any form of Essence sight sees the Old Realm characters for "Mandate of Heaven" writ in bubbling green fire like an incandescent scar. So long as it remains, this mark also makes its bearer a native of Malfeas unless his supernatural nature is inherently opposed to it (like a non-Infernal Exalt).

Whenever the victim next attacks (physically, socially or otherwise, at the Storyteller's discretion) the Infernal who placed the brand, intentionally or not, the scar bursts with all



the deleterious effects that would have taken place originally, and the brand disappears. The victim intuitively understands that she must not oppose the Infernal when he places the brand, though without knowing the consequences.

Unless prematurely dispelled, brands inflicted by this Charm endure until the death of the Infernal or the victim. Applying a new brand to a character the Infernal has already branded removes the first one; however, Infernals may brand any number of separate victims, and victims may be unfortunate enough to be branded by multiple Exalts.

Fealty-Acknowledging Audience

Cost: 10m, 1wp; **Mins:** Essence 3; **Type:** Reflexive
Keywords: Combo-OK, Obvious, Sorcerous
Duration: Varies
Prerequisite Charms: Crowned With Fury, Magnanimous Warning Glyph

Malfeas honors his inferiors most when he accepts their adoration personally and feasts upon their awe. Infernals may activate this Charm whenever they directly observe anyone else make a declaration of loyalty or love toward them. If multiple characters synchronize their pledge (such as in a recited pledge of allegiance), the Infernal can acknowledge a group with Magnitude up to his Essence rating per activation. The character pledging loyalty need not do so happily, but must do so willingly. Insincere promises still provide a chance to use this Charm, incidentally converting deep-cover spies and moles to loyal followers as they repeat the binding lies of their oaths.

Activating this Charm causes all targets to grow a brand exactly like one placed with Magnanimous Warning Glyph (but cannot override that Charm, and vice versa), save that the Infernal may decide whether the mark is visible or invisible, as well as where it is placed. This must be the same for all targets per activation. The act of burning the mark in place also gives its bearer an Intimacy of terrified awe toward the Infernal that does not count against a character's maximum number of sustainable Intimacies. The brand endures regardless of this Intimacy.

Cold Fire Desolation Brand

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: Sickness
Duration: Permanent
Prerequisite Charms: Green Sun Nimbus Flare

When Malfeas strikes down the impudent, only the most fortunate die quickly. This Charm permanently improves Green Sun Nimbus Flare, causing all burns that Charm inflicts to automatically infect their victims with Green Sun Wasting (see p. 110).

Infernals with Essence 4+ inflict a disease with penalties that start at full strength rather than building over the course of hours, though this does not accelerate other symptoms. With Essence 5+, Cold Fire Desolation Brand infects victims with Final Viridescence. At Essence 6+, the type of Final Viridescence is so extreme that only magical treatment can remove it; all Morbidity checks automatically fail absent such magic.

Gifts of Invisible Flame

Cost: 10m, 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Sickness, Sorcerous, Touch
Duration: Special
Prerequisite Charms: Cold Fire Desolation Brand

The Infernal touches an object (see **Exalted** p. 213) and bathes it in the Essence of Malfeas. Although the item does not appear any different to normal senses, all forms of Essence perception can automatically sense the terrible power radiating from it. Any being that isn't native to Malfeas must check for exposure to Green Sun Wasting (see p. 110) every full hour that they spend within one yard of the tainted object. If the object is consumed, infection is automatic. The Virulence of this infection starts at 6 and drops by 1 per week. If a tainted object is scattered among non-tainted goods (such as when poisoning a well or a grain silo), the Storyteller should assign a reduced Virulence proportional to the level of contaminant present. Once there is more non-tainted material than tainted in an object, the effect is too dilute to do more than induce mild queasiness.

Infernals with Essence 4+ may target themselves with this Charm as if they were objects. At Essence 6+, the speed of infection increases so that potential victims must make an exposure check as soon as they enter into range of a cursed object (and after every full hour of exposure thereafter).

Sun-Salted Fields

Cost: 15m, 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Sickness, Sorcerous
Duration: (Essence rating) days
Prerequisite Charms: Gifts of Invisible Flame

Though the Green Sun of the primeval epoch once nourished the land and life, the heart of Malfeas is mad and terrible, poisoned against all he once ruled. Upon activating this Charm, the Infernal's anima radiates a burst of Malfean Essence that fills a radius of 50 yards. Normal senses can't detect this burst, though Essence users feel a characteristic, nauseating tingle as long as they remain among the lingering energies. Essence-based perception instantly recognizes the burst as if the Charm were Obvious.

In its passage, the burst poisons the air, the land and even space itself. The healthy green of foliage sickens unnaturally over the span of a week with a fine patina of tarnish on every leaf. Any being that isn't native to Malfeas must check for exposure to Green Sun Wasting (see p. 110) every full hour that they spend within the blight at a Virulence of the Exalt's Essence rating. Each day that passes reduces the disease's Virulence by 1 until it fades completely and the area becomes healthy again. Whenever an Infernal who knows this Charm dies, she may reflexively bathe her surroundings in blight as per Sun-Salted Fields with no cost as a final act of spite.

Rebuking Impudent Arms

Cost: 5m; **Mins:** Essence 3; **Type:** Supplemental
Keywords: Combo-OK, Obvious, Sorcerous
Duration: Instant/one minute

Prerequisite Charms: Cold Fire Desolation Brand

In the time before time, weapons knew their place, and even the sharpest blades dulled lest they scratch the King of the Primordials where he tread. The passing of Ages has diminished the world, but arsenals may yet be reminded of their place. This Charm can enhance any disarm attempt within the range limit of Green Sun Nimbus Flare. If the attack hits, the weapon superheats and glows brilliant green as if Ligier held it. Mortal weapons melt into slag or crumble to ash on the spot. Artifact weapons and those formed entirely of Essence are unharmed but remain superheated for a minute afterward, increasing the difficulty of the wielder's roll to resist the disarm attempt by 2.

Anyone holding a superheated weapon suffers one level of unsoakable lethal damage per action of contact (or fraction thereof). If the wielder forgoes the roll to maintain control and drops the superheated weapon immediately or that weapon is vaporized, he suffers no damage. Because the fire ignited by Rebuking Impudent Arms burns through Yozi power rather than heat alone, flame-resistant adversaries have as much to fear from this Charm as anyone else. Appropriate countermagic can cool a heated artifact back to normal temperature.

Vitriolic Corona Endowment

Cost: 6m, 1lhl; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Obvious, Touch
Duration: One scene
Prerequisite Charms: Rebuking Impudent Arms

The Infernal brandishes her weapon and salutes the sky with it, drawing and readying that weapon for use as part of activating this Charm. Green light falls upon the weapon from distant skies, superheating it as per Rebuking Impudent Arms for the rest of the scene. The Infernal becomes immune to the heat of her enchanted weapon once it chars one lethal level of damage from her hand. While this enchantment lasts, the Exalt may activate Green Sun Nimbus Flare to enhance any of the glowing weapon's attacks as an innate power rather than a Charm activation, though this still costs the usual motes.

With a second purchase of this Charm, she can summon a spear of radiant green light in lieu of enchanting an existing weapon. The spear has all the statistics of an attuned dire lance with no magical material bonus and the following improvements: infinite Rate, aggravated damage to gods and the usual enhancements provided by a single purchase of this Charm. Like all infinite rate weapons, this spear can't attack in the absence of any dice pool to do so, even with additional successes supplied by Excellencies or other Charms.

Radiant Fury Dissolution

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: Obvious, Shaping
Duration: Permanent
Prerequisite Charms: Green Sun Nimbus Flare

By the authority of the deposed King of the Primordials, the Infernal commands the universe itself to sunder a slain enemy into component motes. This Charm permanently improves Green Sun Nimbus Flare. Whenever a flare's damage is enough to kill a non-Yozi target, the surge of Essence spreads out from the wound like a bonfire doused with oil, growing exponentially brighter and hotter until nothing remains of the victim but glittering ash, a rising cloud of smoke in the shape of a fungal bloom and the victim's silhouette burned into the ground. Spirits can't reform from this demise, while Infernals with Essence 7+ can actually unravel the souls of beings with perfect reincarnation who normally resist permanent destruction, such as Dragon Kings and Jadeborn. However, not even Malfeas can sunder a Celestial Exaltation or permanently slay beings with Yozi-level immortality, such as Deathlords.

Anyone who sleeps within 100 yards of a victim's shadow experiences horrific visions of the victim that impose a one-die penalty on rolls to regain Willpower upon waking. This radius contracts by one yard per century that passes until the being's Essence has been scattered to the reaches of eternity. That Malfeas only sentences hated enemies to 10,000 years of suffering shows the upper limits of his magnanimity.

Kissed By Hellish Noon

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Green Sun Nimbus Flare

Only the mightiest adversaries deserve face-to-face confrontation with the Demon City. This Charm removes the range limit of its prerequisite, allowing Green Sun Nimbus Flare to augment physical attacks with bows and other distance weapons past point-blank range. Weapons not intended for use on a personal scale, such as Essence artillery, aren't compatible with Kissed By Hellish Noon by default, but Infernals with Essence 4+ may purchase the Charm a second time to enable this.

Wrath-Stoked Bonfire Soul

Cost: —; **Mins:** Essence 4; **Type:** Permanent
Keywords: Obvious
Duration: Permanent
Prerequisite Charms: Green Sun Nimbus Flare

The Infernal feeds the cosmic fires that rage within her. She inflicts up to (Essence) lethal levels of damage with Green Sun Nimbus Flare rather than a flat 2L. This damage is aggravated against gods. If she has Essence 6+, her surges inflict aggravated damage to all targets, though she may still vary the number of levels inflicted with each use. The bodies of victims killed by an augmented flare twist inside out as they burn, leaving jagged bone fragments penetrating like haphazard quills from between ropy masses of viscera and slabs of folded meat hot with boiled gore. The cadavers mummify over time but do not naturally decay. Natural animals will starve to death before they scavenge such remains, and even erymanthoi won't lick the marrow from the refuse. Curiously, starving humans seldom have such qualms and can eat the preserved corpses centuries later if they stumble upon them, but humans were always filthy creatures.

Cecelyne

Hellscry Chakra

Cost: 5m; **Mins:** Essence 2; **Type:** Simple
Keywords: Combo-OK
Duration: Indefinite
Prerequisite Charms: None

The Infernal opens his caste mark as an imperceptible third eye upon his brow. This spiritual organ perceives the flow of demonic Essence as a garish synesthetic overlay of colors and tastes. While this Charm is active, the Exalt gains the following benefits:

- He perceives dematerialized demons with all senses, recognizing that they are incorporeal.
- He perceives all possessing demons as smoky anima banners enveloping their hosts.
- He adds (Essence) bonus successes on all rolls to notice natives of Malfeas, track them or pierce any disguise attempts. If the target isn't using magic to contest the action, the Infernal may spend one Willpower to automatically succeed.
- Upon recognizing a perceived character as a demon or a Yozi, its nature becomes Obvious to him. The Storyteller provides a basic synopsis of the target's capabilities and Motivations (if any). This power imparts the same information about Infernal relics the Infernal can perceive.
- He automatically recognizes non-demon natives of Malfeas as such upon perceiving them, although he learns nothing else.

Wayward Divinity Oversight

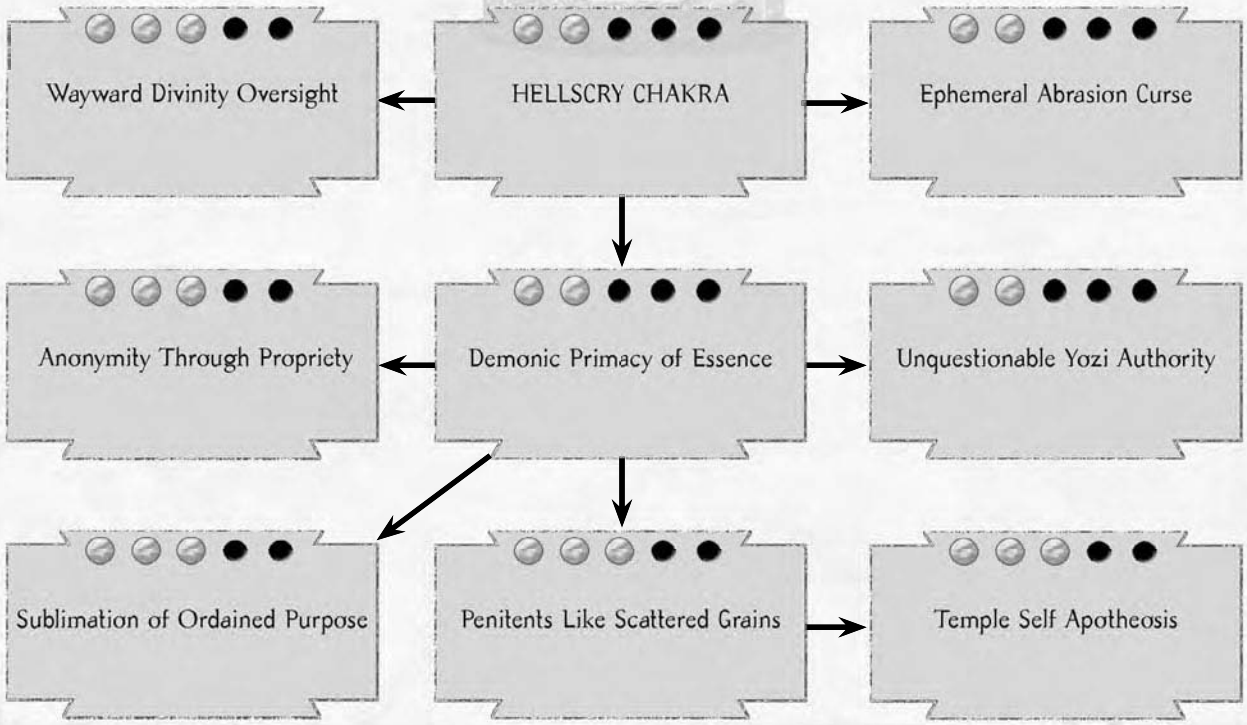
Cost: — (+1m to +3m); **Mins:** Essence 3;
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Hellscry Chakra

Infernal Exalted understand demons better than other spirits because they are the most closely related in nature and power. However, the Primordials created the gods in the image of their aspects, so they remain understandable. Whenever a character with this Charm activates its prerequisite, she may pay an additional mote. Doing so expands the capabilities of the Charm to notice and identify gods as though they were demons and to track them like natives of Malfeas. Characters may purchase this Charm a second time at Essence 4+ to expand Hellscry Chakra to cover elementals this way for another one mote surcharge. A third purchase requires Essence 4+ but allows another one mote surcharge to cover Exalted.

Ephemeral Abrasion Curse

Cost: 5m; **Mins:** Essence 2; **Type:** Simple
Keywords: Combo-OK, Obvious, Sorcerous
Duration: One scene
Prerequisite Charms: Hellscry Chakra

The Infernal gestures in the direction of a chosen incorporeal being. If he does not have a target in mind, the Charm randomly selects a dematerialized being from among those with the highest Essence rating within 10 yards of the Infernal. The Essence of Cecelyne grinds the being, manifesting it as an apparition of itself formed out of whirling sands. Although the manifested being remains dematerialized and therefore unable to hit back, the lacerating sands embedded in its ephemera allow corporeal beings to physically attack it as though it had materialized.



However, each such attack drains one mote from Essence-wielding attackers. Multiple activations of this Charm may concurrently affect as many spirits as the Infernal wishes to tag with committed Essence.

Demonic Primacy of Essence

Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: Servitude, Social
Duration: Permanent
Prerequisite Charms: Hellscry Chakra

The law of Cecelyne binds the will of inferiors to their natural masters. Whenever a character with this Charm makes a social attack against a native of Malfeas who has a lower Essence rating, the target suffers an MDV penalty equal to the difference between their Essence ratings, and the attack is considered unnatural mental influence. Attacks enhanced this way cost the usual number of Willpower points to resist. Hierarchy works both ways, however. The Infernal suffers the same penalty against the social attacks of Malfean natives with higher Essence (unless they also have this Charm, in which case the DV penalties for both Charms don't stack), though any natural mental influence remains so. Infernals who also know Wayward Divinity Oversight (see p. 118) apply the MDV reduction to social attacks against gods of lesser Essence, but none of the other benefits or drawbacks of this Charm apply with such beings.

Anonymity Through Propriety

Cost: 8m, 1wp; **Mins:** Cult 1, Essence 3; **Type:** Reflexive
Keywords: Combo-OK, Compulsion, Messianic
Duration: One day
Prerequisite Charms: Demonic Primacy of Essence

It is not the place of inferiors to pry into the lives of the great and powerful. This Charm exerts unnatural mental influence against all characters (including animals) within (Essence x 100) yards who have a Dodge MDV less than the Infernal's (Charisma + Bureaucracy + Cult), compelling them to pay no attention to the Exalt or his affairs unless the Infernal's actions directly interact with or involve the weaker being. By the law of Cecelyne, the Charm cannot compel characters of greater Essence, even if their Dodge MDV is sufficiently low. Affected beings still notice the Infernal with their senses and remember everything they observe about him, though they steadfastly refuse to think about or discuss this obviously powerful, important and likely dangerous figure.

Ignoring all uses of this Charm from all characters for one day costs one Willpower. Once a character has spent five consecutive days resisting this Charm, she grows jaded to its effects and does not have to spend Willpower again for another month.

Infernals with Essence 4+ may purchase this Charm a second time to expand the radius to (Essence rating) miles.



Each dot of Essence above 4 allows another purchase, cumulatively multiplying the range by a factor of 10. Thus, with Essence 6, it affects valid targets within 600 miles. At Essence 10, it affects all valid targets in the same realm of existence.

Unquestionable Yozi Authority

Cost: 5m; **Mins:** Essence 3; **Type:** Simple
Keywords: Compulsion
Duration: Indefinite
Prerequisite Charms: Demonic Primacy of Essence

The Yozis transcend all lesser aspects of themselves. While active, this Charm exerts an unnatural compulsion against demons with a lower Essence rating, preventing them from making any physical attacks that would knowingly target or risk obvious immediate harm to the Infernal, even in self-defense. The compulsion does not deter demons forced to attack by sorcerous binding, however. Demons with an Essence rating one dot lower than the Infernal may overcome this Compulsion for a scene by paying one Willpower, allowing them to attack freely during that time. Demons of lesser Essence can't muster resistance. Hostile demons can work around this Charm to an extent. An area attack that encompasses the Infernal's location is forbidden, since this would cause obvious immediate harm, but attacking a cliff to catch the Infernal in a rockslide is acceptable, since the rockslide is an indirect consequence of the attack that triggered it. Once an Infernal has Essence 6+, the cost to activate this Charm reduces to zero motes, and demons of equal Essence are affected by a resistible compulsion (and those with one dot less can no longer resist). Even demons of equal Essence lose the opportunity to resist once the Infernal has Essence 8+.

Repurchasing this Charm at Essence 4+ extends its effects to gods as though they were demons. All the usual loopholes apply, which is how the bravest gods aided the Exalted during the Primordial War.

Sublimation of Ordained Purpose

Cost: 3m, 1wp; **Mins:** Essence 3; **Type:** Supplemental
Keywords: Combo-OK, Servitude, Social
Duration: Instant
Prerequisite Charms: Demonic Primacy of Essence

The Endless Desert wears away the impurities of corruption, scraping away until perfection is attained. This Charm can enhance any social attack aimed specifically at a single god or demon in which the Infernal compels that target to fulfill the official purpose for which it came into existence. In the case of gods, this means managing their dominion without regard to personal profit or other distractions. Demons must act out the mad urges that spawned them over personal ambitions or preferences. An attack enhanced by this Charm becomes an undodgeable unnatural mental influence. If successful, the target must spend a number of Willpower points equal to the Infernal's Essence rating (maximum five) to resist. This cost may be paid gradually, but until the final point is paid, an affected spirit remains unable to take actions outside the scope of its purpose. This Charm can affect elementals as though they were gods, provided that the elementals hold office in the Celestial Bureaucracy (such as censors).

Demons affected by this Charm can be sorcerously bound and ordered to take actions that oppose the dictates of Sublimation of Ordained Purpose. However, each time the demon is forced into such a contradiction to take a non-reflexive action, it loses a Willpower point. If this reduces it to Willpower 0, both compulsions break, and it fully replenishes its Willpower pool. The demon may then act freely. Heaven notices the freeing of a Third Circle Demon as a Blasphemy effect.

Penitents Like Scattered Grains

Cost: 5m; **Mins:** Essence 3; **Type:** Simple
Keywords: None
Duration: Indefinite
Prerequisite Charms: Demonic Primacy of Essence

The individual mortals who pray to an Infernal are as meaningless as individual grains of sand. Still, it is by the accretion of many grains that deserts come to be. This Charm allows the Exalt to hear individual prayers spoken from places of desolation as though she were a spirit. Actually listening to all prayers imposes a -3 internal penalty to all non-reflexive actions; if the Infernal tunes them out, the Storyteller only relays the most widely repeated or urgently spoken prayers.

Supplicants who pray from within a blight the Infernal has created with the Charm Holy Land Infliction (see pp. 125-126) may be answered by causing a random object in the supplicant's presence to glow and change into the Infernal's incarnate image as an Obvious Shaping effect for three motes. The enchanted object delivers whatever spoken response the Infernal sends through it (which may encompass one Social attack or informative response) and then returns to normal.

Charm Concept: Place of Desolation

Many Charms known to Cecelyne can only be activated in a place of desolation. Any climate or environment inhospitable to most life qualifies, meaning barren glaciers and seas too salty for any fish qualify just as much as sandy deserts or rocky wastes. A good rule of thumb is that any place that would require a difficulty 4+ roll to forage within counts (see **Exalted**, p. 139). As always, the Storyteller remains final arbiter. Of particular note, the realm of Malfeas and shadowlands always qualify, while the Underworld does not. Such desolation transcends Cecelyne's understanding as a living Yozi.

Temple Self Apotheosis

Cost: — (1wp); **Mins:** Cult 1, Essence 3;
Type: Permanent
Keywords: Emotion, Messianic

Duration: Permanent
Prerequisite Charms: Penitents Like Scattered Grains

Cecelyne orders demonic society by religious tenets because the concept of reverence amuses her. An Infernal with this Charm doubles all mote and Willpower awards provided by her Cult background and may choose to heal in lieu of receiving any or all Willpower at the appropriate interval (two bashing health levels or one lethal health level per one Willpower). Additionally, whenever anyone of equal or lesser Essence prays to the character with a standard prayer roll, they must reflexively pay one Willpower to resist unnatural mental influence or instantly develop an Intimacy of reverence toward the Infernal. If the Infernal preys on this Intimacy with a social attack, she benefits from a full +3 Appearance modifier regardless of relative Appearance.

Transcendent Desert Creature

Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: None

Cecelyne is always home within herself, finding sanctuary in her eternal wastes. An Infernal who learns this Charm gains the following powers as permanent enhancements to his competence:

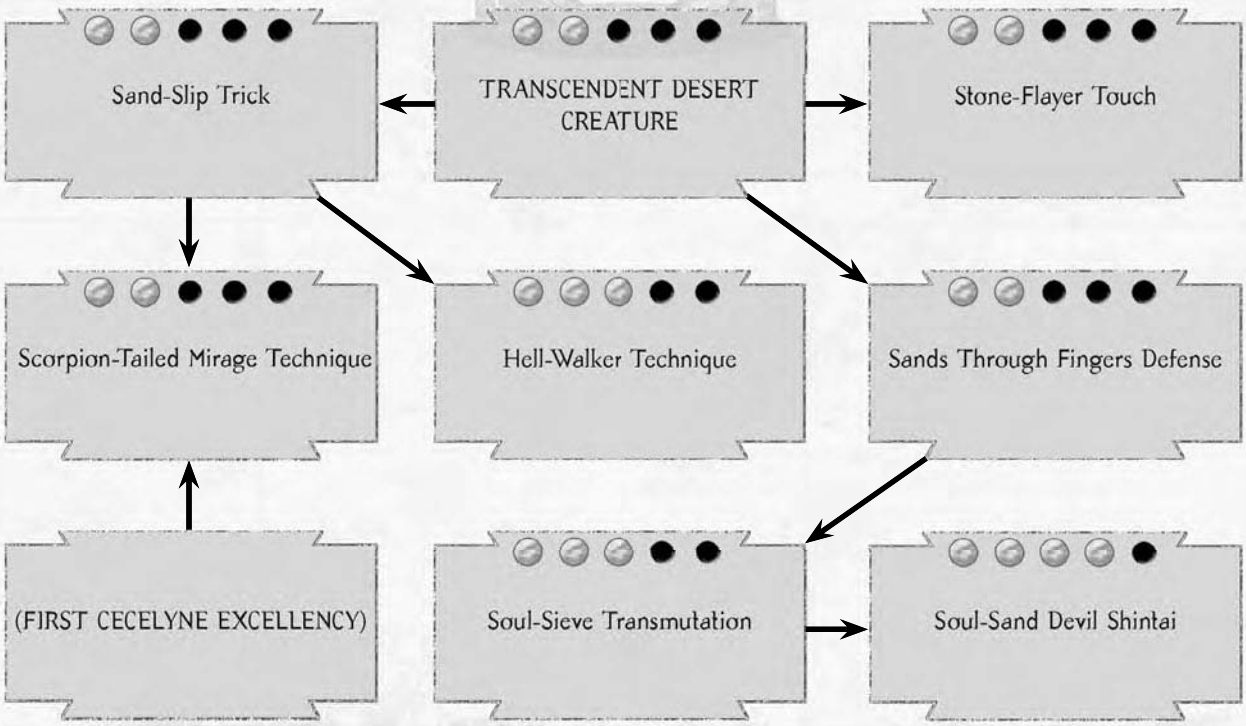
- He suffers no negative effects from exposure to a place of desolation, including penalties, environmental damage and even visual impairment.
- All foraging rolls that would normally have a difficulty of 4+ have a difficulty of 1 instead (see **Exalted**, p. 139). This does not make impossible rolls possible in a place where the Storyteller determines absolutely nothing edible can be found.
- The total penalty for starvation or thirst cannot rise above -3 within a place of desolation. The Exalt's perfected metabolism no longer produces waste of any kind, including sweat.
- All mundane attempts to track the character automatically fail with zero successes unless the character allows himself to be tracked. Magically assisted tracking efforts suffer an external penalty of the Infernal's Essence rating instead.
- He adds his Essence rating to the difficulty of all efforts to notice him with an Awareness roll in a place of physical desolation (spiritually desolate places as defined by Withered Soul Wastes don't count for characters who know that Charm). This benefit may be turned on and off at will.

Sand-Slip Trick

Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: Obvious, Shaping
Duration: Permanent
Prerequisite Charms: Transcendent Desert Creature

Trapped between forever and Malfeas, the Endless Desert has nowhere to move but upon and through herself. A character who knows this Charm doubles her movement speed after all other modifiers when moving across a place of physical desolation. She also doubles the speed at which she can travel over long distances as a subtly non-Obvious effect, provided she employs some form of natural locomotion or rides a steed that is some sort of desert creature. This Charm cannot quicken the five-day journey between Malfeas and Creation.

Essence 3+ Infernals with this Charm also can't suffer knockback or knockdown in a place of physical desolation unless the effect has a magical source. This defense manifests by reflexively Shaping their legs (and sometimes lower torso)



Imperfection of the Endless Desert

The other Yozis tasked Cecelyne with keeping the society of demons in line, ensuring that none would rise above their station. Accordingly, it is not fit that those who wield her power should seek conflict against their betters. Charms noted as suffering from the Imperfection of the Endless Desert may not be used to defend against attacks of beings with an Essence rating more than two dots greater than the Infernal's.

into pillars of living sand that merge and flow into the ground, only to change back after the force passes.

Scorpion-Tailed Mirage Technique

Cost: (4m, 1wp) or (6m, 1w); **Mins:** Essence 2;
Type: Extra Action
Keywords: Combo-OK, Obvious, Shaping
Duration: Instant
Prerequisite Charms: First Cecelyne Excellency, Sand-Slip Trick

In her endlessness, Cecelyne may stand adjacent to space itself, existing in many points to strike down many foes at once. This Charm is a magical flurry containing a total number of physical attacks equal to (Cult + 2). The attacks bypass rate and suffer no multiple action penalties, while the flurry as a whole imposes a DV penalty equal to the highest penalty for any attack. The Infernal makes these attacks by collocating, and therefore makes one attack roll and separately compares the attack to a separate defender with each attack in the flurry. Use of First Cecelyne Excellency to enhance this action extends the same benefit to all attacks in the flurry at no additional cost. The first attack in the flurry may hit any target the Exalt can reach. Subsequent attacks require no additional ammunition (if they normally would) but must be aimed at targets within a 10-yard radius of the Infernal or the first target. The cost of this Charm is normally 6m, 1wp, but reduces to 4m, 1wp in a place of desolation.

Infernals with Essence 4+ may purchase Scorpion-Tailed Mirage Technique a second time. Whenever an Infernal with two purchases augments the first attack with First Cecelyne Excellency, he may direct all of those attacks at a single target, copying the attack through encirclement to strike from all sides.

Hell-Walker Technique

Cost: 20m, 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Sorcerous
Duration: One scene
Prerequisite Charms: Sand-Slip Trick

All places of desolation are adjacent to Cecelyne. This Charm can be used whenever the Infernal is journeying through such a locale and desires to reach Cecelyne. Indeed, even places that are not scarred with desolation may bridge to Cecelyne, though this is a Blasphemy effect. Regardless, no great portal of flames opens. No demon heralds appear to roar welcome to the Infernal. Instead, the ground shifts toward the landscape of the Endless Desert so subtly that the character cannot be sure exactly when he made the transition, save that it occurred sometime in the same scene. From there, five days of travel await to the walls of Malfeas.

Infernals may also use Hell-Walker Technique as described above to travel from the walls of Malfeas to any blight created by Dune-Drowned Oasis Ritual (see p. 126). She need not have created the blight herself, but the destination requires that a unit of worshipers from the character's cult with a Magnitude at least equal to his Essence rating be present at the destination. The Infernal arrives bursting from the surface of the sand, gasping as if close to drowning.

If a character uses this Charm while others are tracking him, they may find themselves drawn into Cecelyne without intending to unless the hunting party has Magnitude greater than the Infernal's Survival rating. Each individual pursuer or the leader of a pursuing unit makes a (Perception + [Survival or Occult]) roll at difficulty 5, with success allowing that character to turn back in time to avoid making the journey. She may also call out a warning to other pursuers traveling with her, letting them benefit from her success. If she fails or chooses to proceed anyway, she finds herself in the Endless Desert and must make a choice. She may attempt to continue tracking the Infernal and pursue him for the five days it takes to reach Malfeas, or she may attempt to find her way back to her original location with a five-day journey. In the latter case, she starts out lost (see sidebar). It is also possible to lead a willing unit up to the maximum permitted Magnitude into the Endless Desert this way, provided the Infernal is a special character in the unit.

Stone-Flayer Touch

Cost: 1m or 1m, 1wp; **Mins:** Essence 2;
Type: Supplemental
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Transcendent Desert Creature

The Endless Desert falls over the land, shredding gods and men alike under her jagged dunes. They are all the same to her. This Charm can enhance any instant duration action, allowing it to affect dematerialized or materialized

Lost in Cecelyne

Characters stranded in the Endless Desert require the full five days to complete the journey in either direction but tend to loop back on themselves and stay lost until someone finds them (difficulty 5 tracking effort at bare minimum for those who have some idea where to start looking) or the player of one of them succeeds at a daily (Wits + Survival) roll at difficulty 5 to get her bearings. Retry penalties apply normally to this roll.

targets alike regardless of the Infernal's current corporeal state. A god or demon injured by an attack enhanced with Stone-Flayer Touch loses motes equal to the number of health levels suffered as flecks of Essence grind away in luminous particles from the wounds. The cost of this Charm is one mote, one Willpower if the Infernal is incorporeal and attacking a material target with a physical attack and only one mote otherwise.

Sands Through Fingers Defense

Cost: 3m; **Mins:** Essence 2; **Type:** Reflexive (Step 2)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Transcendent Desert Creature

It is the nature of Cecelyne that she borders infinity. No attack can encompass the wholeness of her being, and therefore, no attack can truly hit her. This Charm is a perfect dodge against physical attacks. It can evade undodgeable but not unexpected attacks. As the attack should connect, it merely knocks a random spray of sand from the character's body as she dematerializes and rematerializes around it. Accordingly, attacks that can strike incorporeal beings may not be dodged this way, and the Charm is also vulnerable to the Imperfection of the Endless Desert. It is possible to use this Charm even in realms that do not normally permit dematerializing.

Soul-Sieve Transmutation

Cost: — (5m, 1wp); **Mins:** Essence 3; **Type:** Permanent
Keywords: Obvious
Duration: Permanent
Prerequisite Charms: Sands Through Fingers Defense

Whether struck by a single blade or pierced by a storm of arrows thick enough to block out the sun, only Cecelyne remains. An Infernal with this Charm may spend five motes and one Willpower rather than three motes when activating Sands Through Fingers Defense. She perfectly dodges the incoming attack as normal but also remains dematerialized until her next action tick. Attacks exploiting the Imperfection of the Endless Desert may ignore this dodge as if the Infernal were solid. The Infernal may invoke this Charm in the absence of an attack.

Infernals with Essence 4+ may choose to force their attacker into an incorporeal state as a Shaping effect rather than dematerializing themselves when activating Sands Through Fingers Defense. The attack simply crumbles like sand to flow around and through her and the attacker stays removed from the material world until his next action.

Soul-Sand Devil Shintai

Cost: —; **Mins:** Essence 4; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Soul-Sieve Transmutation

Flesh cannot properly express those who would go among the reaches of forever as Cecelyne. The Infernal's body permanently assumes a natural dematerialized state like a demon,



the manifest image of which appears in close inspection to be constructed from billions of jagged particles. The Infernal gains the benefits of a demon's panoply with regard to the material state of his own possessions and attuned artifacts. He no longer needs to breathe air, but suffocates normally if taken into a place where there is no living Essence to respire (such as the Underworld) unless he has Cult 3+ or Essence 6+. He longer requires food regardless of whether he is in a place of desolation, but he still hungers and gains penalties as described in Transcendent Desert Creature unless he has Cult 3+ to provide a steady diet of nourishing prayers. He may manifest or conceal his presence to communicate as a translucent apparition, toggling between the two states for a reflexive cost of one mote. Any anima banner display at the four to seven mote level or above automatically manifests regardless of whether his form has manifested.

Finally, the Infernal gains the Charm Materialize for free as a benefit of purchasing this Charm (see **Exalted**, p. 295), using the standard formula of ([Willpower + Essence] x 5) motes to build a convincing simulacrum of what he used to look like. If this cost exceeds the maximum size of his combined Essence pools, then paying his entire pool is sufficient. Whenever a character with this Charm materializes, his body assembles itself out of fine grit that blows in a tightening vortex. Bones appear first, wreathed in webs of slimy visceral cording and pulsating meat until the final layer of ephemeral flesh encloses them in its borders. Exalted do not become spirits by purchasing this Charm; they merely alter their default corporeal state.

Untouchable Infinitude Reflection

Cost: 4m, 1wp; **Mins:** Essence 2; **Type:** Reflexive
Keywords: Combo-OK
Duration: One scene
Prerequisite Charms: Transcendent Desert Creature

Cecelyne observes all who tread upon her until the tedium of their passage no longer holds her attention. Her contemplation of greater truths affords a measure of sanctuary for her will. Whenever an Infernal with this Charm active spends Willpower points to resist mental influence, her Dodge MDV cumulatively increases by two per point spent for the duration of the Charm. There is no upper limit on this bonus as it explicitly bypasses DV caps, but attacks taking advantage of the Imperfection of the Endless Desert bypass the Charm.

Counter-Pronouncement of Enthymemic Law

Cost: 5m; **Mins:** Essence 3; **Type:** Reflexive (Step 2)
Keywords: Combo-OK, Servitude
Duration: Instant
Prerequisite Charms: Untouchable Infinitude Reflection

The law of Cecelyne is arbitrary. This is her prerogative, for the law serves only to maintain the power of the mighty over the weak. Faced with any sort of mental influence or an attempt to alter him with a Shaping effect, the Infernal may vocally retort by citing some law of Hell that contradicts the attacker's intentions and makes them illegal. The Infernal may make up a law on the spot, which need not be logical or consistent with previously established laws, though it cannot set the weak above the strong. It isn't necessary to draw attention to where the law comes from, though the Exalt may not misattribute it to another government.

The declaration of law provides a perfect parry against the rebuked mental influence or Shaping attempt, regardless of whether the law has any legitimate authority over the attacker. This includes written attacks, provided the character argues aloud with the text. Additionally, the Infernal and all First Circle demons who overhear the pronouncement must spend one Willpower or instantly develop an Intimacy of loyalty toward the new law as a Servitude effect. This Charm is vulnerable to the Imperfection of the Endless Desert.

Sandstrike Blast

Cost: 1m or 3m (or 3m, 1wp); **Mins:** Cult 1, Essence 2;
Type: Simple (Speed 4, DV -0)
Keywords: Combo-OK, Messianic, Obvious, Shaping, Sorcerous
Duration: Instant
Prerequisite Charms: Transcendent Desert Creature

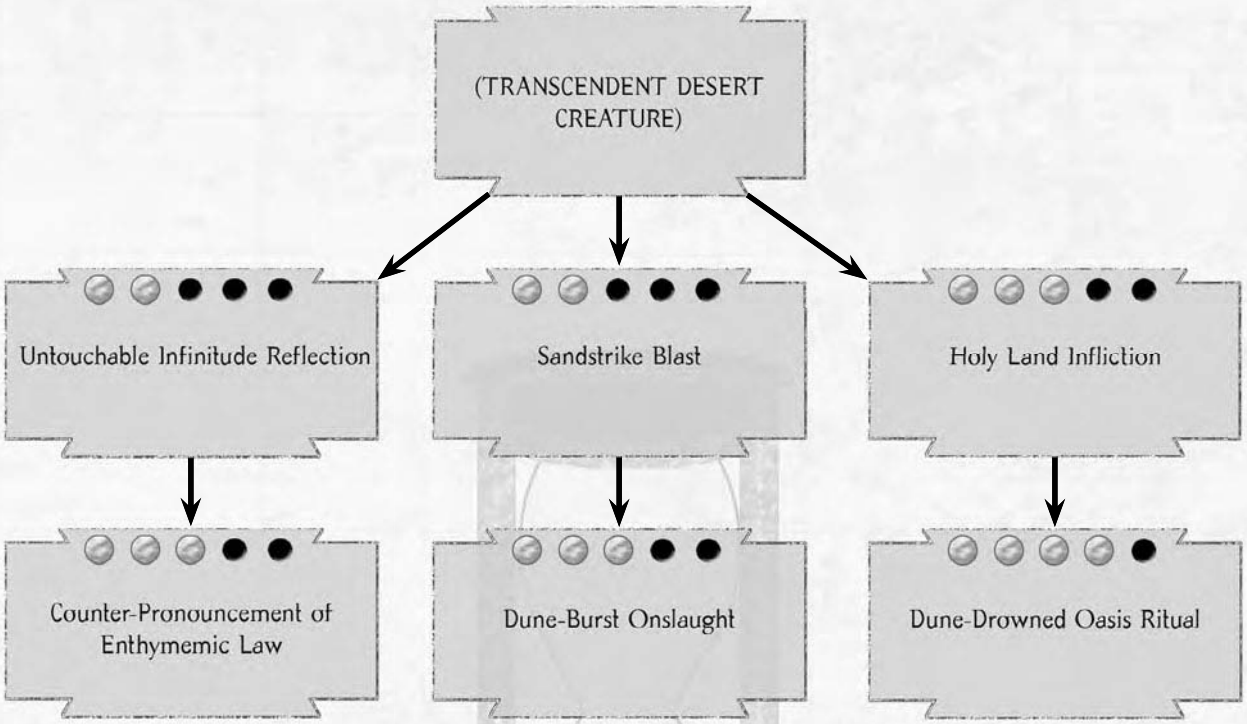
When angered, the Endless Desert erupts skyward in a burst of lacerating sand, cutting everything in her path to ribbons. Activating this Charm requires an aggressive or vulgar gesture in the direction of a targeted adversary within (Essence x 50) yards. Roll the Infernal's (Charisma + Occult) as a ranged attack; the explosion of sand can't be blocked without a stunt or Charm and bypasses all forms of cover. If it hits, the attack inflicts (the Infernal's Essence + Cult + attack successes) lethal piercing damage, and the target loses one Willpower from psychic shock. While the Willpower loss is a Shaping effect, the attack itself is not. This Charm costs three motes normally but only one mote against a target in a place of desolation. This attack can strike materialized beings while the Infernal is dematerialized, but the cost is three motes and one Willpower regardless of the area's desolation, and the attack is no more unexpected than if the Infernal were solid.

Dune-Burst Onslaught

Cost: — (5m); **Mins:** Cult 2, Essence 3; **Type:** Permanent
Keywords: Messianic, Obvious
Duration: Permanent
Prerequisite Charms: Sandstrike Blast

Attacking with the Environment

Some of the Charms listed in this chapter conjure environmental hazards to injure enemies. Such effects are still attacks in addition to being environmental damage, albeit attacks that can't be blocked or dodged. Characters may defend against imposed environmental hazards as they would any other or stop them outright with appropriate perfect defenses.



An Infernal with this Charm may dispense with an attack roll when attacking with Sandstrike Blast (this costs the same as a targeted attack). Instead, the Exalt selects any location within range to be the epicenter of a wider burst. The eruption of sand fills a radius of (Essence x 2) yards around the epicenter, acting as a one-time environmental hazard with (the Infernal's Essence + Cult) lethal piercing Damage and (Infernal's Essence) Trauma. Characters damaged by the burst lose Willpower from Shaping as normal. Transcendent Desert Creature provides immunity to this Charm, in case the Infernal catches himself in the radius. Infernals who know Sands Through Fingers Defense may also initiate a burst centered on themselves when they activate that Charm by paying an additional two motes. Following the burst, the area remains choked with sand as from a violent sandstorm, limiting visibility like fog for the next 10 minutes (see **Exalted**, p. 135).

Holy Land Infliction

Cost: 15m, 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Obvious, Shaping, Sorcerous
Duration: Until stopped
Prerequisite Charms: Transcendent Desert Creature

The Infernal's Yozi power grinds glowing sparks of Essence from his anima, each a microscopic portal into the Endless Desert that explodes on contact with the ground to spread her sands over the earth, covering an area of 10 square yards. Ground touched by this Charm is not simply covered in a fine layer of silver sand; the soil itself transmutes down to the bedrock and loses all fertility. Non-magical vegetation withers and dies after a day spent rooted in this terrain, with all biomass supernaturally decaying into more sand after a second day. All natural animals leave and shun the place unless specifically adapted for life in the desert. Structures remain intact, though heavy buildings may eventually sink into the sands. An uncapped demesne may eventually shrink, grow or shift aspects with enough time as normal for such a radical shift in geography. Used in the Wyld, the affected area becomes part of Creation. The Charm otherwise functions normally in all other realms of existence.

An area marked by this Charm is a place of physical desolation, but more than that, it is a literal beachhead of the Endless Desert's glory. All Holy Charms cost an additional mote to activate within the area. All prayers to Cecelyne or any Infernal who helped create the blight spoken from within the area benefit from a -1 target number (typically 6), provided the supplicant spills blood on the sand as a sacrifice to lower the difficulty. More importantly, the blight has the potential for growth if the supplicant ritually executes a god or Exalt as an offering in this way, with Dragon-Blooded/Terrestrial deities adding (the victim's Essence rating x 100) square yards or (Essence x 500) square yards for Celestial gods and Exalted. Gods killed as sacrifices this way die forever and do not reform. The sacrifice's spilled blood and shredded flesh convert into fountains of choking sand dotted with glowing shards of Essence-fused glass unlike any crystals found in Creation. These shards are worth Resources 5 as a collection. The blight also grows in response to any resident social units actively worshiping Cecelyne or the blight's creator from within its borders, adding 10 square yards per dot of the unit's Magnitude per day so long as all members spend at least five hours a day in prayer there.

If the blight intersects another area consecrated by this Charm, the two zones merge into one. Cecelyne cannot conceal her presence once the contiguous blight reaches 10 square miles. The area becomes a persistent Blasphemy, and Heaven *will* respond. The countermagic required to stop the spread is based on the Infernal's Essence rating, not the Charm's minimum Essence of 3, and must be cast from the exact center of the blight. However, countermagic only converts the area back into mundane desert. The spell Benediction of Archgenesis (see **The Books of Sorcery, Vol. II—The White Treatise**, p. 88) completely counters and reverses all traces of this Charm's use within its area of effect.

Dune-Drowned Oasis Ritual

Cost: 10m, 1wp; **Mins:** Cult 2, Essence 4; **Type:** Simple
Keywords: Messianic, Shaping
Duration: Until complete
Prerequisite Charms: Holy Land Infliction

The Infernal basks in the worship of her followers, harvesting and focusing the Essence from their symphony of obscene chants and mad rites into a mockery of geomantic power. This Charm can only be activated within an area the Exalt has blighted with Holy Land Infliction. For as long as the area remains marked as a Dune-Drowned Oasis Ritual site, worshipers can "build" a level one Cecelyne demesne using the same overall rules as building a manse (see **Exalted**, p. 133).

For this ritual to work, the Infernal must design a catechism for the project as per blueprint construction, using Linguistics in place of Craft (Lore and Occult requirements remain as is). Only another character who knows this Charm can check the accuracy of the rites. The cost of raw materials is the same as for slave labor, representing consumed ritual implements and carefully planned offerings. All members of the workforce must belong to the Infernal's cult, though the Exalt herself only has to personally witness the rite begin and remain observant for its final five days. If the constant worship follows the catechism to success, the area consecrates and exudes the Yozi energy of the Endless Desert as it comes into existence attuned to the Infernal.

Terminating this Charm prior to completion spoils the effort, requiring a completely new catechism. The ritual also spoils if the blight reverts to mundane desert around the nascent demesne, perhaps as a result of countermagic. Destroying the blight after the demesne fully forms does not harm or weaken the place of power. This Charm may be repeatedly applied to increase the power of a demesne it has created, but each dot of increase requires a new catechism and the same effort as if building a manse of the new rating from scratch. Moreover, the process of upgrading cannot take less than a year per dot.

Knowing the Desolate Heart

Cost: 3m, 1wp; **Mins:** Essence 3; **Type:** Supplemental
Keywords: Combo-OK, Social
Duration: Permanent
Prerequisite Charms: Hellscry Chakra, Transcendent Desert Creature

Cecelyne understands failure. Her failure to transcend all limits galls her even more than the fact that the Exalted imposed this punishment upon her. This Charm enhances an action to understand an observed target's emotions and displayed Intimacies in a social scene (see **Exalted**, p. 131). By the power of Cecelyne, the action automatically succeeds regardless of the roll results, as if the character had rolled twice the number of required successes. Furthermore, the Infernal understands all Intimacies that have been displayed in any way during the scene (as determined by the Storyteller) and their context toward other characters who are present. Finally, if the character would have succeeded by any threshold without this Charm, she intuits what the target believes his greatest failure in life has been.

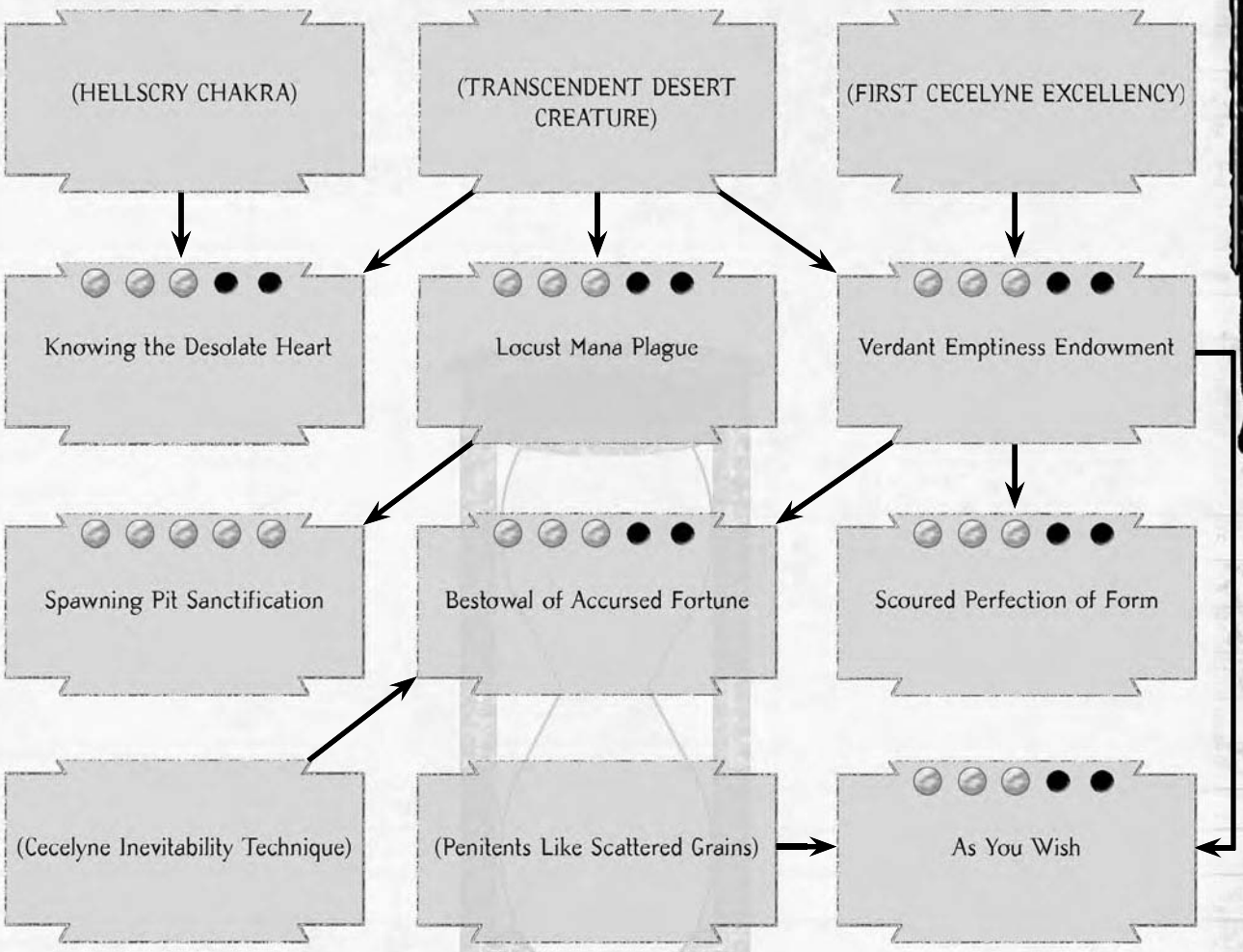
Locust Mana Plague

Cost: 15m, 1wp (or 2m); **Mins:** Essence 3; **Type:** Simple
Keywords: Desecration, Shaping, Sorcerous
Duration: One day
Prerequisite Charms: Transcendent Desert Creature

Living beings are absurdly simple at their core. They want protection from the elements. They want food. In the absence of these basic necessities or a means of transcending them, nothing else matters. When an Infernal activates this Charm, she channels Cecelyne's aspects of hypocrisy above her qualities as the Endless Desert. Accordingly, she can only use this Charm in a place of desolation, but doing so causes a swarm of demon locusts to crawl out of the ground around her. The bugs are iridescent and no two alike. Together, the teeming millions resemble an obscene rainbow. Having crawled from the desolation that spawned them to life, the creatures quiver a moment as though hoping for greater purpose before they spasm and die. The locust corpses fill a radius of (Essence x 15) yards around the Infernal and provide nourishment to feed a unit of humans with Magnitude no greater than her Essence rating.

Demon locusts smell and taste delectable to all palettes, faintly sweet and spicy and strangely familiar like an old family recipe the character hasn't sampled in years. They stay fresh without preservation for a week before they dry up and crumble to sand. Mundane preservation techniques can extend this time to a month, and a thaumaturgy ritual found in the Art of Alchemy and also the Art of Demon Summoning named "Candied Locust Amber" (1, Perception, 3, one hour) also exists. Each successful casting creates enough green glassy resin to indefinitely preserve a dozen locusts—a single meal—in sugary crystals until cracked open. These treats have begun to appear as occasional delicacies in markets and bazaars across the South.

A single meal of these creatures provides complete and balanced nourishment for a whole day, including water. However, the meal also counts as one scene spent building an Intimacy of loyalty to the laws of Cecelyne and a scene toward a second Intimacy of reverence toward the Infernal provider. Characters who have conflicting Intimacies that would interfere with this process find those feelings weakened



by their meals until nothing stands in the way of forming the new attachments.

For one full day following the meal, any Intimacy built or attacked by the Charm can't be lessened or rebuilt, respectively. After a day, the Intimacies may be affected normally. Once a character eats nothing but demon locusts for a full week, she develops the Creature of Darkness mutation as a Desecration effect along with the cosmetic side effect of faintly iridescent eyes, which requires threshold 4+ to notice with a (Perception + Awareness) roll. If the Infernal knows Scoured Perfection of Form (see p. 129), a second week of eating nothing but locusts provides the Transcendent Desert Creature Abomination as further Desecration to those lacking its effects. The associated ocular iridescence grows more noticeable at this point (threshold 2+). After a decade of eating more locusts than other food combined, these mutations become hereditary and breed true. Mating with normal humans only has a 10 percent chance of yielding mutated offspring.

Natural unintelligent animals who eat demon locusts gain all the standard effects from doing so, apart from loyalty to the laws of Hell, which they do not understand. Such beasts still become reverently grateful to the Infernal who fed them, though. If the Exalt eats her own food, the Intimacy she gains toward herself is one of smug self-satisfaction.

Spawning Pit Sanctification

Cost: 20m, 1wp; **Mins:** Essence 5; **Type:** Simple
Keywords: Obvious, Shaping, Sorcerous
Duration: One century
Prerequisite Charms: Locust Mana Plague

Cecelyne provides for her faithful. This Charm can only be activated within a place of desolation. The ground cracks and crumbles into itself for five yards around the Infernal, tearing slabs of rock to pebbles and then the finest sand over the course of an hour. The vortex of torn earth shreds everything on or above this radius to a height of 100 yards like a severe sandstorm (see **Exalted**, p. 131) that ignores the soak of non-magical objects and structures but cannot harm the Infernal. When this destruction subsides, the sands of the radius dip inward like a bowl to a depth of five yards. Normal senses cannot feel the obscene generative Essence pooling in this pit, though Essence sight sees it for what it is.

Hellish locusts constantly swarm out of the pit and die in gleaming multitudes around it, enough to feed a populace

of any size with appropriate distribution. These creatures may be preserved as normal for creations of Locust Mana Plague but dissolve to dust as soon as they travel more than (their creator's Essence rating) miles from the pit that spawned them. A pit can provide for a population center of any size for 100 years before its magic dies, but it cannot feed the surrounding countryside or provide a viable export.

Verdant Emptiness Endowment

Cost: 10m, 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Shaping, Sorcerous, Training
Duration: Instant
Prerequisite Charms: First Cecelyne Excellency, Transcendent Desert Creature

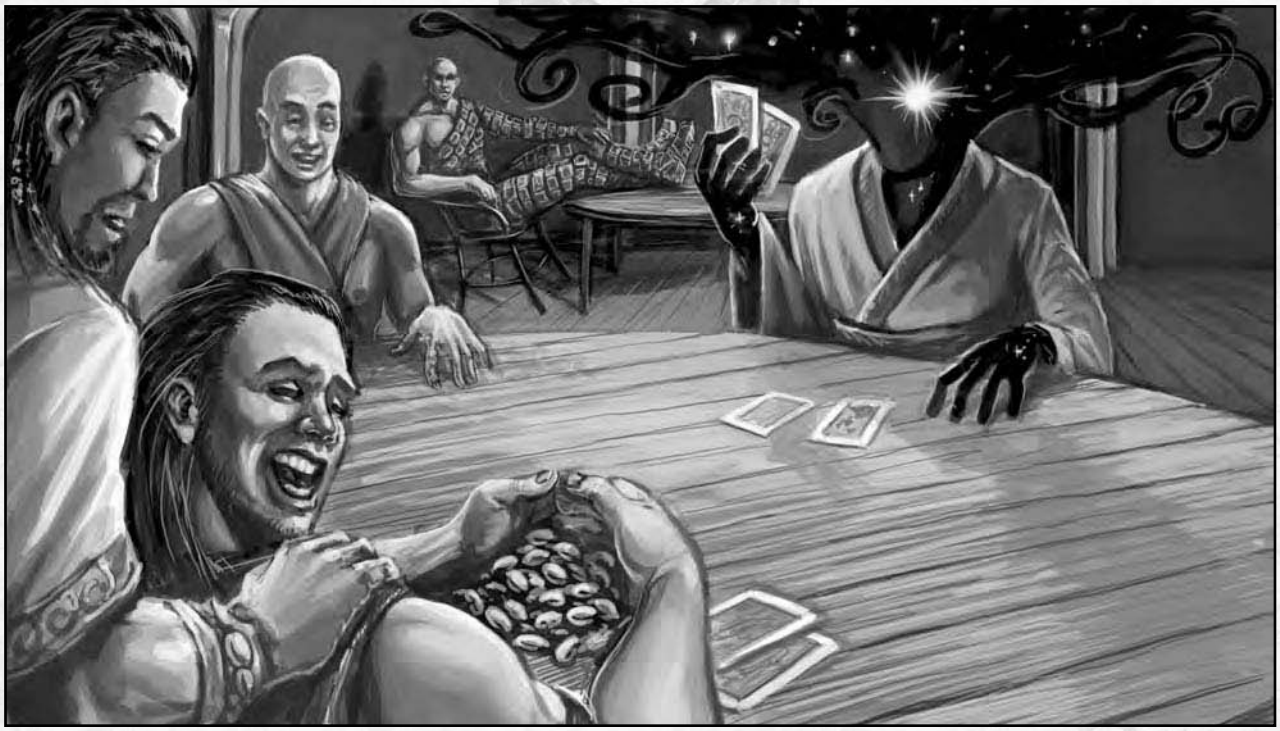
Few beings are as they would choose to be. Certainly, Cecelyne would rather that her inner borders were not fettered to Malfeas. Where dissatisfaction endures, emptiness spreads the idea of the Endless Desert. Prior to using this Charm, the character must have observed the target express dislike of her present state and desire for some improvement of natural aptitude or training, such as beauty or skill with a sword. The wish need not be articulated with any intention of seeking its fulfillment or even seriously, but it must be unambiguous. In this condition is met, the Infernal need only be within (Essence) yards of the target and activate Verdant Emptiness Endowment. Doing so causes the target to gain one dot of the Attribute, Ability or specialty that best pertains to the observed wish. This Training effect can't raise any trait above its normal maximum, nor does the Infernal need any rating in a trait to bestow it. This Charm also can't target those who have any outstanding experience debt from prior use of any Training effect.

It is possible for the target to unconsciously reject the gift for a cost of one Willpower, thereby avoiding the gift and its hidden price tag. This effect is not Obvious, however, so the target's player only knows the trait being offered and the associated experience cost, without learning anything about the source of the effect or the price. Once the gift is accepted, the magic is done, and countermagic can't reverse it.

Traits improved by this Charm do so over the course of the scene, fast enough to be miraculous but slow enough that no one has to know the source of the blessing. The Yozis always exact a price for their gifts, however. At any point in the future, the Infernal may come back to that individual and demand any one task. If the target understands the demand and the task isn't literally impossible, she intuitively understands that doom will befall her for failing to obey. After one month or as soon as the task becomes impossible (or constitutes an unacceptable order), the duty ends without harm to the beneficiary. However, if the character stops working toward the goal for more than a day while the duty remains, she suffers a number of automatic botches equal to the Infernal's Essence rating. These botches match the effects of breaking an oath sanctified by an Eclipse Caste Solar and linger until the worst possible time. It is possible to target oneself with the Charm, in which case the Infernal obviously owes himself nothing.

Bestowal of Accursed Fortune

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Cecelyne Inevitability Technique, Verdant Emptiness Endowment



This Charm expands the scope of its prerequisite, Verdant Emptiness Endowment, allowing that Charm to bestow dots of certain Backgrounds as an alternative to other traits. These dots take a number of weeks equal to the character's new rating in the raised Background to appear and do so through a strange conjunction of coincidences that appear implausible but well within the bounds of possibility. Even as pattern spiders chitter impotent protests at the disruption, they find the pattern of good fortune tangled into their work and have no choice but to integrate the foreign design or damage the Tapestry even worse. This Charm can't bestow Backgrounds on a character while a previously bestowed dot is pending resolution.

The beneficiary does not even have to begin paying for the dot until it is received. As a Training effect, each Background dot provided by this Charm costs three experience points.

The Backgrounds that may be improved by this Charm are as follows: Abyssal Command, Allies, Acquaintances, Backing, Command, Connections, Contacts, Cult, Followers, Henchmen, Influence, Mentor, Resources, Reputation, Retainers, Salary, Sifu and Spies. Some of these Backgrounds may be found in the various **Manuals of Exalted Power**. Any other selections require express Storyteller approval and must pertain to some form of social advantage rather than anything more innate or supernatural. Targets of this Charm may not be given Backgrounds they are normally unable to possess for whatever reason.

Infernals can improve their own social standing with this Charm. If they are doing so to restore previously attained ratings in the Backgrounds that were lost without any experience point recompense or other restitution (as determined by the Storyteller), there is no experience cost associated with the regained dot. The benefit does not apply unless the previous ratings in question were paid for, whether through initial Background dots, bonus points or experience. "Free" Backgrounds awarded through plot events remain ineligible until they have been fully paid for (three experience points per dot).

Scoured Perfection of Form

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: Desecration
Duration: Permanent
Prerequisite Charms: Verdant Emptiness Endowment

This Charm expands the scope of its prerequisite, allowing that Charm to bestow permanent mutations as an alternative to other traits. The mutations in question must fulfill a desire, though they can do so in ways the supplicant never imagined or wanted. For example, it is necessary to become a creature of darkness for the Desecration to do anything else, so any desire to be changed automatically makes that mutation permissible. Moreover, the changes must suit the aesthetics of the Endless Desert, incorporating only those physical characteristics suited for dwelling within her and mental changes congruent with her law.

Any single permissible mutation may be given by each application of this Charm, within the normal limits of Verdant Emptiness Endowment and the Desecration keyword. All of the effects of Transcendent Desert Creature may be given as an Abomination with the same name.

Alternately, this Charm may also be used to remove mutations, in which case the target still owes the Infernal later, but the former mutant regains any experience points invested in the trait. It is not uncommon for Cecelyne to give a mutation and collect the price, then collect again to remove the gift when the target comes to fear and hate what he has become.

As You Wish

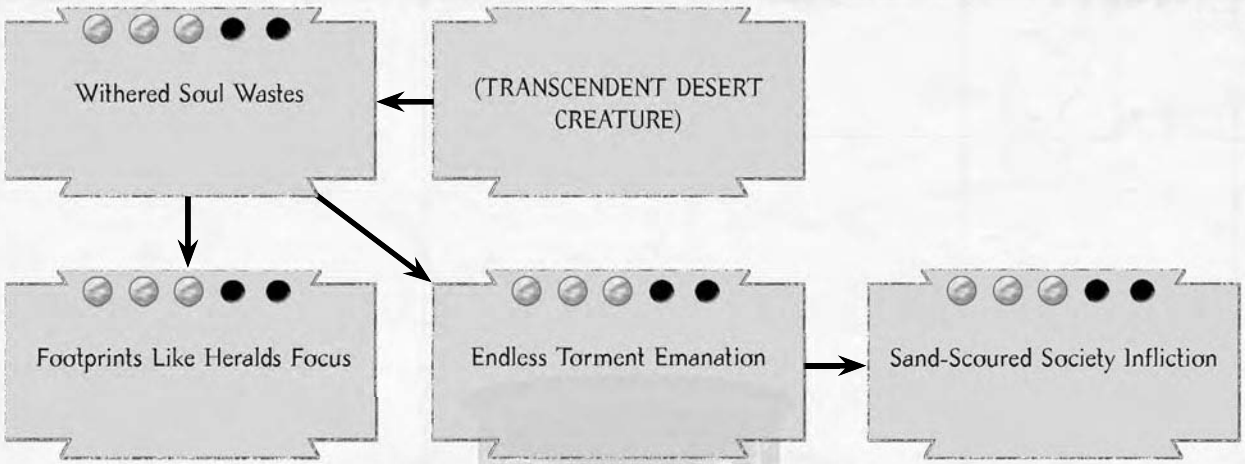
Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Penitents Like Scattered Grains, Verdant Emptiness Endowment

Cecelyne is both malevolent and endlessly giving, as those who mistake her gifts for kindness and indebt themselves to her law can attest. Whenever an Infernal with this Charm overhears prayers with Penitents Like Scattered Grains, she may answer those prayers by activating Verdant Emptiness Endowment as if the supplicant were in range of that Charm. The prayer itself provides the arcane link to convey the miracle answer. If other Charms expand the options that Verdant Emptiness Endowment can give, these expansion effects may also be transmitted. Infernals who know the Charm Locust Mana Plague (see pp. 126-127) may answer prayers requesting food by having the demon locusts crawl into life around the supplicant.

Withered Soul Wastes

Cost: 10m, 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK
Duration: One day
Prerequisite Charms: Transcendent Desert Creature

Places of physical desolation most closely resonate with Cecelyne. She is, after all, more geography than goddess. However, the scope of her dominion goes far deeper than harsh lands. Upon activating this Charm, the character's understanding of the term "place of desolation" expands to include regions afflicted by spiritual desolation that aren't part of the Underworld. Wherever any community dwells where a majority of members suffer endemic social injustice fueled by corruption and vice, the razor grit of Cecelyne trickles as inevitably as through an hourglass. Unsettled but lush areas remain useless to the Charm, as do regions inhabited by predominantly just societies. While most major cities in Creation offer bastions to Cecelyne, most small villages and farmsteads adhere to community standards that keep her out (at least during peacetime). Such communities are becoming rarer as the Time of Tumult worsens.



Footprints Like Heralds Focus

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Withered Soul Wastes

When demons enter Creation, they track a little of Cecelyne with them. It's not much, these few grains, but every footstep out brings the Endless Desert one mote closer to freedom—or would if she were less than infinite. Once an Infernal learns Footprints Like Heralds Focus, every demon's presence qualifies as a place of spiritual desolation for Withered Soul Wastes. For the purposes of this Charm, the presence extends to a radius of (the spirit's Essence x 10) yards for demons of the First or Second Circle. Third Circle demons exert a presence with a radius of (Essence) miles.

Endless Torment Emanation

Cost: 15m, 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Shaping, Sorcerous
Duration: One week
Prerequisite Charms: Withered Soul Wastes

The Endless Desert is more than a place. She is also an idea adjoining space and time. This Charm exudes the Essence of Cecelyne as a spherical aura extending to a radius of (Essence x 10) yards from the Infernal. Once created, the psychic field remains stationary and endures for one week. Within this space, all efforts to erode positive Intimacies need only a single scene of appropriate action to succeed regardless of the listener's Conviction rating. The effort required to build negative Intimacies likewise decreases. If eroding a particular positive Intimacy or building a particular negative Intimacy would conflict with a character's Motivation, the effort requires normal effort to succeed. Additionally, the area is considered a place of spiritual desolation (see Withered Soul Wastes). The effects of this Charm are extremely subtle and virtually imperceptible, even to Essence sight and similar magical awareness. Characters get a faint sense that something is indefinably wrong with a successful reflexive difficulty 3 (Perception + Socialize) roll made by their players.

Sand-Scoured Society Infliction

Cost: 12m, 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Shaping
Duration: One month
Prerequisite Charms: Endless Torment Emanation

The law of Cecelyne is a weapon against those who imagine any civilization can know justice in a world that no longer obeys its creators. This Charm may target any organization with Magnitude no greater than the Infernal's Essence rating, provided at least one member is present for the activation. For the next month, every place where that organization conducts official business or activities of any kind or owns property takes on the properties of a place blighted with Endless Torment Emanation. This field extends 100 yards from any valid activity or property and lasts for one day after this activity ceases or the organization no longer owns said property. Infernals may purchase this Charm a second time, in which case the maximum Magnitude of organization she can affect increases to her Willpower rating. Organizations larger than the permitted Magnitude may only be attacked piecemeal with this Charm, assaulting individual bureaus or departments.

She Who Lives In Her Name

Factual Determination Analysis

Cost: 2m; **Mins:** Essence 2; **Type:** Reflexive
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: None

The Principle of Hierarchy recognizes the totality of truth. This Charm may be used to test any statement the Exalt reads or overhears and provides the Infernal with certain knowledge of whether the statement was presented as a complete truth. Any intentional deception or meaningful omission of relevant data in any part of the tested statement returns the same negative response, so it is best to test a long statement frequently to isolate where the truth breaks down. If this Charm contests another, add the Infernal's Essence rating in bonus successes to the roll-off. Truth is measured

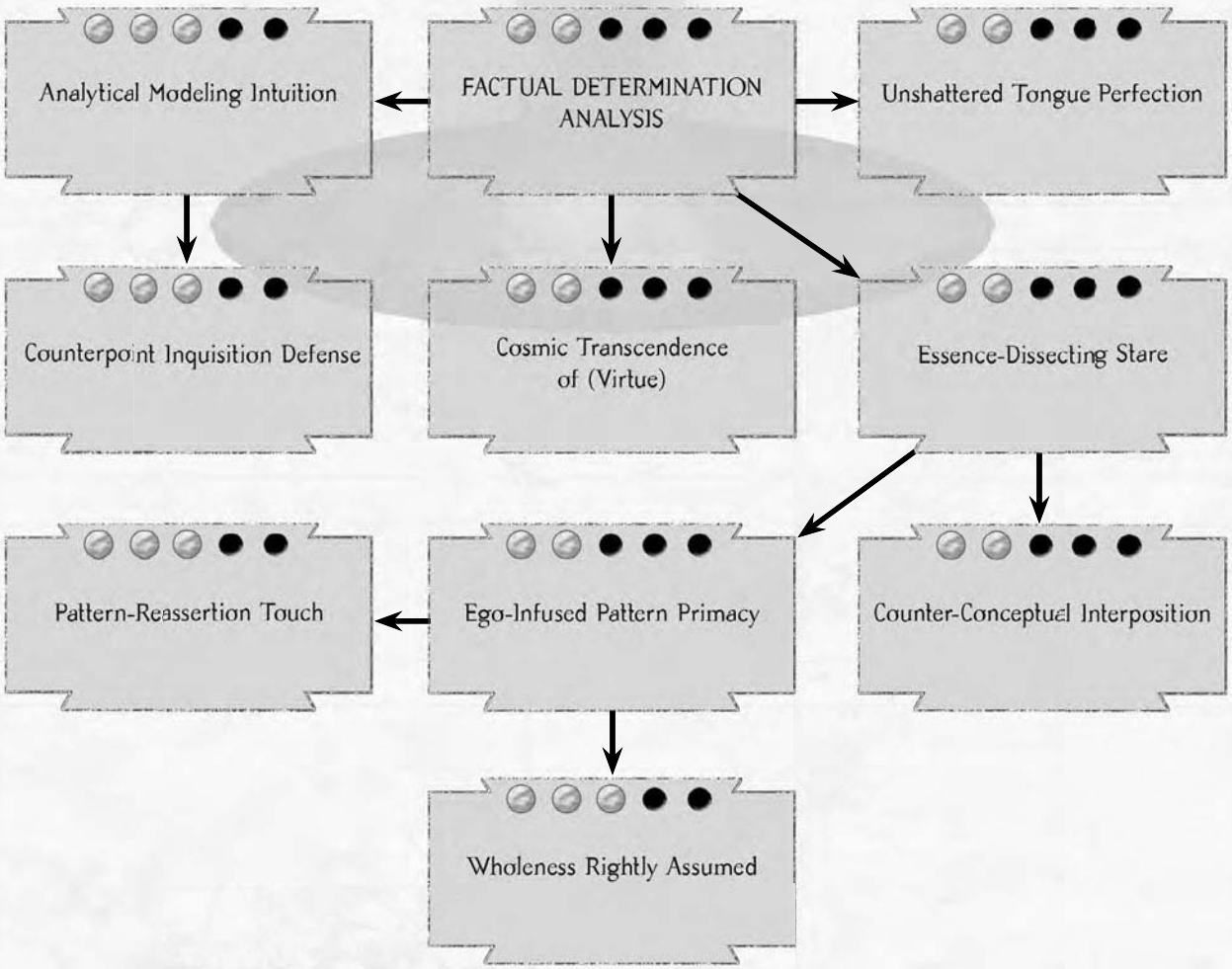
from the perspective of the speaker rather than based on objective truth. Factual Determination Analysis does not supply the truth along with its binary measure.

Analytical Modeling Intuition

Cost: 3m, 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Factual Determination Analysis

It is the nature of She Who Lives In Her Name to understand all patterns less than herself. To use this Charm, an Infernal chooses a sapient being within (Willpower x 10) yards. The target experiences sudden phantom pain as though from vivisection and knows that some external force seeks to invade her mind, but not who. Roll the Infernal's (Perception + Investigation + Essence) with an external penalty of the target's Dodge MDV. If no successes remain, the Infernal loses an additional one Willpower from the frustration of inconceivable failure. If successful, the Infernal mentally probes the target's mind and learns the answer to one question of his choice. The victim does not experience the probe as a question per se, but understands the intent of the intrusion and relives flashes of rapid-fire memories that the Infernal simultaneously experiences and interprets. The defender's player supplies the answer and must do so truthfully without meaningful omissions, as enforced by the Storyteller. The defender may spend one Willpower to ignore the unnatural mental influence of that probe attempt or three Willpower to gain total immunity to all uses of this Charm for the rest of the scene. Victims of Analytical Modeling Intuition do not have to reveal any information about their emotional state and may take a "just the facts" approach to keep such details private. Forcing a character to relive painful or humiliating memories is extremely stressful, imposing a -2 internal penalty on the victim's next roll to regain Willpower from sleep. This penalty does not cumulatively worsen with repeated exposure.

With a second purchase of this Charm, the Infernal may touch an inanimate object to rip answers from the object's least god. No roll is required, nor can the god resist, but the Exalt only learns information he could glean with a threshold of five successes on a successful Investigation roll at any difficulty. Least gods only perceive events that directly relate to their limited domain, so the information they have is likewise limited. Finally, use of this Charm to rip experiences out of a least god's mind sends the deity into quivering catatonia for an hour, preventing it from being interrogated again during this time.



A third purchase of this Charm reduces the activation cost to one mote if the Infernal targeted the same person using Analytical Modeling Intuition on his last action. Failure to continuously renew the effect or choosing a new target resets the Charm's usual cost.

Counterpoint Inquisition Defense

Cost: 3m; **Mins:** Essence 3; **Type:** Reflexive (Step 9)
Keywords: Combo-OK, Counterattack
Duration: Instant
Prerequisite Charms: Analytical Modeling Intuition

To dare voice an alternate point of view to the Principle of Hierarchy is to invite her wrath and curiosity both. Wise enemies fear the latter more. This Charm may be activated as a counterattack in response to any unnatural mental influence directly imposed in real time by a sapient being (i.e., no delayed effects or written influence). The mental influence does not need to succeed to be eligible for counterattack and resolves normally. Meanwhile, the Infernal gets to scan the attacker's own mind as if using Analytical Modeling Intuition to pose a question. Because the attacker already established a mental connection, the Infernal adds her Essence rating in bonus successes to her attack roll. With Essence 4+, this Charm can be used in response to natural mental influence as readily as unnatural.

Unshattered Tongue Perfection

Cost: 5m; **Mins:** Essence 2; **Type:** Simple
Keywords: Combo-OK, Shaping, Sorcerous, Touch
Duration: Indefinite
Prerequisite Charms: Factual Determination Analysis

Before the gods and their Chosen debased Creation's original language with babbling, broken dialects of mutual unintelligibility, all of existence spoke as one. The Principle of Hierarchy will restore that linguistic order. Upon touching an intelligent being and activating this Charm, the Infernal instantly imprints the target with knowledge of Old Realm in the Malfean dialect and temporarily excises knowledge of all other languages. This artificial fluency extends to writing if the target has Lore 1+ and does not increase the target's Linguistics rating, but it prevents acquisition of other languages until dispelled. Essence-wielding targets may spend one Willpower to reduce the Charm's duration to a scene or three Willpower to cancel it outright. Non-extra mortals can reduce duration to one day for three Willpower.

A second purchase of Unshattered Tongue Perfection at Essence 3+ allows the Infernal to target a unit with Magnitude less than his Intelligence rating rather than an individual by touching or being the leader and paying an increased cost of 15 motes and a Willpower. All unit members in the same realm of existence are affected as though individually targeted by the Charm, though the Infernal is not affected so long as he already knows Old Realm. Countermagic against one affected member only frees that member, not the whole. It is possible to effect sub-units of larger units in order to convert them piecemeal by attacking lower in the chain of command.

Whether targeting an individual or unit, those affected with the second version of this Charm base Appearance modifiers for experiencing or imposing mental influence on relative Essence ratings rather than relative Appearance, even imposing this context on unaffected characters with whom they interact. Affected characters also treat the social attacks of higher-ranking members of any unit they belong to as unnatural mental influence costing two Willpower to resist. Victims of this Charm may go to the effort of breaking an Intimacy to leave the organization and reduce its hold over them, though such efforts often fail in face of compulsions from said superiors to remain with the unit and stay loyal.

Cosmic Transcendence of (Virtue)

Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: Combo-OK
Duration: Permanent
Prerequisite Charms: Factual Determination Analysis

It is unfair to say that She Who Lives In Her Name is without Virtue. Like her fellow Yozi Adorjan, the Principle of Hierarchy merely understands the bigger picture. Infernal Exalts can purchase this Charm once per dot of Integrity (to a maximum of four times), with each purchase enhancing one Virtue rated 5+. The choice can't be altered, but the Charm's effects recede if the Infernal lacks a sufficient Virtue rating for whatever reason.

The Infernal regains one channel for each Virtue augmented by this Charm once per day at sunset. Additionally, whenever an Infernal would roll dice for a Virtue enhanced by a purchase of this Charm (whether as a pool by itself or bonus dice from a channel), the Charm converts these dice into automatic successes. This isn't optional, so characters must always spend Willpower to resist the urges of extreme Virtue. See below for how Virtues express themselves differently through this Charm.

Lawgivers have a Charm "Epic Zeal of (Virtue)" that has identical effects, but requires Integrity 4 and any Integrity Excellency as a prerequisite. This is not the only form of extreme Virtue Solars of the First Age explored, only one transhumanist paradigm.

Compassion: The Infernal cares for other people as she would care about the chips of bone or fibers of sinew that compose someone she cares about. She certainly does not wish the pieces harm, but places their wellbeing far below the health of the whole. The specifics of the Infernal's greater good must be worked out with the Storyteller and must make sense for the character's Intimacies and other Virtue ratings. Within this expansive ethos, she can sacrifice millions of lives to save billions more. She can channel Compassion on any action that serves her greater good, even actions that oppose smaller conceptions of Compassion. However, she must spend Willpower to take actions that oppose the greater good, even those actions that demonstrate immediate Compassion.

Conviction: Inhuman extremes of Conviction do not wildly deviate from the ethics of mortal paragons except by

degree. Therefore, the applicability of Conviction channels does not increase. However, whenever mental influence seeks to alter the emotional context of any of her Intimacies, lessen them outright or alter her beliefs or memory with an Illusion effect, the Exalt may spend one Willpower and one Conviction channel to perfectly dodge that influence. Doing so breaks any ongoing effects from the dodged influence, and this may be done later to throw off influence as an alternative to dodging the initial social attack or other source. In addition to the normal behavioral prohibitions on high Conviction, an Infernal with this Charm can't knowingly act against any of her Intimacies unless she has spent Willpower to act against her beliefs for a scene.

Temperance: With extreme self control comes absolute clarity of purpose. Whenever mental influence would build an Intimacy or exert an Emotion effect over her, the Infernal may dodge by spending one Willpower and one Temperance channel. This defense follows the same overall rules as the dodge afforded by Cosmic Transcendence of Conviction apart from the types of influence it defends against. The range of actions that extreme Temperance can enhance does not improve. Unfortunately, her ascetic devotion also requires her to spend Willpower to act dishonestly or show bias in any situation, not just matters of importance. She must also spend Willpower to break promises, even those lacking that formality and solemnity of a sworn oath.

Valor: The Infernal knows no peers or superiors and, therefore, ceases to understand fear as a meaningful concept. If she would somehow fail a Valor check despite 5+ automatic successes, she still succeeds with threshold of one. She treats all mental influence that would instill fear or alter her behavior through playing on fears as unacceptable orders, also terminating any fear-based Intimacies upon purchase of this Charm. The Storyteller decides when this defense applies. Cosmic Transcendence of Valor does not broaden the range of actions that Valor channels can aid, nor does it broaden the scope of prohibited actions.

Essence-Dissecting Stare

Cost: Special (see below); **Mins:** Essence 2; **Type:** Simple
Keywords: Combo-Basic
Duration: One hour
Prerequisite Charms: Factual Determination Analysis

She Who Lives In Her Name sees all that matters. This Charm duplicates the benefits of All-Encompassing Sorcerer's Sight (see **Exalted**, p. 222) apart from its type and duration. The cost to activate this Charm is (8 - [lower of Perception or Occult]) motes normally or zero motes if the Infernal has Essence 6+.

Counter-Conceptual Interposition

Cost: 5m; **Mins:** Essence 2; **Type:** Reflexive (Step 2)
Keywords: Combo-OK, Obvious, Shaping
Duration: Instant
Prerequisite Charms: Essence-Dissecting Stare

Imperfection of the Principle of Hierarchy

The tenets and patterns of She Who Lives In Her Name give order and stability to a universe of mad chaos. That which she understands is less than her and so unable to harm her. That which is beyond her understanding mars the perfection of her vision. Charms limited by this flaw may be used at any time. However, if the attack is enhanced by a Charm or other supernatural power that the Infernal has not studied or personally encountered, the cost to activate the defense increases by five motes. Use of any unfamiliar Combo is considered unfamiliar, even if all the Charms contained within it are known to the Infernal. A reflexive difficulty 5 (Intelligence + Occult) roll can identify any Charm that the Storyteller determines an Infernal has the slightest chance of knowing. By default, Charms with this imperfection never defend against surprise attacks on their own. Should a Combo or other effect make it possible to defend against a surprise attack, the surcharge applies regardless of the attacker's magic. Attacks by creatures of the Wyld never require a surcharge. The Principle of Hierarchy trumps their chaos utterly.

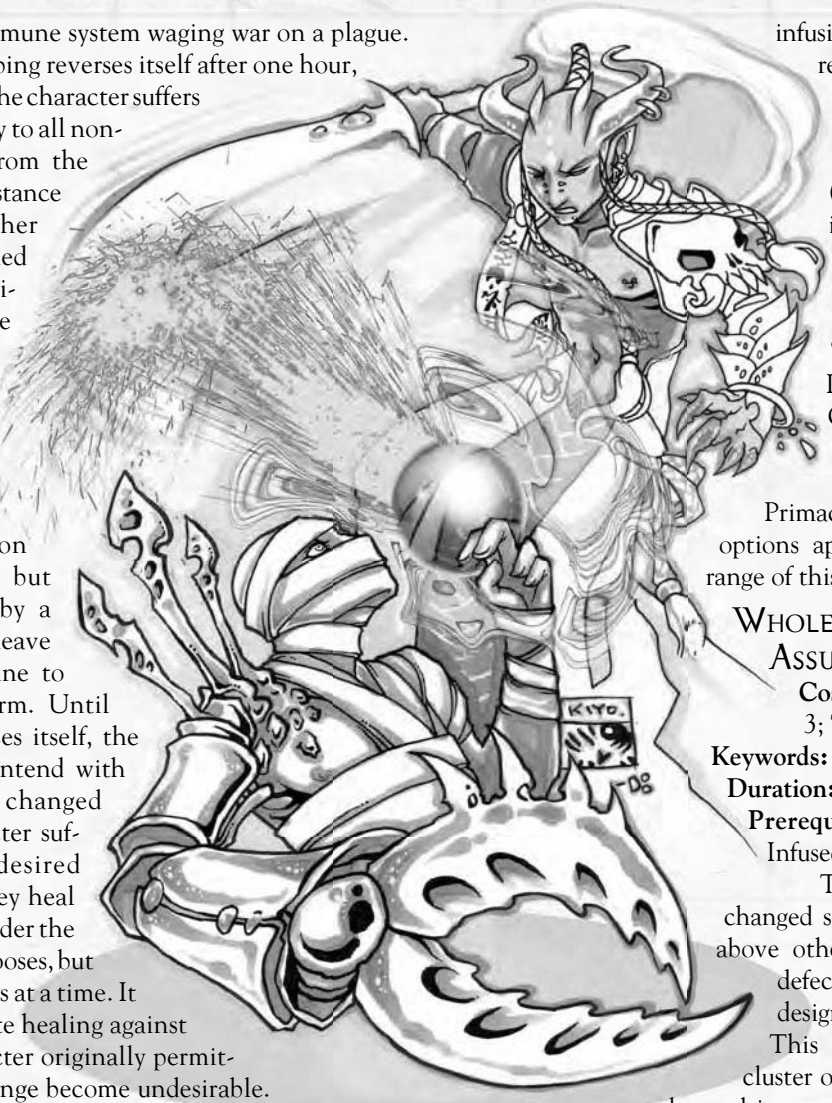
Faced with any physical attack, the Principle of Hierarchy may reshape reality to produce a phenomenon or event capable of neutralizing the attack. This Charm is a perfect parry against any attack the Infernal can perceive, even unblockable attacks. The default manifestation is an orb of crystalline fire that appears in the path of the attack, shattering to stop the blow or projectile just before it hits the Exalt. Where the sphere shatters, a ripple of bent space flows out like a stone dropped into a pond. It is possible to manifest any instant duration effect that could provide a parry, however, such as a spray of water to snuff out a firewand's torrent or a concussive thunderclap that knocks aside an incoming arrow. Such variations are stunts, so creative use can reduce the cost of the Charm to match the perfect defenses of other Yozis. Counter-Conceptual Interposition is vulnerable to the Imperfection of the Principle of Hierarchy.

Ego-Infused Pattern Primacy

Cost: —;
Mins: Essence 2;
Type: Permanent
Keywords: Shaping
Duration: Permanent
Prerequisite Charms: Essence-Dissecting Stare

It is not the place of the universe to dictate the identity of the Principle of Hierarchy. Whenever a Shaping effect alters an Infernal with this Charm in a manner her player does not approve of, the character's Essence reasserts its

integrity like an immune system waging war on a plague. The offending Shaping reverses itself after one hour, during which time the character suffers a -1 internal penalty to all non-reflexive actions from the psychic effort of resistance and can't be further changed by continued exposure or reapplication of the same Shaping effect during this time. Thus, healing from Wyld-induced mutation ensures immunity to further mutation while recovering, but Shaping inflicted by a Charm would only leave the Infernal immune to that singular Charm. Until the Shaping reverses itself, the Exalt must still contend with all effects of his changed state. If the character suffers multiple undesired Shaping effects, they heal back in whatever order the Infernal's player chooses, but only one effect heals at a time. It is possible to initiate healing against Shaping the character originally permitted, should the change become undesirable.



A second purchase at Essence 3+ shortens the interval of regeneration to one minute. A third purchase (still at Essence 3+) allows instantaneous recovery for a reflexive cost of two motes, as the Infernal begins changing back before the offending Shaping fully resolves.

Pattern-Reassertion Touch

Cost: 15m, 1wp;
Mins: Essence 3;
Type: Simple
Keywords: Combo-OK, Shaping, Sorcerous, Touch
Duration: Until complete
Prerequisite Charms: Ego-Infused Pattern Primacy

Though she is not kind, She Who Lives In Her Name cannot abide seeing others twisted against her understanding of their nature. Upon activating this Charm and touching a target being or object, the target becomes infused with the Essence of perfected hierarchy, and the Infernal intuits all Shaping effects that have altered the target as if the effects were Obvious to her. She may select any number of these effects as undesirable in whatever order she chooses. The infusion begins sequentially reversing these effects at the same rate as Ego-Infused Pattern Primacy operates (but no faster than an interval of one minute). Once this list has been corrected, Pattern-Reassertion Touch abates. If an Infernal knows other Charms that enhance the scope of what Ego-Infused Pattern Primacy can fix, the same options apply to enhance the range of this Charm.

Wholeness Rightly Assumed

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Ego-Infused Pattern Primacy

The restoration of the changed self takes first priority above other repairs, but lesser defects may yet mar greater designs if left unchecked. This Charm is actually a cluster of Charms that can be learned in any order, each of which broadens Ego-Infused Pattern Primacy to be able to repair another state. Note that each interval of healing can only reverse one undesired effect. Possible options for Wholeness Rightly Assumed include: Crippling, Sickness and Poison.

Damage is also an option and one that requires further explanation and repurchase for maximum effectiveness. With a single purchase, each interval of healing regenerates one level of bashing damage. A second purchase allows lethal damage to be healed. Healing instantly from damage is costlier and less total than healing back from other deleterious states, costing three motes for a level of bashing and five motes for a level of lethal.

Mind-Hand Manipulation

Cost: 10m; **Mins:** Essence 2; **Type:** Simple
Keywords: Combo-OK, Obvious, Sorcerous
Duration: Indefinite
Prerequisite Charms: Essence-Dissecting Stare

The spinning orbs of She Who Lives In Her Name have no hands with which to grapple and impose order on the world. They are not so crude. With this Charm

active, the Infernal may move other objects with his mind as though manipulating them with his own body, exerting force or even lifting objects and carrying them through the air at speeds up to his own current velocity. His telekinesis trails Obvious ripples of spatial distortion and white light as prehensile tendrils of mental force. This Charm has a Dexterity equal to his Willpower and a Strength equal to his Essence. The associated Ability to use this Charm is Occult, whether for attacking with direct force or hurling objects, or to determine effective (Strength + Athletics) total for a mind-powered feat of strength. If a floating weapon is wielded this way, the Ability is the lower rating of the normal trait and Occult, and all actions using the weapon suffer a -3 external penalty. Unlike most Sorcerous Charms, the Essence for this Charm must be committed, but the effect may also be terminated at will by ending this commitment. Mind-Hand Manipulation can move perceived incorporeal beings and objects, but its effective Strength is halved.

Moving objects with Mind-Hand Manipulation requires the same actions as doing so normally. All actions suffer range penalties like an attack with a range interval of (Willpower + Essence). Objects that have been lifted into the air fall when the action taken to move them ends, though up to (Essence) separate objects may be held stationary between actions, reflexively levitated through force of will. Grabbing anything that resists requires a clinch attack, but opponents who win control of a clinch do not get to grapple the Exalt and may only choose to escape. Moreover, clinches can only be maintained with renewed control rolls as normal, so victims can't be held aloft with merely reflexive effort. Unlike most ranged attacks, telekinesis granted by this Charm may be used defensively to deflect projectiles and weaken blows, as represented by the parry option provided by the Charm's Defense rating.

Infernals with Essence 3+ add a third attack option, in which they can focus their mental force to scalpel sharpness with which to vivisect those who displease or intrigue them. Repurchase of this Charm at Essence 4+ allows an Infernal to spend one Willpower whenever a telekinetic attack would inflict two or more actual levels of damage. Invoking this power replaces all damage with a Crippling amputation of the Exalt's choice (see **Exalted**, p. 152, for examples). Such injuries self-seal as though cauterized and do not even bleed. Telekinetically wielded weapons can't amputate victims this way.

Telekinetic Blow: Speed 5, Accuracy (Willpower + Occult), Damage (Essence)B, Defense (Willpower + Occult), Rate (Essence), Range (Willpower + Essence)

Telekinetic Clinch: Speed 6, Accuracy (Willpower + Occult), Damage (Essence)B, Rate 1, Range (Willpower + Essence)

Telekinetic Blade: As Telekinetic Blow, but Damage (Essence)L piercing (aggravated to creatures of the Wyld).

Unseen Force Application

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Mind-Hand Manipulation

Malfeas relishes gaudy displays of power, but She Who Lives In Her Name does not need shallow theatrics to justify herself. Unseen Force Application enhances its prerequisite by removing the Obvious keyword at will, allowing the Charm to move objects invisibly without giving away who is responsible. Onlookers can still make educated guesses that the Infernal has attacked through scrutiny of his body language; this requires a difficulty 4 (Wits + Awareness) roll as a miscellaneous action, with success revealing that the Infernal has attacked via some unseen means and allowing the witness to recognize whenever he does so again later in the scene. The tingling surge of Essence that precedes the telekinetic force like an aura still allows Essence-using targets of telekinetic attacks to defend normally, though at an additional -2 DV penalty from lacking a clear sensory impression of the attack. Mortals can't block these attacks and are at -3 DV to dodge them.

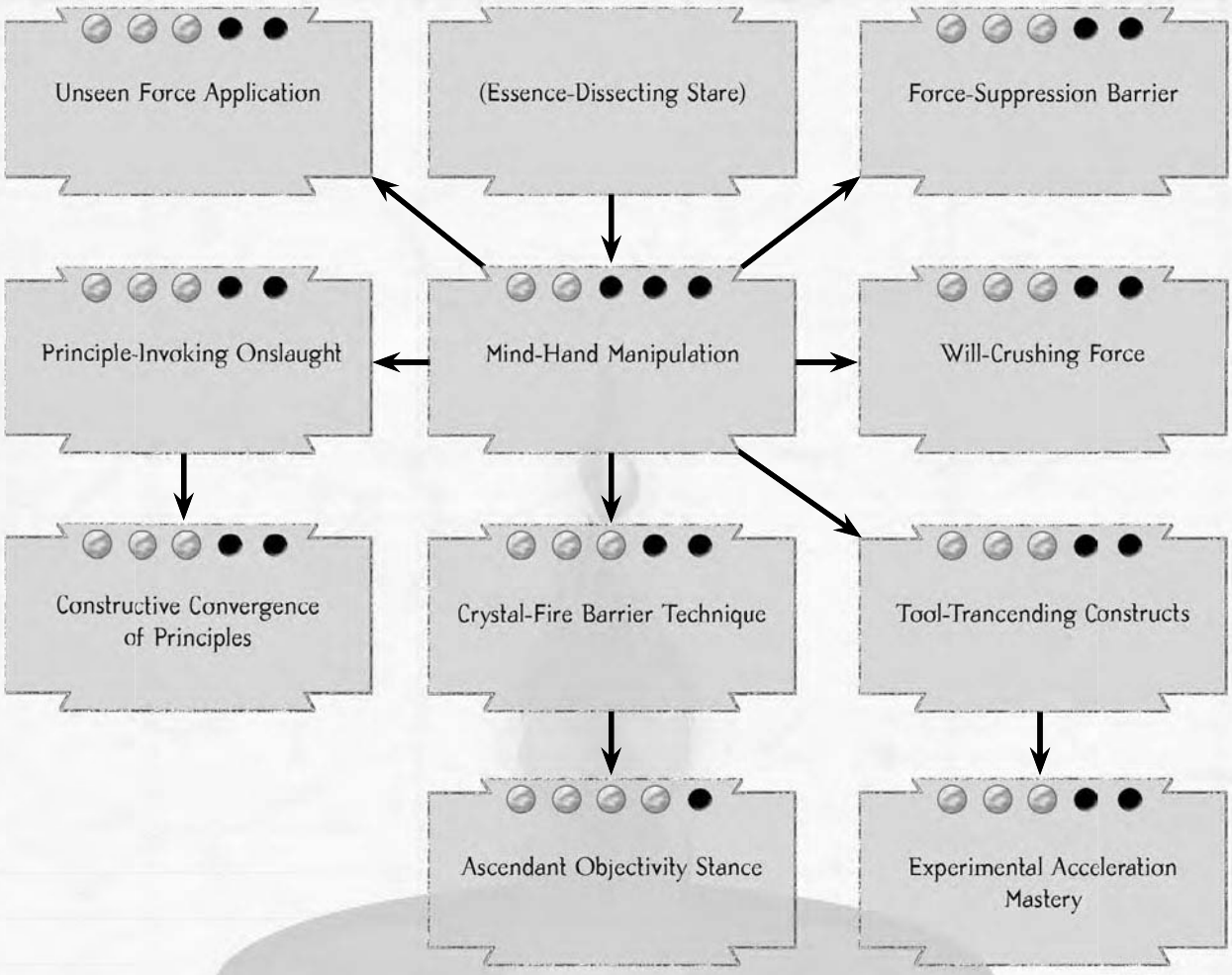
Principle-Invoking Onslaught

Cost: 1m (+1wp); **Mins:** Essence 3; **Type:** Supplemental
Keywords: Combo-OK, Obvious, Shaping, Sorcerous
Duration: Instant
Prerequisite Charms: Mind-Hand Manipulation

All of existence is a weapon to the opened mind. This Charm can enhance any direct telekinetic attack using Mind-Hand Manipulation. Instead of exerting damage through projected force, a successful hit allows the Infernal to shape any instant-duration, damaging phenomenon into existence to injure the target, even if the phenomenon is wholly imagined and has no natural counterpart in Creation's patterns. It is theorized that truly fantastic and seemingly impossible attacks refract principles lost to the Three Spheres Cataclysm.

The default attack from this Charm is a pulse of disintegrating white fire, but the Infernal can conjure lightning, grinding earth, boiling acid mist, low-frequency screams that split bowels or new colors of light that erase mass. The nature of the effects can alter stunts, but the actual statistics of the attack follow basic telekinetic attack options. Should the attack kill the target, an appropriate Shaping can transmute her corpse to any other matter with a Resources value less than the Infernal's Essence. Thus, a golden fog that turns flesh to gold may leave alloyed statues of gold glistening with tarnished inclusions of emerald brass. Characters immune to Shaping effects can't be hurt by this Charm.

This Charm costs one mote and One Willpower to enhance a telekinetic clinch. A grapple augmented this way creates a lingering snare or binding that maintains the clinch using the Exalt's normal traits to do so. Independent Shaping clinches apply successes equal to half their dice pool in lieu of rolling and can only attempt to hold their target immobile.



If the clinch is broken or dispelled or the creator wishes, the confinement shatters and its prisoner is free to act immediately. A maximum of (Essence) independent clinches may be maintained at one time.

Constructive Convergence of Principles

Cost: 20m, 1wp; **Mins:** Essence 3;
Type: Simple (Dramatic Action)
Keywords: Combo-OK, Obvious, Shaping
Duration: Instant
Prerequisite Charms: Principle-Invoking Onslaught

The Primordials built Creation from the chaos of the Wyld. Tapping into this legacy, an Infernal with Constructive Convergence of Principles may give form to the inchoate. Except as noted, this Charm duplicates the Solar Charm Wyld-Shaping Technique (see **Exalted**, p. 216) and is similarly limited to Shaping within a radius of (Essence) miles. Unlike the Lawgivers, the dice pool for this Charm is (Willpower + Essence). This action may be enhanced by the Excellencies of She Who Lives in Her Name as though the dice pool was a combination of (Attribute + Ability). All beings created by this Charm are inherently creatures of darkness in accordance with the Yozi Essence that gave them life. Spending successes equal to a First Circle demon's Essence rating on the "create people" option allows the Exalt to spawn an unbound heroic member of that race that comes into existence with an Intimacy of loyalty to its creator and whatever Motivation he decides to imprint on it. This Charm may be used in the Demon Realm as though the Middlemarches, but the Yozis are very touchy about having their bodies mutilated by Exalted, so one will actively block efforts to Shape any modifications to its terrain unless the changes closely fit the Yozi's nature and aesthetic. The broken Primordials are indifferent to the creation of wealth, people or artifacts within themselves.

A second purchase of this Charm at Essence 4+ upgrades it with all of the effects bestowed by Wyld Cauldron Technology (see **Exalted**, p. 217). A third purchase at Essence 5+ allows regions of Creation to be shaped as if the Bordermarches, though demesnes can't be formed within Creation until the Infernal has Essence 7+, and all must have an Infernal aspect. Use of this Charm in Creation is a Blasphemy effect.

Force-Suppression Barrier

Cost: 4m; **Mins:** Essence 3; **Type:** Reflexive (Step 2)
Keywords: Combo-OK, Obvious
Duration: One scene
Prerequisite Charms: Mind-Hand Manipulation

It is the will of the Principle of Hierarchy that she not be attacked. Who can gainsay her? Upon activating this Charm, the Infernal's anima crystallizes into a force construct around her, glowing at the eight to ten mote level of display. Infernals who know Unseen Force Application can create invisible shields if preferred. The Charm provides a shield DV bonus of the Infernal's Essence rating, which is not cumulative with other cover benefits (only the best modifier applies). Even better, direct telekinetic attacks using Mind-Hand Manipulation are DV -0 actions with Force-Suppression Barrier active. Whenever a ranged attack completely misses the Infernal, the projectile slows to a stop as the shield strips all energy and inertia from it and drops harmlessly to the ground as the tick ends.

Crystal-Fire Barrier Technique

Cost: 5m, 1wp; **Mins:** Essence 3; **Type:** Reflexive
Keywords: Combo-OK, Obvious, Shaping, Sorcerous
Duration: One day
Prerequisite Charms: Mind-Hand Manipulation

By hardening natural law into a tangible force, the Principle of Hierarchy defines her environment to aid allies and hinder enemies. This Charm may only be activated on the Infernal's action tick until he has Essence 5+, at which point he may use it in Step 2 of attack resolution to defensively create constructs in the path of attacks. The Charm can't be used more than once per tick for any reason. Upon activation, the Infernal chooses an origin point no greater than (Essence x 10) yards away. Translucent white light expands from that point, crystallizing into a single-layer construct of solid force whose dimensions can be arrayed as a wall, sphere, ovoid or anything in between of comparable simplicity. No dimension of the construct can exceed (Essence x 20) yards across. If characters do not wish to be trapped on a particular side of the barrier and they have a sufficient move rate to cross to the desired side, they may do so before the light hardens. In addition to being vulnerable to countermagic, constructs made with this Charm are inanimate objects with (Essence x 4) bashing and lethal soak and are destroyed upon suffering any damage. The Infernal can also dismiss them at will. The barriers are equally solid to material and incorporeal objects and provide usual cover, but their creator can move through them as if they were incorporeal whenever he wishes to do so. Attacking through the barrier isn't possible. Once created, constructs are stationary and can't be moved, only destroyed.

Ascendant Objectivity Stance

Cost: 8m, 1wp; **Mins:** Essence 4; **Type:** Simple
Keywords: Obvious, Shaping
Duration: One day
Prerequisite Charms: Crystal-Fire Barrier Technique

From above, She Who Lives In Her Name looks down on the messy chaos of a world desperate for her order. The Infernal's anima crystallizes and cracks, releasing a shard of light that grows into a narrow single-person platform that floats in mid-air, waiting for its creator to step on and claim it. The platform has soak and other traits as per a construct fashioned with Crystal-Fire Barrier Technique. If the Infernal steps on it with Mind-Hand Manipulation active, his feet adhere, and he gains the ability to hover and fly at up to ([Essence rating] x [natural ground speed]). The platform provides 50% cover from below. Should the Exalt suffer any knockback or knockdown while flying (or if the platform is destroyed by damage), this Charm deactivates and must be reactivated prior to hitting the ground to avoid impact. Hitting the platform deliberately requires a called shot at no penalty. If the directed attack hits the Infernal, it hits the platform and applies damage to it instead.

Tool-Transcending Constructs

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: Shaping
Duration: Permanent
Prerequisite Charms: Mind-Hand Manipulation

She Who Lives In Her Name needs no other habitation or external aid to work her genius. Whenever an Infernal has this Charm's prerequisite active, she can Shape her telekinetic force to serve in place of all tools required for Ability-based actions (but not raw materials), though this doesn't quicken task completion. Weapons can't be emulated; the Principle of Hierarchy has other Charms for that. Otherwise, "tool" is a broad term, encompassing musical instruments, writing implements, etc.

The actual effects of the enhanced action take place via precise alteration of reality, so forging a lump of metal into a sword would involve levitating the raw ore, searing it red-hot and stretching the slag to its desired shape. By default, this Charm only provides the equivalent of a basic workshop. Subsequent purchases of the Charm at higher Essence ratings upgrade the benefits to more sophisticated facilities: master's workshop (Essence 4+, two purchases); flawless workshop (Essence 6+, three purchases); ideal workshop (Essence 7+; four purchases). See **The Books of Sorcery Vol. III—Oadenol's Codex**, pages 27-28, for more information on workshop types.

Experimental Acceleration Mastery

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: Shaping
Duration: Permanent
Prerequisite Charms: Tool-Transcending Constructs

The Principle of Hierarchy does not wait to recheck the perfection of her plans. Implementation is efficiency. Whenever an Infernal with this Charm emulates tools with Tool-Transcending Constructs to enhance or allow an action, that action is accomplished at a speed factor of the Exalt's Essence rating. Thus, Essence 3 means such tasks may be completed three times as fast. Time dilates and warps around the affected target, quickening correct assembly to higher patterns, completion of a surgery, etc.

Will-Crushing Force

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: Shaping
Duration: Permanent
Prerequisite Charms: Mind-Hand Manipulation

There is no difference between physical and mental force. The crushing of opposition must be absolute.

Whenever an Infernal with this Charm would inflict two or more levels of damage to a target with direct attacks using Mind-Hand Manipulation, the Exalt knows whether the target has any Willpower points remaining and may choose to forgo all damage to drain one Willpower instead. If this drain reduces a target with lesser Essence to zero Willpower points, her will is broken (see **Exalted**, p. 174).

Mortals and natural animals broken in this way become hollowed mockeries of themselves. Such wretches have no Virtues and automatically succeed/fail at Virtue rolls as per an automaton. Their original Motivations disappear, replaced by the Policy of whatever Magnitude 3+ social unit each victim is most closely affiliated with. A victim's player chooses which unit her will subsumes into, subject to Storyteller veto. Acting against the best interests of the unit whose Policy the victim gains becomes an unacceptable order for her. With Essence 4+, breaking a mortal can inculcate her with a Policy as described or impose any logical extrapolation of the Infernal's Urge instead. The only way to escape this altered state is to break the mortal's will anew by means other than this Charm.

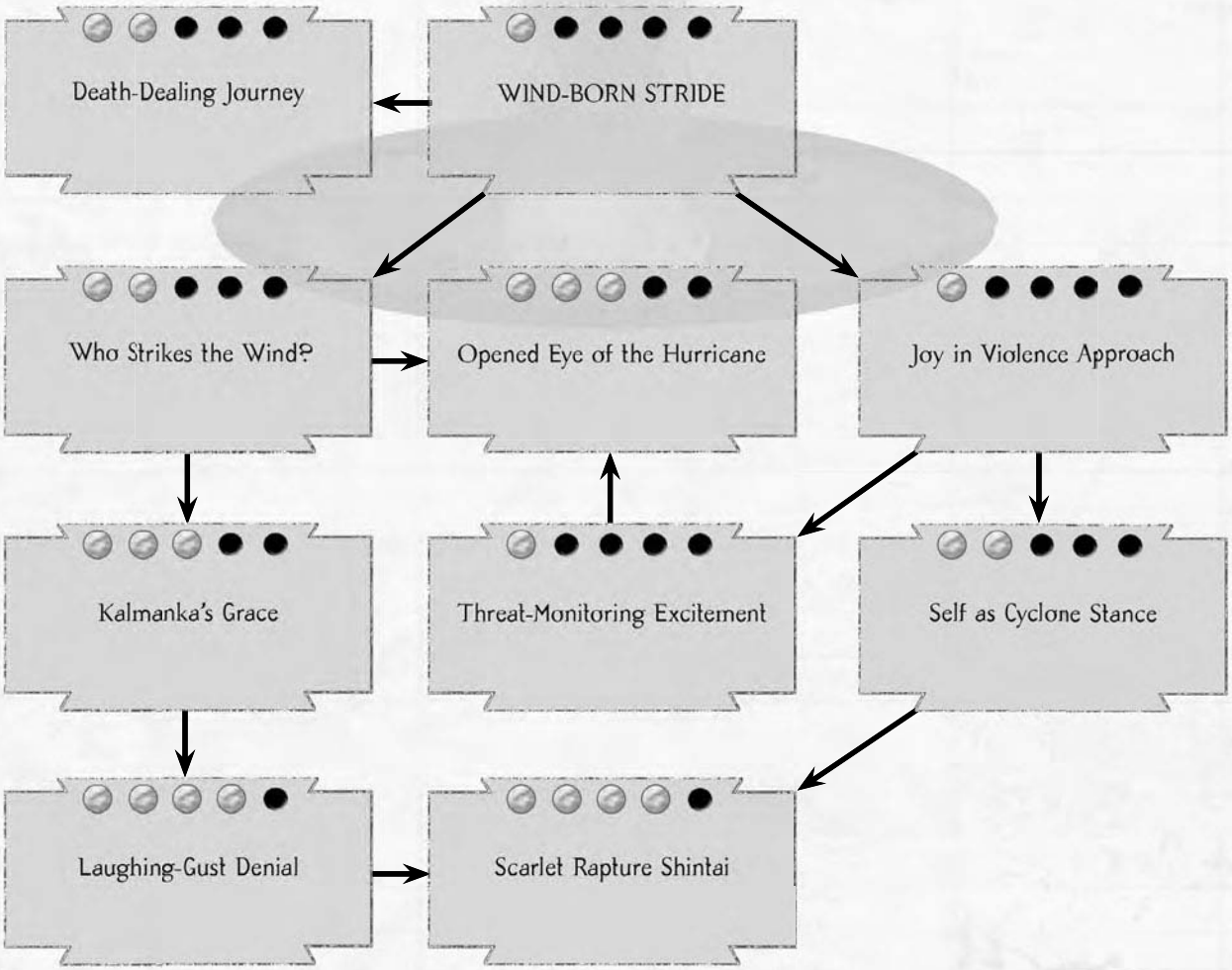
A mortal victim broken by an Essence 5+ Exalt dies as the totality of her being dissolves into white fire. When it dims, the victim appears unburned and completely healthy with the usual modifications to Virtues and Motivation, but this is not the same being. The new entity shares memories with and is a perfect copy of the original down to the last freckle, but the thing that replaces her is a creature of darkness with no soul. If killed, its Essence dissipates back into that of Creation like a person shaped from the Wyld.

Adorjan

Wind-Born Stride

Cost: —; **Mins:** Essence 1; **Type:** Permanent
Keywords: Stackable
Duration: Permanent
Prerequisite Charms: None

Where Adorjan blows, few can run fast or far enough to escape her touch. This Charm permanently enhances an Infernal's Dash actions (see **Exalted**, p. 143). First, dashing carries a DV penalty of -0. Second, the character automatically succeeds in crossing treacherous terrain without needing a roll. Finally, the Exalt adds his Essence rating to his Dexterity for the purposes of calculating his base dashing speed and does not subtract wound penalties from this calculation. These benefits apply equally to running and other means of locomotion encompassed by a dash action, such as climbing



or swimming. Other effects that increase the Exalt's speed use the Wind-Born Stride-enhanced value as the Infernal's natural base speed before applying their modifiers. This Charm may be purchased a maximum number of times equal to the Exalt's Essence rating, with each purchase stacking to cumulatively increase dashing speed. The other benefits of the Charm do not improve with repurchase.

Death-Dealing Journey

Cost: 3m; **Mins:** Essence 2; **Type:** Reflexive
Keywords: Combo-OK, Velocity
Duration: Indefinite
Prerequisite Charms: Wind-Born Stride

To merely outpace opposition is insufficient victory. The Infernal may dash reflexively each tick as though taking Move actions, enabling him to dash and take other actions without requiring a flurry. This Charm deactivates at speeds less than dashing at maximum rate.

Who Strikes the Wind?

Cost: 3m; **Mins:** Essence 2; **Type:** Reflexive (Step 2)
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Wind-Born Stride

The Silent Wind blows around and through all opposition and adversity, untouched though the sky blackens with arrows meant for her. This Charm is a perfect dodge against any physical attack that is not unexpected, even if that attack can't be dodged. The Charm remains vulnerable to the Imperfection of the Silent Wind.

Kalmanka's Grace

Cost: — (0m to 2m); **Mins:** Essence 3; **Type:** Permanent
Keywords: Obvious
Duration: Permanent
Prerequisite Charms: Who Strikes The Wind?

The Infernal waltzes and pirouettes through sky-darkening tempests of arrows, untouched and seemingly oblivious to their passage. This Charm reduces the cost to use Who Strikes the Wind? against a ranged attack by one mote, provided the Exalt is moving toward the attacker. The Charm applies a second discount of one mote against the attacks of extras. With Essence 4+, a third one-mote discount applies against attacks by mortals or natural animals. These discounts stack, but even a free perfect defense still requires a Charm activation.

Imperfection of the Silent Wind

Like a shark, Adorjan must keep moving or die. Charms noted as vulnerable to this flaw may only be used while dashing, though the character may move at any speed greater than his base move rate up to maximum dashing speed. If moving slower or actually still, the Charm can't be activated.

As a final effect of this Charm, the Infernal understands that speed is relative. His speed is considered no less than that of an attacker who is moving toward him for the purposes of applying the Imperfection of the Silent Wind to any Charms.

Laughing Gust Denial

Cost: — (6m); **Mins:** Essence 4; **Type:** Permanent
Keywords: Obvious
Duration: Permanent
Prerequisite Charms: Kalmanka's Grace

In the moment that Adorjan chooses not to be struck, she is not. Whenever an Infernal with this Charm activates Who Strikes The Wind?, she may pay six motes rather than the usual cost, allowing her to perfectly dodge all attacks against her for one tick rather than separately activating the Charm against each individual attack. The Imperfection of the Silent Wind still applies, so the Infernal must still move at sufficient speed.

Infernals with Essence 5+ who have activated the Charm Opened Eye of the Hurricane (see pp. 141-142) may extend the duration of perfect dodging from one tick to one action by spending six motes and one Willpower instead of six motes. Only when the character's DV refreshes does the aegis of perfect movement abate.

Joy in Violence Approach

Cost: 1m per success; **Mins:** Essence 1; **Type:** Supplemental
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Wind-Born Stride

Nothing fills Adorjan's heart with childlike glee like the prospect of a massacre. This Charm enhances a Join Battle roll, adding one bonus success per mote spent, up to (lower of Dexterity or Wits rating) successes, as well as additional successes equal to the number of times the Infernal has purchased Wind-Born Stride. As a final benefit, the Infernal regains one Willpower from elation the first time she uses this Charm in a given scene, or two Willpower if she joined battle while participating in social combat. The Charm provides no Willpower if another character initiates hostilities against the Exalt or she interjects herself into an ongoing battle. She must start the fight.

Ranged Close Combat

Adorjan doesn't like inflicting violence callously and dispassionately from afar, and her Charms support this. Nonetheless, she is against range, not ranged weapons.

Any attacks made at melee range count as close combat attacks, regardless of the weapon used. Likewise, any attacks made beyond this distance count as ranged combat for the purpose of Adorjani Charms.

Self as Cyclone Stance

Cost: 4m, 1wp; **Mins:** Essence 2; **Type:** Extra Action
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Joy in Violence Approach

There is stillness. And then storm. This Charm is a magical flurry composed of any Attribute- and/or Ability-based actions besides ranged attacks. The flurry is not limited to a fixed number of actions, nor does it suffer usual multiple action penalties. Instead, each action after the first suffers a cumulative -1 penalty (-1 on the second, -2 on the third, etc.). If this penalty matches or exceeds the base dice pool it penalizes before applying any modifiers, that action can't be attempted. Normal rate limits apply to attacks within this flurry, with normally infinite rate weapons reduced to base Rate 5 before adding in any rate bonuses. The DV penalty for the entire flurry is the greatest penalty among component actions (or -0 if the Infernal has Essence 4+). Although a flurry granted by this Charm involves a finite number of attacks, each attack can represent dozens or even hundreds of lightning fast strikes whose cumulative effect is equivalent to fewer, better-defined blows.

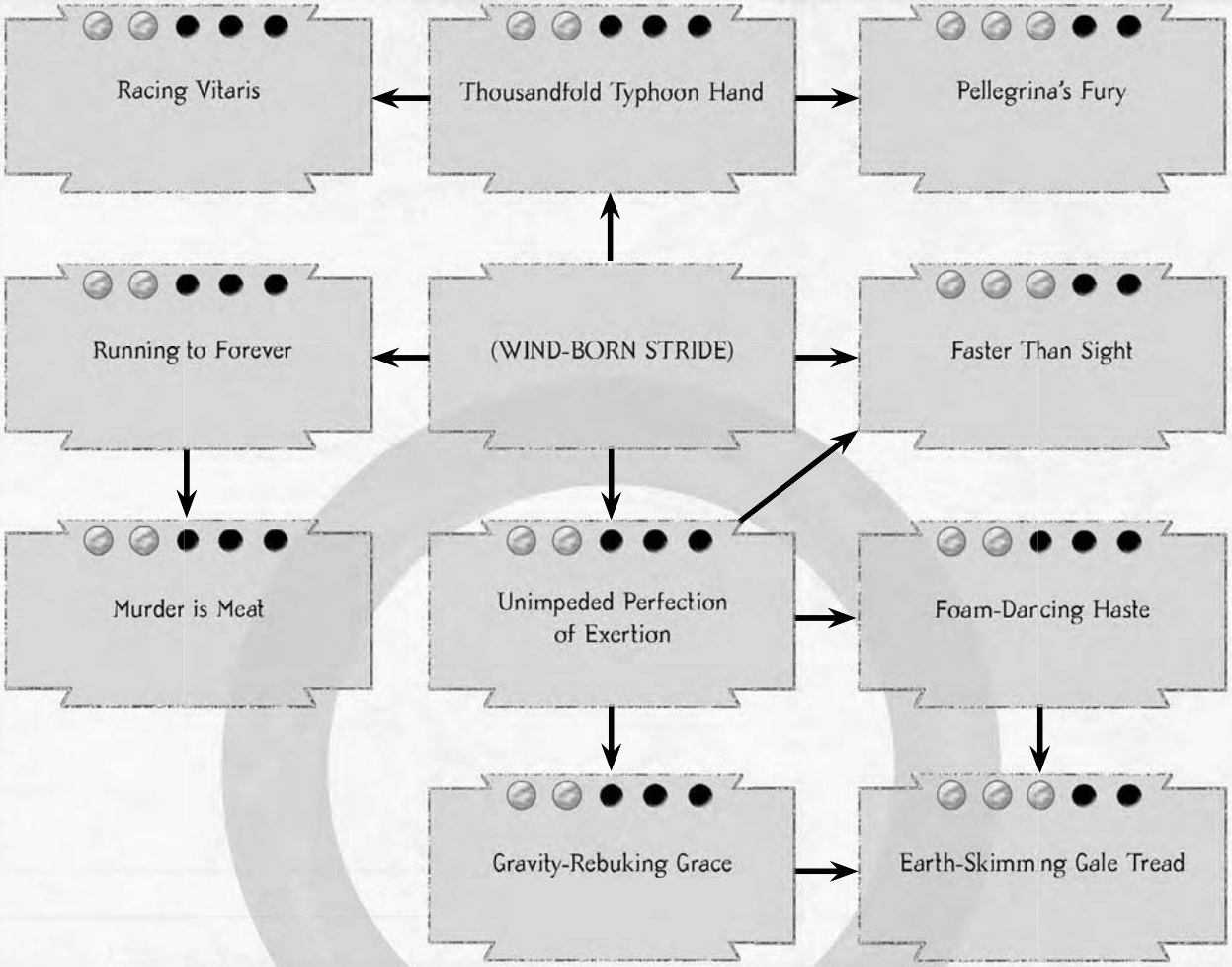
Scarlet Rapture Shintai

Cost: 12m, 1wp or 3m; **Mins:** Essence 4;
Type: Extra Action
Keywords: Combo-Basic, Form-Type, Obvious
Duration: One action (Instant)
Prerequisite Charms: Laughing Gust Denial, Self as Cyclone Stance

In all of Malfeas, among all races of demons spawned of every Yozi, one prayer unites the best and worst of Hell in common terror: "May the peace of Adorjan not fall upon me." Their desperate pleas are prayers to her, empowering her to bestow her unique instructive kindness upon them. Upon activating this Charm, the Infernal's body achieves ascetic transcendence as it dissolves like eroded stone. In the blink of an eye, the Exalt appears as a gust of crimson-hued wind swirling with mirage distortions. When initially still, he coalesces into a humanoid shape hinting at his material form. As he moves, his ephemeral substance warps and stretches behind him as amorphous streamers of light and pain, making it impossible to identify him without the aid of Charms.

Scarlet Rapture Shintai provides an Instant duration magical flurry on the tick in which it is used. This flurry contains two actions that suffer no multiple action penalties, ignore weapon Rate and impose a total DV penalty equal to the highest penalty for either action. This flurry may not include ranged attacks. In the exact instant that the Infernal acts, his wind body takes on humanoid semblance to perform that action and exerts force as though solid. Attacks made





against him while he exists as wind injure him normally, inflicting wounds in the form of violent disruptions to his component gusts.

Each activation of Scarlet Rapture Shintai permits a dynamic Combo with any single Charm that could be placed in a normal Combo with it. Dynamic Combos still require one Willpower to activate and always display special effects like a normal Combo, though the exact manifestation can vary with each use.

Scarlet Rapture Shintai normally costs 12 motes and one Willpower to activate, but only three motes if the character activated it on his last action tick. This Essence is committed only for the Duration of the Charm. Constant reactivation keeps the Infernal's identity obscured by wind form; the character does not change back to normal between activations.

A second purchase of this Charm requires Essence 5+, increasing the total number of actions in the flurry and the number of Charms that may be contained in a dynamic Combo to three instead of two. A third and final purchase at Essence 6+ raises this to four, the inauspicious count of Adorjan's daughters, the numerology of balanced Virtue and the number of secret truths she must teach Creation before The End.

Threat-Monitoring Excitement

Cost: 1m; **Mins:** Essence 1; **Type:** Reflexive (Step 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Joy in Violence Approach

Danger is fun, and fun should be savored. So it is that Adorjan's perception of time slows to a crawl when she detects immanent threats. This Charm may be activated in response to any potential threat within range of the Infernal's senses, ensuring perfect detection of that threat. Against an unexpected attack, this Charm also removes that label, allowing the Exalt to defend normally. Although the Infernal's player chooses when to activate this Charm based on declarations of opposing attacks or other dangers, the character experiences the Charm as an instinct over which she has no conscious control.

Opened Eye of the Hurricane

Cost: 8m, 1wp; **Mins:** Essence 3; **Type:** Reflexive
Keywords: Combo-Basic, War
Duration: One scene
Prerequisite Charms: Who Strikes The Wind?, Threat-Monitoring Excitement

Many oppose Adorjan. Their opposition is prayer to her, so her miracles answer their thoughtful worship. While this Charm is active, all penalties to Dodge DV that the Infernal would suffer from coordinated attacks or onslaught become equivalent Dodge DV bonuses instead. In Mass Combat, this Charm negates all advantages conferred by higher Magnitude for units attacking the Infernal while he fights as a solo unit. If a tick goes by where the character fails to traverse the minimum distance covered by a Move action, the Charm temporarily loses all effects but remains active. Moving appropriately for a tick reasserts the protection on the following tick.

Thousandfold Typhoon Hand

Cost: 1m, 1wp; **Mins:** Essence 2; **Type:** Reflexive (Step 1)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Wind-Born Stride

The enemies of Adorjan must concentrate if they hope to see her blindingly fast strikes in time to defend against them. This Charm may enhance any close-combat attack against a single opponent, regardless of the Ability used for the attack. The enhanced attack becomes unexpected unless the target spends one Willpower to concentrate on defense at the critical moment. Spending Willpower this way isn't considered resisting mental influence. Extras may not spend Willpower this way. This Charm may benefit only one action in a flurry.

Racing Vitaris

Cost: 5m; **Mins:** Essence 2; **Type:** Reflexive
Keywords: Combo-OK, Obvious, Velocity
Duration: One hour
Prerequisite Charms: Thousandfold Typhoon Hand

Adorjan's daughter, the Brilliant Wind, sometimes imagines she can outpace her mother. In the end, she merely outpaces her mother's madness. This Charm may only be activated on the Infernal's action tick and no more than once per tick. As Racing Vitaris activates, the Exalt launches forward at superhuman acceleration, trailing strobe-flicker afterimages tinted in the colors of the Exalt's anima. This display obviates Stealth like an eight to ten mote anima banner. Everyone without supernatural balance standing within five yards of the Infernal's initial position must check for knockdown at a difficulty of the Exalt's Essence rating. This Charm triples the Exalt's base movement rate for its duration. However, the character must maintain maximum dashing speed or the Charm terminates. Racing Vitaris may be reactivated to release another shockwave.

At Essence 4+, activation of this Charm releases a flash of light in addition to a burst of force. Mortals within 100 yards with a clear line of sight to the acceleration are automatically blinded until the Infernal's next action tick, though characters who prepare by closing their eyes in advance are immune. With Essence 5, the light gains the power to temporarily blind magical beings as thought they were mortals, though any whose players succeed at a reflexive (Wits + Awareness) roll at difficulty 3 can look away in time to avoid blinding. Essence 6+ worsens matters for mortals and animals, permanently blinding them as a Crippling effect. Heroic mortals can make a reflexive (Wits + Awareness) roll at difficulty 5 to look away and suffer momentary blindness rather than permanent loss of sight. This flash of light is not optional, nor does it differentiate friend from foe.

Pellegrina's Fury

Cost: 6m, 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Obvious
Duration: One scene
Prerequisite Charms: Thousandfold Typhoon Hand

The Grinding Wind destroys all stone she touches, avenging an ancient slight against her mother by Pasiap during the Time of Glory. Upon activating this Charm, the character's anima banner swells to the 11 to 15 mote level and remains so for its duration. More importantly, all stones and nonmagical objects predominantly made of stones suffer one level of lethal damage per tick that they remain within a radius of (Essence) yards, with damage manifesting as accelerated wind erosion. A stone floor will still support the character's weight while her power grinds it away, at least until that segment is actually destroyed.

Running to Forever

Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Wind-Born Stride

Lesser beings may run for a time and falter. They do not internalize the motion until it uplifts and rejuvenates them. Infernals with this Charm experience no fatigue while dashing. Any existing fatigue penalties from prior exertions abate for the duration, returning without improvement when the character stops dashing. At Essence 3+, the act of continuously dashing counts as rest for the purposes of alleviating fatigue. At Essence 4+, prolonged dashing also counts as meditation for the purpose of Essence recovery.

Reaching Essence 5+ initiates a more extreme metamorphosis, as continuous dashing counts as sleep for all recuperative purposes, including the opportunity for a Willpower recovery roll every eight hours. The Infernal even dreams while dashing, though this reflexively occurs on a separate level of consciousness and does not impair conscious actions. The character loses all recuperative benefits from actual sleep.

A second purchase of this Charm expands its scope to include any form of continuous and normally fatiguing exertion in addition to dashing. The exertion must involve significant non-stationary movement. Gentle lovemaking would not suffice, though a wild romp spilling from room to room would.

Murder Is Meat

Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Running to Forever



Adorjan does not kill because she enjoys the pain of others, but because it is natural for her to do so. Whenever an Infernal with this Charm takes a single action that kills one or more natural animals no smaller than herself or thinking beings of any size, she reflexively respires one mote per victim (up to five motes per action). The murderous act also physically nourishes her for one day. The character never becomes too full regardless of how many meals of violence she savors. She only receives these rewards after she turns her back on the remains of her victims or the site of their deaths and moves away. Attaining higher Essence extends the duration of satiation provided by each feast of violence: one week (Essence 4) or one year (Essence 5+).

If the Infernal has Compassion 3+, she no longer needs to fail a roll or spend Willpower to harm mortals in ways that violate Compassion. Such beings are beneath her, and their pain does not trouble her. Conversely, the Infernal can't channel Compassion to aid mortals. The sufferings of fellow Essence users compel her heart normally and may prompt her to channel Compassion to help them.

Unimpeded Perfection of Exertion

Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Wind-Born Stride

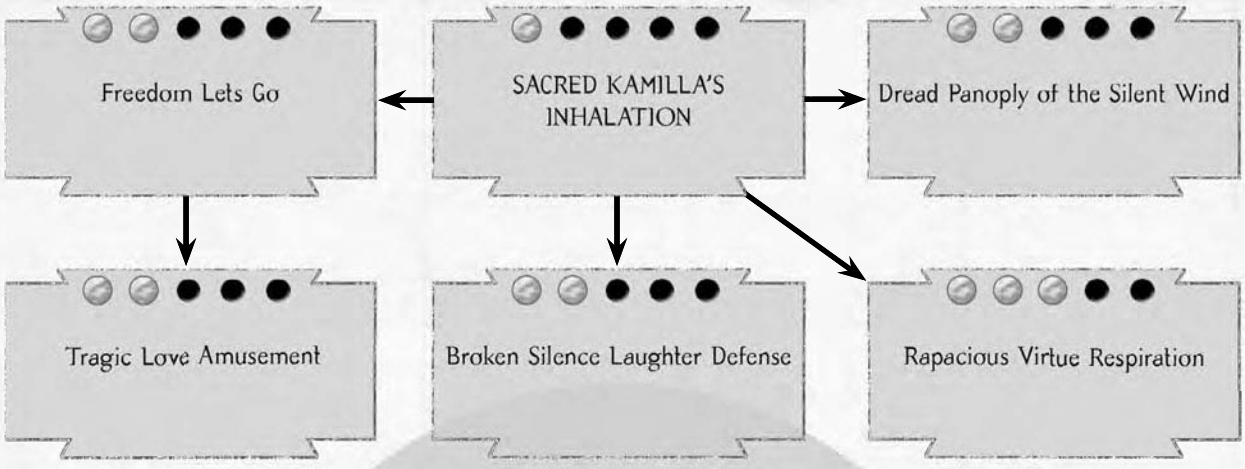
Does the wind stumble? While the Infernal dashes, she automatically maintains balance and exerts no weight on solid objects, allowing her to skip from one blade of grass to another or waltz across the snow without leaving footprints. This weightless grace adds the lower of the Infernal's (Dexterity and Athletics) to the difficulty of all efforts to track her and ensures quiet passage, providing a temporary +3 Stealth specialty in "Moving Silently" that does not stack with other specialties.

Foam-Dancing Haste

Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Unimpeded Perfection of Exertion

Adorjan darts over rivers of blood without sinking into them. She is above wallowing in gore, so this Charm further enhances the functional weightlessness afforded by its prerequisite to cover liquid surfaces. If the Infernal begins a dash while swimming on the surface, she may continue to swim or nimbly climb atop the liquid and run on it. If she continues to swim, she dashes at the same speed as if running.

Additionally, the Exalt suffers no environmental harm associated with any dangerous conditions she traverses. This immunity does not defend against environmental hazards that aren't associated with the surface she dashes on or through. With Essence 4+, she is immune to all environmental hazards and penalties while dashing, even those unrelated to the medium of her journey.



Gravity-Rebuking Grace
Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Unimpeded Perfection of Exertion

Does the wind fall? This Charm expands the scope of its prerequisite. While dashing, the Infernal may move across vertical and even inverted surfaces as though they were the ground. If the Exalt slows below a dash while impossibly aligned on a surface, he falls normally.

Earth-Skimming Gale Tread
Cost: 5m; **Mins:** Essence 3; **Type:** Reflexive
Keywords: Combo-OK, Obvious
Duration: One hour
Prerequisite Charms: Foam-Dancing Haste, Gravity-Rebuking Grace

Adorjan often flies low to the ground, the better to ravage her prey. Bloody-hued winds swirl around the Infernal in an eerily silent vortex, bearing him aloft to a maximum height of (Athletics rating) yards off the ground. The vortex obviates Stealth like an eight to ten mote anima banner. The Exalt can hover, fly and otherwise move without regard for gravity so long as he observes this limited flight ceiling, flitting along at his normal ground speed. The altitude limit merely requires that he remain close to a solid or liquid surface, so the Charm can be used to fly up the side of a wall or glide over a river. Losing consciousness terminates the Charm.

If the character ever finds himself with more distance separating him from an acceptable surface, he falls normally until he is back within the normal limit of the ground, at which point he slows to a quick stop without suffering harm.

A second purchase requires Essence 4+ but removes the flight ceiling entirely. A third purchase at Essence 5+ extends the Charm's duration to Indefinite and reduces the cost to (10 – Essence rating) motes.

Faster Than Sight
Cost: 5m; **Mins:** Essence 3; **Type:** Reflexive
Keywords: Combo-OK, Obvious, Velocity
Duration: Indefinite
Prerequisite Charms: Wind-Born Stride (x3), Unimpeded Perfection of Exertion

The wind is felt, not seen. So long as he maintains maximum dashing speed, the Infernal is invisible and as inaudible as desired. This state imposes a -2 external penalty on all attempts to notice or attack him and provides two bonus successes on contested Stealth rolls, but these benefits do not stack with each other. Ranged attacks against the Exalt automatically miss without aid of a Charm or stunt.

Efforts to track the Infernal automatically fail. If a perfect tracking effect contests this effect, add the Infernal's Essence rating in automatic successes to the opposed roll.

Sacred Kamilla's Inhalation
Cost: 1m per corpse; **Mins:** Essence 1; **Type:** Reflexive
Keywords: Combo-OK, Stackable
Duration: Instant
Prerequisite Charms: None

The ragged gasps of the Silent Wind inhale promises, endings and sometimes worlds. This Charm may be activated only while the Infernal moves away from a target corpse or corpses that he is aware of within (Essence x 10) yards. The corpse dissolves into the wind like stone eroded by the gales of uncounted eons. Possessions do not deteriorate. Even as its mass ceases to be, the universe maintains harmonious equilibrium by the spontaneous generation and inhalation of Essence-infused breath within the body of the Infernal.

Drawing this breath assures the character can breathe safely in all climates and conditions for a number of hours equal to the corpses inhaled. If the Infernal inhales a corpse he personally killed, he gains mystical ownership of all objects on the victim's person left behind when the cadaver ceased to exist. Items that the deceased did not own at the time of death remain the possessions of their rightful owner. This Charm cannot dissolve corpses that have been imbued with animation of any sort.

This Charm grows in power with the Infernals who master it. At Essence 3+, the air provided by each corpse inhalation increases from one hour to one day. Essence 5+ confers the power to inhale (and thus annihilate) animate

corpse extras. This automatically ejects any possessing beings. With Essence 7+, non-extra walking dead may be inhaled, though necromantic war machines notably larger than a single human remain off limits.

Freedom Lets Go

Cost: 4m; **Mins:** Essence 2; **Type:** Reflexive (Step 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Sacred Kamilla's Inhalation

A pariah among her siblings, Adorjan no longer hates the Exalted who defeated and imprisoned her. She has found deeper freedom in her confinement by flaying away the burdens of her heart, scouring true love and vengeful bitterness alike. Even as Malfeas crushes himself with brooding layers of rage, Adorjan flies free and perversely innocent. It is for her unthinkable acceptance of her state that the other Yozis find her disturbing, not her tendency to impose casual genocide on their children. This Charm immediately terminates an Infernal's emotional attachment to an Intimacy, removing it. If the focus of attachment is present, the Infernal must physically turn her back on that object or individual and begin walking away as part of activating this Charm. Intimacies beyond the character's senses may be terminated the same way, save that the character silently mouths the name of the subject and reminisces a moment before putting the feelings out of mind. By emptying her heart of individual ties, the Exalt gives herself room to develop her empathy more abstractly, regaining one spent Compassion channel the first time she uses this Charm each scene.

Whenever the Exalt cuts away attachment toward a character, she also cancels any ongoing Emotion effects imposed on her by that character. She *may* also choose to delete all of her memories pertaining to that character. Deleted memories leave the Infernal with knowledge of past experiences involving the offending character, but she misattributes or misremembers events and deeds specific to that character.

Tragic Love Amusement

Cost: 4m; **Mins:** Essence 2; **Type:** Simple
Keywords: Combo-OK, Emotion
Duration: Instant
Prerequisite Charms: Freedom Lets Go

Sometimes, Adorjan falls in love. Her hate is safer. The Infernal gains an Intimacy of sincere love toward another individual, be it amorous or purely platonic. So long as the Intimacy lasts, the character adds successes instead of dice when channeling Compassion to aid the subject of the Intimacy. Additionally, any stunt that teaches, hurts or expresses affection toward that subject adds one to its rating as though it resonated with the Exalt's Motivation. If the Infernal gains one Willpower from succeeding with such a stunt, she may forgo that award to regain one Compassion channel instead. Finally, the Exalt subtracts her Compassion rating from the MDV of the subject whenever socially attacking her. Tragic Love Amusement can't create any new Intimacies once the Infernal maintains this type of enchanted love toward (Compassion) individuals.

Dread Panoply of the Silent Wind

Cost: 10m, 1wp; **Mins:** Essence 2; **Type:** Simple
Keywords: Combo-OK, Sorcerous
Duration: Instant
Prerequisite Charms: Sacred Kamilla's Inhalation

The wind travels light. Her only possessions are extensions of herself. The Infernal makes a mock attack at the air using a close combat weapon she owns. That weapon fades into the wind and disperses through Elsewhere, thereafter existing only as a vague potential for violence. Up to (Essence) weapons may be banished this way with separate Charm activations. Whenever the Exalt has the necessary hand(s) available to hold a banished weapon or matched pair and wishes to make an attack using that selection, she may reflexively pay one mote to summon it to her hand. Summoned weapons shimmer into existence wreathed in a flicker of bloody lightning, fading back into Elsewhere just as quickly after striking. If wielded for a flurry, weapons last for the entire flurry or until dismissed in favor of another summoned weapon, rather than costing one mote for each attack.

Appropriate countermagic targeting the Infernal's hands recalls all banished weapons, though they simply fall around her rather than usefully landing in her grip. Although weapons banished this way are almost impossible to disarm, they are also useless for parrying anything besides counterattacks. Once an Infernal has Essence 5+, banished weapons cost nothing to summon for an attack, though she can still only summon and wield one such weapon per attack.

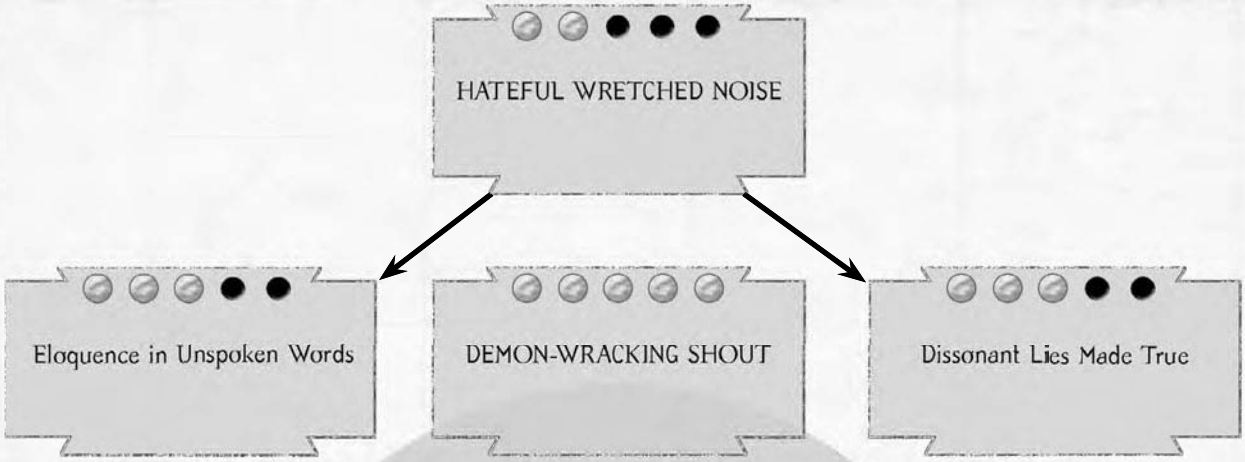
Broken Silence Laughter Defense

Cost: 1m (+4m or +0m); **Mins:** Essence 2;
Type: Reflexive (Step 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Sacred Kamilla's Inhalation

Adorjan pities her siblings. They plot vengeance against the gods and their Chosen so seriously that they fail to see the absurd humor in hairless monkey creatures rising up and conquering the creators of the universe. What could be funnier than that? This Charm may be activated for one mote in response to any sort of mental influence, causing that influence to become Obvious to the Infernal's senses. He may then allow the effect to go forward without opposition or spend an additional four motes to perfectly parry it with inappropriate or unnerving laughter. The Charm can parry unblockable mental influence. The additional mote surcharge is waived if the character has made no other vocal utterances previously in the scene.

Rapacious Virtue Respiration

Cost: — (1wp); **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Sacred Kamilla's Inhalation



Adorjan is among the most virtuous of Yozis and the most wicked. For her, the two states are one and the same. It is the nature of the Silent Wind to torment the pure and the vile alike to remind all beings how unimportant and helpless they are in the face of all she represents. Whenever the Infernal observes an enemy channel a Virtue, he intuitively recognizes the fact and can reflexively spend one Willlpower to regain a channel of the balancing Virtue (Compassion for witnessing Conviction, Valor yields Temperance, and vice versa). Virtue channeling by neutral or friendly characters offers nothing to breathe in. If multiple Infernals attempt to respire the same Virtue channel, use a standard roll off to determine who wins.

Hateful Wretched Noise

Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: Compulsion
Duration: Permanent
Prerequisite Charms: None

As the embodiment of silence, Adorjan senses her antithesis with unparalleled sensitivity. This Charm permanently upgrades the Infernal's sense of hearing to levels comparable to simultaneous use of Keen Hearing and Touch Technique and Unsurpassed Hearing and Touch Discipline (see **Exalted**, pp. 225-226), save that only hearing improves and not touch. This acuity comes at a price, however, as the character finds sound painful. While the Exalt can hear any sounds louder than a whisper, he suffers a -1 internal penalty to all non-reflexive actions. This penalty rises to -2 while subjected to noises of comparable volume to shouting. Such loud noises also impose an unnatural Compulsion to impose corrective silence by any means necessary, starting with the loudest noise and working down from there. The character can't take non-reflexive actions unrelated to imposing quiet until this goal is complete, but actions serving the Compulsion are not penalized.

The Infernal may ignore all penalties and tune out the Charm's Compulsion for one scene while retaining all of the magic's advantages for one Willpower. Fortunately for those mad enough to befriend students of Adorjan, Infernals with Hateful Wretched Noise can tolerate noises up to normal speaking volume from known allies with only a -1 penalty and no Compulsion. Anything louder arouses the usual ire of the Silent Wind.

Eloquence in Unspoken Words

Cost: 6m, 1wp; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Shaping, Sorcerous
Duration: Indefinite
Prerequisite Charms: Hateful Wretched Noise

The Infernal swallows her voice, consuming that which is most antithetical to blessed quiet. She loses the ability to make any vocal utterances except laughter, but the sacrifice purifies her words and gives them nobler means of expression. The mental voice granted by this Charm can address a specific Intelligence 1+ being the Infernal can perceive within 100 yards, or it can broadcast to all such minds within the radius. Recipients hear the Infernal's voice within their mind and recognize that the telepathic speech comes from a nonspecific external source, though those who have heard the Exalt speak will recognize the same inflections. This form of communication can't be overheard without magic dedicated to the purpose. The Charm may communicate only in Old Realm, and is useless to those who cannot speak it.

Characters who wish to tune out all transmissions from every activation of this Charm may do so for a day by spending one Willpower. This is considered resisting unnatural mental influence. If an Infernal has any Virtues rated at 5 dots, listeners with the same rating in that Virtue can understand the key nuances of the Exalt's words enough to derive meaningful comprehension without knowing Old Realm. This Charm lasts until the Exalt reactivates it.

Dissonant Lies Made True

Cost: 5m, 1wp; **Mins:** Essence 3; **Type:** Reflexive (Step 9)
Keywords: Combo-OK, Counterattack, Illusion
Duration: Instant
Prerequisite Charms: Hateful Wretched Noise

Noise alone drives Adorjan to monstrous killing rage. Lies bring out her righteousness, which is infinitely worse. This Charm is a counterattack against any form of mental

influence based on deception. It does not lessen the effectiveness of the opposing mental influence, instead forcing the attacker to believe his lies. Roll the Infernal's (Charisma + Presence + Essence) against the attacker's Dodge MDV. Success convinces the target of whatever delusion he sought to impose on the Infernal. Resisting this unnatural Illusion to recognize the truth for a scene costs two Willpower. When retaliating against magical Illusions that have different resistance guidelines, these guidelines apply to the Exalt, while the attacker resists according to the rules for Dissonant Lies Made True.

Victims may only resist reflected lies when confronted with some external evidence of the deception. Those trapped within their own mind or bound by an inescapable or perfect lie may apply deeper introspection to the same result. Once a victim of this Charm has spent a cumulative total of 10 Willpower over five separate scenes or the fixed duration of the attacker's original lie passes (whichever comes first), he permanently slips free of that Illusion.

Demon-Wracking Shout

Cost: 50m, 5ahl; **Mins:** Essence 5; **Type:** Simple
Keywords: Blasphemy, Compulsion, Obvious
Duration: Instant
Prerequisite Charms: None

The death cry of Lilike, fetich soul of the River of Torments, armed her murderer with a horrid bane against the newly incarnated Adorjan. Accordingly, this Charm may be learned by Solars, Lunars and Sidereals for 16 experience points as though the Chosen were a member of the Eclipse Caste. No teacher is necessary if the character has ever heard the Charm used. Gods and demons who have heard the Charm can teach it, though they can't actually learn it themselves.

The Demon-Wracking Shout is a cry that exceeds all others, both in volume and in the scope of its anguish. As this Charm activates, a piece of the Exalt's soul tears off and pours from his mouth as a screaming wind that courses over the battlefield like Adorjan herself. Demons within a radius of one mile suffer levels of unsoakable aggravated damage equal to the Exalt's Essence rating. Those killed join the scream, bodies remaining upright and shrieking as bloody streamers of Essence pour from their dead mouths for a heartbeat before the gale disintegrates them. Any First Circle demon who survives suffers an irresistible Compulsion to flee the area and not return for five days. Until then, they treat efforts to make them return as unacceptable orders. Second and Third Circle survivors also feel this Compulsion but may resist by spending five Willpower. Demons descended from Adorjan can't resist regardless of their circle. All beings within the radius suffer deafness as a Crippling effect, though hearing returns to Essence users at the end of the scene. Souls of non-Yozi Primordials caught in the radius suffer as demons do, though souls transformed into non-spirit states of existence like demesnes or artifacts do not.

Adorjan herself (along with any other who has learned Hateful Wretched Noise) suffers no damage from the Charm,



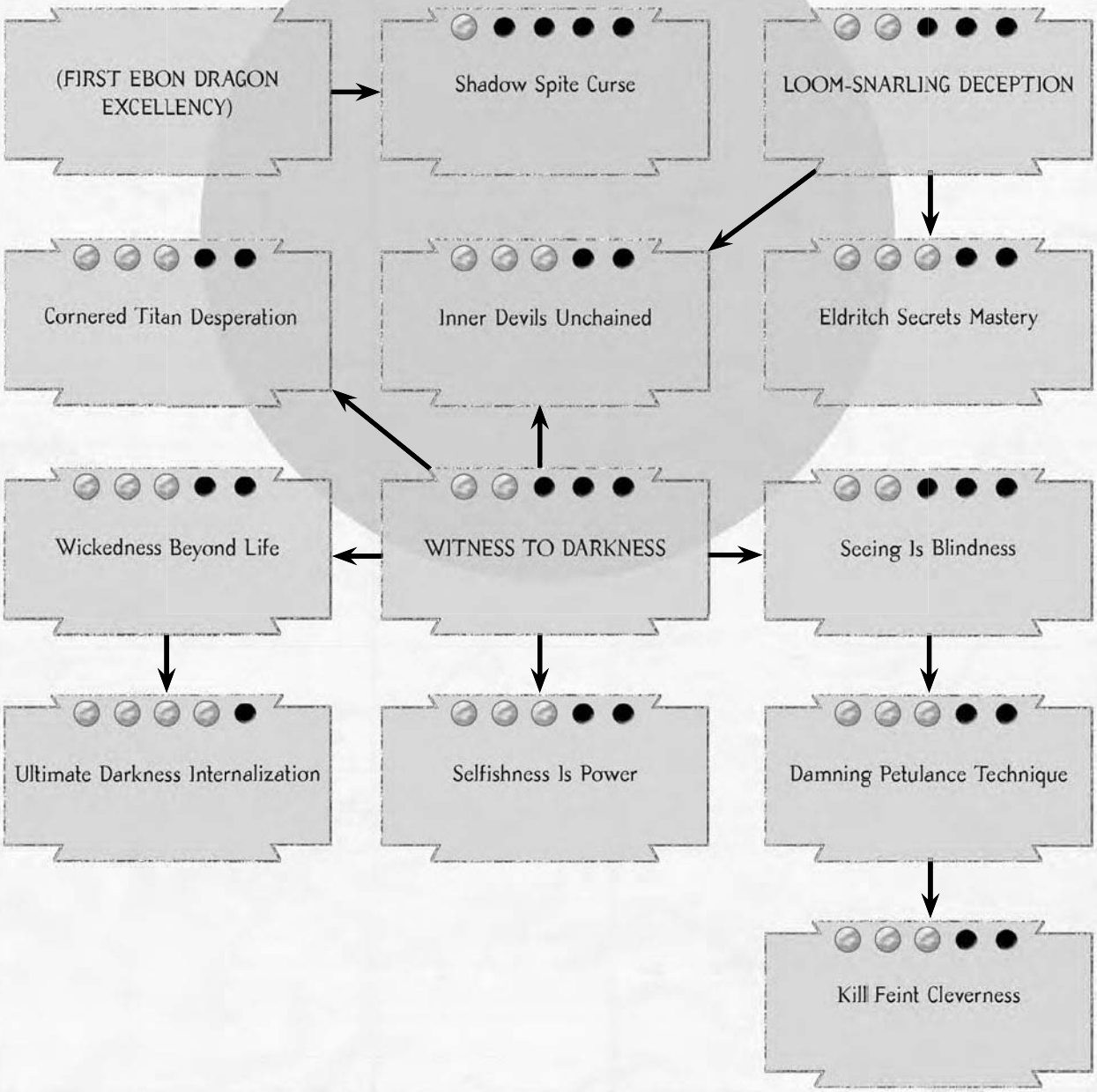
but its Compulsion exorcises her as readily as her progeny. She also suffers an Emotion effect that forces her to instantly develop an Intimacy of love toward the character who dared echo her slain fetich, replacing any existing Intimacy to the character based on another emotional context. Lilike's murderer Marus came to regret the love of Adorjan and vainly sought to earn her hatred until his terrible death. Those who wield this Charm against her must never forget what her love means.

Ebon Dragon

Shadow Spite Curse

Cost: 3m per -1; **Mins:** Essence 1;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Obvious
Duration: Instant (one scene)
Prerequisite Charms: First Ebon Dragon Excellency

The Ebon Dragon offers no certainty of victory apart from the certainty of an opponent's defeat. Accordingly, the Shadow of All Things lacks a Second Excellency but offers this hateful alternative. Upon witnessing another character perform a valid action within (Essence x 100) yards, the Infernal may spend three motes per -1 external penalty applied to the enemy. This penalty can't exceed the Exalt's Essence by default, but the Infernal's player may describe the target's failure in a way that earns a stunt bonus, and the rating of this stunt adds to the Exalt's Essence rating to determine the maximum penalty. Shadows ooze and lash out from the Infernal's anima to momentarily entwine the victim with obscene tendrils that inflict bad luck and sudden lapses in competence.



A valid action as defined by this Charm is one that furthers the target's Motivation, supports or protects any of her Intimacies or directly contests the Infernal's own actions, provided the Infernal could enhance her own action with First Ebon Dragon Excellency. Once an Infernal has Essence 3+, she may remove the Obvious keyword from this Charm whenever she activates it.

Loom-Snarling Deception

Cost: 0-8m; **Mins:** Essence 2; **Type:** Simple
Keywords: Combo-OK, Illusion, Shaping
Duration: Indefinite
Prerequisite Charms: None

The Ebon Dragon is among the greatest liars in history, surpassed only by those Exalted who call themselves heroes. Although Infernal Exalted of both varieties "naturally" exist outside fate as living avatars of Yozi power, such glory ill fits the needs of subtlety. Use of this Charm creates a convincing disguise of a fictitious individual of the Infernal's imagining. Akuma may explicitly impersonate the people they used to be before their damnation.

Upon activating this Charm by spending (10 - Essence rating) motes, the Infernal's shadow rises up and covers him in liquid darkness. As the shadow melts to its normal configuration a moment later, it leaves the Infernal's body appearing as he desires. The Illusion guise must follow the same basic body plan, though clothes may be included or changed as part of the disguise. Gender does not matter. The disguise is perfectly immune to mundane scrutiny and may not be resisted with Willpower expenditure. Appropriate non-Excellency Charms may pierce the ruse using standard roll-off rules, but the Infernal's player adds (Essence) bonus successes to his roll.

In addition to providing a disguise, this Charm also supplies a false destiny sufficient to beguile fate as a Shaping effect. For the duration, the character exists inside fate with all concomitant drawbacks and advantages, but any astrological reading of the character's destiny provides whatever information the character chose to include in the false fate at the time of its creation. Some Infernals have been known to leave cryptic messages for one another in their fates as a way of communicating across the world. Whenever the Charm deactivates and the Infernal leaves fate, a random pattern spider in the Loom cries out in horror as it realizes how it has been used.

Akuma who belong to Yozis other than the Ebon Dragon can explicitly learn this Charm as though it belonged to their patron, but they do so at a price. Because this power is a gift, the Ebon Dragon may terminate it and prevent it from being activated by akuma who displease him, though he holds this as a measure of last resort. He cannot revoke the use of this Charm by anyone else.

Eldritch Secrets Mastery

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: Illusion
Duration: Permanent
Prerequisite Charms: Loom-Snarling Deception

Charm Concept: Sunlight

Many of the Ebon Dragon's Charms are weaker or can't function at all in sunlight. This means the light of Creation's sun, not the blazing heart of Malfeas. As a reminder, Solar anima banners do not count as true sunlight. Full cover with regard to the sun (such as standing indoors) blocks the weakness, though even the heaviest clothing will not.

The lies of the Ebon Dragon may fool even magical senses. This Charm is a permanent upgrade to its prerequisite. Whenever it is active, this Charm ensures that the Infernal's magical traits appear to be whatever he wants them to be. If he wishes to appear Essence 1, Essence sight sees him so. If he chooses to conceal that he is a creature of darkness, he can fool the celestial lions guarding the gates of Yu-Shan. If he wishes to seem as though his motes have a Solar aspect, others know this to be so. Overcoming this upgraded Illusion requires the usual means.

Witness to Darkness

Cost: —; **Mins:** Essence 2; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: None

The Ebon Dragon sees through darkness lesser than himself. The Infernal can ignore all penalties and sensory impairment associated with darkness in any form, treating pitch black as though illumined by clear noon. Witness to Darkness grants no additional capability to see through other forms of visual impairment such as fog and smoke. This attunement to darkness has a price, as direct sunlight in Creation imposes a -1 internal penalty to all non-reflexive actions.

Should the Infernal suffer a Crippling effect that blinds her, she may perfectly ignore the effect as a defense to see clearly. However, for as long as this benefit is used, Primordial Essence leaks from the eye (or socket), making this Charm Obvious. The player defines how the leakage manifests.

Finally, the Infernal is unimpressed with the murk of others' guile and adds her Essence rating to her MDVs against Manipulation-based attacks and as bonus successes to recognize or pierce another's deceptions. Her attunement to lies makes it harder to be honest, however, imposing an internal penalty of her Essence rating to any Charisma-based social attack.

Inner Devils Unchained

Cost: 20m, 1wp; **Mins:** Essence 3;
Type: Simple (Speed 7, DV -4)
Keywords: Combo-OK, Desecration, Obvious, Shaping, Sorcerous
Duration: Five days
Prerequisite Charms: Loom-Snarling Deception, Witness to Darkness

Monsters lurk in the hearts of men, and not all of them are figurative. This Charm transforms valid targets into members of a First Circle demon race selected when the Infernal purchased this Charm. It may be expanded to include other races if she has spent at least one scene interacting with a member; each species added costs one experience point. Valid targets include any mortal, plus any natural animal that is morphologically similar to the demon race in question (monkeys for Erymanthoi, cats becoming Teodozjia). The target can be no further away than the Infernal's (Essence rating) yards. The Exalt gestures toward the target and lifts her hand, as if bidding a groveling inferior to rise from genuflection.

The first thing to change is the target's shadow, which looks as though the victim had already become a demon. Roll (Manipulation + Lore) against the target's Dodge MDV. On a failure, the victim recoils against the monstrosity stirred in his heart by regaining one spent Virtue channel of his choice, and his shadow returns to normal. On a success, the victim screams in agony as bones crack and viscera burst from his skin, tearing him asunder and inside out until his shadow properly reflects him. The new demon keeps any superior traits but otherwise has the usual statistics for its race and begins its new existence materialized with an empty Essence pool. It also keeps its memories, Motivation and Intimacies. The Infernal does not control this creature, though it cannot voluntarily attack him in any way until the scene has ended. The demon undergoes a similarly agonizing transformation back to normal when this Charm ends and gains the Creature of Darkness deformity as a permanent Desecration effect.

When an Infernal with Essence 4 uses this Charm, the resulting demon doesn't change back to its original state until the Infernal desires, up to the beginning of the next Calibration. At Essence 5+, she may use Inner Devils Unchained to spawn a demon from the raw materials of the victim's Essence and memories instead of changing her. In such uses, the duration shortens to Instant since the change is a one-time event rather than an ongoing alteration. The metamorphosis is tantamount to the death of the victim's original form and can't be reversed, since doing so would qualify as resurrection.

Cornered Titan Desperation

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Witness to Darkness

The Ebon Dragon eschews close combat because he is ultimately a coward in spite of his vast power. However, preferences must be set aside in the face of necessity. The Infernal may apply Ebon Dragon Charms that enhance ranged attacks to any close combat attack, provided it meets one or more of these criteria:

- The Infernal is making a surprise attack.
- The target has deliberately inflicted levels of lethal or aggravated damage to the Infernal previously in the scene.
- The target bars the only exit from a place of confinement.
- It is Calibration.

Wickedness Beyond Life

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Witness to Darkness

The Ebon Dragon is first and foremost an enemy to life, but he regards death as an unacceptable competitor to the enslavement he brings. Purchase of this Charm expands all known Ebon Dragon Charms that specify they affect living beings, allowing them to affect creatures of death and automata.

Ultimate Darkness Internalization

Cost: 1m; **Mins:** Essence 4; **Type:** Simple
Keywords: Shaping
Duration: Instant
Prerequisite Charms: Wickedness Beyond Life

The Ebon Dragon has dared behold Oblivion, though each glimpse changes and worsens his nature. The Infernal offers one mote as a sacrifice to Oblivion. Black lightning erupts from her anima and arcs across her, giving her a taste of the ignominy and horror that becoming a Neverborn entails. This experience drains all her motes and Willpower and inflicts sufficient aggravated damage to take the Exalt to Incapacitated (overriding existing damage). More usefully, the magic changes the Infernal into a creature of death and causes her to respire Essence accordingly. Reactivating this Charm reverses its effects, though it hurts just as much the second time around.

The Infernal may not cast sorcery through the initiation of the Ebon Dragon while a creature of death, but the first two circles provide temporary initiation into Iron and Onyx Circle necromancy, respectively. She may learn spells of those circles and apply the usual bonuses of the Ebon Dragon's initiation. Sorcerous initiations of other Yozis remain unaffected and function normally. Switching back to living Essence restores the Ebon Dragon's sorcery Charms to normal operation and makes necromancy spells unavailable.

Seeing Is Blindness

Cost: 3m; **Mins:** Essence 2; **Type:** Supplemental
Keywords: Combo-OK, Obvious, Shaping, Sorcerous
Duration: One scene
Prerequisite Charms: Witness to Darkness

The Ebon Dragon takes the sight of others to enhance his glory. This Charm may enhance any physical attack, causing it to trail eddies of liquid darkness as it strikes. Roll the Infernal's (Manipulation + Presence). Any target who is hit by the attack and has a (higher of Perception and Awareness) rating less than the number of successes rolled suffers complete blindness for the rest of the scene. Rules for blindness may be found on page 152 of **Exalted**. The eyes of victims blinded this way darken to pure black without whites or irises, through which they see the Ebon Dragon in all his dark majesty and nothing else.

If the Infernal has Essence 4+, imposed blindness takes the form of a Desecration effect that simultaneously bestows the Creature of Darkness deformity (if needed) and the

Blindness debility. Emerald Circle Countermagic can still remove blindness imposed this way, though the Creature of Darkness deformity remains.

Damning Petulance Technique

Cost: 3m; **Mins:** Essence 3; **Type:** Reflexive
Keywords: Combo-OK, Shaping
Duration: Instant
Prerequisite Charms: Seeing Is Blindness

The Ebon Dragon does not really understand heroism save through understanding its absence. This Charm may be activated whenever the Infernal observes a rolled action take place within 10 yards. If the targeted action is enhanced with a two- or three-point stunt or a Virtue channel, the roll is made at the normal target number, negating the effect of this Charm. If the targeted action is enhanced by a one-point stunt, its target number increases by 1 (normally 8). With no stunt at all, the target number increases by 2 (normally 9).

Kill Feint Cleverness

Cost: — (1wp); **Mins:** Essence 3; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Damning Petulance Technique

The Ebon Dragon toys with his enemies. Whenever an Infernal uses one or more Infernal Charms to enhance or constitute a physical attack and that attack misses its target, the Infernal may reflexively spend one Willpower to regain all motes spent to activate one attack Charm of her choice. This negates all effects of its activation. This power may only be used once per tick. An attack that hits and fails to do damage is ineligible for mote recovery with this Charm.

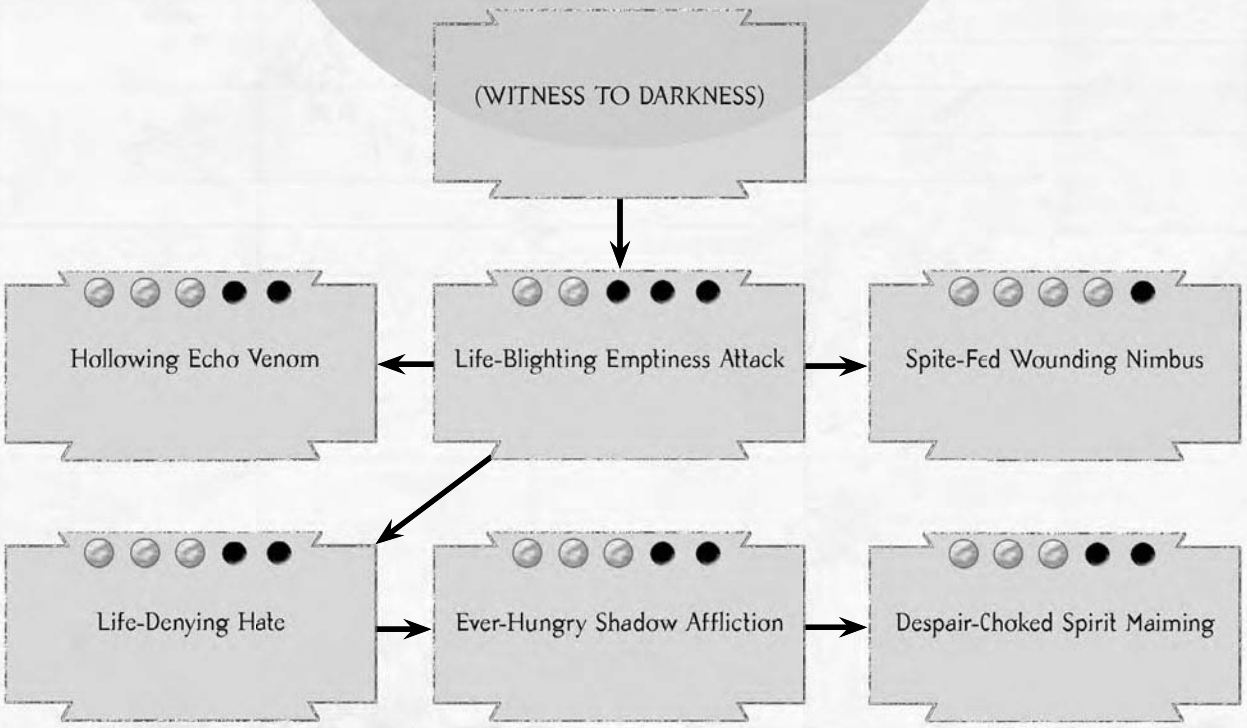
Selfishness Is Power

Cost: 1m; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Shaping
Duration: One day
Prerequisite Charms: Witness to Darkness

The Ebon Dragon's nature is to serve himself, first, foremost and generally exclusively. To the degree that anyone else profits from interaction with him, it is only because he profits more. The closest he comes to benevolence is allowing others to enjoy the crumbs of his victory or in giving what he does not wish to keep. The Infernal enchants his ego to guide and empower his behavior. Through this awareness, he can automatically judge the benefits of doing anything, provided he has any chance of arriving at that conclusion as a result of gaining a threshold of five on a successful roll using any Ability.

Additionally, whenever the character takes an action that directly helps himself at the expense of others, the stunt rating of the action increases by one as though it resonated with the character's Motivation. This can explicitly grant a one-point stunt to an action than did not qualify for a stunt. However, the character is considered a creature of darkness for the duration of the effect if not already. This status abates when the Charm ends. Taking an action that grants more benefit to others than himself drains three motes from the Infernal, while an action that helps others in any significant way without offering some reward drains 10 motes. This drain goes into effect only if the action succeeds. Selfishness Is Power can't be deactivated prior to running its full duration, so it must be used carefully.

A second purchase of this Charm allows its effects to be bestowed on someone else as a Touch effect, paying four motes. The Infernal must maintain a separate commitment





for each being empowered this way. Mortals gain the same artificial stunt bonus, but actions that would drain three motes drain one Willpower instead, while 10-mote actions inflict three levels of unsoakable lethal damage to the character as punishment for imprudent generosity. Damage inflicted this way attacks the life force directly without wounding the body in any way diagnosable by mundane medicine. Characters receive no warning ahead of these punishments, but the Charm becomes Obvious to them without revealing its source as soon as any punishment takes place. If desired, the effect can be Obvious to the target (and no one else) from the beginning. Otherwise, mortal extras can only hope that they do something to lose Willpower before kindness kills them. An activation that targets someone else may be terminated at will.

A third purchase of this Charm at Essence 4+ permits (but does not force) the Infernal to place a more durable enchantment on others with Indefinite duration. Such magic is Sorcerous and explicitly vulnerable to Emerald Countermagic. Damage from the extended curse is bashing and will never reduce the victim below Incapacitated. Leaders of social or martial units enchanted this way consider benefit to themselves, not the organization as extensions of themselves.

Life-Blighting Emptiness Attack

Cost: 3m; **Mins:** Essence 2; **Type:** Supplemental
Keywords: Combo-OK, Obvious
Duration: Instant
Prerequisite Charms: Witness to Darkness

The Ebon Dragon would transform all life into his own image, a universe of hollowed shadows. This Charm can enhance any ranged attack. Any living being hit by the attack suffers (Infernal's Willpower) lethal dice of piercing damage, resolved separately from and prior to any damage from the attack itself. Every level of damage, not including Dying levels, inflicted on a being this way restores one mote to the Infernal's Essence pool. If the attack harms multiple beings, only the highest Essence yield for any one victim provides motes.

Hollowing Echo Venom

Cost: — (+1wp); **Mins:** Essence 3; **Type:** Permanent
Keywords: Poison
Duration: Permanent
Prerequisite Charms: Life-Blighting Emptiness Attack

The Ebon Dragon is spiteful and refuses to let enemies escape. Whenever an Infernal with this Charm activates its prerequisite, she may pay an additional one Willpower to worsen its power. If the Charm inflicts any damage, the Essence of the attack lingers in the wound as a disruptive Poison effect formed entirely of tenebrous Essence rather than matter. On the following tick, the character suffers the same raw damage as the raw damage from Life-Blighting Emptiness Attack, but this injury bypasses armor entirely rather than being merely piercing.

Life-Denying Hate
Cost: 8m; **Mins:** Essence 3; **Type:** Simple (Speed 4)
Keywords: Combo-OK, Sorcerous
Duration: One scene
Prerequisite Charms: Life-Blighting Emptiness Attack

The Ebon Dragon does not accept that life is hope. His curses prove otherwise. The character must choose a living being within sensory range that he inflicted damage upon earlier in the scene. Until the scene ends, the target can't heal damage by any means, including effects that convert injuries to less serious types of damage (lethal to bashing, etc.). Whenever a wound would heal and does not, black Essence oozes like tar from it instead, making the curse Obvious. If the Charm is dispelled, the vile secretions combust in a single flare of green fire, inflicting one die of lethal damage that ignores armor but also renders the target immune to further activations of this Charm for the rest of the scene. Charms that build on Life-Denying Hate as a prerequisite with similar effects do not stack the damage burst for being dispelled.

Whenever a spirit cursed by this Charm dies, Soul-Absorbing Barrage shunts the spirit into darkness beyond existence unless it perishes exposed to sunlight. Within this oubliette of perfect solitude, the spirit experiences the passage of time and nothing else, forever. From time to time, the Infernal dreams of the exiled spirit's pain, but the exile is functionally annihilated from the perspective of Creation and ceases to be a valid target for effects.

Essence 4+ Infernals may purchase this Charm a second time, in which case the curse lasts until dispelled but remains vulnerable to Emerald Circle Countermagic. A third and final purchase at Essence 7+ upgrades the curse to require Sapphire Circle Countermagic for removal.

Ever-Hungry Shadow Affliction
Cost: 10m; **Mins:** Essence 3; **Type:** Simple (Speed 5)
Keywords: Combo-OK, Sorcerous
Duration: One scene
Prerequisite Charms: Life-Denying Hate

It is not such a leap to go from denying healing to denying Essence recovery. This Charm follows all of the same rules as its prerequisite but inhibits mote recovery by any means save stunts rather than regeneration. A black tear trickles from the corner of the victim's eyes whenever she should gain a mote and does not. A second and final purchase of this Charm at Essence 4+ extends the duration to one day.

Despair-Choked Spirit Maiming
Cost: 8m; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Sorcerous
Duration: One day
Prerequisite Charms: Ever-Hungry Shadow Affliction

From the breath of Essence to the very will that holds a psyche together, no hope escapes the Ebon Dragon's touch. This Charm is identical to Ever-Hungry Shadow Affliction, save that it blocks the regaining of Willpower and cannot be repurchased.

Spite-Fed Wounding Nimbus
Cost: —; **Mins:** Essence 4; **Type:** Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Life-Blighting Emptiness Attack

The suffering of others should never be left to chance. The Infernal's Life-Blighting Emptiness Attack no longer inflicts dice of damage. Instead, for every three dice that would be rolled, it inflicts two levels of damage instead. Any leftover dice are lost.

Nemesis Self Imagined Anew
Cost: 1m; **Mins:** Essence 2; **Type:** Simple
Keywords: Combo-OK, Shaping
Duration: Indefinite
Prerequisite Charms: Witness to Darkness

The Ebon Dragon defeats adversaries by becoming their perfect antithesis. The Infernal chooses a living being he can perceive within (Essence rating) yards. The Exalt's Motivation changes to some antagonistic opposite of the target's own Motivation as a Shaping effect (so the target's "Defend the Realm" could change the Infernal to "Destroy the Realm" or "Corrupt the Realm"). Akuma temporarily gain this Motivation in addition to their Urge but can only select a character presenting a known obstacle to their Urge as a target for this Charm.

The Infernal knows the Motivation of the target. If that Motivation changes while the Charm remains active, the Infernal automatically shifts to oppose this new goal. When this Charm ends, the Exalt's Motivation reverts to what it was previously. The death of the enemy automatically ends the Charm. Completing the new Motivation also ends the Charm but doesn't afford a chance to bypass training time for raising Essence unless the target has an Essence rating greater than or equal to that of the Infernal.

This Charm also creates an Intimacy of spiteful hate in the Infernal toward the Charm's target. This Intimacy is inviolate while the Charm remains active.

Whenever the Infernal witnesses a social attack against the Charm's target that is aided or inhibited by one of the target's Intimacies, he recognizes this fact but does not know any details about the Intimacy. By reflexively spending one mote (which is not a Charm activation), the Infernal knows the Intimacy and instantly gains an Intimacy to the same subject with an opposing emotional context.

Infernals who learn and use Black Mirror Shintai (see pp. 154-155) automatically and reflexively reactivate Nemesis Self Imagined Anew when they cease mirroring a target. This does not require a Charm activation or follow normal range restrictions.

Soul Crack Exploitation
Cost: 1m; **Mins:** Essence 2; **Type:** Supplemental
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Nemesis Self Imagined Anew

The Ebon Dragon delights in taking advantage of an enemy's weakness. This Charm may enhance any attempt at mental influence toward a character the Infernal has mirrored with Nemesis Self Imagined Anew, making that influence unnatural. If the influence preys on one of the target's Intimacies, the roll to impose the influence is made at target number 6. Influence that preys on Motivation uses target number 5. If the influence attacks Motivation through an Intimacy, the target's MDV is halved (rounded down), and the roll is made at target number 4.

The Ultimate Darkness believes no happiness or love is unsullied by bitterness. Essence 3+ Infernals who purchase this Charm a second time gain the benefits of preying on Intimacies and/or Motivation if the influence normally would be resisted by such traits (-3 MDV and target number 5 for attacking a Motivation, for example). The victim must still spend Willpower to resist a successful social attack that goes against his Motivation.

Puissance Mimicry Intuition

Cost: 3m; **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-OK, Shaping, Stackable
Duration: Until Calibration
Prerequisite Charms: Nemesis Self Imagined Anew

To properly oppose an enemy, the Shadow of All Things must learn to fight as that enemy does. This Charm may only be activated while Nemesis Self Imagined Anew is active. Doing so reveals what Abilities the target has with a higher rating than the Infernal but doesn't reveal the actual ratings of these traits. He may choose any such Ability and temporarily gains one dot of that trait. Subsequent activations can stack additional bonus dots onto the same or different valid Abilities, up to the Infernal's usual maximum for that trait. Costs for raising traits boosted through this Charm are based on the Infernal's normal rating but ignore training times.

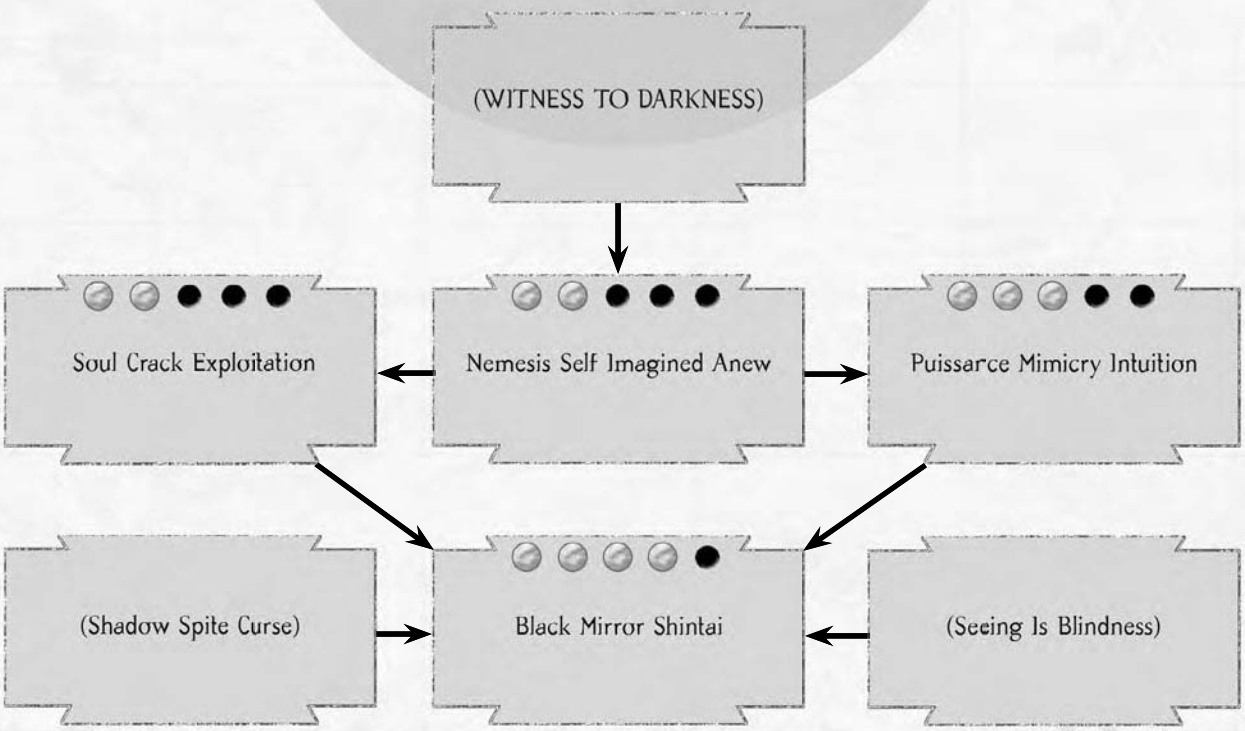
A second purchase of this Charm extends the scope of traits it can mimic to Attributes (for a cost of six motes per dot gained) and permanent Willpower (for a cost of five motes per dot gained). The latter use does not provide additional temporary Willpower on activation.

A third purchase at Essence 4+ allows the character to copy one of the target's Charms for six motes. Charms that provide additional Essence reserves can't be copied. The Infernal can only choose a Charm that the target has used previously in the scene, though not necessarily via activation. For example, Ox-Body Technique is always in use. At the time of use, the target must have been within (Essence x 5) yards of the Infernal, and the Charm must have been Obvious to the Infernal's senses at the time of use. The copied Charm must be one that the character is capable of learning and for which he has all necessary prerequisites and minimum traits.

Green Sun Princes of the Fiend Caste may draw upon their anima power to broaden the scope of Charms they can copy with the third purchase of Puissance Mimicry Intuition, though Charms that can only be gained this way cost seven motes apiece. Non-Fiends may copy foreign Charms at Essence 5+ but lack the power to permanently retain such magic with experience. The Storyteller may veto or limit any Charm acquisitions that present unforeseen problems or imbalances.

Black Mirror Shintai

Cost: 5m, 1wp; **Mins:** Essence 4; **Type:** Simple
Keywords: Shaping, Sorcerous
Duration: One scene



Prerequisite Charms: Shadow Spite Curse, Seeing Is Blindness, Soul Crack Exploitation, Puissance Mimicry Intuition (x3)

The Ebon Dragon is not the mightiest Yozi, nor the most brilliant. Neither is he the most creative or cunning of the titans. However, no other Primordial approaches his skill at cheating. Among the Exalted, the Sidereals have come the closest to understanding his principle of antagonistic cheating and fashioned Obsidian Shards of Infinity Style in the likeness of his unfairness, but how well they succeeded remains as unclear to the art's masters as those unfortunate enough to encounter them. The Shadow of All Things disdains their unintended offering as unworthy, but gratitude must never be his nature. Purer understanding of the Yozi reveals that the mirror of adversity does not exist outside the self, but pretends to exist within.

Black Mirror Shintai may only be activated if Nemesis Self Imagined Anew is active and its target is of equal or lesser Essence (and not, at the Storyteller's discretion, significantly more powerful than its Essence indicates, like many behemoths). Wherever that target is, her shadow flickers and vanishes, reappearing as a second skin of liquid darkness that envelops the Infernal in the span of a heartbeat. Within this chrysalis, the Infernal's flesh, soul and Essence undergo an agonizing metamorphosis that leaves the Exalt paralyzed and unable to defend until his next action. The cocoon bursts when his DV refreshes, revealing that the character has been changed into an exact replica of the target, though the target still doesn't cast a shadow while this Charm remains active.

While duplicating another character, the Infernal loses all traits of his own and gains all the target's traits, as if he swapped out his character sheet for a copy of the target's. Equipment and clothing does not change with him, with all artifacts losing attunement as a result of the change. All ongoing Charm and spell effects applying to him end as though negated and/or dispelled as appropriate, releasing all relevant mote commitments with no refund. Black Mirror Shintai doesn't break its own effects, though it does cloak itself from all known forms of Essence sight.

Backgrounds do not copy unless they represent an internal quality of the character rather than an external socioeconomic advantage, such as Breeding, Heart's Blood, Savant, Solar Bond, Whispers, etc. While artifacts do not copy, the panoply of a demon or god does. The character retains his memories and sense of self except to the degree that shifts in Virtues, Intimacies and Motivation adjust his behavior. Mimicking a god makes that god's sanctum the character's own sanctum for the duration; the Storyteller may confer other such perks as appropriate to the target.

The mirroring provided by this Charm stays up-to-date with the target's permanent trait shifts. The Infernal cannot modify his stolen traits in any permanent fashion. This includes spending experience or permanent traits to pay costs, like a spirit's Endowment.

Although the transformed Infernal remains a creature of darkness and native of Malfeas, he is not actually an Infernal for the duration, but is instead whatever he mimics. Thus, in copying a Dragon-Blood, he is temporarily a Terrestrial Exalt and may do things such as use Reflexive Charms at will. Becoming a Sidereal lets him use astrology and Sidereal Martial arts, etc. The character's Motivation and Intimacies are antithetical to the target's goals rather than being exact duplicates, as per traits conferred by Nemesis Self Imagined Anew. Temporary traits remain as they are (health, Willpower points, motes, Virtue channels) but adjust to fit the new pool sizes allowed for them. For health, apply current damage to the new health level track (this can kill a character who changes to a form with fewer health levels). For other temporary traits, if the character shifts to a form that has smaller pools, he retains his current value, but once this excess is spent, it is gone, and the character remains limited by the current form. This conversion also applies when changing back to normal.

Because the character is an exact duplicate of his enemy, he perfectly succeeds on all attempts to impersonate that character. His fate is the fate of the enemy he mirrors, save that any divination of location reveals the target to be in two locations at once. Due to the entanglement of fate, the target's Cult rating also copies like an internal Background, as prayers do not know where to go and thus empower the original and copy alike. Arcane links to the copied character transmit both. Attempts to divine the Infernal's existence or location with any magic while he is someone else fail, revealing that he does not exist.

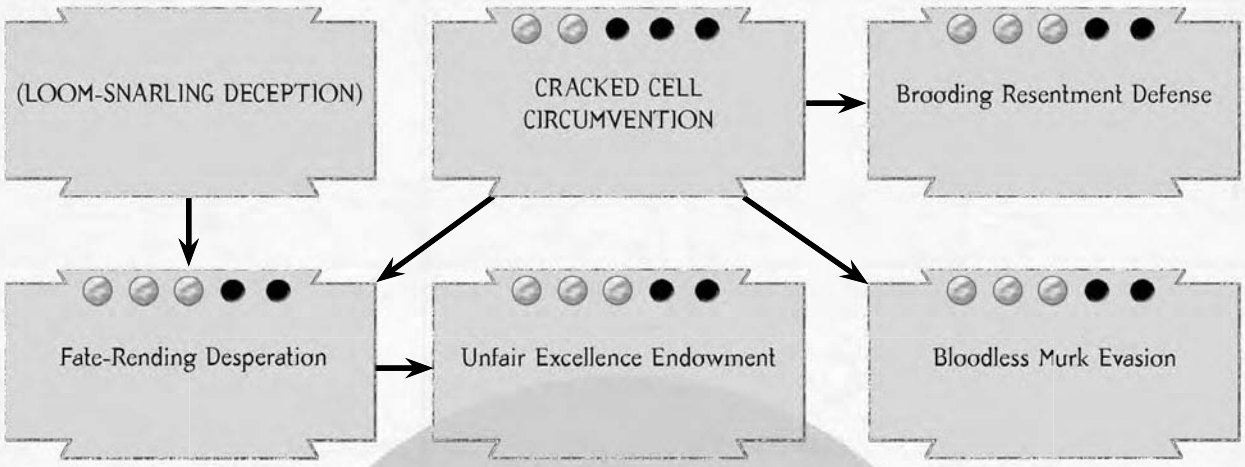
The Shaping transformation wrought by this Charm lasts only one day by default, though it can be terminated as a reflexive action. All ongoing Charm, astrology and spell effects applying to him end as though negated and/or dispelled as appropriate, releasing all relevant mote commitments. Impossible states also terminate, so if sorcerously bound as a demon, the binding ends when the Infernal becomes himself once more. Adamant or Obsidian Circle Countermagic also returns him to normal against his will. The death of the target does *not* terminate the effect. If the Infernal dies, he chooses whether his corpse reverts back to its true form or not.

A second purchase of this Charm at Essence 6+ extends its duration to Indefinite, allowing the transformation to last until deliberately revoked or dispelled.

Cracked Cell Circumvention

Cost: 2m (or 2m, 1wp); **Mins:** Essence 2; **Type:** Reflexive (Step 1 or 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: None

From his thrashing imprisonment to present, the Ebon Dragon has tirelessly and furiously labored to shatter the walls of his prison. This Charm may supplement any action that directly helps an Infernal escape physical restraints or physical confinement. Note that this Charm *only* aids in



direct personal escape efforts; it can help an Exalt seduce a guard to get out of jail, but it won't help her shatter the prison wall from the outside to set other captives free. As always, the Storyteller remains the final arbiter of when this Charm applies. Cracked Cell Circumvention doubles the successes of any valid action (or doubles the size of a static pool). If used to enhance an attack, the accuracy successes double before applying the target's DV (or MDV), but this does not also double damage successes.

Infernals with Essence 4+ may spend an additional Willpower when activating this Charm in order to ensure a threshold one success on the enhanced action as a Shaping effect. The character can't use this effect to destroy magical objects, but she may augment actions that circumvent such barriers nondestructively. Using this effect to escape a clinch breaks the hold immediately.

Fate-Rending Desperation

Cost: 5m, 1wp; **Mins:** Essence 3; **Type:** Reflexive
Keywords: Combo-OK, Shaping, Sorcerous
Duration: Instant
Prerequisite Charms: Loom-Snarling Deception, Cracked Cell Circumvention

When the need is dire enough, Infernals with this Charm may warp the flow of destiny around their Yozi power. This reduces the target number of all Attribute and/or Ability rolls the Infernal makes for the rest of the scene by -1 (typically to target number 6). Unrolled actions are not affected. Such manipulations are not without consequence, however. Once the scene ends, all of the character's rolled actions are at +1 target number (usually 8) until a full day has passed. He may not reactivate this Charm until the backlash subsides. The Shaping distortion in fate created by this Charm is localized enough that it does not reverberate through the Tapestry as a Blasphemy effect, but its use is considered Obvious to all Sidereal Exalted and gods of the Bureau of Destiny.

Unfair Excellence Endowment

Cost: 5m per target, plus 1wp; **Mins:** Essence 3;
Type: Simple
Keywords: Combo-OK, Shaping, Sorcerous, Touch
Duration: One day
Prerequisite Charms: Fate-Rending Desperation

The Ebon Dragon can bend the destiny of others as readily as he distorts his own future. By touching another character, the Infernal grants them all of the positive and negative effects of having activated Fate-Rending Desperation. Neither that Charm nor Unfair Excellence Endowment may be applied to a target who is suffering inauspicious backlash from either.

If the Infernal has Essence 4+, she may extend her tainted blessing to any number of targets within a five-yard radius of herself using a single activation of Fate-Rending Desperation, not including herself. No physical contact is necessary, but the unblockable touch attack roll should be compared to the Dodge DV of every character who attempts to get out of the way. Those who fail to move quickly enough watch as wisps of black vapor ooze from the Infernal's anima and force themselves into the eyes and mouths of all affected as an Obvious effect. Once active, the ongoing effect is only Obvious to the Bureau of Destiny as noted in Fate-Rending Desperation.

With Essence 4+, the Infernal gains the ability to build a "trigger condition" into each activation of the Charm, allowing it to wait for some set of circumstances to occur before the blessing begins. These conditions must be something the Infernal could sense with her normal senses, though she does not have to be present to bear actual witness. It is not possible to "hang" multiple destiny warps on one target.

Brooding Resentment Defense

Cost: 5m (+1-5wp); **Mins:** Essence 3; **Type:** Simple
Keywords: Combo-Basic
Duration: Instant
Prerequisite Charms: Cracked Cell Circumvention

The Ebon Dragon cannot help but understand the hateful terms of his imprisonment any more than he can choose to accept that imprisonment. For five motes, this Charm makes all unnatural mental influence currently affecting the Infernal Obvious to her senses. She may choose one

of them to resist by paying Willpower points equal to the minimum Essence required for the Charm, spell or other power causing the influence (maximum five Willpower). If this value is not provided, the Storyteller should assign a cost from one to five Willpower based on the effect's relative power. The Infernal may not use this Charm to resist effects with a Willpower cost exceeding her Integrity rating. Upon successful payment, this Charm immediately terminates the offending influence. No force can prevent a character from using this Charm.

Bloodless Murk Evasion

Cost: 4m; **Mins:** Essence 3; **Type:** Reflexive (Step 2)
Keywords: Combo-OK, Obvious, Shaping
Duration: Instant
Prerequisite Charms: Cracked Cell Circumvention

The Ebon Dragon has no form of his own under all his stolen shadows. This Charm provides a perfect dodge against any physical attack the Infernal can perceive, even undodgeable attacks. Rather than moving aside in a conventional sense, the Exalt's body and possessions dissolve into tarry, writhing shadows that immediately congeal back to normal anywhere within (temporary Willpower points remaining) yards. This sudden movement cannot pass through solid objects, though the slightest crack in a wall allows the Infernal's liquid self to slip through the chink. This Charm is vulnerable to the Imperfection of the Shadow of All Things.

Imperfection of the Shadow of All Things

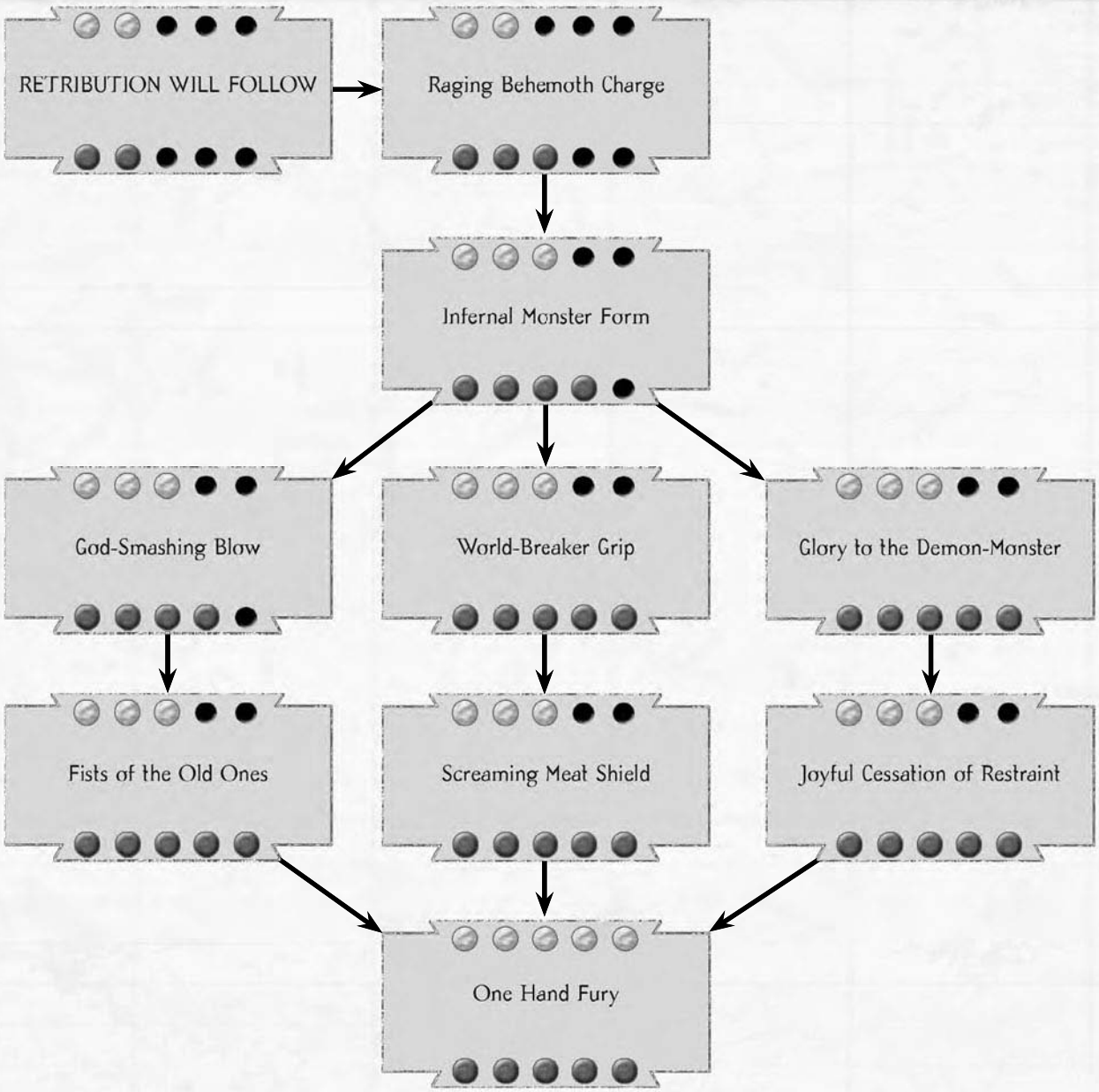
The Ebon Dragon is not simply a creature of darkness. He is *The* Creature of Darkness, the first to bear that judgment from the Unconquered Sun. Charms listed as vulnerable to the Imperfection of the Shadow of All Things cannot be used to defend against attacks incorporating any Holy effects.

Supernatural Martial Arts

Infernal Monster Style

Prior to his treachery, Gorol was among the foremost grandmasters of Solar Hero Style and one of the first to develop more custom Charms for that style. Following his surrender and enslavement to the Yozis, he returned to Creation armed with new Charms that mocked his former accomplishments and the noble purity of his former style. These obscene fighting techniques allowed him to best his circle once his crimes became known. If the natural fighting arts of the Lawgivers equip them to bravely strike down the mightiest devils with whatever lies at hand, then Infernal Monster Style exists to create monsters worthy of needing Solar Hero Style. Exalted who study this art learn to use their rage as a lens, focusing





Essence toward acts of unthinkable brutality and savagery. There is nothing noble about this art except the refreshing simplicity with which it grinds enemies into sticky red paste.

Infernal Monster Style is only compatible with armor created by Infernal Charms. Its form weapons are the cestus, fighting gauntlet, boot and all improvised weapons (see **Exalted**, p. 242), as well as artifact versions thereof. Despite this style's name, it is the "hero" style of the Infernal Exalted and is sometimes called Infernal Hero Style by those who view Creation's Exalted as worse monsters than themselves. Infernal-only expansions to this style are Ability-based Martial Arts Charms rather than Infernal Charms, extrapolating the themes and imagery of the Infernal Monster rather than expressing the esoteric powers of any particular Yozi. Both Green Sun Princes and akuma may access and develop new extensions. As normal, non-Infernals can learn the base Charms of this style as a formal Celestial art.

Retribution Will Follow

Cost: 1m; **Mins:** Martial Arts 2, Essence 2;
Type: Reflexive (Step 10)
Keywords: Combo-OK
Duration: One scene
Prerequisite Charms: None

Striking an Infernal Monster stylist makes him angry. This is unwise. Whenever the martial artist suffers one or more levels of damage, his player may activate this Charm. Doing so causes him to enter a savage killing frenzy for a scene like that imposed by an uncontrolled Berserk Anger Limit Break (**Exalted**, p. 105). The enraged character is immune to all negative effects from wound penalties (including dice

penalties and slowing) and treats all forms of mental influence from beings of equal or lesser Essence as unacceptable orders. He regains no Willpower points from the rampage. Characters who have Limit tracks bleed off a single point of accrued Limit from this induced catharsis rather than resetting to zero, but this only happens once the character kills or horribly maims someone with an unarmed attack during the scene. Characters do not gain or require any conscious knowledge of the Great Curse to use this Charm.

Raging Behemoth Charge

Cost: 4m; **Mins:** Martial Arts 3, Essence 2;
Type: Reflexive
Keywords: Combo-OK
Duration: One scene
Prerequisite Charms: Retribution Will Follow

Like all monsters, the Infernal Monster is predisposed to giving chase. He adds his Martial Arts rating to the number of yards per tick he can cover with a Move or Dash action, provided he heads toward a character he observed physically attacking him this scene. He must be able to perceive the character he charges toward. Enhanced dashes enjoy a -0 DV penalty.

Infernal Monster Form

Cost: 6m; **Mins:** Martial Arts 4, Essence 3; **Type:** Simple
Keywords: Form-type, Obvious
Duration: One scene
Prerequisite Charms: Raging Behemoth Charge

The Infernal's eyes close and his face assumes a curiously sad expression, as if he almost regrets the carnage about to follow. When they open, they burn vivid emerald and his muscles swell impossibly, increasing his overall size and mass by 10%. Style-compatible armor resizes with him, but most clothes tear unless very loose-fitting. Use of this Charm is compatible with Lunar tattoos. The martial artist gains the benefits listed below.

- Every unarmed attack inflicts piercing damage and grants the monster a cumulative dot of Strength for the scene. This dot does increase the damage of the attack that provided it. No combination of Charms including Infernal Monster Form can provide more than (Essence) additional dots, and this bonus is treated as a dice bonus from Charms. This Strength gain occurs even if the attack misses but only occurs once per attack regardless of the number of targets.
- He can parry lethal and ranged attacks unarmed without a stunt.
- He decreases the Speed of all unarmed attacks by -1, to a minimum of Speed 3, provided he attacks once rather than as part of a flurry.
- His body expands metaphysically as well as physically, causing him to exist outside of fate and as a creature of darkness native to Malfeas for the duration of the Charm. These states carry all the usual advantages and disadvantages. In addition to basic removal from fate, the character's presence imposes automatic failure on all thaumaturgical divination methods (such as astrology) used within a mile, causing them to return a single disturbing result: "The monster is here."

God-Smashing Blow

Cost: 3m (or 3m, 1wp); **Mins:** Martial Arts 4, Essence 3;
Type: Supplemental
Keywords: Combo-OK, Knockback
Duration: Instant
Prerequisite Charms: Infernal Monster Form

The Infernal raises one or both arms and brings her fist(s) down like a hammer, driving a target into the ground. This Charm enhances an unarmed attack, causing the target to suffer automatic knockdown with no roll to resist if the attack hits. Additionally, every other character apart from the Charm user within (Martial Arts) yards of the impact must check for knockdown at a difficulty of (the Exalt's Essence).

The surface beneath the target also suffers the raw damage of the attack, though this damage is always bashing and automatically piercing. Normally, Storytellers can dispense with calculating damage to the ground and simply assume this Charm leaves the target in a small crater. However, targets standing on flimsy structures may find their footing blasted out from under them, especially from high-damage attacks.

If an Exalt uses this Charm to successfully strike a materialized god or demon with equal or lesser Essence, she may pay an additional Willpower. This strews the victim's body as splatters of ephemera and gobbets of divine flesh in the usual crater. Although it appears to witnesses that the spirit died—messily—it is no more harmed than normal from the attack, save for being forcibly returned to its natural dematerialized state in addition to being knocked prone.

Fists of the Old Ones

Cost: —; **Mins:** Martial Arts 5, Essence 3;
Type: Permanent
Keywords: Knockback, Obvious
Duration: Permanent
Prerequisite Charms: God-Smashing Blow

Those hurled away by the unholy might of an Infernal Monster's blows may count themselves fortunate. It is always possible they will land out of sight and not die, just as it is always possible that the monster will forget about them in favor of new prey. Such are the limits of their hope. Whenever the martial artist hits a target with a fierce blow (see **Exalted**, p. 158) enhanced with God-Smashing Blow, she may use any type of closed-fist striking technique instead of relying solely upon overhand hammer-fists. The opponent flies back in the direction of the blow, so the attacker may choose any remotely plausible vector.

Fists of the Old Ones launches victims (Strength x 5) yards in the chosen direction. Upon landing or striking any barrier in the path of flight, the character suffers falling damage as if he had plummeted straight down by the distance he actually traversed before being interrupted. Unlike conventional falls, victims can't arrest their momentum with a (Wits + Athletics) roll, although they can mitigate damage by tumbling as normal. A successful roll also keeps characters

blasted back into high barriers from bouncing off and falling again for a third round of damage from the attack. All of the usual effects of God-Smashing Blow go into effect at the victim's final destination point after any bounce. This Charm is subject to the normal limits of falling damage.

Glory to the Demon-Monster

Cost: —; **Mins:** Martial Arts 5, Essence 3;
Type: Permanent
Keywords: None
Duration: Permanent
Prerequisite Charms: Infernal Monster Form

The Infernal Monster draws power from its limitless anger. Whenever the character has Retribution Will Follow and Infernal Monster Form simultaneously active, the cost to activate all Infernal Monster Style Charms and Infernal-only expansions to the style decreases by one mote (or two motes if the martial artist has Essence 6+ and knows One Hand Fury). This reduction is cumulative with other cost reductions, but it cannot reduce the Essence cost of a Charm activation below zero motes. If magic allows Infernal Monster Form to coexist with another Form-Style Charm, then that style's Charms benefit as if they were Infernal Monster Style Charms.

Joyful Cessation of Restraint

Cost: 3m, 1wp; **Mins:** Martial Arts 5, Essence 3;
Type: Extra Action
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: Glory to the Demon-Monster

The martial artist allows the way of the Infernal Monster to possess him utterly, quickening his movements into a blur of ultraviolence. This Charm is a magical flurry of (Essence) unarmed attacks against a single target. These attacks ignore rate limitations, suffer no multiple action penalties and impose a DV penalty equal to the highest penalty for any one attack. If the target is an animate being who is prone as of sequentially resolving the final attack in this cascade, the Infernal can make two additional attacks as part of the flurry, and these final attacks can't be dodged.

World-Breaker Grip

Cost: 5m, 1wp; **Mins:** Martial Arts 5, Essence 3;
Type: Supplemental
Keywords: Combo-OK
Duration: Until released
Prerequisite Charms: Infernal Monster Form

The Infernal Monster holds its prey like a beast's chew toy, dragging it around effortlessly. This Charm enhances a grapple attack against an opponent light enough to drag around (see sidebar), substituting Martial Arts for Athletics for the feat of strength. The Exalt grapples using a single limb of his choice without any off-hand penalties. If the attack succeeds, he can only hold the opponent and may not break hold or crush with that attack. However, the grapple no longer requires any effort apart from tying up the non-reflexive use of the attacking limb.

Moving While Clinched

The basic grappling rules on pages 157-158 of **Exalted** do not clearly address the reality of wrestlers moving and slamming each other into the environment while locked in their struggle. Although characters who control a clinch cannot take other actions without a flurry, reflexive actions do not count as actions in this sense any more than normal, so it is still possible to take a move action (but not a dash). However, because the character must also drag the opponent along to maintain the clinch while moving, he can only do both if his (Strength + Athletics) total is sufficient to pull the opponent's weight. As stated in the basic grappling rules, the controller can't block or dodge while gripping an opponent except through a stunt or magic. Characters held in a grapple may not move of their own accord despite being able to take reflexive actions.

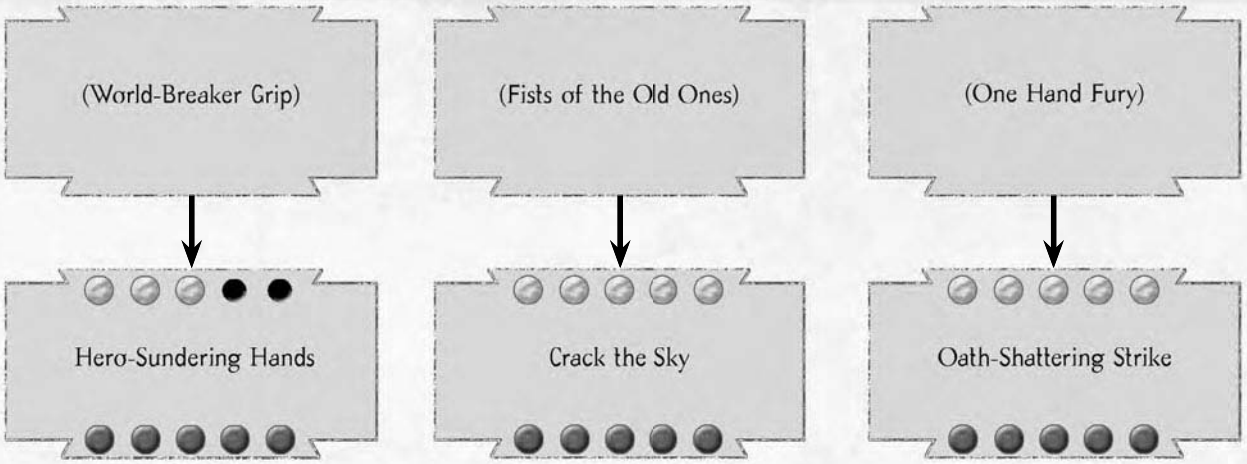
Consequently, the attacker may defend and fight as if carrying any other large weapon without the usual restrictions placed on grapplers, but he may not make further physical attacks against the foe in hand. He must still roll to maintain control each action, but this roll is reflexive for him, so he always applies his full dice pool regardless of whatever other actions he takes. The Charm immediately ends if the held opponent escapes or if the martial artist uses control of the grapple to do anything besides hold the enemy to continue the effect.

The martial artist can use a held enemy as an improvised one-handed weapon to strike or parry (the restriction on parrying while grappling is lifted for this purpose) using the following statistics: Speed 6; Accuracy -3; Damage (Strength x 2)B + attack successes; Defense -3; Rate 2; Tags: P, R. Whenever a wielded character hits a target or blocks an attack, she suffers (the martial artist's Strength) dice of piercing damage from the impact. This damage is bashing unless the held character is used to block a lethal or aggravated attack. If this punishment kills a held victim, her corpse remains a useful weapon for the rest of the Charm's duration.

Screaming Meat Shield

Cost: 5m; **Mins:** Martial Arts 5, Essence 3;
Type: Reflexive (Step 2)
Keywords: Combo-OK
Duration: Instant
Prerequisite Charms: World-Breaker Grip

The best defense is to break an enemy's will to fight. Gorol learned this the hardest possible way when he overheard the Neverborn whisper the Great Curse and sought to integrate the lesson into Infernal Monster Style. This Charm may defend against any perceived physical attack by changing the target from the martial artist to a victim she is holding with World-Breaker Grip. The attack is resolved as if the



new target were its original target and cannot be aborted. If an attacker kills a held character toward whom she has a positive Intimacy as a result of this attack redirection, the attacker loses one Willpower from despair. A mortal who inadvertently kills a close loved one this way (such as a spouse or child) loses all remaining Willpower points as his will breaks along with his heart (see **Exalted**, p. 174).

One Hand Fury

Cost: — (1wp); **Mins:** Martial Arts 5, Essence 5;
Type: Permanent
Keywords: Obvious
Duration: Instant
Prerequisite Charms: Fists of the Old Ones, Joyful Cessation of Restraint, Screaming Meat Shield

Masters of Infernal Monster Style gain a new and terrible form weapon. Purchase of this Charm permanently transforms one of the character's hands into a demonic artifact weapon. This change is explicitly compatible with Lunar tattoos. The hand doesn't have to look different, but many stylists consider it a mark of pride and deliberately choose for it to permanently assume some unnatural qualities such as disproportionate size or transmutation into black stone inlaid with brass, etc.

The weapon permanently adds three bashing damage to the hand's punch and clinch statistics. Furthermore, the artifact is completely indestructible while the martial artist lives. If somehow amputated, the weapon disintegrates and the character regenerates the limb to full functionality after five days of healing. A regenerated limb and hand always show inhuman disfigurements of the player's choice. Activating Infernal Monster Form or any Sidereal style Form automatically causes Old Realm characters to smolder into existence over the weapon's entire surface, narrating the Scripture of the One-Handed Maiden in runes ornamented with spiraling whorls of green flame (see sidebar). Leather gloves made from human or demon skin can hide this. These runes provide the following powers and drawbacks:

- The character's punch attacks have the following striking statistics in lieu of the basic damage bonus above: Speed 5, Accuracy (+Essence), Damage +(Essence + Willpower) B, Rate Infinite, Tags: N, P. The weapon's clinch stats are Speed 6, Accuracy +0, Damage +(Essence + Willpower)B, Rate 1, Tags: C, N, P. The weapon is considered in-form for all Sidereal styles in addition to Infernal Monster Style.
- If the character would gain a temporary dot of Strength from Infernal Monster Form and has already reached the maximum number of dots the Charm can bestow, she gains a cumulative +1 raw damage bonus to attacks using the hand instead. **There is no limit on how high the bonus can go**, save that it resets to zero when the character deactivates the Form (or the scene ends). Normal Charm limits on bonus dice caps do not apply.
- All social attacks by Yozis and Third Circle demons against the martial artist are undodgeable for one full day following any flaring of the runes. The character may argue against the Yozis or their core aspects (i.e., parry) but can't ignore or reject the nature of the weapon she has become. Worse, once in the lifetime of any Infernal Monster Style master, the Yozis may telepathically command her to act as they please for one scene across any distance or realms of existence. Resistance is not possible, and defenses that trump this control merely postpone it to another time. The character can be ordered to betray her Motivation but can't be given an unacceptable order. This effect is a closely guarded secret of the Yozis and remains unknown to their Infernal Exalted and the Fivescore Fellowship alike. If any

Scripture of the One-Handed Maiden

Once there was a maiden...

...who struck an iron wall until it shattered her hand.

She did not stop, though cracks spread throughout her bones.

She did not stop, though blood sprayed her eyes.

She did not stop until she shattered the wall.

"Survival is fury," she said.



individual masters suspect the danger or have discovered this curse the hard way, they have kept the knowledge to themselves. Anys Syn, elder aide to Chejop Kejak and chief architect of the Immaculate Dragon Styles, would personally prosecute any of the Maidens' Chosen found to be compromised in such a manner, her own predilection for wearing gloves to major battles notwithstanding.

Infernal Monster Expansions

Hero-Sundering Hands

Cost: 5m, 1wp; **Mins:** Martial Arts 5, Essence 3;
Type: Reflexive
Keywords: Combo-Basic, Crippling, Obvious
Duration: Instant
Prerequisite Charms: World-Breaker Grip

Most enemies may be splattered in one hit. Fewer must be thrown back like juvenile fish to mature into worthy prey. Only the rarest of adversaries must be torn limb from limb, but Infernal Monsters dream of such opportunities and wake salivating. This Charm may only be activated as a particularly brutal means of releasing an opponent seized with World-Breaker Grip. The Infernal adjusts his grip to twist off the enemy's limbs the way a young boy might pull the wings off a fly. Mocking laughter is not required but is customary to the maneuver.

The victim suffers a single level of unsoakable lethal damage and one crippling amputation injury of the Infernal's choice, examples of which may be found on page 152 of **Exalted**. If these options aren't brutal enough, the Infernal might rend an enemy's genitals, taking away his or her ability to enjoy sex or procreate and messily terminating any existing pregnancy in the process. Regardless, the severed organ remains in the Infernal's grip. In case it comes up, a dismembered human-sized limb may be used with the same statistics as a club as an in-style improvised weapon.

Crack the Sky

Cost: 15m, 1wp; **Mins:** Martial Arts 5, Essence 5;
Type: Reflexive
Keywords: Combo-Basic, Knockback, Obvious
Duration: Instant
Prerequisite Charms: Fists of the Old Ones

The Infernal Monster will tear the sun from the sky. Until then, it flings screaming reminders of this doom into the heavens as unwilling heralds. As they tumble and spill their broken innards on the earth, so will molten orichalcum blood

splatter the smoking crater of final twilight. This Charm may be activated whenever the character releases an enemy from a clinch by throwing her, provided the Infernal is capable of lifting that enemy's weight with a feat of strength. The Exalt hefts her up one-armed into the air and slams her with a thunderous punch from his other hand.

The opponent flies up to (Martial Arts x 4) miles away over the course of approximately five minutes and plummets back to earth, impacting the land at terminal velocity to suffer the usual damage and inflict the same damage to the impacted surface (see **Exalted**, pp. 126-127). Everyone within (the Infernal's Strength x 10) yards of the impact point (including the Infernal) must check for knockdown at a difficulty of (the Infernal's Strength). Anyone blasted back by this Charm who is stopped prior to reaching maximum distance still suffers all effects of a terminal velocity impact. Lifted inanimate objects may also be hurled extreme distances with this Charm to the same overall effect.

Lawgivers practice a Solar Hero Style expansion Charm named Horizon-Hurling Tactic that has Heaven Thunder Hammer as a prerequisite. Its required trait minimums and effects are otherwise identical.

Oath-Shattering Strike

Cost: 60m, 6wp; **Mins:** Martial Arts 5, Essence 5;
Type: Simple
Keywords: Blasphemy, Obvious, Sorcerous, Touch
Duration: Instant
Prerequisite Charms: One Hand Fury

The Green Sun Prince may liberate others from their ill-considered promises, though doing so is not without price. Akuma cannot learn this Charm, for its nature is metaphysically antithetical to the vows that enslave them. Oath-Shattering Strike may only be activated after flaring the runes of One Hand Fury through an activation of Infernal Monster Style. The Exalt must also know the terms of the magical oath he intends to shatter, and that oath must have been sanctified by a being with an Essence no greater than the Infernal's own unmodified permanent rating.

The Infernal strikes the target who swore the oath with an unarmed blow. Runes of power explode around the target, depicting the terms and authority of the oath in the moments before they dissolve into emerald fire and sand. The target is freed from the oath, but the burden for breaking it falls upon the Infernal in full as if he had sworn and deliberately broken the vow. Whether this Charm is powerful enough to fulfill its ultimate purpose remains to be seen, as no Green Sun Princes with Essence 10 exist to test it against the promises the Unconquered Sun exacted from his defeated masters.

Infernal Sorcery

High First Age occult texts occasionally speak of infernal sorcery as if it were a completely separate school of magic as far removed from "normal" sorcery as necromancy. Some records portray the unholy art as superior to the spells wielded by the Chosen, likely in an attempt to spread fear or drum up support for new sorcery regulations in the Deliberative. Other texts dismiss infernal sorcery as a quaint curiosity associated with demons and sorcerers tricked into selling their souls for a weak mockery of a nobler art. The truth is that sorcery is sorcery, regardless of who casts it.

This is not to say that infernal sorcery doesn't exist, just that the art is not what most occultists realize. Each Yozi has its own cascade of sorcerous initiation Charms as part of its Charm tree, making spells readily available to all castes of Green Sun Princes and akuma. Unlike the initiations of Creation's Exalted, these Charms do not require supernatural genius or in-depth study of the occult to master. Instead, would-be sorcerers must learn to filter their perception and Essence through the conceptual purview of a Yozi, building on the basic foundation of that Yozi's Excellency. This intuitive approach is just as hard as the formalized instruction methods taught in Creation and still incorporates the five quests. Each Yozi's initiation offers a distinct perspective and a unique power that differentiates it from the initiations of the others.

Additionally, Infernals tend to know a slightly different repertoire of spells than most Exalted. The libraries of the Demon Realm are vast beyond imagining, and some of their texts long predate the earliest accounts of Exalted sorcerers. Most of these conclude their endless chapters of mind-numbing and soul-maiming occult formulae with a single stanza from *The Broken-Winged Crane*, in which deer-footed Mara narrates the legend of the Mother of Spells. That this myth should appear in epilogue rather than prologue has always disturbed the Exalted who pondered it.

Infernal Sorcerers

As part of their transformation, akuma gain the potential to access all three circles of sorcery. However, they can only do so via the Infernal initiation Charm associated with their patron Yozi (see pp. 164-165) and can't use the native initiation method of their former Exalted type to cast spells. Exalted may be artificially initiated into sorcery as part of their transformation into akuma, bypassing the five quests entirely. The majority of akuma practice sorcery beyond the circle they could natively access, primarily because power lust for sorcery brings so many akuma to their damnation in the first place.

Green Sun Princes can unlock the circles of sorcery with any Yozi's initiation Charms and must undergo the usual quests to do so. Once initiated into a circle, the Green Sun Prince may study the initiations of that circle that belong to other Yozis as easily as learning any other Charms and need not complete more quests. Advancing to a higher circle requires normal effort. In practice, most Green Sun Princes learn the basics of sorcery, and many go on to more rigorous studies, largely because the art is readily available and equally accessible to all castes.

Demons of the First and Second Circle may learn sorcery, but only through conventional initiations like gods and Creation's Exalted. Those of Essence 5+ may learn up

to the Sapphire Circle, while those with Essence 3-4 cannot advance past Emerald. First Circle demons may not learn sorcery according to the law of Cecelyne, as fatally enforced by her Second Circle soul Lucien. Accordingly, maybe a dozen secret First Circle demon sorcerers exist at any given time. Second Circle demons widely practice Emerald magic, but only the mightiest explore Sapphire. Neither circle may cast spells that summon or bind other demons, as this privilege does not belong to the defeated.

Third Circle demons initiate themselves into sorcery through their own unique Charms without need to build on Yozi Excellencies most can't access, but their initiations duplicate the initiation of the Yozi to whom they belong. Unlike lesser demons, the unquestionable may learn the demon summoning and binding spells appropriate to infernal sorcery, though they are incapable of binding Second Circle demons subsidiary to other Demon Princes. Third Circle sorcerers may teach conventional sorcery to those incapable of learning Yozi initiations.

Exalted who do not belong to the Yozis may not initiate according to Yozi methods.

Infernal Necromancy

The magic of the Underworld evokes the chill of Oblivion and the agonized murmurs of the Neverborn, which their living cousins instinctively abhor. Akuma lose the ability to use their native necromancy Charms just like their native sorcery Charms, retaining memory of spells enough to teach them. Most Yozis excise all knowledge of the dark art as a deliberate aesthetic decision, as they do not wish to add such obscene concepts to themselves through the artificial component souls of their akuma. Green Sun Princes are incapable of using standard necromancy.

Demons of the Second and Third Circle occasionally learn necromancy down to the Iron or Onyx Circle (respectively) but only when their nature strongly resonates with death. Demon necromancers are considered horrible monsters among their kind even by the Yozis who own them.

The Ebon Dragon cheats the Primordial restriction against necromancy, as it is his nature to cheat all limitations (see Ultimate Darkness Internalization on p. 150). Of the rest of the Yozis, only Oramus has joined him in long communion with the Neverborn. If the Dragon Beyond the World added their nightmares to his own, who would know the difference? Storyteller-defined Yozis may offer necromancy if it is especially appropriate to their nature, but this is the dramatic exception rather than the rule, and their initiations should demand the same degree of agony and difficulty as the Ebon Dragon's method. In no case may Yozi initiations descend below the Onyx Circle.

Sorcerous Enlightenment of (Yozi)

Cost: —; **Mins:** Essence 3; **Type:** Permanent
Keywords: Sorcerous
Duration: Permanent
Prerequisite Charms: Appropriate First (Yozi) Excellency

By the power of the Primordials, Creation came into existence and elements, deities and even life upon it. Sorcery is this power, filtered down through fractured glimpses of understanding that cannot begin to describe the intricate elegance of the universe. To be a sorcerer is to be mad with jagged shards of cosmic awareness and with will and might enough to impose that madness on the world.

This cluster of Charms each grant the shallowest fragments of supernal wisdom, enough to learn and cast spells of the Emerald Circle. Subsequent purchases of the same version unlock higher circles. Spells require the usual costs and spell-shaping actions when cast this way. Each variation of this Charm belongs to one of the Yozis and grants a particular benefit that may be invoked whenever that Charm is used to cast a spell. In addition to these powers, each variant imposes the themes and imagery of the appropriate Yozi upon every spell cast using that initiation. For example, tarnished brass blades with barbed stingers replace obsidian butterflies for the Malfean spell that comes out Death of Brass Wasps. This substitution of imagery never materially alters the effects of a spell except in the slightest of ways and is not optional. The player may select the modified imagery with Storyteller approval.

The integration of Yozi themes can be subtle or overt and may even vary with each casting of the same spell, but Yozi power resists efforts to hide its glory. Even if the sorcerer attempts to minimize the warping effects on his sorcery by integrating extremely minor special effects, observers with Occult 1+ still recognize the taint with a reflexive (Wits + Occult) roll at difficulty 5. The only way to completely hide a Yozi's influence is to cast a spell that already completely resonates with the Yozi's thematic imagery, such as when Malfeas hurls Total Annihilation or the Ebon Dragon disgorges Summoning the Heart of Darkness.

Sorcerers may learn as many different initiations as they meet the prerequisites for. They can't cast a spell using multiple initiations at once, however.

This Charm may be purchased a second time by Infernals with Essence 4+, deepening the patterns of creative psychosis through which miracles occur. Such characters may learn and cast Sapphire Circle spells with the benefits and drawbacks of their initiation, though it is harder to hide the warping touch of the Yozis (difficulty 3 to recognize as above). A third and final purchase of this Charm at Essence 5+ unlocks the core truths of forces and principles by which worlds were fashioned and allows learning and casting of Adamant Circle spells within the bounds of initiation. Such spells proclaim the Yozi whose glory they express with all the subtlety of Erembour's horn (difficulty 1 to recognize).

Spells with any Holy effects represent innovations of Creation's Exalted never dreamed by the Primordials and whose nature is antithetical to Yozi Essence. Such magic can't be learned. Primordial sorcery does not bind demons through the oaths of the vanquished Yozis, but rather in fulfillment of Cecelyne's cruel law. **Infernal sorcerers cannot**

learn conventional demon summoning spells, but they may learn variations that non-Yozi-bound sorcerers cannot hope to understand (see below). The spell Summon Elemental is also forbidden by incompatible Essence. Finally, each Yozi has taboos against its nature that prohibit casting or learning of certain spells with that initiation. Spells not included in the Exalted corebook that are mentioned below may be found in **The Book of Sorcery, Vol. II—The White Treatise**.

Malfeas: Spells that inflict damage as their primary effect such as Death of Obsidian Butterflies or Total Annihilation resonate with the hate of the Demon City, increasing their base damage by half again before attack successes factor in. For example, Death of Brass Wasps inflicts 12L rather than 8L. Spells that inflict damage over time may be enhanced this way, but only the first instance of damage inflicted against a particular victim gets the boost. Further damage to the same target does not increase, though those the spell has yet to damage are fair game. The Sorcerous Enlightenment of Malfeas cannot cast spells that bring peace or physical calm (however confused and mad). Examples include Mists of Eventide, Paralyzing Contradiction, The Battle's End, Wheel of the Turning Heavens and Winds of Confusion. The only calm that may result from his spells is the stillness that descends upon battlefields in the wake of the devastation he unleashes.

Cecelyne: The laws of the Endless Desert guide the interactions of her sorcery and entities called upon to attend her will. Use of her initiation reduces the cost of all spells that naturally summon, bind or banish other beings by 10 motes and one Willpower (minimum five motes, one Willpower). Cecelyne is equally at home dominating the Minions of the Eyeless Face as demons. Her taboo bars any spell from creating edible food or potable water and spells that create or manipulate the element of wood as a primary effect. Spells that only produce forbidden effects as a side effect rather than their primary purpose may be warped in such a way as to remove this ancillary benefit but cannot be cast as they are. For example, the City-Swallowing Sandstorm Attack that replaces the monsoon of a traditional Torrential Cascade leaves choking dunes instead of drinkable water, but Cecelyne has no means of adapting a spell like Food from the Aerial Table or Sprouting Shackles of Doom to her aesthetic of desolation.

She Who Lives In Her Name: The Principle of Hierarchy abhors free will with every mote of her being. Spells that seek to override another's free will, beliefs or memories cost 10 motes and one Willpower less than normal (minimum five motes, one Willpower). Examples of valid spells include Commanding the Beasts, Corrupted Words, Curse of Slavish Humility, Droning Suggestion, Peacock Shadow Eyes, Silent Words of Dreams and Nightmares, Song of the Waves, Sorcerer's Irresistible Puppetry, Theft of Memory, Insidious Tendrils of Hate, Threefold Binding of the Heart and Mirage of Protective Shelter. Spells that summon and bind entities fall under the touch of Cecelyne, not She Who Lives In Her Name. The Principle of Hierarchy does not believe in violence unless it is absolute; accordingly, Emerald and Sapphire spells whose primary purpose is inflicting damage cost an additional one Willpower.

Adorjan: The Silent Wind goes where she wills and lets none gainsay her. Her initiation holds special sway over spells that can accelerate a journey, whether by actual quickening, teleportation or some other means. Spells that summon or create beings for the purpose of conveyance do not count, for Adorjan sails on nothing but herself and refuses to admit the utility of Cecelyne's domain. Such spells come effortlessly to the wandering windstorm and cost no Willpower to cast. Adorjan kills as she passes among her enemies, not from afar. Spells that attack or impose harm to other characters past close-combat range cost an additional Willpower.

Ebon Dragon: Shadows of all sorts belong to the Shadow of All Things. Spells that naturally create or manipulate shadows or darkness or otherwise dampen light or incorporate reflections as a primary effect cost 10 motes and one Willpower less (minimum five motes, one Willpower). The same discount applies to spells that specifically open or shatter physical barriers such as doors or walls. Spells that incorporate these elements solely because of using this initiation do not count. Examples of valid spells include Open the Spirit Door, Shadow Summons, Shadowy Simulacrums of Smoke, The Spy Who Walks In Darkness, The Violent Opening of Closed Portals, Shadow Theft, Shadows of the Ancient Past, Summon the Heavenly Portal, Summoning the Heart of Darkness, The Crumbling Walls, Curse of Unyielding Mist, Evocation From the Mirror and Technique Mirror. The Ebon Dragon is as incapable of casting spells that generate meaningful illumination as Cecelyne is incapable of creating food and drink. This limitation may be bypassed to the same extent through spell warping.

New Spells

Slave-Spawn Summons

(Emerald Circle; Infernal only)

Cost: 20+m

Target: One First Circle demon

When the Yozis require the services of an inferior slave to attend them, they reach out across the infinitudes of existence and drag the creature through the folds of Elsewhere, teleporting it to attend them. This spell has the same cost and overall effects as the spell Demon of the First Circle (see **Exalted**, pp. 252-253) but does not require a lengthy ritual and may be accomplished in the span of a normal Emerald Circle casting. Only sorcerers initiated via Infernal Charms may learn this spell.

The laws of fate and the warding power of the Unconquered Sun normally block this spell from working in Creation, Yu-Shan or any other realms where the Loom holds sway. However, a single crack opens at sunset each day through which a sorcerer can cast this spell. The spell functions in

shadowlands as in Creation but does not work in the Underworld at all. As the Neverborn know too well, Primordials may scream for help or bellow orders in the barren darkness until the end of days and never be heard.

Demons bound by another casting of Slave-Spawn Summons may be stolen away and their existing bindings traded for new enslavement to the sorcerer. The current master feels the attempt and may resist, requiring the usurping sorcerer to overcome the owner in opposed rolls as though attempting to bind the demon. Neither sorcerer may spend Essence on this contest, and stealing a demon does not remove the need for a second struggle to bind it when it arrives. Demons bound by this spell may be stolen with Demon of the First Circle using this same system, save that the Exalted thief may spend Essence to lower the current master's dice pool as if he were the demon being summoned.

When this spell successfully binds a demon, the creature instantly develops an Intimacy toward the caster with a context of terrified awe or reverence as desired, which cannot be weakened during the period of binding. When this spell fails to bind demons, most flee the sorcerer rather than attacking him for fear of reprisal under Cecelyne's law. Only the stupidest, maddest or strangest demons dare attack, but the hordes of Malfeas hold no shortage of such monsters. The binding imposed by this spell is fully compatible with Abscissic binding rules (see **The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II**, pp. 31-40).



This spell's second circle equivalent is called Fiend-Vassal Conscription. It costs 30+ motes and follows the same rules with the following exceptions:

The cost to lower the demon's resistance pools is 10 motes. The demon may only be summoned (as a basic Sapphire Circle spell with no ritual) at twilight on the new moon or during Calibration and not at all outside of this time frame. It travels through Elsewhere rather than Cecelyne and arrives at midnight with one Willpower drained by the rigors of its journey. Its Intimacy is based on either respect or hate.

The third circle equivalent of this spell is called All-Commanding Oversoul Beckoning. It costs 40 motes and may be cast at sunset on the night of the new moon or any night of Calibration, requiring a ritual lasting until midnight as normal. At that time, the targeted Third Circle demon teleports to the sorcerer's presence as a Blasphemy effect with severity equal to the demon's Essence. This cannot summon an already-bound demon. The sorcerer cannot bind the will of the summoned demon, though

an irresistable Compulsion prevents it from knowingly harming the sorcerer until he attempts to harm it or the first light of dawn strikes Creation. Its MDV is halved against the sorcerer during this period. It will not leave the sorcerer's presence until at least the end of the scene. Once the grace period elapses, the demon may act as it sees fit. Angered demons are unlikely to express their displeasure with the favored champions of the Yozis *lethally*, but Exalted hardiness leaves significant room for corrective lessons shy of that point. Wise Infernals treat the unquestionable as valued allies rather than conjured lackeys.

Universal Precept Shroud (Sapphire Circle)

Cost: 20m

Target: Caster

While some Infernal Exalted revel in unleashing Yozi power on a world that has dared to forget its creators' might, others recognize that they must tread carefully until their masters declare open war on Heaven. In casting this spell, the sorcerer makes the Mudra of Nirvishesha Shamed and whispers an obscenity mocking the inadequacies of the shinma who is the defining cosmological embodiment of identity. The chant concludes with an Essence-charged assertion that Nirvishesha exists, which is the greatest of impossibilities and insult to an entity who embodies the opposite of all she defines. Answering this challenge, Nirvishesha proves she cannot exist by taking away the distinctive Yozi identity of the caster's sorcery.

Until the caster is targeted by countermagic capable of breaking the spell, all spells she casts show no trace of Yozi warping. While this cloak aids in subtlety, it carries a drawback. Most Yozi initiations ban certain types of spells, requiring substitution of imagery to permit such casting. Universal Precept Shroud prevents warping, so banned spells can't be modified to acceptability.

When an akuma with Essence 5+ casts this spell, the enchantment also cloaks the sorcerer's Yozi taint. This is a perfect Illusion effect that can only be seen through by perfect detection methods such as Eye of the Unconquered Sun (see **Exalted**, p. 226). Other observers treat the akuma as though he had never fallen, ignoring sensory input that could convince them otherwise. Thus, witnesses overlook demonic mutations and the fact that the character is a creature of darkness outside fate, even if using powers that would reveal such facts or otherwise discern the akuma's true nature. This shroud does not cloak activations of Obvious Infernal Charms, which drop the Illusion until the akuma's next action or until deactivated (whichever comes later). Once the Illusion reasserts itself, it does not retroactively obscure memories of times when it did not apply or allay suspicions roused during such windows.

Soul-Twisting Defilement Radiance (Adamant Circle)

Cost: 50m (committed)

Target: Area

This spell is an obscene ritual whereby a sorcerer may poison the souls of everyone in a wide area. The sorcerer must begin casting at dawn and continue to chant discordant hymns of praise to the Yozis that rise in volume and quicken in tempo throughout the day, committing the requisite motes for the full duration of casting. The ritual ends as the sun slips beneath the horizon and day becomes night, at which point serpentine shadows sparking with tongues of green fire appear and strike every being within (Essence) miles of the sorcerer.

Creatures of darkness "attacked" by this power regain all spent Willpower points from the surge of unholy Essence. Beings who are not creatures of darkness gain the mutation of the same name as a Desecration effect and become natives of Malfeas, though Essence users may spend one Willpower to ignore this Shaping effect. If the sorcerer wishes, he may also expand the Desecration to inflict one derangement mutation of his choice to all characters turned into creatures of darkness by this spell, with the expected consequences for inducing mass insanity. All characters experience the desired but identical manifestation of madness. Least gods always resist being changed this way and may do so as effortlessly as ignoring an unacceptable order; their single-minded and simple nature does not permit them to accept such complex indignity. All Yozi initiations permit this spell.

If the caster is not an Infernal Exalt, the spell is called Spirit-Uplifting Mercy Halo and must be cast from dusk until dawn with paeans to the Unconquered Sun. Tongues of golden flames and lightning play about all those affected as a Holy effect. Non-akuma Solars may explicitly cast this spell even if they have been marked as creatures of darkness. Creatures of darkness within the radius who are not naturally so lose that status, such as by removal of the appropriate mutation. The light also burns natural creatures of darkness such as demons and ghosts, inflicting three levels of unsoakable aggravated damage. Beings who are not creatures of darkness regain all Willpower from sacred affirmation. A Void Circle necromancy variation named In Darkness Drowned also exists, save that the day of mad glossolalia and requiems for the Neverborn unleash barbed tentacles of shadow and pyre flame that convert beings into creatures of death rather than natives of Malfeas. Living beings made into creatures of death still respire the Essence of Creation instead of the Underworld until (Essence) years have passed carrying the creature of death mutation; removal of that mutation restores the connection to living Essence.


THIS WOULD ALMOST BE FUN IF IT WEREN'T SO PATHETIC.
YEAH. AND IF IT WASN'T SO COLD.
WHAT GOOD DOES HE THINK THIS IS GOING TO DO?
YEAH. DOES HE THINK WE WON'T GO IN AFTER HIM?
IT DOESN'T HAVE TO BE THIS WAY, ANATHEMA. JUST COME GIVE YOURSELF UP.
YOU'RE A DANGER TO YOURSELF AND OTHERS. YOU KNOW WHAT WE HAVE TO DO.
NO! STAY BACK! DON'T MAKE ME COME OUT THERE!
YOU HAVE UNTIL TEN TO SURRENDER. AFTER THAT, WE'RE COMING IN.
ONE... TWO... THREE...
HE'S GOING TO FLUSH THE ANATHEMA OUT.
YEAH. I'M READY.


I WARNED YOU! NOW COME TO ME, AGONY SONATA!
HE'S SUMMONING SOMETHING! EVERYBODY MOVE IN!
RRRRNNNN!!!!!
CRASH!
FALL BACK! FALL BA—
RRR—RRRNNN!!!!!

CHAPTER SIX
WONDERS OF THE DEMON REALM

At the dawn of Creation, before the gods overthrew their masters, the first races developed countless sciences of enchantment. Only a favored few received the secrets of the most potent of these procedures: the power to bind the Primordials' lesser component souls into their devices. Some say that the very process of dematerialization was meant to facilitate such binding, allowing these primal spirits to interface more easily with the material shells of the artifacts constructed to house them.

The Primordials and their progeny were still whole and unbroken then (unlike their current fallen state), and their works shone with magnificence and beauty. The living palaces of the Lintha, the great glassy engines of the Remonnet, the singing mists of the Nishaat and countless other magitechnologies born of peoples now forgotten stood as testaments to the titans who wrested Creation from the Wyld.

The Primordial War despoiled all these works. When the gods broke their makers, twisting them into the Yozis and chaining them within a cage of their leader's own flesh, the power fled from these artifacts as the Yozis' souls were drawn into the demon prison. All attempts to restore these devices failed. Perhaps the binding oaths upon the demons' names and souls interfered with the workings of the old procedures; maybe their functioning depended on the true nature of a Primordial slain in the War; perchance the fires of She Who Lives In Her Name consumed the very concepts required to fulfill their functions. The truth has been lost across the Ages.

Since their imprisonment, the demon races have developed darker methods for instilling their own kind into artifacts.

Infernal Relics

The artifacts of Malfeas differ on a fundamental level from those constructed in Creation. Everything in Creation, from the sun and moon to each individual blade of grass or grain of sand, has its own least god. Arising naturally from the stuff of the five elements, these spirits sustain and empower their physical shells, tending to their places in the universal flow of Essence. Such care is especially important

for artifacts; without a least god's attentions, an artifact's power dwindles and fades.

Infernal things have no least gods. Neither the five elements nor the magical materials occur naturally in the Demon City. All things in the Yozis' prison, the stone and metal and wind and flame, emanate from their own bodies, and as such, they have no more soul of their own than a mortal's eyelash or fingernail. Even the masterful Twilight researchers of the High First Age could not craft ordinary artifacts from such stuff. For all their advances, the Copper Spiders devised no techniques to sustain artifacts without spirits. Infernal artisans employ demons for this purpose, dissolving their forms and integrating their still-living Essences into their creations. These unholy devices are called *infernal relics*, and they are the artifacts of the demon realm.



Many infernal relics follow the same general forms as Creation-made artifacts. They can differ significantly in material, shape and ornamentation while retaining the same functions—an infernal daiklave may be shaped from throbbing black iron and inlaid with runes of yellow jade that spell out the third secret name of Kimbery, but barring any special enchantments, it's still a daiklave. Infernal relics can reproduce most of the powers available from Creation-made artifacts. They provide no magical material bonuses, nor can they generate Holy effects, but other abilities are fair game. The player of an Infernal character may purchase or construct any common lesser wonder, artifact weapon or artifact armor (see **Exalted**, pp. 380-381 and 385-391) as an infernal relic. Other artifacts may be used as templates for infernal relics at the Storyteller's discretion.

Except where indicated below, the procedures for growing an infernal relic follow the rules for crafting

artifacts as given in **Exalted**, page 134, including dice pools and Resources costs. The artifact creation rules are elaborated on in Chapter One of **The Books of Sorcery, Vol. III—Oadenol's Codex**.

Vitriol

The making of infernal relics requires the dark and acrid liquid known as vitriol. Called *Theion To* in the tongue of the Old Realm, vitriol appears in pits and crannies throughout the Demon City. Passive and reactive in nature, it was designed by the Primordials to catalyze evolutionary transformation in matter and Essence. But in the millennia since the Primordial War, the Yozis' loathing for their jailers, their captivity and their own broken natures has permeated the very nature of vitriol, infusing it with their hate. Now, it consumes all that it encounters. Even the black stone of Malfeas wears away at its touch while weaker substances dissolve into foam.

Raw vitriol seethes with material and spiritual pollutants. There are no pristine reservoirs of vitriol in the Demon City. The stuff bubbles in open pits laden with the detritus of all that it has dissolved, and these impurities must be removed before the vitriol may be used for magical purposes. There are two methods by which one may obtain quantities of pure vitriol. The first is to bind or bargain with one of the metody, the vitriol elementals, so that the creature excretes a sufficient quantity of untainted vitriol. (For details on the metody, see **The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II**, pp. 83-84.) The other is to gather a quantity of raw vitriol from a vitriol pit and refine it in the laboratory. The process takes a number of days equal to desired quantity's Resources cost and requires a successful (Wits + Craft [Vitriol]) check at a difficulty of (the Resources cost + 1). Failure spoils the batch, while a botch results in damage to the alchemist and/or her laboratory from vitriol leakage or corrosive vapors.

To work with vitriol, an alchemist requires a range of specialized tools not found in Creation's workshops. The fluid is stored in vats and distilled through pipes and vessels of gold, black marble and glass blown from Cecelyne's sands. It is heated over fires of Szoreny's silver bark, chilled

Infernal Crafts

Craft (Vitriol)

Vitriol resembles no earthly acid nor can it be worked by familiar methods. A character with this Craft Ability knows the specialized techniques for manipulating the Malfean element. This Ability encompasses knowledge of vitriol itself, the acids and catalysts derived from it and its use in the crafting of infernal relics. In order to learn this Ability, one must understand much about demonic Essence. A character must possess Occult 2 to learn it at all and may never have more dots in Craft (Vitriol) than in Occult.

Just as vitriol serves as a catalyst rather than a raw material in its own right, so too does Craft (Vitriol) catalyze mundane crafts rather than replace them. Artisans use the lesser of their Craft (Vitriol) rating and the most appropriate mundane craft to create infernal relics and similar items. For instance, a Malfean brass daiklave would use the lower of Craft (Fire) and Craft (Vitriol), while an infernal prayer strip (see p. 190) might require the lower of Craft (Vitriol) and Craft (Wood). Note that this is different from the minimum Occult rating required to purchase Craft (Vitriol). Some alchemists study the Malfean element solely to convert it into strange formulae without learning how to work it into lasting wonders. These formulae use Craft (Vitriol) alone, unsupported by any mundane craft.

Specialties: Chalcanth, Grafts, Hellstriders, Sapient Relics, Weapons

Trait Effects: Someone with Craft (Vitriol) 1 can harden Malfean metals with vitriol. Someone with Craft (Vitriol) 3 can guide the melding of components in a vitriol font to build a potent infernal relic. Someone with Craft (Vitriol) 5 can fuse multiple living demons and countless exotic components into the structure of a mighty hellstrider.

Craft (Genesis)

This Ability is required to create or modify life. It encompasses knowledge and application of vitalizing Essence, formulae for synthetic flesh and bone, methods for quickening dead matter, hybridization techniques, First Circle demon-breeding templates, organic alchemy and more. The gestation of living relics requires knowledge of this Ability. Characters may not have a higher rating in Craft (Genesis) than the lowest of their Lore, Medicine or Occult ratings. See "Rules for Creating Life" in **The Books of Sorcery, Vol. I—Wonders of the Lost Age**, page 117, for more information on designing and customizing new forms of life.

Specialties: Hybrids, Metal Vegetation, Modified Species, New Species, Sentient Life

Trait Effects: Someone with Craft (Genesis) 1 can implant artificial mutations in an extant life form. Someone with Craft (Genesis) 3 can design a new form of life never seen in Creation or Malfeas. Someone with Craft (Genesis) 5 can engineer a plague that may endanger all life.

Refining Vitriol

Quantity	Cost to Refine	Cost to Purchase in Pure State
A few drops	1	2
Enough to brew one dose of a solution	2	3
Enough to baptize a relic or dissolve a demon	3	4
Enough to baptize a vehicle or hellstrider	4	5

by ice left in the wake of the Silent Wind and diluted with the acid waters of Kimbery. Alchemists stir the vitriol with unusual implements crafted from basalt, Cecelyne glass, demon bone, Malfean metals and even the magical materials of Creation, each of which inscribe unique patterns on the vitriol's Essence. Various elixirs and powders are also added: demonic secretions, ground metals and mineral dust, and even abstractions such as an erymanthus's howl or a dreaming mortal's nightmares. All the while, prayers and sacrifices are offered to demonic luminaries. Distillation and filtration in elaborate vessels separates out the final product.

Under an infernal artisan's ministrations, pure vitriol serves as a catalyst. Objects bathed in it are seared free of weakness, making them as strong as any of Creation's magical materials; component parts flow together and intermingle, amalgamating into a unified whole. Where an artificer in Creation would spend months carving and shaping an artifact's components, his Malfean counterpart immerses them in vitriol and guides their slow, inextricable melding. Infernal artisans view this process as a holy rite. Vitriol is steeped in the Essence of Hell, and baptism in its dark waters consecrates a thing to the Yozis.

Objects immersed in purified vitriol metamorphose into forms more pleasing to the fallen Primordials. Stone writhes into organic forms laced with oddly colored veins; crystal bubbles and swells with clusters of hollow glassy spheres; metal darkens and spreads forth leaves, flowers and fruit; animal hide takes on the chromatic shimmer of Oramus's scales or bristles with Isidoros's smoldering spines. Infernal relics often demonstrate other peculiar properties. Some drip sand or seawater, for instance, while others cast unnatural shadows. Recognizing the demonic nature of these traits requires a successful reflexive (Wits + Occult) check at difficulty 1.

Infusing the Demon

Using arcane alchemical techniques, a skilled artisan may dissolve a living demon in vitriol without killing it. This purifies and condenses the demon's nature into a liquid Essence pattern, a brilliantly colored fluid known as *chalcanth* (see pp. 174-176). The enchanters of Malfeas combine these still-living demon liquids with their raw materials to create their relics, infusing them with demonic will and power.

In creating an infernal relic, one slowly integrates the chalcanth into the device's nascent structure. A demon must be of sufficient stature to match the power of a relic in order to bond with it. Demons of the First Circle can sustain a relic with a rating of 1 to 3, while relics with a rating of 4 or 5 require a Second Circle demon. Any relic with a rating of N/A demands a demon of the Third Circle; no lesser Essence can encompass its infernal puissance. The demon's nature must also accord with the relic's function if the procedure is to succeed. For example, a typical erymanthus has the Motivation "To battle and kill and consume the blood of its enemies." Such a creature's Essence meshes well with an infernal daiklave or other weapon but balks at becoming part of a peaceful relic such as a hearthstone amulet or dragon tear tiara. If the demon's circle or nature fails to meet these parameters, the relic creation process fails outright.

The Magical Materials

Akuma lose their magical material affinity when they become Infernal Exalts, breaking all existing attunements, while the Green Sun Princes weren't designed to have a magical material. Both types of Infernal Exalted can force the issue by paying double the mote cost as normal in order to gain the artifact's material bonus or they can pay the normal cost to attune without the bonus.

Infernal relics cannot be crafted from Creation's magical materials unless those materials have been tainted with vitriol, corrupting its substance into a degenerate form better fitted to the needs of the Infernal Exalted. Orichalcum takes on a brassy tinge flecked with the green of verdigris; moonsilver flows into alien forms emulating the shapes of the demon races; starmetal shimmers with the light of the dying Malfean stars; jade cracks and coarsens, its brilliant colors dulling to a noxious ocher; and soulsteel darkens with the Ebon Dragon's twisting shadows. Baptizing the magical materials takes five days. To taint an artifact crafted from these materials, the character seeking to corrupt it must own and be attuned to it.

All Infernal Exalts may attune to tainted magical material artifacts as if they resonated with that material. Other Exalted treat tainted artifacts as made of the wrong material, even if they naturally resonate with the material in its pure state.

The infused demon maintains an affinity for those things that resonate with its nature. Incorporating materials, shapes, qualities and functions closely associated with the demon into the relic provides stunt bonuses to relic creation rolls. As always, only one stunt may be applied per roll, and a given stunt may only apply once per relic.

Example: Ourun Grieving Diamond wishes to infuse the demon Gervesin, a living spear of verdigrised brass, into a weapon. Adding Gervesin to a spear would be a one-die stunt, while a lance of greened brass perfectly mimicking his natural form could be worth two dice. Joining him to a spear made from the brass-bound bones of Kinnojo, his slain true love, might qualify as a three-die stunt.

The presence of demonic Essence marks all infernal relics. Internal structures diversify and ramify as a relic gestates, often resulting in an organic semblance. Some relics evince patterns resembling skin, scales, plumage or fur, but the primitive look of invertebrate life predominates. Many mimic the fluted carapaces of insects or the spiny, scalloped look of deep-sea creatures. Baroque ornamentation often emulates a living creature's congeries of organs and tissues, yielding designs of interlocking bristles, ribs, fins, gills and membranes. This vitality is more than surface detail. An infernal relic contains a living soul shackled within a too narrow cage. Like its Primordial progenitors, that soul chafes at its confinement and can never be wholly quiescent. All infernal relics evince motion, sound or some other sign of vitality at all times.

Binding a demon into a relic transforms it irrevocably. It cannot be summoned or bound by sorcery, and any bindings upon it fall away during the crafting process. If the demon was of the Second or Third Circle, this severs its bond to its progenitor, who must grow a replacement soul—a tedious and draining endeavor. Doing so without obtaining the progenitor's permission may lead to an infernal vendetta.

Loyalty Beyond Transfiguration

Each infernal relic contains a demon's living Essence. As such, it cannot avail its user against the Yozis, from whom all demonic substance descends. If a character involves a relic in an action that would harm a Yozi, the relic betrays her, resulting in an automatic botch.

Exotic Ingredients

Infernal artificers design and build their relics using a greater pool of exotic ingredients than Creation-made artifacts, for they have all the madness of Malfeas to draw upon. More than a score of Yozis inhabit the demon prison, each of them rich with alien metals, stones and woods, not to mention the tissues and excretions of countless species of lesser demons, animals, plants and other entities that mortal savants might not even recognize as life.

The most common exotic ingredient available to infernal artisans is chalcanth. Rendered down into its living Essence, a demon whose nature shares an affinity with the desired relic serves as a number of exotic ingredients equal to its circle. A one-dot relic thus needs nothing more than a flask of chalcanth to create, while a four-dot relic requires the Essence of a Second Circle demon and two other exotic ingredients.

A selection of exotic ingredients might include a pearl torn from the skull of one of the crimson squid of Kimbery's deeps, a bone from the long-dead fetich whose remains lie in the keeping of Berengiere or a scrap of shadow from the tail of the Ebon Dragon. Other exotic materials serve as tools. One might need to hammer out a daiklave on Alveua's Forge of Night before it is ready to accept a demon's Essence.

Lesser Wonders

Minor magics pervade the endless layers of Hell. Some are the work of demon alchemists and artisans. Others occur naturally, to be harvested by the chattel of the First Circle. Malfean herbs and talismans, vitriolic elixirs and works of infernal thaumaturgy all change hands regularly in the bazaars of the Demon City. Even the Exalted minions of the Yozis find value in many of these everyday wonders, and acquiring them is child's play.

Solutions of Vitriol

Vitriol is a powerful element, and like the elements of water, earth and wood, it encompasses a wide range of materials. By diluting and mixing vitriol with other substances, alchemists produce a variety of substances known as *solutions of vitriol*. Like oil, wine or blood, each solution of vitriol has its own distinct appearance, properties and uses. Infernal alchemists use thaumaturgy (see **Exalted**, p. 137-139, and **The Books of Sorcery, Vol. III—Oadenol's Codex**, pp. 109-144) to create these solutions.

All of the following rituals belong to the Art of Alchemy, but their use of infernal substances and techniques call for different skills. Whereas earthly alchemical preparations commonly require knowledge of Craft (Water), to brew a solution of vitriol, a practitioner must have at least one dot of Craft (Vitriol) per degree. All rituals use the following format: *Name* (Minimum Degree, Attribute, Difficulty, Casting Time): Effect. Resources costs apply to the bazaars of Malfeas. If a solution is available in Creation at all, its cost is at least one dot higher.

Chalcanth ([demon's Circle], Intelligence, [demon's Essence rating], five days)*:* The life force of a demon preserved in vitriol, chalcanth appears as a cupful of vibrant liquid. The color and consistency of any given dose varies with its origin: an agata's chalcanth might be watery, piquant and swirling with many colors, while that of an erymanthus is likely to be thick, dark and smell of copper and salt. In all cases, the fluid stirs restlessly of its own accord and issues a faint susurrus, for chalcanth is never silent or still. If distilled

from a demon of a circle beyond the First, it is called *azoth*, an altogether headier brew that glows with its own inner light and fills the air around it with its song.

An alchemist seeking to reduce a demon to chalcanth must first immerse the creature in pure vitriol. An unwilling demon should be firmly fettered to ensure that it does not escape the vat! The alchemist uses his instruments to gently disentangle the demon's life force from its dissolving tissues, then evaporates the vitriol over five days' time until only the living Essence remains. He sings to the demon all the while, coaxing it to cling to life as its flesh melts away. (Due to the importance of song in this process, the alchemist's dice pool uses the lower of Occult and Performance.) Success results in enough vivid chalcanth to fill a palm-sized vial. On a failure, the demon dies during the process, rendering its Essence useless. A botch permits the pain-maddened demon to burst its bonds and wreak havoc.



Chalcanth's primary purpose is the creation of infernal relics, but that is not its only use. Many in Malfeas seek it out as an intoxicating source of Essence. If ingested or otherwise absorbed, a dose of chalcanth supplies a number of motes equal to the original demon's (Essence x Willpower). It takes a full hour to digest the chalcanth sufficiently to obtain these motes. Multiple doses consumed in succession must be digested in turn.

Aside from chalcanth's energizing quality, the flavors of the demon's mind and soul tumble through the drinker's brain in a synesthetic wash of images and emotions. The resulting euphoria and psychedelic flashes impose a -1 internal penalty to all actions for each undigested dose in the drinker's system. In addition, the drinker rolls (Perception + Integrity) against a difficulty of the demon's Essence. For each success, the drinker picks out one interesting fragment from the torrent of memory, as chosen by the Storyteller. On a botch, a bit of the demon's soul lodges in the drinker, giving her an Intimacy related to the demon or the things important to it.

Example: At a banquet in Gumela's mazy halls, Chwen-Screaming-Curses decants the liquid Essence of three erymanthoi into a goblet and quaffs the lot in one long swallow. In addition to relishing the demons' memories of bloody slaughter, he suffers a -3 penalty to all of his dice pools due to inebriation. An hour later, he receives 14 motes of Essence and his penalty drops to -2. Two hours after his bout of drinking, he gains another 14 motes and the penalty drops to -1, and after three hours, he gets the last 14 motes, and the penalty ends.

While a compassionate creature might balk at the prospect of consuming what is still, in some sense, a sentient being, few demons would demur. Indeed, many relish chalcanth for precisely that reason. When served one of their own kind, they toast it by name and laugh as it tries to crawl out of the glass. But such depravity is not limited to the Demon City, and the occasional shipment of chalcanth finds its way to the banquets of House Cynis or the decadent wealthy of Nexus.

As a living substance, chalcanth cannot abide separation. If split into portions, the largest remaining mass survives, but the total Essence it contains diminishes. Parts removed from the main mass evaporate if they are not immediately consumed. Should the demon ever regain its original form, it suffers aggravated damage proportional to the loss. If so little remains that the demon would have no health levels remaining, the

tattered scraps of demon flesh that reform are not viable. What's left of the demon reforms only to die painfully.

Methods exist to restore a liquefied demon. Specifically, Wyld-Shaping Technique can congeal chalcanth back into its original demon form by allocating five successes. This task can be performed in Creation as if it were the Bordermarches. Other Shaping effects capable of giving form and life to inchoate Essence may also afford a means of recovery, at the Storyteller's discretion. Most demons of the Third Circle remotely associated with crafting know Charms that can restore chalcanth into demons, as do all of the Yozis.

A demon dissolved into chalcanth cannot be summoned, for it lacks a body to call across the void. Dissolving a bound demon also dissolves all supernatural bindings that have been laid upon it. If chalcanth formed from such a demon is reconstituted, no matter how little time has passed, the restored demon is free of sorcerous restraint.

Chalcanth brewed from a demon of the First Circle costs Resources ••••. A demon of the Second Circle dissolved into azoth is worth Resources •••••. Given its rarity and potency, Third Circle azoth is beyond price.

Acid-Hardening Bath (1, Wits, 2, one hour): Any infernal material may be toughened by immersion in a specially prepared vitriolic solution. Softer materials, such as cloth or leather, become as sturdy as metal without loss of flexibility, while harder substances become as resilient as Creation's magical materials. Affected substances blister and flower into the same range of alien shapes assumed by relics. A failed roll results in the immersed material's destruction.

Algarel (1, Wits, 3, one hour): Mixed with brimstone and calcined over Malfean balefire, raw vitriol decomposes into a blackish-purple powder. This powder, colloquially known as vitrioldust, is caustic to organic matter but does not otherwise react with the elements of Creation. Adding a drop of vitriol, however, results in a violent reaction; the dust explodes in a blast of green flame and corrosive vapor. Properly contained, this results in a blast just as destructive as anything firedust might cause. A handful of algarel costs Resources •; a barrel of the stuff costs Resources ••.

Malfean Balm (1, Intelligence, 2, one hour): Created with the brass fruit of certain trees in the forest Hrotsvitha and the ichor of stomach bottle bugs, this golden unguent heals wounds in a most unusual way; when applied to an injury, Malfean balm turns the damaged tissue to brass. It takes one minute to apply, and the healer employing it rolls (Intelligence + Medicine). Each success changes one lethal health level of damage to bashing. However, having one's flesh laced with metal makes movement difficult. The recipient suffers a cumulative internal penalty to all physical actions equal to half of the health levels healed. The recipient's body slowly absorbs the metal, which reduces the penalty by -1 per day. The resulting scars retain a brassy sheen. Recognizing the significance of this requires a successful (Wits + [Medicine or Occult]) roll at difficulty 1. A dose of Malfean balm costs Resources •••.

Need-Purging Pastille (1, Intelligence, 2, one hour): Each of these thumbnail-sized lozenges consists of fibers scraped from Szoreny's sky-clutching roots, macerated in dilute vitriol and dried into a tarnished lump. When held under the tongue, the pastille removes all mortal biological requirements. The character using it need neither eat, drink, nor breathe for one scene, at which time the last of the pastille dissolves. The character's lips are black while the pastille's power holds. A single pastille costs Resources ••.

Dragon-Smothering Elixir (2, Intelligence, 3, one day): Infernal alchemists concoct this poison from such ingredients as vitriol, agata venom, crushed pearls and salt crystallized from Kimbery's brine. It is baneful to the elemental Essence of Creation, so it does particular harm to those things whose power stems from the five elements, namely elementals and the Dragon-Blooded.

The Dragon-Smothering Elixir tastes of blood and smells of salt. It may be propagated through either ingestion or wounds. While it harms all creatures, an elemental or Terrestrial Exalt takes additional damage and must spend an additional point of Willpower to activate any of its Charms. This additional Willpower cost lasts for one day. One dose of the Dragon-Smothering Elixir costs Resources ••• in Malfeas. On the Blessed Isle, certain unscrupulous sorcerers will part with it for an Empress's ransom (Resources •••••).

Against elementals and Dragon-Blooded: Damage 8L, Toxicity 5, Tolerance —/—, Penalty -5

Against all others: Damage 6L, Toxicity 4, Tolerance —/—, Penalty -4

Virtue-Devouring Potion (2, Intelligence, 3, one hour): This dreadful elixir gnaws at the roots of the soul, weakening one of the passions that support life and spirit. Four varieties of the solution exist, each targeting a different Virtue. The player of whoever drinks such a potion must make a ([targeted Virtue] + Integrity) check at difficulty 3, and an additional check each hour for the next four hours. For every failed check, the imbiber loses a Virtue channel in that Virtue. When all Virtue channels are gone, a point of the Virtue itself is temporarily lost. One lost Virtue point returns after each night's rest.

A target that fails an Integrity check with no remaining channels and only one point in the chosen Virtue falls into the throes of spiritual weakness. This resembles a Limit Break tied to the crippled Virtue, with a duration of one hour. The effects depend on the affected Virtue, as follows:

• *Compassion*: The target suffers from Deliberate Cruelty. This follows the rules of the Conviction Flaw of the same name (see **Exalted**, p. 105).

• *Conviction*: The target suffers from Mercurial Temperament. She is unable to make or adhere to plans; she flits from one possibility to another as they present themselves, discarding each in turn at the slightest difficulty or resistance.

• *Temperance*: The target suffers from Overindulgence. This follows the rules of the Temperance Flaw of the same name (see **Exalted**, p. 105).

• *Valor*: The target suffers from Craven Cowardice. He immediately capitulates before any threat, fleeing or surrendering as appropriate.

A dose of Virtue-Devouring Potion costs Resources •••.

Name-Bound Toxin (3, Perception, 4, one day): In addition to pure vitriol, demon brains and the tongues of the dead, this solution requires a drop of precious Yozi venom. By tracing a being's name ten thousand times upon the surface of the resulting brew, the toxin's manufacturer instills it with an affinity for the chosen name. Anyone with a different name may consume the poison without the slightest harm, but for those who bear the chosen name, even a taste can prove fatal. Treat the Name-Bound Venom as equivalent to Yozi venom (see below). Due to the specificity of its use and the dangers inherent in its creation, a dose of Name-Bound Toxin costs Resources •••••.

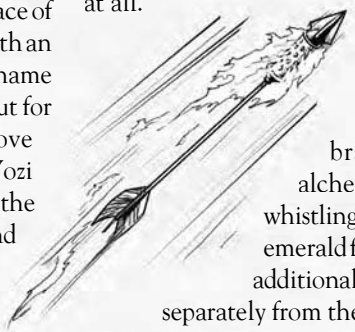
When brewing a batch of name-bound toxin, an alchemist may refine its accuracy by including any number of appropriate honorifics. Anyone who is addressed by that name and those honorifics is a suitable target for the poison.

Example: Ourun Grieving Diamond, a Green Sun Prince, rules the Tower of the Olivine Spear on Malfeas's 30th layer. An enemy laces his banquet with toxin bound to the name "Ourun Grieving Diamond." His guests are immune, but he has thoughtfully named his sesselja food-taster Ourun Grieving Diamond in his own honor, and as his namesake, it suffers the effects of the poison when it nibbles at his supper. Were the toxin bound to the name "Ourun Grieving Diamond, Master of the Tower of the Olivine Spear," the titleless sesselja would be immune, but if the Infernal Exalt were to abdicate, surrendering his title, he too would suffer no harm from that batch of poison.

Yozi Venom (3, Wits, 4, one hour): The hatred of the Yozis poisons all that it touches. It takes on many tangible forms, condensing from Adorjan's breath as droplets of cinnabar dew or congealing into black crystals at the heart of the icebergs that float amidst Kimbery's waters. Such pure harvests come only rarely, so alchemists who require the stuff must often manufacture it themselves. The raw vitriol that pools throughout the Demon City overflows with Malfeas's loathing for all things. Distilling pure vitriol from it creates a by-product of toxic sludge that may itself be distilled into Yozi venom. This procedure is an arduous and dangerous one, making the poison expensive and difficult to obtain. It costs Resources •••• in Malfeas and Resources ••••• in Creation. Poison rules for Yozi venom can be found in **Exalted**, page 131.

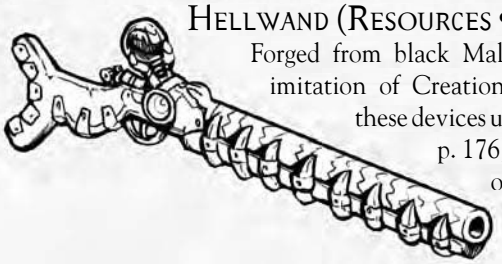
Alchemical Weapons

Given vitriol's prevalence in the Demon City and its many volatile solutions, it's hardly surprising that Malfeas's denizens have created a number of weapons dependent on the material. As with the many vitriolic solutions, these weapons' cost in Creation is one dot higher where they are available at all.



Green Fire Arrows (Resources •• or •••)

The perforated heads of these brass-tipped arrows contain an alchemical solution that reacts to the whistling wind of their flight by bursting into emerald flame. A green fire arrow inflicts an additional 5L damage. This damage is applied separately from the arrow's own damage and may be soaked normally. A single green fire arrow costs Resources ••; a quiver full of them costs Resources •••.



Hellwand (Resources •••)

Forged from black Malfean iron in imitation of Creation's firewands, these devices use algarel (see p. 176) to fire blasts of caustic vapor mingled with green flame. In addition to being loaded with algarel, the hellwand contains a tiny Cecelyne-glass reservoir that must be filled with vitriol; the trigger mechanism adds a tiny drop of vitriol to the algarel to catalyze the blast. As with a firewand, breechloading a hellwand with algarel requires a miscellaneous action. Also as with firewands, 10 yards is the maximum range for the weapon.

Greater Wonders

Works of the greatest Infernal Exalted and demon artisans, the following artifacts are just a sample of the terrible wonders of Hell. Such puissant devices are usually beyond the means of most of the Demon City's First Circle throngs, instead finding their way into the panoplies of Hell's greater demons and the Green Sun Princes.

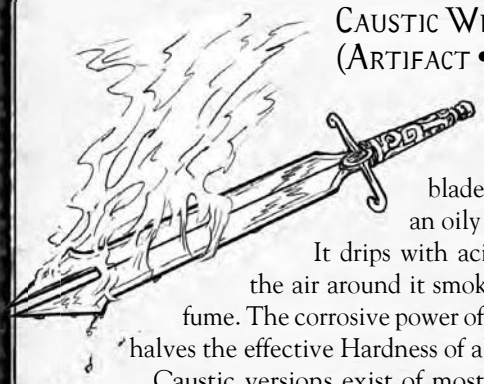
Hellwand

Speed	Accuracy	Damage	Rate	Range	Cost*	Tags
5	+1	12L	1	10	•••/•	2, F, S

* Cost after slash is for ammunition.

Infernal Relic Weapons

War always rages somewhere in the Demon City. Many demons of the Second Circle dream of empire; others pursue vendettas against romantic, political or philosophical rivals. Whatever their motivations, the effects are the same: demon soldiers mobilize, demon artificers craft marvelous new weapons, and demon engineers deploy terrible siege engines. Were Malfeas not capable of raising new buildings from his flesh, much of the Demon City would lie in ruins.



Caustic Weapon (Artifact • to •••)

Forged from black lead, a caustic weapon's blade shimmers with an oily patina of vitriol. It drips with acid in battle, and the air around it smokes with an acrid fume. The corrosive power of its vitriolic glaze halves the effective Hardness of all targets.

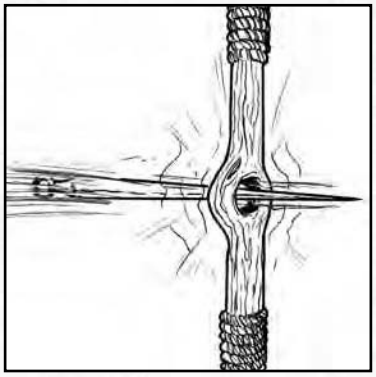
Caustic versions exist of most standard edged artifact weapons. They have the same base characteristics as the standard versions except that they add +2 to damage. This bonus applies to Lance damage but not Overwhelming damage. Artifact ratings for these weapons increase by one. Examples include caustic knives (short daiklaves), bile spears (dire lances), escharklaves (daiklaves) and scatheglaives (grimcleavers).



Shadow Weapon (Artifact • or ••)

In bright light or utter darkness, a shadow weapon appears to be made of velvety-black Malfean iron, and under such conditions, it has no special powers. In shadow, however, it becomes a shadow itself, flickering and dancing like a living thing. In battle, it flows unpredictably to block or bypass an enemy's weapon. This grants its wielder a +2 bonus to Parry DV, while opponents suffer a -2 external penalty to Parry DV against its attacks.

Shadow versions exist of most standard one- and two-dot artifact weapons that can be wielded with finesse rather than brute force, and they possess the same base characteristics as the standard versions. Examples include shade knives (short daiklaves), shadowlances (dire lances), umbraklaves (daiklaves), seven-shadow staves (serpent-sting staves) and twilight-cutters (sky-cutters). For a list of common artifact weapons, see **Exalted**, pages 385-388.



Space-Warping Needle (Artifact • or •••)

Forged from tainted moonsilver, these six-inch-long needles gleam like the eyes of the dead. So sleek is such a needle that it often slips from the grasp of anyone not attuned to it. When flung at an enemy, its disdain for the world diverts all obstacles from its path; wood, stone and metal warp and flow so that it may pass. A thrown attack using a space-warping needle cannot be blocked. It also ignores soak from non-artifact armor and external penalties due to cover. Its wielder may recall the needle from any distance, sending it winging back to her hand as a reflexive action costing one mote of Essence.

A one-dot needle is so slippery that no poison can cling to it, but three-dot needles are enchanted so that toxins adhere to their tips. As with any mortal assassin's needle, an envenomed space-warping needle that inflicts even one level of (post-soak) damage subjects its victim to the effects of the poison.



Acid-Rime Weapon (Artifact •• to •••)

Kimbery's brood crafted the first of these weapons, which resemble certain Lintha artifacts from before the Primordial War. Each consists of an inexhaustible core of seething caustic fluid encased in a flinty shell of unmelting indigo ice. Due to the flux of liquid inside it, the weapon moves with unnatural deftness and strikes with unexpected force. A strong blow shatters the ice, releasing a spray of acid and corrosive vapor; the acid then freezes back into the weapon's original form. A variant weapon, the acid-rime sling, consists of a cord and pouch of demon shagreen that creates missiles of acid-filled ice when swung.

Space-Warping Needle

Speed	Accuracy	Damage	Rate	Range	Minimums	Attune	Tags
5	+0	1L	3	50	Str •, Dex •••	1	P

Likewise, acid-rime bows of coral and behemoth gut conjure ice arrows whose tips swell with vitriol.

If an acid-rime weapon's attack is stopped by the defender's Parry DV or strikes, doing additional damage thanks to extra successes on the attack roll, it shatters, exposing its acid core. The resulting corrosive spray inflicts 2L unsoakable acid damage that ignores hardness. Non-magical weapons and armor exposed to the acid corrode, with a weapon suffering a -2 penalty to damage and armor suffering a -2L/-2B penalty to soak. An item whose damage or soak drops to zero is destroyed.

Acid-rime versions exist of most standard one- and two-dot artifact weapons. They have the same base characteristics as the standard versions except that they add +1 to Accuracy, Damage and (for melee weapons) Defense. The Damage bonus applies to Lance damage but not Overwhelming damage. Attunement costs and artifact ratings for these weapons increase by one.



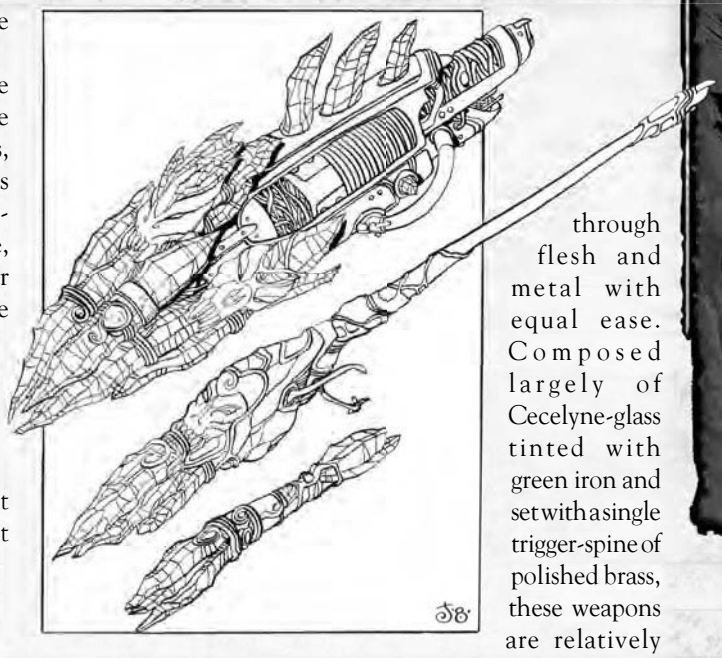
Emerald Spider Gauntlets (Artifact ••)

These gauntlets are forged of articulated green iron inlaid with swirls of jet and gold filigree. Gently twitching spines jut from each knuckle, while the unnaturally long fingers—seemingly too slender to accommodate the wearer's hands—are tipped with barbs. By expending two motes as a reflexive action, the bearer induces the gauntlets to ooze a brilliantly hued green venom for the rest of the scene. Attuning a pair of emerald spider gauntlets costs six motes of Essence.

Infernal Cannon (Artifact •• to •••••)

Repair: Varies (see below)

Drawing on the Essence of Ligier's light, these emerald crystal lances project beams of coruscating green fire that shear through flesh and metal with equal ease. Composed largely of Cecelyne-glass tinted with green iron and set with a single trigger-spine of polished brass, these weapons are relatively easy to make and use. Ligier himself has hammered out his own souls many times upon his anvil to manufacture these devices, and they comprise the preponderance of many infernal artillery forces.



Infernal cannons draw their power from the green sun, and they require exposure to its radiance for proper performance. If cut off from Ligier's light—such as in the deep Malfean catacombs, amid Cecelyne's sandstorms or in Creation—a cannon may only fire a certain number of times per day before it must rest, its powers exhausted. (The brightness of a Green Sun Prince's anima banner once it reaches the 11-15 mote range counts as Ligier's light for purposes of a cannon wielded by that Exalt.) In addition, an infernal cannon requires the expenditure of Essence to fuel its attacks. Beyond these limits, one may fire an infernal cannon freely.

The Essence cost of each model has two values separated by a slash. The first value indicates its attunement cost. The second value indicates motes of Essence needed to fire a single shot. These weapons use the Archery Ability.

Emerald Spider Gauntlets

Type	Speed	Accuracy	Damage	Defense	Rate	Minimums	Tags
Punch	5	+0	+3L (+ poison*)	+2	2	Str •	M, P
Clinch	6	+0	+4L (+ poison*)	—	1	Str •	C, M, P

* Poison: Damage 5L, Toxicity 3, Tolerance —/—, Penalty -3

Infernal Cannon

Type	Speed	Accuracy	Damage	Rate	Range	Charges	Cost	Minimums
Very Small	4	+2	6L piercing	1	50	5/day	2/3	Occult ••
Small	5	+1	12L piercing	1	75	10/day	4/5	Str •••, Occult ••
Medium	6	+0	20L piercing	1	100	20/day	8/7	Str ••••• •, Occult ••
Large	8	-2	30L piercing	1/2	150	30/day	12/9	Archery •••, Occult •••

Very Small (Artifact 2, Repair 1): No larger than a captain's baton, a weapon of this sort (commonly known as a green sun wand) fits comfortably in one hand. Infernal Exalts and demons of the Second Circle commonly use them for personal defense.

Small (Artifact 3, Repair 1): Resembling a footman's spear of green crystal, this type of cannon can be carried and fired two-handed. Some are fitted to weapon mounts on midwryth-drawn chariots and other light military vehicles.

Medium (Artifact 4, Repair 1): This is the lightest non-portable infernal cannon. Larger and heavier than a cavalry lance, it calls for a two-man team to move and fire, although one gunner may operate it alone if it's set into a fixed emplacement. An inhumanly strong wielder may carry and fire the cannon, but he suffers a -3 internal penalty for unwieldy size in addition to any penalties he may suffer for failing to meet its minimum Strength requirement.

Large (Artifact 5, Repair 2): These tree-trunk-sized weapons require fixed emplacements. Only fortresses and the largest military vehicles can accommodate them. The cannon's rate of 1/2 indicates that the character firing it may only do so once every two actions.



Mist Razor (Artifact •• to ••••)

Forged from verdigrised brass and tomescu carapace, a blade of this sort possesses an iron-hard cutting edge while its back edge endlessly sublimes into vapor. It is impossible to discern where the weapon ends and the mist begins. Attacks made with a mist razor affect the immaterial.

Mist razor variants exist of most standard edged artifact weapons. They have the same base characteristics as the standard versions except that they add +2 to Accuracy and +1 to Rate. Attunement costs and artifact ratings for these weapons increase by one. Examples include mist daggers (short daiklaves), mist razors (daiklaves) and mist scythes (grand grimscythes).

Marmoreal Cannon (Artifact ••• to •••••)

Repair: Varies (see below)

Sculpted in the workshops of Marsilion, the Eidolon of Shadow, fourth soul of the Ebon Dragon, each of these potent armaments focuses and channels unnatural energies that transform any solid or liquid they strike into solid black marble. The cannons resemble elongated ballistae grown from brass-veined stone studded with spines and flanges of clear crystal. Strands of blackness seethe and whisper to themselves within the crystals.



When an infernal artillerist strokes the weapon's control crystals in the proper manner, silent filaments of gray lightning stream between its spines, culminating in the launch of a gout of watery, translucent shadow that bursts on impact in a spherical wave of petrifying Essence. Most inanimate matter caught in such an explosion, be it sand, water, worked wood or dead flesh, instantly turns to black stone. Artifacts, relics and the magical materials are immune to this effect. Living targets caught in the blast radius suffer bashing damage as their bodies harden. Those who survive slowly heal as sand and pebbles flake away from their ravaged flesh, while those who reach their Dying health levels turn to statues. This is a Shaping effect.

Marmoreal cannons come in multiple categories, each larger and more potent than the last. The Essence cost of each model has two values separated by a slash. The first value indicates its attunement cost; the second value measures the number of motes required to power each blast. Unlike many First Age siege weapons, marmoreal cannons have never been designed for mortal use, as even the weakest demon cannoneers possess the awakened Essence required to operate one. All models use the Archery Ability.

Small (Artifact 3, Repair 2): This short-spear-length weapon fits comfortably in a two-handed grip. Its fist-sized bolts of shadow strike single targets only. If a bolt strikes non-living matter, it petrifies an area only one yard in diameter. A small marmoreal cannon requires a level-1+ hearthstone to function.

Medium (Artifact 4, Repair 3): Too large to wield as a personal weapon, this cumbersome apparatus—roughly the mass of a pony—requires a two-man team to move and fire. While usable in the field, it is more commonly mounted on ships, chariots and battlements. A medium marmoreal cannon requires a level-2+ hearthstone to function.

Large (Artifact 5, Repair 4): Large as a wagon, a heavy marmoreal cannon requires a fixed emplacement to function. Gray and gold smoke drifts up from its three-yard-long barrel even when not in use. It must be powered by a level-4+ hearthstone. The cannon's rate of 1/3 indicates that the character firing it may only do so once every three actions.



Rod of Verdant Minerals (Artifact •••)

This cubit-long rod of brass was cut from a branch in the forest Hrotsvitha. A touch of the rod causes solid inorganic matter to send forth roots, shoots and leaves of its own substance. Only a small amount of new material is created, perhaps a tenth of what already exists. The extent of this unnatural growth depends on how much Essence the wielder spends. One mote of Essence affects a palm-sized area, perhaps causing a clay cup to sprout ceramic leaves or a handful of coins to grow flowers. Three motes affect an area one yard in diameter, turning a sword into a bush, a chain shirt into a tangle of steel moss or raising a circle of icicle-grass from frozen ground. Five motes affect an area up to five yards across, sending stone vines climbing the side of a building or transforming a pillar into a tree yielding marble fruit.

The rod's power may be reflexively invoked against an enemy's weapon if the wielder parries an attack or if one of her attacks is parried. She may also attack a weapon directly; this is an unblockable attack that does no damage. An overgrown weapon has a -2 penalty to Accuracy and Defense. Likewise, when the wielder hits an armored opponent, she may reflexively use the rod's power upon it. Overgrown armor suffers a -2 mobility penalty. This effect does not stack.

Any inorganic solid may be affected by this power, even the magical materials. Orichalcum yields gold, moonsilver gives silver, starmetal grows copper, soulsteel offers iron, and jade sprouts jadeite. Trimming or melting away these growths leaves the original material unharmed.

Shattered Crystal Blade (Artifact ••••)

At the close of the Primordial War, She Who Lives In Her Name smashed three crystal spheres against Malfeas's bones, unleashing the fires within in one last act of spite against a triumphant Creation. The Exalts of the First Age gathered up most of the shards of those spheres, either to destroy them or to use them in sorcerous experimentation, but many still lie scattered beneath the soil. Infernal Exalts ofttimes travel to Creation to gather these shards for use in their relics.



A shattered crystal blade appears as an ornate sword of clear crystal with a blade about four feet long and four inches wide. The weapon sweeps out in peculiarly lopsided curves—the crystal from a shattered sphere cannot be crafted into a symmetrical shape, for once the perfect order of She Who Lives In Her Name is broken, it can never be restored. Blooms of pale fire drift through the crystal, appearing at regular intervals.

The edge of a shattered crystal blade strikes at the spirit as well as the flesh. The player of someone struck by the blade makes a Conviction check at difficulty 1. Failure indicates that the target loses a random Intimacy (if any exist) and a temporary point of Willpower. A glimpse of the Intimacy's subject appears briefly inside the crystal before being consumed by the fire. The wielder sees this automatically, while others may notice on a successful (Perception + Alertness) check against difficulty 2. Intimacies destroyed by the blade may be regained in the usual manner.

Time-Strung Bow (Artifact ••••)

Crafted from Szoreny's tarnished silver wood, this bow is inlaid with black nacre and strung with a thread of Time. By expending one Willpower, its wielder may launch an arrow into the future. She fires the bow as normal but her player makes no attack roll. The arrow disappears before it strikes, vanishing into the folds of eternity. At some point within the next five days,



Marmoreal Cannon

Type	Speed	Accuracy	Damage	Rate	Range	Cost	Minimums
Small	6	+2	10B	1	50	6/2	Str ••, Archery ••, Occult ••
Medium	6	+0	20B*	1	100	8/3	Archery ••, Occult ••
Large	8	-2	35B**	1/3	200	10/5	Archery •••, Occult •••

* Damages all targets in a three-yard radius.
** Damages all targets in a 10-yard radius.

Rod of Verdant Minerals

Speed	Accuracy	Damage	Defense	Rate	Minimums	Attune	Tags
5	+0	+6B	+1	2	Str ••	4	—

Shattered Crystal Blade

Speed	Accuracy	Damage	Defense	Rate	Minimums	Attune	Tags
5	+4	+8L	+4	3	Str ••	5	—

when the target is unaware, the arrow reappears and strikes. The Storyteller determines the moment of the attack.

An arrow striking out of time uses its owner's dice pool and modifiers as they were when the arrow was launched. Such an attack cannot be enhanced by Charms, but its target treats the attack as unexpected. The arrow moves through space as well as time. Thus, the target cannot escape it by traveling to another location—or even to another realm of existence. The number of arrows an archer may suspend in time cannot exceed her permanent Essence.



Noon-and-Midnight Cauldron (Artifact •••••)

Only three of these weapons are known to exist. Forged for the demon Octavian by a team of artisan-demons of the Second Circle, they proved their capabilities in the siege of the Fortress That Embraced the Wisdom of Silence. Octavian now holds the cauldrons in reserve, for he rightly fears that his rivals may seize one of the devices and use its power against him.

A noon-and-midnight cauldron comprises a massive Cecelyne-glass sphere 20 feet in diameter, in which are embedded dozens of crystalline pistons filled with crystal-clear vitriol. Within each piston-full of vitriol curls a single wisp of shadow donated by the Ebon Dragon himself. On one side of the sphere, a baroque array of brass and iron wheels permits a single artillerist to control the device. A fist-sized iris composed of shards of frosted white crystal opens on the opposite side of the sphere. The entire assembly is mounted on a wheeled chassis of black iron and brass.

The cauldron has two functions that must be initiated in order, each of which takes a full minute (60 ticks or one long tick) to activate. It always begins with its first power, the Ruinous Brilliance Ray. Pumping slowly at first, then faster and faster, the pistons draw all darkness out of the glass sphere, the vitriol within them blackening as the interior of the sphere grows lighter and lighter. When the sphere glows impossibly bright, the iris opens to unleash that brightness. The resulting ray destroys flesh, evaporates metal and melts stone. Any creature or object that loses all of its health levels to the ray is completely obliterated, leaving only its shadow behind.

Once the weapon's brilliance is discharged, its readies its second power, the Soul-Ravaging Torrent. Now, the pistons discharge their accumulated darkness into the sphere until it swells with roiling shadows. Opening the iris releases a gout of unmitigated blackness that attacks the very souls of its victims. The shadow-blast oozes through armor to kill without wounds, leaving stone, metal, wood and flesh intact.

Controlling the noon-and-midnight cauldron demands sophisticated knowledge of both artillery and the magical sciences. An operator with less than three dots in Archery, Lore and Occult suffers a -1 cumulative internal penalty for each dot she lacks. The weapon must be socketed with a level-5 hearthstone, and it costs 20 motes to charge the weapon. This expenditure allows it to fire both the Ruinous Brilliance Ray and the Soul-Ravaging Torrent. Attuning to the cauldron costs 10 motes of Essence.

Infernal Relic Armor

Though manufactured in enormous quantities, relic armor can initially prove hard to come by for an Infernal Exalt. Whereas all but the most oddly shaped infernal weapons can be wielded with little difficulty, armor fitted for demons of inhuman proportions does little good for a mortal-born Exalt, who is unlikely—for example—to possess more or less than four limbs. But all is not lost! Many demons of the Second Circle possess human (or near human) forms, and their panoplies more than suit the needs of the Green Sun Princes. Those who have not acquired armor of quality may obtain it from the artisans of the Demon City, who labor even now to accouter the honor guard of the Yozis in accordance with their station.

Time-Strung Bow

Speed	Accuracy	Damage	Rate	Range	Minimums	Attune	Tags
5	+1	+3L	3	350	—	8	2, B

Noon-And-Midnight Cauldron

Type	Speed	Acc.	Damage	Rate	Range	Minimums
Ruinous Brilliance Ray	special	-2*	100L	1	1,000	Archery •••, Lore •••, Occult •••
Soul-Ravaging Torrent	special	+0*	50L piercing**	1	500	Archery •••, Lore •••, Occult •••

* Affects all targets in a line five yards wide. This is an unblockable attack.

** The Soul-Ravaging Torrent affects the immaterial. It does no damage to inanimate objects.



Twining Leaf Armor (Artifact • to •••)

Just as ore in the Demon City's flesh burgeons into metal vines and trees, the brass or bronze plates on a suit of twining leaf armor sprout verdigrised leaves that rustle clangorously even without wind. Tiny rootlets anchor the plates to a coat of tanned demon hide.

Whenever a cutting or slashing artifact weapon hits the wearer, the attack shears off layers of metal leaves, reducing the armor's soak values by -1L/-1B. This effect is cumulative to a maximum of -3L/-3B. The wearer may repair the damage by spending one mote per +1L/+1B as a reflexive action, causing the armor to send forth fresh, shining new leaves of bronze.

Twining leaf versions exist of all standard artifact armors except chain shirts, articulated plate and superheavy plate. They have the same base characteristics as the standard versions except that they add a +2L/+1B bonus to soak and a -1 penalty to mobility.



Hungry Shield (Artifact ••)

These shields come in many shapes and sizes, but each is recognizable by the slobbering maw at its center, endlessly gnashing its teeth and licking its chops. A hungry shield tastes the air for danger, then snaps at it with jaws of black iron and fangs of verdigrised bronze.

A hungry shield raises the wearer's DVs against all attacks by one, but the wearer suffers a -1 mobility penalty in addition to any mobility penalty imposed by armor. The shield may also be used as a weapon with its bite attack. If an attack directed at the wearer only misses by one success, this indicates that the shield deflected the blow. The wearer may make an immediate counterattack using the shield's maw. This is a disarming attack (without the usual external penalty) if the opponent used a weapon or a normal attack if the opponent delivered an unarmed strike. The shield spits out disarmed artifact weapons; if it disarms a mundane weapon, it shatters the thing between its bronze teeth, chewing up and swallowing fragments of it with evident relish.

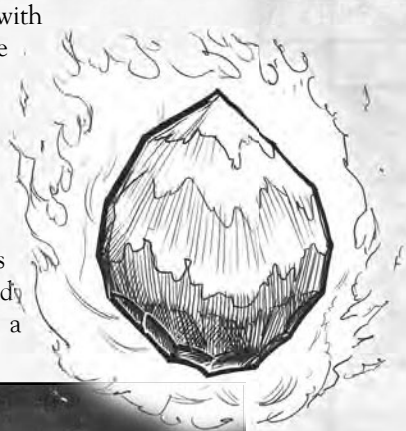


Topaz Vapor Mantle (Artifact •• to •••)

This garment consists of a 30-foot ribbon of musky, scaly brown leather as broad as a mortal's hand. It wriggles and rustles quietly to itself when not in use. By committing four motes to the armor, its owner may don it with lightning speed as it eagerly wraps itself around her body. Though it completely covers and conceals its wearer's features, she may see, hear, feel and breathe through the wrappings without penalty.

By spending four motes of Essence, the wearer may induce the armor to expel a foul amber haze of acidic vapor that encompasses a three-yard radius. Threads of Essence tie the vapor cloud to the mantle, and it moves with its wearer for the rest of the scene. The cloud is opaque and corrosive, inflicting environmental damage to all in its radius (Damage 1L/action, Trauma 2). The mantle permits its wearer to see through the cloud and provides immunity to its corrosive effects.

A typical topaz vapor mantle is a two-dot artifact. The scales of certain mantles are threaded with brass, however. These are both more resilient and more resplendent and are rated as three-dot artifacts.



Chaos Targe (Artifact •••)

Forged from one of the shining scales that fall from Oramus's wings like autumn leaves, this circular shield breaks both light and geometry in a

Hungry Shield

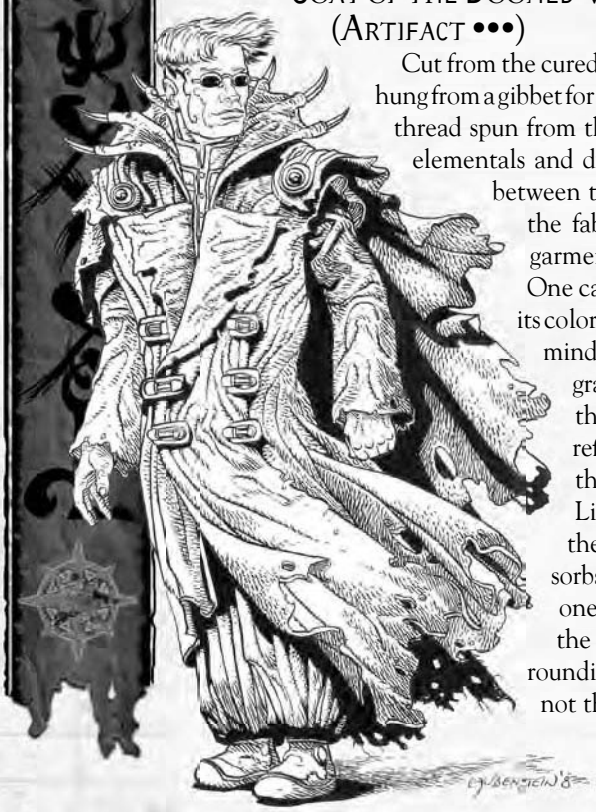
Type	Speed	Accuracy	Damage	Rate	Minimums	Attune	Tags
Bite	5	+0	4L	1	Str 1	3	N

Topaz Vapor Mantle

Type	Soak	Hardness	Mobility	Fatigue	Attune
Brown-Scaled Mantle	+4L/6B	2L/2B	-1	0	4
Brass-Spined Mantle	+7L/9B	5L/5B	-1	0	4

whirl of prismatic fire. In addition to raising the wearer's DVs against all attacks by 3, the shield's mad light baffles even perfect attacks; its wearer may apply his Parry DV against attacks that cannot normally be blocked. A chaos targe has no mobility penalty and costs five motes of Essence to attune.

Coat of the Doomed Wind (Artifact •••)



Cut from the cured leather of a demon hung from a gibbet for Adorjan, sewn with thread spun from the flesh of dead air elementals and dyed in the silences between the notes of a song, the fabric of this quilted garment defies the eye. One cannot easily discern its color, texture or cut. The mind defaults to shades of gray and then discards the entire problem by refusing to see either the coat or its wearer. Likewise, so silent is the fabric that it absorbs all sound from the one who dons it. Even the endless breeze surrounding the coat makes not the slightest noise.

A coat of the doomed wind increases its wearer's Stealth rating by four dots while it is worn. The wearer cannot make a sound of any kind, including speech or sound-based Charms. She is also always outside of Fate, even if she is native to Creation.

So stealthy is the coat that reality itself slowly forgets its wearer. For every full hour the coat is worn, its wearer suffers one unsoakable health level of aggravated damage. Until this damage is healed, the wearer has a faded look; her edges blur, and parts of her body fade to transparency. If she dies before all of this damage is healed, she fades from existence. Her possessions remain, but she leaves no body behind.

Inversion Cuirass (Artifact ••• or ••••)



This tarnished silver breastplate ripples and shimmers as though viewed through desert heat, though it feels comfortingly solid to the touch. It protects its wearer in a most peculiar way: when a blow threatens to pierce its protection, the wearer may evert the targeted vital organs through a warping of space, so that the affected flesh and viscera, sheathed in a corona of colorless fire, momentarily drift and sway around his torso like a frill of phantasmagorical seaweed.

The wearer may spend (3m, 1wp) immediately before the damage from a single edged weapon or piercing attack is rolled. This provides a perfect defense against the damage of the attack, reducing it to zero levels in Step 7 after all other modifiers. This defense does not have one of the Four Flaws of Invulnerability (see **Exalted**, p. 194). Instead, the wearer's innards float around his body for a short time before returning to their natural places, leaving them vulnerable to attack. Each use of this power imposes a cumulative -3L/-3B penalty to the wearer's soak until the start of his next action.

Hauberk of Bells (Artifact ••••)

Infernal artisans forge these suits of mail from black iron alloyed with the gold of Vitalius, the Forest of Chimes, where those who most fear the Silent Wind conceal themselves from her wrath. Each is a long-sleeved coat of fine links of black and gold metal. Bound to each link is a tiny golden bell. Every bell has its own unique tone, and they ring gentle glissandi even without being touched.

Coat of the Doomed Wind

Soak	Hardness	Mobility	Fatigue	Attune
+4L/8B	2L/2B	-0	0	4

Inversion Cuirass

Type	Soak	Hardness	Mobility	Fatigue	Cost	Attune
Inversion Cuirass	+6L/4B	2L/2B	-0	0	•••	6
Reinforced Inversion Cuirass	+10L/9B	5L/5B	-1	1	••••	8

Hauberk of Bells

Soak	Hardness	Mobility	Fatigue	Attune
+9L/10B	5L/5B	-0	1	8



The bells ring constantly, forming a song that mirrors the wearer's movements—a light step calls forth a sprightly tune, for instance, while abrupt gestures evoke an angry discord. This jingling imposes a -3 external penalty to all Stealth checks. But the true power of the bells lies in battle, for a dancer who moves in tune with their melody finds that they guide him where he needs to go. The wearer adds his Performance to both of his DVs and to all of his Dexterity-based dice pools so long as he moves in time with the bell song.

Adorjan hates the sound of bells. As with the songs of her most distant progeny—the demjen and katalinae, the gyorgike and jazon, the fulope and angyalka—she will not silence the hauberk's wearer with her touch unless she must. But she is a Yozi, and if needs compel her to touch the wearer, the hauberk's music offers no protection.

Shattered Vase Armor (Artifact ••••)

This extravagant suit of armor encloses its wearer's body entirely beneath plates of dyed and lacquered decanthrope-host hide. One glittering mote of viridescent light traces a circuitous path across the filigree of brass that follows the armor's every seam. A single hearthstone setting of verdigrised bronze rests over the wearer's heart. Attuning to the armor requires six motes of Essence.

With an expenditure of five motes of Essence or one point of Willpower, the wearer may split her body into 10 free-floating, independently moving parts—two arms, two legs, pelvis, left and right sides of the head, right and left torso, and the heart—for the rest of the scene. She may move each body part independently as a move action, distributing her component parts as she likes, without regard to orientation or gravity, so long as at least one foot rests on solid ground and no body part moves more than (Essence x 2) yards from any other. For example, both halves of the wearer's head may face in opposite directions for a 360-degree range of vision, or her sword arm may engage a foe while the rest of her body remains at a safer distance.

A disassembled character adds her Essence rating to her Dodge DV. On any tick in which she is guarding, she gains an additional +2 to her Dodge DV as she rearranges her parts to evade attacks.



When the scene ends or if the armor is forcibly deattuned, the wearer's component parts flicker through Elsewhere to reform around the heart. The wearer may also reform in this manner at any time as a reflexive action.

Three Hundred and Thirty Thirsty Fangs (Artifact •••••)

Kimbery's sixth soul is Madelrada, That Which Wears Down the Mountains, a mighty general among the demon legions. Madelrada crafted the first of these armors for a Lintha champion she favored early in the First Age. Several suits have been assembled since then, and some are of the proper size to be donned by those who, like the Infernal Exalted, wear a human shape.

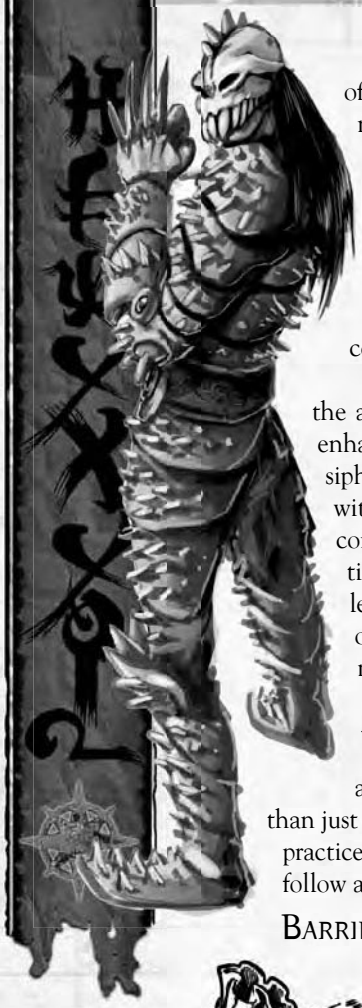
Shattered Vase Armor

Soak	Hardness	Mobility	Fatigue	Attune
+10L/10B	6L/6B	-1	1	6

Three Hundred and Thirty Thirsty Fangs

Soak	Hardness	Mobility	Fatigue	Attune
+14L/14B	10L/10B	-2	1	8

Type	Speed	Accuracy	Damage	Defense	Rate	Minimums	Tags
Punch	5	+4	+6L	+2	2	Str ••	M, P
Clinch	6	+4	+10L	—	1	Str ••	C, M, P



This suit of articulated plate armor consists of sheets of hardened ivory cut from an infernal behemoth's tusk. Thorny finger-length spikes thrust outward from every inch of its surface. Larger spikes cluster around the knuckles of weighty ivory gauntlets. A faint odor of blood clings to the armor, and dark veins move sluggishly beneath its surface, drifting over time into new configurations.

In addition to its protective qualities, the armor aids in unarmed combat, its spikes enhancing punches and clinches. The spikes siphon the blood they draw, threading the ivory with scarlet. These stains fade after a scene, consumed and digested by the armor. Every time the armor inflicts one or more health levels of lethal damage, its wearer receives one mote of Essence (though he gains no more capacity to contain said Essence).

Miscellaneous Relics

The variety of infernal relics is at least as diverse as that of Creation's artifacts. More than just purveyors arms and armor, Hell's artificers practice a wide variety of crafts, and the wonders that follow are just a small sample of their artistry.

Barrier Sands (Artifact •)



A pouch of these enchanted silver grains hisses like the wind over the dunes. When poured in a line along the ground, the earth shudders and erupts in a wall of pitted gray glass. The wall is six inches thick, three yards high and may extend up to 10 yards in length. It is as strong as stone (12L/18B soak, 40 damaged/80 destroyed health levels).

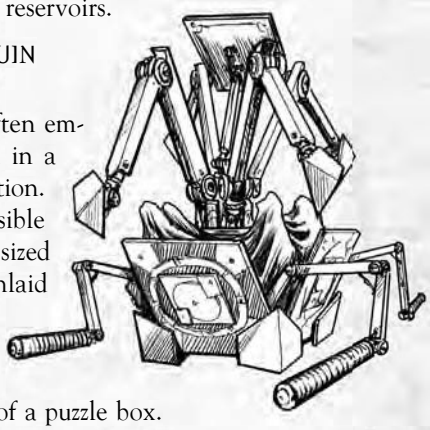
If the wall rises directly under someone or something, such as when cast in the path of a pursuer or between the bars of a wrought-iron gate, it can wreak serious harm. Treat this as an unblockable attack using (Wits + Martial Arts) with a base damage of 16B/4.



Chalcanth Reservoir (Artifact •)

Lacework of verdigrised brass cradles this hollow crystal sphere. Devices of this sort supply Essence to powerful relics and artifacts. When filled with chalcanth (see pp. 174-176) and fitted into a hearthstone socket, the reservoir slowly drains vitality from the chalcanth to keep the relic powered. For each hour of use, the chalcanth loses a number of motes equal to twice the minimum hearthstone rating needed to power the relic. (E.g. A hellstrider powered by a level-3 hearthstone drains six motes per hour.) The chalcanth bubbles and seethes as the relic it powers slowly devours its Essence, and it emits a high-pitched wail that demon engineers refer to as "the song of the machine" or "the sound of progress." The liquid dwindles with every mote consumed, and when no motes remain, it dies as the last of it evaporates in a puff of pungent vapor. Certain infernal relics contain built-in chalcanth reservoirs.

Collapsible Palanquin (Artifact • to •••)



Citizens of Malfeas often employ these relics to travel in a style appropriate to their station. When not in use, a collapsible palanquin appears as a fist-sized cube of polished brass inlaid with geometric patterns of ivory and nacre. Once attuned, its owner may open it after the manner of a puzzle box. The player of an owner who has never opened the relic before must roll (Intelligence + Lore) at difficulty 2 for the character to open it for the first time. Success causes the box to unfurl into a luxurious sedan chair large enough to carry one human-sized passenger in comfort. Pairs of ivory poles extending from the front and back allow two bearers to lift the palanquin. In Malfeas, demon porters are trivially easy to come by; an infernal grandee in Creation may have somewhat more difficulty acquiring bearers.

Alternate versions of these devices exist to facilitate different modes of travel. Other one-dot relics of this sort create different sorts of single-passenger conveyances, such as gondolas for water travel or sky-chairs to be hauled aloft by flying demons. Two-dot variants appear as foot-wide cubes that expand into carriages, howdahs, small yachts and the like, each of sufficient size to carry a half-dozen people in comfort or a dozen under more cramped conditions. A few rare three-dot models unfold from unwieldy three-foot cubes (scarcely portable by any standards) into galleons, pleasure barges, dirigibles and other massive vehicles. An owner must supply his own crew, for these vehicles do not operate themselves. Attuning a collapsible palanquin or other collapsible transport costs three motes of Essence for each dot of its Artifact rating.



Emerald Fire Lantern (Artifact •)

These hooded lamps are forged from the plentiful brasses of the Demon City. Inside each

lamp's intricately scalloped and fluted outer casing burns a tongue of Ligier's green flame. Such flames are all but inextinguishable. However, exposure to the light of Creation's yellow sun damps their fire for five days. Infernalists in Creation often employ such lamps to present a comforting illusion of home to their demon servants.



Guide to the Prison Gates (Artifact •)

Sixteen secret paths lead from Creation into Cecelyne during Calibration, thirteen by land and three by sea. Creation's savants recall only seven. This palm-sized compass, whose seawater-filled casing is of crystal and yellow jade, contains a black iron needle that invariably points the way to the nearest of those 16 secret paths. It only functions if attuned at a cost of one mote, and then only in Creation.



Hell-Weather Clock (Artifact • or ••)

Few artifacts hold so much value to the inhabitants of the Demon City as these marvelous devices. A hell-weather clock is an intricate assembly of sprockets, cogs, wheels and springs fabricated from an imperishable alloy of brass and green iron, comprising a cryptic mechanism that somehow rearranges its underlying structure as it moves. Its face, hidden behind a crystal pane, is a morass of shifting gears. One learns nothing by viewing a hell-weather clock. Rather, one listens to the sounds it makes, for when its tone changes, disaster comes.

The mechanism of the clock senses the approach of the great environmental threats of the demon prison—the stone rain of Malfeas' colliding layers, Orabilis' vitreous precipitation, Kimbery's fury-tides, Adorjan's daughter winds, and the like—and responds with song. A bass threnody indicates the danger comes from below; a tenor motif denotes a horizontal approach; a contralto wail signifies peril from above. On a successful (Perception + [lower of Occult and Performance]) check at difficulty 3, one can discern from the clock's melody the nature of what comes. If the clock goes silent, no roll is necessary; all know this presages the approach of Adorjan, the Silent Wind.

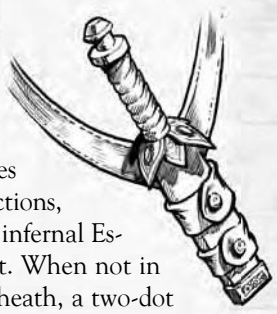
The amount of warning provided by the clock varies. Perils that are foreseeable in their course, such as a collision with another layer or the endless, inexorable charge of Isidoros, elicit a warning-song an hour or more in advance. Less predictable threats, such as the roving Arrow Wind or Munaxes' earth-shattering arrival, may offer only a few minutes' notice. If a power deliberately chooses to ambush the clock's locale, it comes without warning. By the time the clock's mechanism reorganizes itself and starts to chime, it's too late.

One-dot versions of the hell-weather clock are semi-portable at best, often as big around as a dinner plate, and tend to be hung in a prominent place in one's home or manse. Two-dot versions are small enough to rest in a person's palm. These are commonly kept in a pocket or around one's neck and secured by a fine chain.

Infernal Essence Tap (Artifact • to •••)

Despite the plenitude of manses proliferating throughout the Demon City, the greater demons and the Infernal Exalted always crave more hearthstones with which to power their war machines. Infernal Essence taps serve that need by extracting power from the infernal environment to fuel artifacts or relics. Each tap extends into a specific Yozi's body, drawing off Essence and channeling it into a hearthstone socket. A one-dot tap replaces a hearthstone of level 3 or lower in an artifact or relic, a two-dot tap replaces a level 4 hearthstone, and a three-dot tap replaces a level 5 hearthstone. Attuning an infernal Essence tap requires twice its rating in motes. Activating a tap requires both mechanical proficiency and Yozi-appeasing rituals. This is a dramatic action requiring a ([lower of Dexterity or Perception] + [lower of Lore or Occult]) check at a difficulty of the tap's Artifact rating. Failure means that the local flows of Yozi Essence are too weak or unstable to draw upon. A botch pains the Yozi, resulting in an earthquake, tidal wave or other unnatural disaster as the fallen Primordial scratches at the itch.

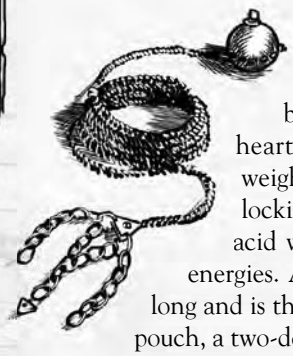
Taps come in a number of forms based on the Yozis from whom they take power. Most draw on the Essence of Malfeas, Cecelyne or Kimbery. A few other exotic models exist, such as the spiked silver webs used to seize Szoreny's energies or the spires of crystal and antimony that drain the force of Hegra's typhoons, but their circumstantial nature makes them little-used. A tap only functions in the environment for which it is designed. Obviously, none of these devices work in Creation, though some savants posit that white jade drills designed to draw forth Gaia's Essence were deployed during the First Age.



Brazen Essence Drill: This slim, telescoping shaft of brass drills deep into the black stone of Malfeas's pavement. When it reaches its fullest extension, hundreds of brass needles spread out from the drill head in all directions, locking it into place and drawing off infernal Essence from the stone encompassing it. When not in use, a one-dot tap fits in a dagger's sheath, a two-dot tap takes up as much space as a daiklave, and a three-dot tap looms as large as a warstrider's spear.



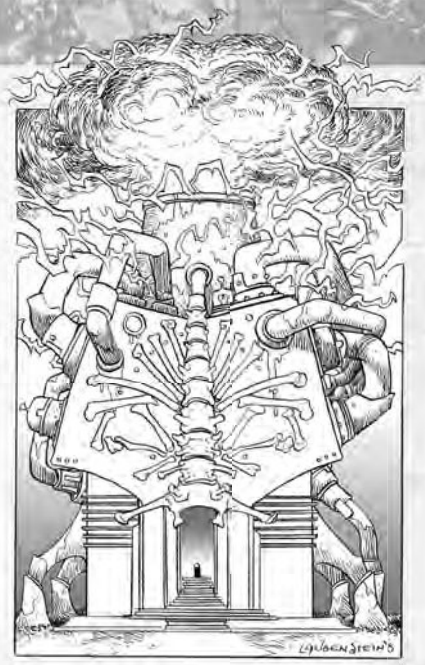
Iron Essence Pyramid: Jointed together like a parasol's frame, this device comprises a set of struts that unfold into a skeletal pyramid of black Malfean iron. Its occult geometry absorbs power from the infinite sands of Cecelyne and channels that force to fuel a relic. A one-dot tap expands from a palm-sized mass of wires into a four-foot-tall structure. A two-dot tap unfurls from a bar as long as one's arm into an eight-foot-high pyramid. A three-dot tap spreads out from a table-sized block into a 20-foot lattice of iron.



Leaden Essence Chain: One end of this chain, forged of black lead inlaid with tiny runes of blood-red silver, plugs into a relic's hearthstone socket; the other end, weighted with an assemblage of interlocking lead rings, is cast into Kimbery's acid waters to draw on her primordial energies. A one-dot tap is only a few yards long and is thin and fine enough to tuck into a pouch, a two-dot tap stretches 30 yards in length and can be carried in a coil over one's shoulder, and a three-dot tap measures over 100 yards long with links a hand span wide.

Omen-Weather Engine (Artifact • to •••)

Although demons and infernal animals perform most labor in Malfeas, the artificers of the Demon City developed these engines to provide mechanical energy. Omen-weather engines draw their power from the peculiar phenomena that arise when certain demons enter Creation. Rains of frogs, blood-drenched hail and other oddities precede these demons in Creation, and when an artificer binds such a demon into a brazen mechanism full of Creation-stuff, this creates an endless flow of demon weather that pours through a turbine to generate power. A stream of frogs, blood or other omen-precipitation effluence seeps from the engine. Depending on the owner's needs, this may be a nuisance or a boon.

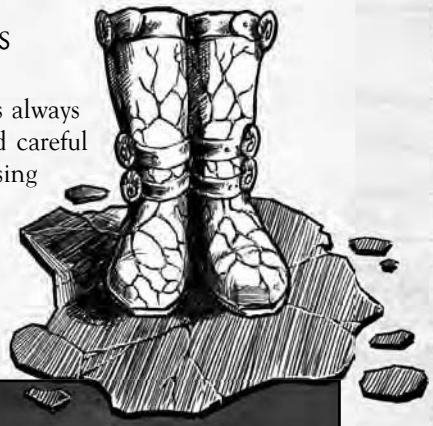


Aside from superficial differences in composition and aesthetics, these devices come in a wide range of sizes. The larger the engine, the higher its Artifact rating and the greater its power and utility, as follows below.

Note that one cannot simply attach an omen-weather engine to an ordinary vehicle or other machine; an assemblage of gears and belts must be employed to channel the engine's power. Equipment designed and constructed for this purpose generally has a Resources cost one dot higher than normal. The designer's effective Craft rating on such projects cannot exceed her Lore.

Path-Carving Boots (Artifact •)

These calf-high boots always feel warm and pliant, and careful examination reveals pulsing veins beneath their leathery surfaces. Once attuned for a cost of two motes, any unworked, inanimate surfaces they tread upon



Omen-Weather Engine

Rating	Size	Weight	Strength	Examples
•	1 ft. diameter	20 lbs.	4	Draw a one-passenger vehicle; power a single loom or other light machine
••	2 ft. diameter	100 lbs.	12	Draw a mid-sized vehicle, such as a laden carriage or pinnace; power a trip hammer or other heavy machine or a dozen smaller machines
•••	5 ft. diameter	2,000 lbs.	20	Draw a large vehicle, such as a mobile fortress or cargo barge; power an entire factory

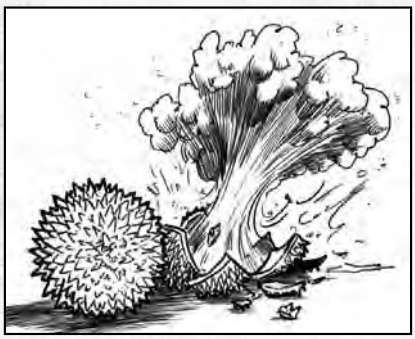
turn to basalt. This creates a layer of stone one yard wide and one inch thick. The wearer cannot turn this ability off without breaking the attunement.

In addition to transmuting such substances as rock, sand, soil, grass, wood and ice, the boots also affect liquids such as water and mud, creating a thin stone causeway over the affected surface. Such a causeway may extend indefinitely over thick mud; over water, it can stretch (owner's Essence) yards before breaking loose and sinking. Walking over a causeway without breaking it requires a ([Dexterity or Wits] + Athletics) check against difficulty 1; if a fight breaks out on its surface, the difficulty increases to 3. Rough water causes a causeway to break up immediately, sending the wearer down in a swirl of sinking basalt shards.



Shadowlight Caul (Artifact •)

Grown from the eyes and wombs of demons of the Ebon Dragon's brood, the shadowlight caul is a thin, transparent membrane as long and wide as a mortal's forearm. Wetted and draped over the eyes, it reverses light and dark so that its wearer may perceive the thousand colors of night. Pitch-blackness becomes as bright as noonday to the wearer, while dim illumination looks as clear as a cloudy morning. However, the caul's perceptual inversion makes light seem as darkness to the wearer. Indirect light dims the wearer's vision, while direct illumination obscures sight entirely.

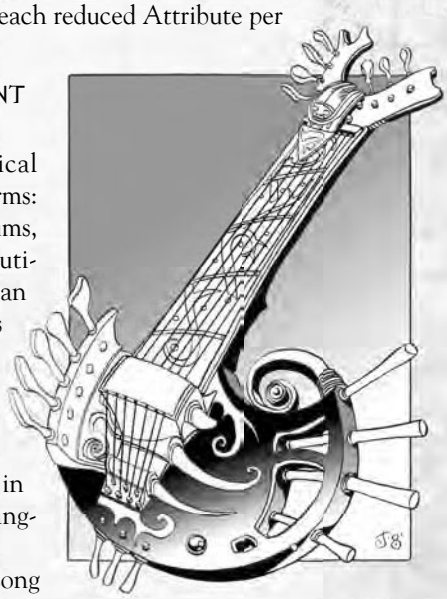


Brass-Thread Mycelium (Artifact ••)

Inch-wide brass puffballs grow in the black loam of the forest Hrotsvitha. Magic and demonic Essence transform a fungus of this sort into a tool and a weapon. Once attuned for a cost of three motes of Essence, its owner may crush it to release a tiny cloud of glittering spores. If this is done under a creature's nose (living or dead), the spores take root in the target's lungs and spread threads of living metal throughout the body. An unwilling creature must roll (Wits + Resistance) against difficulty 2 to avoid inhaling the spores.

A corpse infested with brass-thread mycelium rises as a zombie (see **Exalted**, pp. 314-315) in one minute. Likewise, should a living host die, the threads animate his corpse as a zombie a minute later. Mycelium-animated dead serve the attuned owner's spoken commands. Both living and dead hosts gain one dot each of Strength and Stamina and one -2 health level per day after the spores were introduced as the brass fibers strengthen bones and musculature. However, starting with the third day afterward, a host loses one dot each of Dexterity and Appearance per day as the thickening fibers congeal into knotted masses of brass and push up through the skin in clusters of metallic mushroom caps. Once Dexterity drops to zero, the host's entire body hardens into a hideous brazen statue from whose eye sockets sprout two new brass puffballs. Living hosts do not survive this transformation.

If the mycelium's owner allows attunement to lapse, the brass fibers revert to flesh and bone. The shock induced by this change inflicts one level of bashing damage per dot of Strength gained, plus one level of lethal damage per dot of Dexterity lost. All bonuses disappear immediately. Penalties are permanent for mortals, while Exalted and other magical entities regain one dot of each reduced Attribute per day of rest.



Heart-Song Instrument (Artifact ••)

These enchanted musical instruments come in many forms: harps, flutes, sanxians and drums, just to name a few. All are beautiful creations of metallic Malfean wood, and string instruments are strung with demongut, while drums are capped with tanned demon skin. An instrument of this type never rests. Even when not in use, it emits an endless, meaningless drone.

One cannot play a heart-song instrument in the conventional sense. Every creature has its own heart-song, a unique tune that expresses the nature of its soul, and no matter what one attempts to play on such an instrument, the melody shifts of its own accord into a passage of the player's heart-song. The players of listeners may make a (Perception + Performance) check against a difficulty of the player's Essence for their characters to discern something of the player's nature. Success reveals the player's Virtue ratings and Motivation, while each additional success discloses one of her Intimacies. If the player fights the tune in an effort to disguise her nature, the onlookers' Perception checks become contested rolls against her (Manipulation + [Performance or Larceny]).

Owners of these instruments often use them as tools of non-violent interrogation; to maintain trust among subordinates, companions or lovers; or to verify a person's identity, assuring that he is not an imposter. In the last case, however,

the instrument can betray those who rely on it, for if a person's nature changes (in the form of altered Virtue ratings, Motivations or Intimacies), his heart-song changes as well.



Infernal Prayer Strips (Artifact •• to ••••)

Prayer to the Demon Princes can be efficacious, but who can depend upon their caprice? Many prefer ironclad agreements with the infernal powers instead. One knowledgeable in the occult may craft parchment from a living demon's skin and write the name of its Third Circle progenitor upon it in the finest calligraphy using his own blood as ink (treat this as crafting a relic of the desired rating) and bring it to said Third Circle demon with a petition for some future favor. He may woo the demon into offering aid with no strings attached, but this requires a successful ([Charisma or Manipulation] + [lower of Craft (Air) and Performance]) check against difficulty 5. Alternatively, the petitioner may persuade the demon to grant a boon in exchange for some small service, such as acquiring a rare substance or protecting something connected with one of the demon's Intimacies. If the artificer's player fails the roll and no agreement can be reached, the demon rejects his petition, and the prayer strip is consumed in green flame, wasting the work that went into its creation. On a successful roll or agreement, the prayer strip pulses with life as the characters written upon it writhe to spell out the terms of the pact.

At any time thereafter, whosoever bears the prayer strip may throw it into the air while calling upon the named Demon Prince. So long as that Demon Prince may reach the bearer's realm of existence, the strip hangs aloft, shrouded with unholy fire, serving as a channel for the demon's Essence as it fulfills its agreement. This is a Blasphemy effect. Once the demon's aid is ended, the strip burns to ash, its power exhausted. For examples of Third Circle demon powers, see **The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II**, pages 47-54. In Creation, Yu-Shan or any other realm within the ambit of the Loom of Fate, one may only invoke the power of an infernal prayer strip at sundown, on a night of the new moon or during Calibration, when the bonds of the demon prison are weak enough for a Demon Prince to force its power between the prison's bars. Prolonged effects may extend beyond that interval.

If the strip's creator empowers it through an offer of service and then fails to uphold his end of the bargain, the Demon Prince will know. Displeased, the demon issues its curse: a single botch in some arena that falls under its aegis, to occur at some inopportune future moment either in the Demon City or at one of the times described above when its powers might breach the barriers between worlds.

Some common varieties of infernal prayer strips appear below:

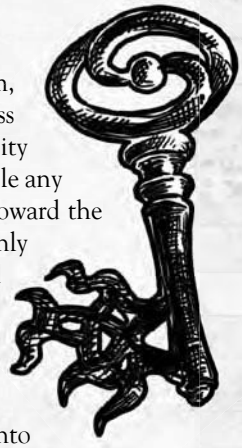
Infernal Hospitality Prayer Strip (Artifact ••; Any)**:** The fires surrounding the prayer strip burn a hole in the air, revealing a portal to the Demon Prince's abode. Creatures and objects may pass through this gateway freely. One minute after it opens or when the strip's invoker passes through it—whichever comes first—the portal collapses upon itself and vanishes with a clap of thunder. Those who pass through the portal receive the Demon Prince's hospitality. They may remain within its domain without fear of harm for one day, so long as they uphold whatever laws apply there.

Minion-Calling Prayer Strip (Artifact ••; Any)**:** The earth gapes wide, disgorging a single demon of the First Circle that kneels before the user of the prayer strip. This functions exactly as the Emerald Circle spell Slave-Spawn Summons (see pp. 165-167), except that no roll is necessary and the demon serves only for a single day. The type of demon to be called may be predetermined when the prayer strip is created. If not, the Demon Prince chooses what demon to send.

Unfurling Road Prayer Strip (Artifact •••; Jacint)**:** A road of black stone, reinforced by iron and brass, unrolls from the user's feet at a rate of two yards per second. It may pass through any terrain, even carving a route through mountains or arching over empty gorges, though difficult terrain halves its speed and extreme terrain quarters it. Its normal pace comes to four miles per hour, and Jacint will extend it for up to 25 hours before he deems his work complete.

Rain of Glass Prayer Strip (Artifact ••••; Orabilis)**:** The air seethes with light and fire as Orabilis rains molten glass on the user's foes. The rain falls upon any target within 10 miles and encompasses an area from 100 to 600 yards across. For one hour, those within the downpour suffer an environmental effect of (Damage 5L/action; Trauma 5). Once the rain ends, an inch-thick crust of pebbled glass remains over the affected region.

Key to the Infernal Gates (Artifact •• to ••••)



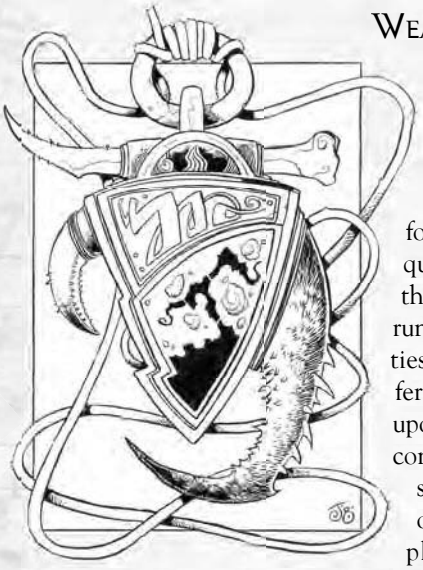
To better lure mortals to their doom, infernal craftsmen have devised countless keys that provide access to the Demon City from Creation. Such a device may resemble any ordinary key, though their shapes tend toward the organic and their substance—most commonly black iron, tarnished silver or verdigrised brass—is Malfean in nature. A key of this sort also vibrates faintly.

A key to the infernal gates requires no attunement. All one need do is insert it into a lock and turn it. The door then opens into some random locale in the Demon City. A door thus opened remains open for one full minute and then slams shut, sealing the path to Malfeas. Such keys only work in one direction, so one cannot travel from Malfeas to Creation in this way.

Not every key of this sort is universally efficacious. Some only activate in certain circumstances. The more restricted the circumstances, the simpler the key is to design and construct. The following chart indicates the appropriate costs for different keys:

Rating	Restrictions
••	*Narrow*. Usable under very specific circumstances, such as during Calibration, while in the city of Nexus or at the climax of an hour-long ritual human sacrifice. Keys that only work once or which open onto the Endless Desert rather than the Demon City, but otherwise function anywhere at any time, are also two-dot relics.
•••	*Broad*: Usable under easily accessible circumstances, such as at night, while in a city or via a door marked with the name of a Yozi.
••••	*None*: Usable from any door in Creation at any time.

Some of these keys, known as *vortex keys*, are especially direct in their efforts to draw mortals into the Demon City. Opening a door with a vortex key calls up a roaring wind that attempts to drag the opener (and anyone else in the vicinity) into Hell. The players of everyone within five yards of the door must successfully roll (Strength + Resistance) for their characters to resist being drawn through the door; the difficulty is 5 for the opener and 3 for everyone else. The door slams shut immediately thereafter, and the key remains lodged in the keyhole, a threat to any others who pass that way. Vortex keys have the same relic ratings as ordinary keys to the infernal gates.



Weapon Ward (Artifact •• or ••••)

All weapons of a type—swords, spears, daggers and so forth—share a certain quality of Essence, a thread of similarity that runs through them and ties them together. Infernal artisans may draw upon that similarity to construct wards against specific types of weapons. Demon warriors place great stock in these talismans. One who wears a sword ward, for instance, scoffs at a Solar's blazing daiklave, for he knows that it poses little threat to him.

A weapon ward consists of an intricately engraved amulet containing a writ of protection in Cecelyne's name, inscribed in demon blood upon tanned mortal skin. It pulses like a heart and is always warm to the touch. Attuning to a weapon ward costs four motes of Essence. Weapons of the ward's type recognize Cecelyne's authority and quail from it. An attacker wielding such a weapon against the bearer suffers a -10 external penalty to attack rolls and raw damage. Arrow wards are particularly valuable in Malfeas, for they also provide complete protection against the ravaging Arrow Wind.

Despite the depth of their power, weapon wards provide only limited protection to their wearers. Faced with a sword ward, nothing prevents an opponent from discarding her daiklave and smashing the wearer with a goremaul or strangling him with her bare hands. Also, Cecelyne's writ only allows the use of one weapon ward at a time. Attuning to a second ward breaks one's attunement to the first.

Two-dot weapon wards protect against all mundane weapons of the chosen type, even when enhanced by Charms. Against artifact and relic weapons, however, they are useless. A four-dot weapon ward stops all weapons of its type, both mundane and magical.

Howdah of the Black Hillock (Artifact •••)



This artifact appears to be nothing more than a trinket, a palm-sized spire of jet inlaid with nacre, brass and yellow jade. However, if its owner presses it against one of the black stone roadways of Malfeas and spends six motes of Essence, it rises from the ground as the apex of a pagoda-like howdah mounted atop an amorphous elephantine juggernaut of black stone.

The howdah is accoutered with silken drapes and cushions. It accommodates two passengers in comfort, or up to six in cramped conditions. The juggernaut upon whose back it rests, called the Black Hillock, is a semi-sentient Essence construct. It understands commands given in Old Realm and obeys its owner without question, traveling at a rate of three miles per hour or 72 miles per day.

As an automaton, the Black Hillock is immune to all disease and poison, requires no sleep and never tires. It needs neither food, water nor air. Damage to the Hillock cannot be healed without Charms, and if it reaches its Dying health levels or runs out of Essence, it sinks back into the earth along with the howdah, leaving only the artifact trinket behind.

Attuning the trinket costs eight motes. In addition to its six-mote activation cost, every hour of activity costs its owner three motes. A hearthstone socket is set in the middle of the howdah's floor, and placing an attuned hearthstone there maintains the Hillock indefinitely.

Black Hillock

Str/Dex/Sta	Per/Int/Wits/Will	Health Levels	Attack (Spd/Acc/Dmg/Rate)	Dodge DV/Soak
14/2/12	1/1/1/10*	0x3/-1x3/-2x3/-4/Incap	Trample: 3/-1/12L/1	0/15L/15B (Hardness 5L/5B)

Abilities: Athletics 5, Integrity 5, Presence 5, Resistance 5

* Note: Automaton. Never fails Valor checks, never makes others. Cannot spend Willpower to oppose its owner.

One may call up the Howdah of the Black Hillock in Creation, but the costs to activate and maintain it there are doubled. In addition, it transforms all stones it treads over—from sand and pebbles to slabs of bedrock—into basalt, leaving an ineradicable black trail. Recognizing the significance of this requires a successful (Intelligence + Occult) roll at difficulty 3.



Seal of Cecelyne (Artifact •••)

This squarish yellow jade chop fits comfortably into one's hand, though it seems heavier than it ought to be and grains of sand sift from cracks along its length. A mysterious character is incised into the base of the seal. A successful (Intelligence + Occult) roll at difficulty 5 reveals this to be one of the numberless secret names of Cecelyne.

A document stamped with Cecelyne's seal stubbornly defies the efforts of civil servants to deal with it. Like a heavy stone, it resists efforts to move it along, and like a boulder cast into in a river, it dams the flow of bureaucratic activity. Any bureaucrat—mortal, demon, god or ghost—whose Essence is lower than the user's can neither approve nor deny such a document, but instead, returns to it again and again at the expense of all other work. Such a bureaucrat cannot even destroy the document. If he shreds or burns it, it immediately reappears in the appropriate place among his bureau's files. The affected department's work is slowed to a rate of (1 / number of stamped documents) normal. Any projects that depend on the approval or denial of the stamped document cannot proceed until the document is properly processed.

Attuning a seal of cecelyne costs four motes of Essence. Stamping a document with the seal costs one committed mote. The effects of the seal cannot be canceled at will. They only end when the stamped document is approved, denied or destroyed, at which point the stamp turns to sand and falls from the page.

Compliant Umbral Panoply (Artifact ••••)

The first compliant umbral panoply was devised by Sekai, the Shadow-Rider, a Second Circle soul descended from the Ebon Dragon, in emulation of her own mutable nature. Its adaptability makes it useful to almost anyone in a variety of circumstances. In its quiescent state, it appears as a palmful of restless black liquid. Once attuned for a commitment of six motes, it flows into and merges with its owner's shadow.

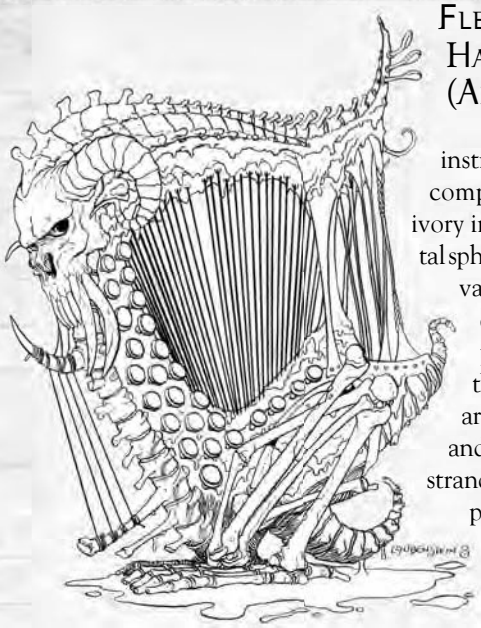


With a thought, the owner may warp her shadow into a form or forms of her choosing as a miscellaneous action. Her shadow may stretch up to (Essence x 5) yards away, though it must remain in contact with her body. The size of the shadow depends on the prevailing illumination. In darkness or dim light, it looms as large as a stallion; in direct illumination, it is no more than human-sized. If the user is so hemmed in by bright light that she casts no shadow at all, the panoply retreats inside her body until darkness returns.

More importantly, the panoply's owner may cause it to rise up as a tangible mass. Tangible shadow is night-black, opaque and as strong and hard as stone. It may assume any form imaginable; examples include armor and weapons, slender bridges, grasping tendrils and tireless steeds suited to water, earth or air. Many other uses will occur to a clever owner.

Shadow equipment is of perfect quality (see **Exalted**, p. 365). Animated constructs such as shadow animals are not independent creatures, and their master must take a miscellaneous action for each action she directs a construct to take. A construct's attacks use the statistics for the owner's unarmed attacks with a bonus to raw damage equal to the user's Conviction. Shadow constructs, such as walls and steeds, have the same DVs as their owner, 8L/8B soak and 12 health levels. A damaged shadow construct's owner may mend it as an act of will, restoring all of its missing health levels as a miscellaneous action. Should the construct be destroyed, she loses one temporary Willpower point from psychic feedback. This does no damage to the panoply itself, nor does it interfere with its owner's ability to create new constructs.

While the compliant umbral panoply is attuned, its owner's shadow is never entirely human seeming or entirely still, nor does ambient light alter its length or orientation. An onlooker can recognize what this means through a successful (Wits + Occult) roll at difficulty 3.



Flesh-Galliard Harp (Artifact ••••)

This magnificent instrument's frame is composed of demon ivory inset with 77 crystal spheres within which varicolored flames dance when it is played. Among the harp's 77 strings are threads of gold and brass and iron, strands of silk and glass, plaits of demon hair and cords of behemoth gut. The strings ripple constantly. They produce soft harmonies at the edge of hearing and continue to vibrate even if muted or unstrung.

Melodies wrung from the Flesh-Galliard Harp carry supernatural potency. It calls those who hear it to dance the dances of the Yozis. The musician's player rolls ([Charisma or Manipulation] + Performance) as an unblockable social attack that she may use multiple times per scene. Those who fail to resist the harp's song experience an unnatural compulsion to dance for as long as the musician continues to play.

A creature bound by the harp's music may continue to act insofar as he can weave his actions into the dance. When calculating physical dice pools and DVs, a dancer uses the appropriate physical Ability or Performance, whichever is lower. Actions that would normally be impossible to do while dancing, such as writing a letter, sprinting across a room or shaping a spell, cannot be performed without a stunt.

If the musician's successes exceed the higher of a target's Temperance or Essence, she may compel the target to act as she desires as part of the dance. Crowds may be compelled to waltz back into their homes, lovers to execute an operatic duel, and children to perform ritual dances in honor of the Yozis.

If the harpist's player makes her Performance check against a difficulty of 10 within Malfeas, she may call the Yozis themselves to dance. In the streets of the Demon City, brazen statues rise from their plinths to perform graceful pavanes, while buildings tear free of their foundations and lumber about like drunken, waltzing behemoths. Howling sandstorms braid themselves together among the sands of Cecelyne, and Kimbery's tides break from their old slow cycles to gavotte in towering waves a hundred yards high. This affects a radius of ([50 x successes] + 100) yards. The harpist gains no special protection from these environmental effects and is as likely as any other to be crushed by the powers she invokes.

Environmental Effects

Name	Damage	Trauma
Dancing Stones	7L/action	1
Supernatural Sandstorm	2L/minute	2
Thrashing Tides	4B/minute	3



Soul-Refracting Shadow Prism (Artifact ••••)

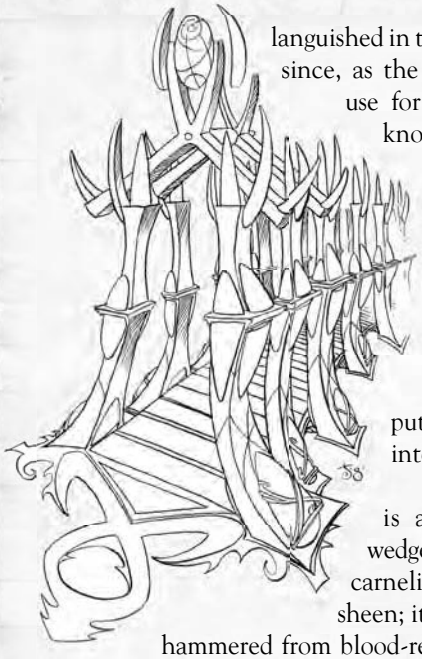
This triangular black crystal shimmers with a rainbow of splintered colors. In perverse emulation of a true prism, it splits shadows instead of light, dividing them into a wavering series of images in every shade of gray. An attuned owner may infuse her own refracted shadow with Essence, shaping a portion of the shadow into a tangible doppelganger.

Outwardly, a shadow double resembles its progenitor in every respect but for its eyes, whose pupils gleam an unnatural green. Recognizing the significance of this requires a successful (Perception + Occult) check against difficulty 3. Its vital force derives from the soul of its progenitor, who chooses one of her Intimacies as the seed for the double's identity. The double derives its Motivation from that Intimacy, while its own sole Intimacy is toward its progenitor. It shares all of its progenitor's mundane traits, including Attributes, Abilities, Specialties, Virtues and Willpower. However, it lacks its progenitor's magical powers and has an Essence rating of 1 and no Essence pool. It also appears unclad and unarmed, though it may employ any possessions usable by a mortal with its traits. Lastly, all shadow doubles are creatures of darkness. They cannot use and are vulnerable to Holy effects and are treated as natives of Malfeas.

Evoking a shadow double costs 10 motes of committed Essence, and the prism's owner may create as many doubles as she has Intimacies and motes. A double dissolves into shadow if the prism is deattuned, if the motes committed to creating it are withdrawn or if it dies. A double's death breaks the Intimacy from which it was formed, though this Intimacy may be regained as normal. Attuning to the prism costs four motes of Essence.

The Scarlet Bridge (Artifact •••••)

Unfettered Sky, a Solar akuma of the Twilight Caste, constructed the Scarlet Bridge near the end of the High First Age. She had little opportunity to employ its powers before the Usurpation put an end to all her plans, and it has



languished in the Demon City ever since, as the demons have little use for it and few akuma know of its existence. Now that the Green Sun Princes have come forth from the demon prison to undermine Creation on their masters' behalf, they will undoubtedly put the device to its intended use.

The Scarlet Bridge is a work of art. Its wedge-shaped stones are of carnelian polished to a silky sheen; its joins and posts are hammered from blood-red iron. Carvings of leering demonic faces and paeans to the Yozis cover every square inch of rock and metal. Three yards wide and 15 yards long, the bridge arches gently up from its foundation to end abruptly at the height of its arc. Although it appears incomplete, characters with the proper sensory Charms may discern that the far half of the bridge hovers Elsewhere.

Attunement to the bridge costs 10 motes of Essence. If an attuned user is in Creation, by invoking the primeval mandate of the Yozis and spending 20 motes as a dramatic action, he may summon the far half of the bridge into his presence. Cold blue fire shrouds the apex of the bridge's arc, and those who pass through the fire find themselves standing on the other half of the bridge in the Demon City. Maintaining the connection costs an additional mote of Essence per minute.

The bridge's owner may activate it from Malfeas as well. This functions in the same manner, except that the bridge only travels to its most recent destination in Creation.

Grafts

Demons lack mortal qualms about altering their bodies. Many are themselves created things, and as for the others, pain holds little meaning for those who dwell in the Demon City. Piercings and tattoos abound. The art of grafting enchanted or demonic components onto one's body is less common, but such grafts are still far more easily available in Malfeas than equivalent prosthetics in Creation.

Attaching a graft involves a lengthy surgical procedure as an extended action. Each graft has a Surgery trait comprising four values separated by slashes. The first is the cumulative difficulty of the extended action, the second the roll interval, the third the difficulty of each individual roll, and the last is the Ability minimums in Lore, Medicine and Occult required from the surgeon. The procedure also requires a fully supplied surgical facility (Resources 4). Each surgery roll uses (Intelligence + the lowest of the three Abilities), with a failed roll inflicting one unsoakable lethal health level of damage. The player of a conscious patient must make a Temperance roll at difficulty 3. On a failure, the patient's spasms of pain result in a botch.

As a rule, attaching a graft requires its recipient to commit Essence to it as part of the surgery. Committed motes cannot be uncommitted without removing the graft (which requires a surgery roll with a difficulty of one less than was required to attach it).



Demon Ink Tattoo (Artifact • to •••)

Infernal artists use needles of brass and bone to insert chalcanth beneath a recipient's skin, inscribing a tattoo made from a demon's living Essence. Such a tattoo takes on the semblance of the demon as it was in life. So incredibly lifelike is a well-formed demon ink tattoo that it seems to move as onlookers watch, while it *does* move when hidden from sight.

Each demon ink tattoo attunes its wearer to those things that it favored as a demon. A one-dot tattoo grants the wearer three specialty dots in one or more appropriate fields. If this gives the wearer more than three specialties in an Ability, she is still limited to a maximum of three specialty dice per roll. A two-dot tattoo also adds one dot each to three of the wearer's Abilities, or two dots to a single Ability. A three-dot tattoo provides both of the aforementioned benefits, as well as adding one dot each to three of the wearer's Attributes, or two dots to a single Attribute. These benefits mirror the demon's talents, though they may reflect its mindset and Charms rather than strictly following its own innate traits.

Common tattoos and their benefits follow. These are only examples; a specific erymanthus tattoo, for example, might award different specialties than the one given below.

Surgery: 10/1 hour/2/2

Green Sun Tattoos (Artifact ••)

Luna's Chosen believe that their tattoos are proof against all possible transformations, but this vaunted immunity is as nothing before the power of the Yozis. A Lunar Exalt who accepts the Investiture of Infernal Glory is as easy to reconstruct as any other mortal. Sometimes, a Lunar's Yozi master rebuilds her tattoos as well. Alloying the moonsilver with green iron and vitriol, it knits the tattoos into a more elegant and effective configuration.

The resulting oily, emerald-hued sigils continue to protect their owner against shapechanging effects from the Wyld and

Chrysogona, the Crying Woman, a tragedy mask splaying spidery wooden fingers over the shoulder
Specialties: Bureaucracy (Corruption +1), Presence (Persuasion +1), Socialize (Courtly Intrigue +1)
Abilities: Bureaucracy +1, Socialize +1, Stealth +1
Attributes: Manipulation +1, Perception +1, Intelligence +1

Erymanthus, the Blood-Ape, a grotesque simian shape scribed upon the arm
Specialties: Athletics (Feats of Strength +1), Martial Arts (Tiger Claws +1), Presence (Intimidation +1)
Abilities: Athletics +1, Martial Arts +1, Resistance +1
Attributes: Strength +2

Neomah, the Maker of Flesh, an androgynous lavender figure sketched suggestively along the thigh
Specialties: Medicine (Childbirth +1), Socialize (Seduction +2)
Abilities: Craft (Water) +2
Attributes: Dexterity +1, Manipulation +1, Appearance +1



elsewhere. In addition, they ward off all of the environmental hazards of the demon realm. A creature wearing these tattoos can bathe in the acid waters of Kimbery or frolic among Kalmanka's flying razors without harm. This provides no protection against direct attack, however. A tattooed akuma may survive the passage of the Silent Wind unhindered, but if Adorjan turns her power directly against him, the tattoos offer no defense.

Any trained infernal artificer may lay similar tattoos upon a Green Sun Prince or non-Lunar akuma. These tattoos only aid against the dangers of the Demon City. Though partially composed of tainted moonsilver, they do not afford the protection against transformation offered by a Lunar's moonsilver tattoos.

Surgery: 15/2 hours/3/3

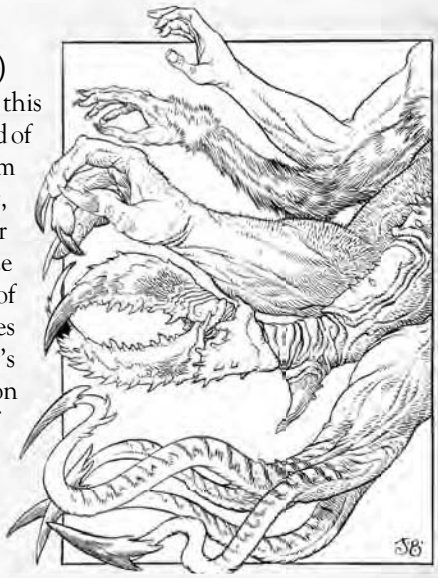


Ebon Shadow Hand (Artifact •••)

Infernal artisans occasionally craft these artful hands from smoke, powdered obsidian and blood from one of the Ebon Dragon's hierarchy of souls. Once attached, a graft of this sort molds itself into a jet-black duplicate of the flesh-and-blood hand it has replaced. In the light, it evinces no special qualities other than its preternatural deftness, which grants its owner's player one additional die on all Dexterity rolls involving that hand's use. When brought into shadow, however, the hand flickers and flows like a shadow itself. The bonus to Dexterity rolls with the ebon shadow hand increases to two dice, or three dice for (Dexterity + Larceny) checks. The hand may also stretch a number of yards equal to its owner's Essence, allowing it to deliver attacks at range or to slide through even the narrowest of cracks, though bright light bars its passage. Attuning an ebon shadow hand costs four motes of Essence.

Surgery: 20/5 hours/4/3

Fourfold Demon Arm (Artifact •••)



Dark and leathery, this protean limb is composed of synthetic flesh grown from a matrix of infernal ivory, crimson silver, seawater and demon tissue. Once attached to the stump of a hand or arm, it changes its shape at its owner's desire (a reflexive action that costs one mote of Essence). Each limb has four forms. One is appropriate to the recipient's species, such as a human hand on a mortal-born akuma or a simian paw on an erymanthus. The other three are unique shapes that spontaneously flow from its owner's nature. In all its forms, the arm's inhuman aspect gives a non-demonic wearer a -1 penalty to his Appearance unless he somehow conceals it.

The recipient's player defines the structure of each of the arm's three remaining shapes. Each could be almost anything: a hand, paw, claw or tentacle, or even a sword,

Moonsilver Tattoo Artifacts

In unraveling the secrets of Lunar moonsilver tattoos, the Yozis also learned how to integrate other magics into their structure. A Lunar akuma may begin play with other relics inextricably woven into his tattoos. These follow the rules for tattoo artifacts in **The Manual of Exalted Power—Lunars**, pages 111-112. Composed of the same tainted moonsilver as the rest of the character's tattoos, these grafts are all but impossible to remove. By the same token, their attunement is permanent, as is the commitment of motes.

hammer or axe of hardened demon-bone. To define a limb-shape, start with the statistics for one mundane melee weapon or one form of unarmed attack (punch, kick or clinch) as a template, and then distribute two +1 bonuses and one +2 bonus among Accuracy, Damage, Defense, Rate and appropriate non-combat Ability specialties. These bonuses may be divided up freely, except that Rate cannot be increased by +2. A limb cannot use a two-handed weapon or a weapon with reach as a template.

Example: Chwen-Screaming-Curses has obtained a fourfold demon arm. His first limb-shape is an ordinary human limb. The second, a chitinous axe-appendage, uses the Axe/Hatchet template with +2 to Damage, +1 to Defense and +1 to Rate. The third form is a groping tentacle. This attacks with the Unarmed Fighting (Clinch) template, to which his player assigns +2 to Accuracy, +1 to Damage and +1 to Defense. His fourth limb-shape is an angyalka's many-fingered hand; this follows the Unarmed Fighting (Punch) template, adding +1 to Accuracy, +1 to Rate and +2 to the Performance specialty (Playing the Harp).

Attuning a fourfold demon arm costs five motes of Essence.

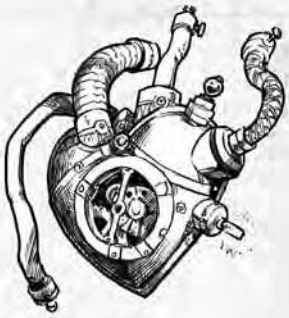
Surgery: 20/5 hours/4/3



Tongue of the Serpent Prince (Artifact •••)

Spinach-hued and serpentine, this tongue enhances its owner's voice with mystical subtlety. His efforts to beguile and deceive worm their way past any ordinary resistance. Whenever he makes a Manipulation-based social attack in which he uses his voice, his player adds two bonus dice to his roll. Moreover, the persuasion attempt is *unnatural*. Attuning the tongue of the serpent prince costs three motes of Essence.

Surgery: 20/5 hours/4/3



Green Iron Heart (Artifact ••••)

A whirling clockwork masterpiece of glittering vessels and gears, this mechanism of radiant green iron replaces the fleshly heart in its owner's chest. Its owner lacks a heartbeat, and those who listen for it may discern that the heart whirs and ticks like a clock, its pace never changing even in the thrall of desire, wrath or terror.

The heart's boundless power adds four dots each to its owner's Strength and Stamina, while its unremitting drive increases her Integrity by two dots and her Conviction by one. Alas, a mechanical heart has little room for sentiment in its metal chambers. Thus, the owner's Compassion rating drops by one. Attuning a green iron heart costs eight motes of Essence.

Surgery: 30/5 hours/5/4

Hellforged Wonders

The demonic Essence inside an infernal relic is a dull and feeble thing, lacking both wit and volition. Hell's master artisans may surpass this limitation to instill their creations with demonic intelligence. Veins of vitriol and quicksilver and webs of copper filament provide a framework for the nascent mind, across which the artisan threads a weft of concepts and symbols. If successful, the relic awakens during its vitriolic baptism as a fully realized entity with its own intellect and awakened Essence. Savants speak of these puissant devices as *hellforged wonders*, and they are both feared and treasured in the Demon City.

A hellforged wonder possesses one or more spirit Charms that its bearer may use as though they were her own. These Charms all derive from the Charm set of the demon from which it was crafted, and any of the demon's Charms may be chosen except for those that permanently increase their possessor's traits, such as Essence Plethora, Ox-Body Technique or Reserve of Will. The number of Charms the wonder possesses depends on its rating in Sapience (see sidebar). Its Sapience rating may not exceed its Artifact rating, as only the mightiest relics may sustain the most potent minds.

To craft a hellforged wonder, treat its intellect as a separate relic with an Artifact rating equal to its Sapience. This follows the usual creation rules in most respects. However, if the artisan's player rolls a botch while crafting the relic's Sapience, he doesn't halve the accumulated successes. Instead, either the hellforged wonder has a different Charm than intended or its Urge (see below) diverges significantly from the original demon's nature, at the Storyteller's discretion. The artificer must accumulate all successes needed for the base relic and the relic's Sapience in order to complete the wonder.

Sapience

•:	1 Charm
••:	3 Charms
•••:	6 Charms
••••:	10 Charms
•••••:	15 Charms

Hellforged Wonders and Urges

As self-willed entities, hellforged wonders have their own desires and ambitions. Most lack the means to act on these desires independently. How fortunate for an attuned wonder that its owner can act on its behalf! A hellforged wonder perceives its environment in much the same manner as living creatures and may communicate telepathically with its bearer when in physical contact. Using this telepathic connection as a channel for its will, the hellforged wonder presses its bearer to fulfill its goals.

Where most creatures have Motivations, a hellforged wonder grants its bearer an Urge (see pp. 79-87) like that of the Infernal Exalted. The Urge resembles the demon's original Motivation in some respect and supplements the bearer's existing Motivation and/or Urge. Despite their power, the wise do not grasp for too many hellforged wonders, for the effort involved in juggling their conflicting desires can prove taxing.

The Essence of a hellforged wonder supports a bearer who acts directly in the service of its Urge. The bearer adds a number of bonus dice to any such action equal to the wonder's Sapience rating. In borderline cases, the Storyteller determines whether the bonus applies.

A hellforged wonder takes it badly when its desires are thwarted, and a bearer who acts in opposition to its Urge finds herself in a contest of wills. She may override its impulses by spending a point of Willpower and gaining a point of Limit, and this allows her to act as she chooses for the rest of the scene. If she cannot or does not choose to spend Willpower and gain Limit, the wonder turns against her. Her action automatically botches, regardless of Charms or other circumstances that might otherwise guarantee success. In either case, she suffers a (-[Sapience]) internal penalty to any further actions that directly oppose the Urge.

If she chooses, the bearer may sidestep the battle of wills entirely by attempting to bargain with the wonder as a reflexive action. If it prefers her offer to its current goal, it accepts the bargain and yields for the duration of the scene, causing no botches and imposing no penalties. Otherwise, it refuses her offer with the usual consequences for opposing its will. A character's total number of bargains with all hellforged wonders may not exceed her Essence rating. Once she reaches that limit, she may make no more bargains until she fulfills or breaks an existing bargain. When a character breaks such a bargain, either through her own actions or because fulfilling it proves impossible, the wonder will cause some future action to botch at an inconvenient moment, in the manner of a broken Eclipse pact.

Example: Shattering Hibiscus wields the ivory sword named Bitterness, a four-dot wonder with three dots of Sapience; its Urge is "Slay those Exalted not in bondage to the Yozis." When she and her Lunar lover are ambushed by hobgoblins, she draws Bitterness to strike at them, but the blade rebels. It refuses to attack mere Fair Folk when there is an Exalt at hand to slay! Shattering Hibiscus swears to kill two other Lunars in her lover's stead by year's end, and Bitterness accepts, allowing Shattering Hibiscus to wield it freely in her lover's presence for the scene. Were she to propose that she kill just one other Lunar, the sword would refuse, as this would give it no more than what is already at hand. Shattering Hibiscus would then have to spend Willpower and gain Limit to prevent a botch, which in this case would certainly entail her sword turning in her hand to strike her lover! Furthermore, she would suffer a -3 external penalty to all of her attacks not directed at her lover. A bargain whose superiority is debatable, such as offering to kill five Dragon-Bloods or a Solar Exalted in the stead of one of Luna's Chosen, might or might not be acceptable. Such choices are left to the Storyteller's discretion.

In addition to their dedication to their Urges, hellforged wonders have other boundaries to their behavior, as laid down in the laws of Cecelyne. No hellforged wonder may be wielded against the parent souls of the demon bound within it, nor may it be turned against the Yozis themselves. Any attempt to do these things results in an automatic botch.

The most dangerous thing about owning a hellforged wonder may be its reluctance to part from its owner. So long as the wonder wishes to sustain their relationship, it remains attuned to its owner indefinitely even without daily skin contact. Only supernatural effects that forcibly sever attunement can break the bond between them.

Atavistic Wonders

Not all hellforged wonders gain sapience from an artisan's deliberate efforts. Sometimes, sentience crystallizes naturally around a flaw in the gestation process. When a character botches a Craft roll to create a non-sapient relic, this may spontaneously generate a malign sapience within the relic at the Storyteller's discretion. The relic's Sapience rating equals the number of botches rolled during its creation, up to a maximum of its Artifact rating. Its Urge poses a threat to the person and/or Intimacies of its maker, its bearer or both.

A flawed relic remains salvageable. The artisan may smooth away the rogue intellect with additional labor. Buying off a dot of Sapience costs 10 percent of the total number of successes required to create the relic, and the creator may buy off as many or as few as she wishes. This can only be done during the creation process. Once the relic is complete, its intelligence becomes an inextricable part of it, malign or otherwise.

Omen Weather

Where ordinary relics wholly subsume the demons imbued in their construction, a hellforged wonder is a fully realized demonic entity. As such, it warps its environment in the same manner as a full-fledged demon, creating the phenomenon known as *omen weather*. Rains of blood and salt, dice coming up ones, flames turning green, statues speaking: each demon and each hellforged wonder generates its own unique phenomena.

Other examples:

- Some hellforged weapons inflict injuries that do not bleed; the wounds emit other substances, such as honey, smoke, beetles or music.
- Incidental sounds—such as animal calls, crowd noises and the wind—gather into a distinct melody when the wonder is near.
- Boots or armor may leave footprints filled with unexpected substances: seawater, flames, headless lizards or glass flowers.

Sample Hellforged Wonders

Mist-Demon Tattoo
(Artifact •• or •••, Sapience ••)

Not uncommon among the Lintha, these demon-ink tattoos (see p. 194) contain the essence of the eristrufa, the mist-demons that haunt Kimbery's storm-tossed waves. Such a tattoo covers the wearer's back with swirling abstract patterns. Barbed tendrils that shift position when unobserved weave their way out along the wearer's limbs. In its wearer's presence, polished surfaces cloud over with condensation and grasses drip with brine.



In addition to its malign intelligence and Charms, the tattoo imbues its wearer with the pervasive and terrifying aura of the demon fog. A typical tattoo grants three dots of specialties—Presence (Physical Intimidation +2) and Sail (Tracking Ships +1)—and one bonus dot each to Awareness, Dodge and Stealth. A three-dot tattoo also gives one bonus dot each to Stamina, Dexterity and Wits. These bonuses vary from tattoo to tattoo.

Urge: Terrorize mortals who venture upon the ocean or live upon its shore.

Charms:

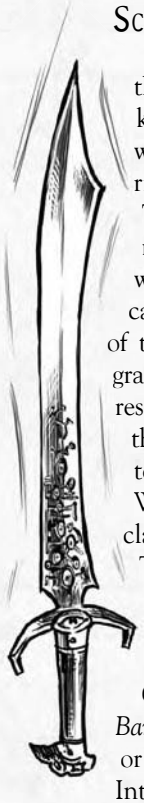
Paper Tiger Arrangement—Crafts illusions of terrifying sounds and shapes within the fog

Shapechange—The tattoo extends tendrils of solidified fog from its wearer's flesh, manifesting them as real limbs for the duration of the scene; treat these as the Tentacles mutation (see **Exalted**, p. 289)

Weather Control—Spreads a creeping fog

Other Notes: None

Scorn (Artifact ••••, Sapience ••••)



Emerald-eyed runes blaze along the forte of this nacreous electrum daiklave. It sings as it kills, and a new voice joins its unholy harmony with every life it claims. Sprays of scarlet lobelia rise from the blood that falls from its blade. The akuma Unfettered Sky crafted it as her masterpiece at the end of her apprenticeship with Ligier thousands of years ago. Though it cannot recall its original existence as a demon of the Second Circle, Scorn dreams of former grandeur and bitterly resents its fallen state. This resentment led it to betray Unfettered Sky during the Usurpation, allowing a Dragon-Blood's blade to slip through her guard and pierce her heart. When she fell, the Dragon-Blood who slew her claimed Scorn as booty and bore it off into the Threshold, where the weapon has sown death and ruined lives ever since.

Urge: Destroy everything its wielder hates and/or loves.

Charms:

Bane Weapon—Strikes true against any creature or object for which its wielder possesses an Intimacy

Benefaction—Enhances its wielder's attacks

Hurry Home—When Scorn chooses a wielder, it returns to her even if cast aside

Measure the Wind—Assesses those who cross blades with it

Meat of Broken Flesh—Draws power from the blood and souls of its victims

Principle of Motion—Scorn can maintain a number of banked actions equal to its wielder's Willpower

Stoke the Flame—Stirs up violent passions

First (Ability) Excellency—Melee, Resistance

Third (Ability) Excellency—Melee

Other Notes: Scorn's malevolent Urge stems from a botch made by Unfettered Sky in crafting the relic. The daiklave has a setting for two hearthstones.

Wedding Band of the Scarlet Bride
(Artifact N/A, Sapience N/A)

This ring of blackened gold clutches a blood red ruby in its coils. If one peers into the gem's crimson depths, its gleams resolve into circling words in Old Realm, a wedding vow endlessly rewriting itself. The Ebon Dragon forged the

Scorn							
Speed	Accuracy	Damage	Defense	Rate	Minimums	Attune	Tags
5	+5	+10L/3	+3	3	Str ••	8	O, P



ring from one of his own souls, and he plans to give it to his bride to signify and enforce their union. As the ceremony approaches, he will choose one of his Exalted honor guard to bear the ring. It will be the ring bearer's responsibility to hold it against the day of the wedding and keep it safe; woe unto him should it be lost!

Urge: Love, honor and obey the Ebon Dragon. Treat this as a five-dot Urge, except that overriding it costs three points of Willpower and imposes three points of Limit.

Charms:

All Ebon Dragon Charms—The ring's wearer gains access to all Ebon Dragon Infernal Charms for which she meets the minimum Essence requirements. However, she may not use Charms of any kind to attack or otherwise harm the Ebon Dragon or any of his component souls.

Other Notes: The wearer gains an Intimacy of love toward the Ebon Dragon, replacing any existing Intimacy toward him. If this Intimacy is changed or broken, it renews itself at the next sunset; this effect persists even if the ring is removed. Once placed on a finger, the artifact can only be removed by amputating the finger or with the death of the wearer.

Hellstriders

Hellstriders are unholy amalgams of Malfean metal and living flesh. Externally, a hellstrider looks much like a warstrider. Each appears as a massive suit of armor standing at least 16 feet tall, inset with a hollow chest compartment called the fuselage from which the pilot controls her machine. Hellstrider armor may consist of any number of infernal materials, from verdigrised brass and bronze to black iron, demon ivory and tainted orichalcum, moonsilver or jade. But where a warstrider's interior consists of convoluted metal machinery, the innards of a hellstrider are a living mass of furious demon flesh.

A hellstrider's creator forges an armature of infernal metals as a skeleton. This armature is hardened in a colossal font of vitriol. The artificer then immerses five living demons of the First Circle in the font, where they merge to form the hellstrider's tendons and musculature. Various other components are added over a period of months, melding with the demonic flesh and overlaying it with an impregnable armored shell. Even when not in use, a hellstrider possesses a feral grace. Its sinewy body has an organic cast, its limbs fluted and finned like an insect or deep-sea creature. A hollow buzz echoes within its carapace; this is no mechanical noise, but rather the frustrated murmurs of the demons trapped inside.

Hellstrider Designs

Infernal armorer-savants divide hellstriders into three broad categories and a gamut of sub-categories. The sweeping division is by circle, ranging from simple First Circle designs to the heaven-shaking power of the Third Circle. A specific variant generally takes its names from its primary function or purpose, as determined by the demons incorporated into its construction.

First Circle Hellstriders

Forged from five demons of the First Circle, these are the least of the hellstriders, with little more power than the common warstriders controlled by Lookshy and the Realm. They come in countless variations, each composed of different types of demons configured in different shapes. A few mass-produced varieties exist, while others are unique creations. Their outer armor can be forged from almost any Malfean substance hardened in vitriol. Brass and black iron predominate, but one can find hellstriders of verdigrised copper, black lead, behemoth bone, Cecelyne-glass or basalt, among other things. A First Circle hellstrider is a four-dot relic.

Second Circle Hellstriders

Unlike common examples of their kind, a hellstrider of the Second Circle contains a Second Circle demon's soul. Four demons of the First Circle form the musculature of its limbs, their flesh mingled with the Second Circle demon that constitutes its heart. It is rare for a Demon Prince to sacrifice one of its souls to the forge, making these exceptional creations uncommon indeed. Only a greater demon or a prestigious Infernal Exalt has the right to possess one. Like the Yozi souls used in their construction, all such hellstriders are unique creations. A Second Circle hellstrider is a five-dot relic.

Hellstriders and Warstriders

Hellstriders are immensely complicated entities whose operation and use would take the better part of a chapter to address. Because they share most of these rules with warstriders, this book refers players to **The Books of Sorcery, Vol. I—Wonders of the Lost Age**, pages 137-160. Hellstriders follow these rules except as detailed below.

Third Circle Hellstriders

These dread weapons hold vast and terrible power within their frames. Each contains the life force of a Third Circle demon and four demons of the Second Circle; thus, creating one requires a Yozi to sacrifice a part of its own nature. Demon scholars state that Ligier has constructed no more than half a dozen Third Circle hellstriders in all his centuries of craftsmanship. Rumors swirl around their disposition, though it is certain that none but the Demon Princes and the Yozis would be permitted to wield one... unless that right was granted to the Green Sun Princes in their role as honor guard. Each Third Circle hellstrider is a N/A relic with powers comparable to a Third Circle demon.

Filling the Tank

Hellstriders demand a great deal of Essence, even more than their warstrider counterparts. This requires a hearthstone from a manse whose rating equals or exceeds a hellstrider's Artifact rating. As N/A relics, Third Circle hellstriders follow their own rules. Each requires five separate hearthstones, each from a level-5 manse. In an emergency, a hellstrider may draw power from an infernal Essence tap (see pp. 187-188), though the tap's immobility is a major tactical drawback.

Hellstrider Characteristics

A hellstrider derives its characteristics from the demons that constitute its tortured flesh. It takes its nature from the *core demon*, the demon whose tissues surround the fuselage and interface with the control systems and hearthstone socket, strands of whose vitriol-melted flesh are drawn like taffy to entangle and permeate every other part of the hellstrider. Its appearance, mind, body and spirit form a template upon which the completed entity is patterned. It bridges the bodies and Essences of the four *subsidiary demons* that make up the hellstrider's limbs. Each subsidiary demon also contributes its strengths and qualities to the armor, albeit to a lesser extent.

To calculate the hellstrider's innate traits, start by assigning it the core demon's Motivation, Attributes, Abilities, specialties, Virtues, Essence and Willpower. Then examine each subsidiary demon and select its three highest Attributes, its six highest Abilities and up to two distinct specialties. (In the event of a tie, the player decides which tied traits count as the highest.) Give the hellstrider +1 in each of those traits. The core demon also contributes a number of its own demon Charms equal to its Essence rating, while each subsidiary demon contributes one demon Charm. Instead of a Charm, a demon may contribute an ancillary hearthstone socket. It may also supply some other special ability or characteristic in place of a Charm at the Storyteller's discretion. The hellstrider's Essence pool equals its ([Essence x 10] + [Willpower x 5]). It has a number of health levels equal to its (Willpower + [the sum of its Virtues]). Break these down into one -0, one -4, one Incapacitated and an equal number of -1 and -2 health levels.

Apply the hellstrider's Virtues to its traits as follows: Increase its Strength by its Valor. Its soak (applied equally to bashing, lethal and aggravated damage) equals its ([Stamina x 2] + Conviction); it has a Hardness rating of half its soak. It has a mobility penalty of (7 - Temperance) and a fatigue value of (7 - Compassion). Lastly, its attunement cost equals its (Essence + 10). These are the hellstrider's armor values. Treat a Second Circle hellstrider's Virtues and Essence as two higher for this purpose, and treat a Third Circle hellstrider's relevant traits as four higher; this cannot reduce its mobility penalty or fatigue value below zero.

A pilot may activate the hellstrider's Charms with her own Essence and Willpower (see sidebar). Otherwise, innate traits only apply to the hellstrider while in Limit Break. A pilot in control of the armor uses its armor values, not its innate traits. *Example: When piloting his hellstrider, Ninety-Nine Azure Regrets uses his own Melee of 3, not the hellstrider's Melee of 5. Once the hellstrider enters Limit Break and starts butchering nearby mortal extras of its own volition, it uses its own Melee of 5 for its attacks. Either the Infernal Exalt or the hellstrider may activate its First (Melee) Excellency; whichever one activates the Charm is the one to spend motes and gain bonus dice.*

Some traits may need to be adjusted slightly to account for the transformation from demon to hellstrider. Some Motivations no longer apply in exactly the same manner, while specialties may refer to qualities or traits that the hellstrider lacks. The hellstrider may retain some of the core demon's special talents and weaknesses, while subsidiary demons'

Hellstrider Charms

A hellstrider and its pilot may both invoke its Charms. Whichever of the two pays a Charm's Essence cost gains its benefits. Charms with no Essence cost, such as Essence Plethora and Ox-Body Technique, only affect the hellstrider and cannot be invoked by its pilot. As an exception, when a Charm affects some element of the hellstrider that's shared by the pilot, such as a weapon or its Strength or soak score, the pilot gains that benefit as well for so long as she controls the hellstrider. If the pilot and hellstrider both possess a specific Charm, they are considered to be the same Charm with regard to stacking rules.

Example: Shattering Hibiscus and her hellstrider both invoke the Principle of Motion Charm. Each commits Essence separately and each maintains its own pool of banked actions that the other can't access. Shattering Hibiscus knows Principle of Motion personally, but as it isn't Stackable, she can't activate both versions to generate two pools of banked actions.

Charms may warp to match the core demon's nature. The player and Storyteller should cooperate in adjusting these traits to fit the hellstrider's nature and physiognomy.

Hellstrider Limit

The patchwork demon heart of a hellstrider seethes with agony that only the magic of its creation may contain. Its maker chooses and applies an appropriate Abscissic binding template during its creation (see **The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I**, pp. 79-84, or **The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II**, pp. 31-40). This template sublimates the hellstrider's anger and pain into a particular mode of servitude. As the hellstrider accumulates Limit, this artificial mentality starts to break down. Eventually, it suffers a Limit Break, at which point it visibly transforms to reveal its demonic nature. Eyeslits blaze like hellish suns. Armored plates peel back like gill slits to reveal pulsing, febrile flesh. Fists clench and warp into razored claws, while the helmet splits into gnashing metal jaws that emit a dreadful howl.

A hellstrider in Limit Break commands its own actions with feral acuity. It uses its own traits rather than its pilot's and suffers neither fatigue nor mobility penalties. As the temporary failure of its bindings leave it raw to its own pain, its actions and responses tend toward violence. Its exposed flesh leaves it vulnerable to harm, as enemy attacks inflict damage on the hellstrider's own health levels. An attacker may direct a called shot at the pilot without penalty if he wishes, but such an attack has no effect on the hellstrider itself.

Supernumerary Demons

A hellstrider may encompass more than five demons, but each demon beyond the fifth contributes little to its combat capabilities. For each such supernumerary addition to a hellstrider's framework, find its highest Attribute and its highest Ability and give the hellstrider +1 to each of those traits. Cramming extra demons into a hellstrider's shell further exacerbates its madness, however; each additional demon gives the hellstrider a point of permanent Limit that cannot be removed by any means.

When not in use, a hellstrider remains in a trance state, its perceptions distanced from both the world and its pain. Once attuned, it grows aware of its surroundings and conveys information to its pilot through whispers, scents, colors and pulses of emotion. This negates Awareness penalties from being isolated inside the fuselage and allows the hellstrider to make checks based on Mental Attributes and present the findings to the wearer. Physically, however, an attuned hellstrider remains passive by default, moving only at its pilot's direction.

At any time, a pilot may *unfetter* the hellstrider she wears. An unfettered hellstrider acts at its pilot's unspoken command, but it uses its own traits instead of the pilot's. Commanding an army, it addresses the troops in its pilot's



words with its own infernal charisma; engaging an enemy, it strikes at its pilot's order using its own speed and skill. The hellstrider is also automatically unfettered if its pilot is incapacitated or killed. The pilot regains control at the end of the scene and may regain control earlier with a successful reflexive ([Charisma or Manipulation] + Occult) check at difficulty 3. This independent mode strains the hellstrider's bindings; it rolls its primary Virtue and gains Limit equal to the successes rolled. If this brings it to Limit 10, it immediately enters Limit Break.

By spending a temporary Willpower point, the pilot may attempt to partially control a hellstrider in Limit Break. This requires a successful (Strength + Athletics) check against difficulty 5 as a miscellaneous action, and the pilot must use his own Strength and not the hellstrider's for this purpose. Success allows the pilot to regain control long enough to take a single action or flurry. This control is only temporary, and a new control check must be made to direct later actions. At no point do pilot and hellstrider split or share control; either one or the other is in command. In an emergency, a pilot may open the fuselage and eject from the hellstrider as a miscellaneous action. If attempted while the hellstrider is in Limit Break, this requires a (Strength + Athletics) check, as above, to force the hatch against the hellstrider's resistance.

Even when not in Limit Break, a hellstrider seeks to fulfill its desires, both those innate to it and those laid down by its Abscissic bindings. When communicating with its pilot, it may attempt to manipulate or persuade him toward its own ends. Moreover, it can exploit occasional lacunae in its bindings. When a pilot's player botches a roll while her hellstrider is at high Limit, the Storyteller may define this as a moment when the hellstrider may perform an independent action.

Which Limit Break?

Hellstriders rarely function independently outside of Limit Break. As a result, Storytellers may wish to avoid Abscissic Limit Breaks that penalize normal activity, or impose those penalties upon the pilot as well as the hellstrider. Examples include Lash of Self-Hatred, Shattered Heart and Absolute Obsession. Likewise, eschew Limit Breaks that are otherwise inapplicable to a hellstrider; for example, the contest of wills called for by New Self only applies to summoned demons. The Storyteller is encouraged to modify such Limit Breaks to fit the needs of hellstriders or to design entirely new Limit Breaks to replace them.

Storyteller oversight also extends to the Abscissic templates themselves. For instance, if a hellstrider using the Vizier template is piloted by someone already in service to the Yozis, it works toward maintaining its pilot's obedience to their masters rather than toward corruption. The Storyteller may modify or eliminate other templates as well, though she should provide information on these changes to any player who wishes to use such a template during hellstrider creation.

Going Rogue

Although unoccupied hellstriders generally lie dormant, if a hellstrider at over seven points of Limit has an opportunity to pursue its Motivation and/or its Abscissic compulsion, it may activate and take action of its own accord. A rogue hellstrider functions as though in Limit Break, but as its bindings still hold, it obeys its pilot if confronted. Others may also persuade it to action or inaction through the usual mechanics of social combat.

Hellstrider Manufacture

While much of the lore and infrastructure required to design and construct warstriders has been lost to Creation, hellstrider gestation techniques are in full flower among the sorcerer-artisans of Malfeas. In addition to the usual methods of relic creation, designing and growing a hellstrider involves complex metallurgical processes and the interweaving of incredibly fine Essence-conducting filaments and infernal glyphs. As a result, the artisan's Craft Ability rating in any roll to craft a hellstrider uses the lowest of his Craft (Air), Craft (Fire), Craft (Vitriol), Lore and Occult ratings.

Only a handful of Infernal gestation-manses possess the occult manufacturing capabilities required to grow a hellstrider. Such facilities form ideal workshops equaling Creation's factory-cathedrals (see **The Books of Sorcery, Vol. III—Oadenol's Codex**, pp.28-28 and 78) in quality and resources. Within their walls, specially bred demons guide flows of vitriol and Essence through a complex array of channels, refractory vessels and crucibles, many of which are themselves hellforged wonders capable of manipulating their own internal environments. These facilities are generally Vitriol-aspected and almost always have a Manse rating of 3 or higher. Like any ideal workshop, a gestation-manse adds four bonus dice to all appropriate Craft rolls but requires the expenditure of three exotic components per year to maintain.

Example Hellstriders

Jewel-of-War (Artifact ••••)

First Circle Hellstrider

Enclosed in layers of etched rainbow crystal, these 16-foot-tall hellstriders glimmer with beguiling colors that veil the livid demon flesh that throbs beneath their armor. Forged from an agata's frame, a jewel-of-war lives only to serve its pilot, though the agony wrung from its twisted anatomy drives it into occasional bursts of maddened violence.

This sample jewel-of-war serves as a light scouting unit, useful for reconnaissance, courier duty and skirmish opera-



tions. Its core demon is an agata, while its subsidiary demons include a firmin, luminata, marotte and metody. Many variants of the jewel-of-war exist, each using a different set of subsidiary demons to narrow or alter its focus. For example, ceremonial models grown wholly from agatae are even more breathtakingly resplendent; some of these incorporate angyalkae and play crystal harps as large as horses.

Armor Values

Soak	Strength	Mobility	Fatigue	Attune
18	11	-6	4	13

Innate Traits

Motivation: To transport its pilot wherever she may desire.
Abscissic Templates: Jewels-of-war respond well to bindings rooted in their ethic of service and their love of beauty. Typical templates include the Ecstatic, the Killer and the Warden.
Attributes: Strength 11, Dexterity 7, Stamina 8; Charisma 3, Manipulation 1, Appearance 6; Perception 3, Intelligence 6, Wits 4
Virtues: Compassion 3, Conviction 2, Temperance 1, Valor 3
Abilities: Athletics 6 (Feats of Strength +1), Awareness 4, Craft (Earth) 1 (Earthworks +1), Craft (Wood) 2, Dodge 2 (Airborne +2), Integrity 2 (Resisting External Temptation +1), Investigation 1 (Investigating Cracks in Malfeas +1), Linguistics 2, Lore 1, Martial Arts 4, Melee 1 (Black Crystal Javelins +2, Black Crystal Swords +1), Occult 2, Presence 2 (Unnaturally Beautiful +1), Resistance 5, Stealth 2, Survival 5, Thrown 1 (Black Crystal Javelins +1)
Charms:
Create Needles—By spending one mote, may extrude a needle-like sword or javelin of black crystal with a successful Craft roll
Form Reduction Technique—While attuned but unoccupied, may fold in upon itself into a fist-sized crystal orb whose shimmering colors mask a throbbing demon heart
Landscape Travel—A jewel-of-war may spread glittering crystal wings and fly. Its normal speed is 40 times its pilot's normal ground movement rate; its top speed is 120 miles an hour
Principle of Motion—A jewel-of-war may have up to six banked actions, while its pilot may have a number of banked actions equal to her Willpower
Tracking—Once a jewel-of-war chooses a target, there is little chance that target will escape
First (Ability) Excellency—Athletics, Martial Arts, Resistance
Join Battle: 8
Attacks:
Punch: Speed 5, Accuracy 12, Damage 11B, Parry DV 7, Rate 3
Kick: Speed 5, Accuracy 11, Damage 14B, Parry DV 5, Rate 2
Clinch: Speed 6, Accuracy 11, Damage 11B, Parry DV –, Rate 1, Tags P
Black Crystal Sword: Speed 4, Accuracy 10, Damage 17L, Parry DV 5, Rate 2
Black Crystal Javelin (Melee): Speed 4, Accuracy 11, Damage 17L, Parry DV 6, Rate 2, Tags T
Black Crystal Javelin (Thrown): Speed 4, Accuracy 10, Damage 14L, Rate 2, Range 100, Tags —, P
Soak: 18L/18B (Hardness: 9L/9B)
Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-4/Incap
Dodge DV: 6 **Willpower**: 6
Essence: 3 **Essence Pool**: 70
Other Notes: Unless a jewel-of-war is already engaged in combat, an enemy must fail (or spend a point of Willpower to ignore) a Compassion check to cause it harm. A jewel-of-war's Motivation rarely causes trouble, though it gains Limit if its pilot is hedged by orders or circumstances from traveling where she wishes. It also gains a point of Limit if its pilot dies.

Herannuen, the Wheel of Silver Blades (Artifact •••••)

Second Circle Hellstrider

Born of her progenitor's need to express his craving for freedom, Herannuen, the Wheel of Silver Blades, danced in the courts of the Demon Princes for centuries. Her fierce joy burned through all of her movements, entrancing even the mightiest of the hellish host, until one performance before Malfeas *jouten* in which her dance of war reminded him of his failure against the Exalted. In his rage, he condemned her to Ligier's forge.

That which remains of Herannuen stands 25 feet tall. Her stature does not diminish her elegance or her grace. Her wiry limbs gleam with silver and brass, and a spear or a naked blade gleams in each of her four hands. Her helmet depicts her living face in repose, opaline eyes empty and ablaze with light.

Much of Herannuen's identity as a dancer and affinity for the dance was hammered out of her as she was remade, leaving her a fit tool for war. As a hellstrider, she acts as an elite unit worn only by demons of the Second or Third Circles and their chosen champions. Her skill at arms is matched only by her social prowess, and she is often unfettered to rally troops in battle. The four subsidiary demons melded into her frame include an angyalka, anhules, gilmyne and tomescu.

Armor Values

Soak	Strength	Mobility	Fatigue	Attune
22	13	-3	2	19

Innate Traits

Motivation: To express the bitterness and thwarted anger of the demon host through her weapon dance. Herannuen's Intimacies include her pilot, her weapons and dancing.

Abscissic Templates: In reforging Herannuen, Ligier used the Ecstatic template. Her heart burns for someone or something with which she may share her passions.

Attributes: Strength 13, Dexterity 11, Stamina 8; Charisma 7, Manipulation 5, Appearance 5; Perception 6, Intelligence 4, Wits 6

Virtues: Compassion 3, Conviction 4, Temperance 2, Valor 5

Abilities: Archery 1, Athletics 8, Awareness 5, Dodge 9, Integrity 3, Linguistics (Native: Old Realm; Others: Flametongue, High Realm, Low Realm, Seatongue, Skytongue) 5, Larceny 1, Lore 3, Martial Arts 7 (Performing Kata +2), Melee 7 (Spears +1, Swords +2), Occult 4, Performance 9 (Weapon Dances +3), Presence 7, Resistance 5 (Dancing Forever +2), Socialize 3, Stealth 3, Survival 1, War 5 (Solo Versus Mass Combat Unit +2)

Charms:

Landscape Travel—The hellstrider may dance across or stand upon walls and ceilings

Mirror of the Infinite Wardrobe—Herannuen appears as something akin to the viewer; gods, demons and other supernatural entities see her as a large example of their own kind, while mortals and Exalts see her as a warstrider of a sort appropriate to the area

Principle of Motion—Herannuen may have up to nine banked actions, while its pilot may have a number of banked actions equal to her Willpower

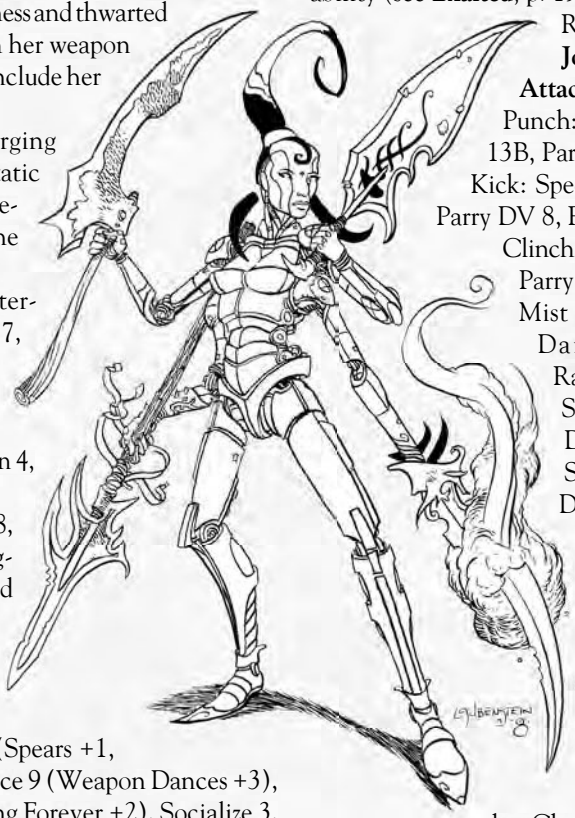
Sheathing the Material Form—+6L/+12B vs. weapons

Spirit-Cutting—An attack enhanced by this Charm affects the immaterial

First (Ability) Excellency—Dodge, Melee

Infinite (Ability) Mastery—Dodge, Melee

Divine (Ability) Subordination—Melee; only when fighting solo against multiple opponents; Valor Flaw of Invulnerability (see **Exalted**, p. 194)



Remaining: 1

Join Battle: 11

Attacks:

Punch: Speed 5, Accuracy 19, Damage 13B, Parry DV 10, Rate 3

Kick: Speed 5, Accuracy 18, Damage 16B, Parry DV 8, Rate 2

Clinch: Speed 6, Accuracy 18, Damage 13B, Parry DV –, Rate 1, Tags P

Mist Razor: Speed 5, Accuracy 23, Damage 25L, Parry DV 10, Rate 4

Scatheglaive: Speed 5, Accuracy 20, Damage 41L/8, Parry DV 9, Rate 2

Shadowlance: Speed 5, Accuracy 20, Damage 29L/37L, Parry DV 10, Rate 2

Soak: 21L/21B (Hardness: 10L/10B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 14 **Willpower**: 9

Essence: 7

Essence Pool: 100 (115)

Other Notes: In place of one of her Charms, Herannuen has an additional pair of arms as per the Multiple Limbs mutation (see **Exalted**, p. 290), allowing her to wield additional weapons. When she or her pilot flurries with multiple arms, compute the penalties for splitting the dice pool and then reduce all the penalties by one.

In any scene wherein she is aware of a potential audience, Herannuen gains a point of Limit if she does not dance.


IT WAS CARVED THIS WAY TO SCARE AWAY SUPERSTITIOUS SCAVENGERS.
BUT WHY BOTHER? THIS PLACE HAS BEEN LOST AND BURIED FOR CENTURIES.
WE'RE NOT SURE WHEN THE WINDS UNCOVERED IT.
ALL WE KNOW IS WE WEREN'T THE FIRST TO FIND IT.
THOSE WHO WERE WON'T TELL ANYBODY, THOUGH. WE MADE SURE OF THAT.
A GOOD FIND, BUT I'VE SEEN MANSES BEFORE. WHAT MAKES THIS ONE SPECIAL?
IT'S WHAT'S INSIDE. OR "WHO," I GUESS.
WE DON'T KNOW WHO HE IS, BUT WE KNEW YOU'D WANT TO SEE HIM.
THE WAY WE FOUND HIM IS LIKE HOW WE FOUND YOU. YOU KNOW, THAT DAY.
I SEE. LEAD ON.


HERE HE IS. WHAT DO YOU THINK?
FASCINATING, ALTHOUGH IT ISN'T A CHRYSALIS GROTESQUE.
OH... WELL, IS THAT MAN ALIVE?
OH YES. AND EXALTED AS WELL. I CAN FEEL HIS ESSENCE WITHIN.
HOW LONG DO YOU SUPPOSE HE'S BEEN IN THERE?
IT COULD BE JUST A FEW DAYS IF THIS IS SOME KIND OF TRAP. IF NOT...
WHO KNOWS? MAYBE HE'S BEEN HERE SINCE THE FIRST AGE.
I THINK I'LL BRING HIM HOME. FETCH ME SOME STRONG BACKS FROM THE TEMPLE.
RIGHT AWAY.
AT LAST WE MEET. I'M HONORED.

CHAPTER SEVEN
STORYTELLING

Similar to how the storytelling section in the **Exalted** core offers guidance on running stories about the champions of the light, this chapter offers guidance on running tales of the heroes of Hell. Though crafted from the same Solar Essences as the Abyssal Exalted, the Green Sun Princes are not just dark mirrors of the Lawgivers. Like the Chosen of the Unconquered Sun, the Chosen of the Yozis are willful bringers of change and renewal for Creation, while like their cousins in the Underworld, the Green Sun Princes are hideously twisted agents of chaos and destruction. And as a mockery of their incarnations in the First Age, the Infernals oversee a hellish synod consisting of other failed heroes who sacrificed their wills for power.

Players, Too

This chapter explores the Green Sun Princes and the akuma from the perspective of a Storyteller, but there are no setting secrets contained herein (this is, of course, a lie). The themes and types of stories presented in this chapter can galvanize players just as easily as Storytellers. Additionally, the ideas contained herein are all viable truths for settings with Infernals, even if they are mutually exclusive at times. It isn't a bait and switch to have the players' characters believe they are heroes—and represent themselves accordingly—when they are actually the villains of the setting. Lies and trickery are part and parcel of demonic fiction. Remember, a full coven of Green Sun Princes—one of each caste—represents an entire tenth of the total Green Sun Prince population in existence, setting the already powerful players' characters up as some of the most puissant and unique individuals ever to walk the face of Creation.

Getting Started

Once your players have decided to portray a group of Green Sun Princes bound together into an Infernal coven, seat yourselves around the gaming table to determine what kind of game they want to play. Do they want to play a game of political intrigue, with their characters working as subtle



corruptors and fifth columnists of the Scarlet Dynasty? Do they want their characters to lead an army of erymanthoi into Creation like the dread princes they are? Do they want the characters to remake themselves and the world to ruin those who have wronged them, like a demonically tainted Edmond Dantès? Or perhaps they want to play an altogether different sort of game—with their characters as repentant rogues seeking to shatter the cycle of vengeance and abuse once and for all?

An Infernals series lends itself to the exploration of a number of themes and ideas that differ slightly from the normal model of **Exalted**. The light of the Green Sun Princes heralds a different sort of dawn over Creation, one that is just as hopeful as the promise of a new day. The Infernal Exalted have been given a gift that few receive—not only Exaltation, but also a second chance at being a hero.

As a Storyteller, you should first decide what kind of game to run, one that will be fun for *you* and that you feel confident you can pull off. Hopefully, the **Exalted** main rulebook and the rest of this book have already inspired you. Additionally, you may find that a number of other **Exalted** books beyond the core are quite useful for planning and playing your Infernal series. Though much of the **Exalted** line contains setting and mechanical information that can be used to inspire, Storytellers will get more mileage out of the following two books: **The Books of Sorcery, Vol. II—The White & Black Treatises**, which details sorcery, the great Primordial method of Essence manipulation that may be twisted and corrupted by various Infernal Charms, and **The Books of Sorcery, Vol. V: The Roll of Glorious Divinity II**, containing a list of demons and demonic personae with which to populate the hell dimension. For rules and Charms concerning Sidereal, Lunar and Dragon-Blooded akuma, consult the appropriate **Manuals of Exalted Power.**

Talk It Over

Storytellers should remember than an Infernal series predisposes itself to disturbing, mature themes and imagery. One particular theme to be wary of is that of abuse and physical humiliation.

Infernal Charms encourage horrific brutality without warning, such as murdering your enemies' families, making servants perform humiliating acts of mental and physical denigration or rending foes limb from limb. Such acts may easily lead to examinations of physical and mental abuse, and while a game exploring *what* the causes of a cycle of abuse are or *why* people remain in toxic relationships can make for emotionally potent storytelling, it can also be uncomfortable and upsetting for many players. Some players may grow squeamish at the constant flow of brutality, with still others being rendered desensitized through repetitive game descriptions.

Remember, playing evil can be good clean fun. You don't need to delve into the more disturbing aspects of Infernal stories in order to enjoy them—you can merely touch on the themes as black humor or excise them from your game

altogether. Discussion of expectations and comfort zones with players is sound advice for any game, but an Infernals game demands more than most from the Storyteller.

It's also important to discuss the necessity of working together as a group. While betrayal is also part and parcel of demonic fiction, players should be able to game without constantly stabbing one another in the back. Evil doesn't necessarily mean antisocial. Even if two characters loathe each other in-game and take every opportunity to sabotage their rival, so long as everyone's having fun, there's no real problem. During the planning phases of the game, it might help if the players establish the reasons their characters work together ahead of time, so the series isn't suddenly derailed by someone who decides that "playing their character" is more important than real-world troupe cohesion.

Demonguiding

The coadjutor sits within the mind and soul of every Green Sun Prince, whispering and tempting them to commit base deeds. The Storyteller usually takes on the role of the coadjutor, either assuming some sort of hellish accent or simply narrating the gist of what the consumed demon has to say. But if the players so desire, they may assume some of the burden by playing their own coadjutor. The goal of this technique is to relieve the pressure on the Storyteller, who already has enough to keep track of without playing the inner evil of each protagonist.

In addition to creating their own characters, have the players also write the basic personality of their coadjutors on an index card, narrating their inner conflict along with their characters' thoughts and feelings. Or, for a more spontaneous demon within, each player may choose to "buddy up" with one other player, taking on the role of the coadjutor within another character. Or—if she's willing to forgo her character—one player may assume the role of coadjutor for all of the other players. As gameplay progresses, players speak amongst themselves or slip small note cards to represent internal dialogue. Try modeling the coadjutor after the character's covenmates—when the Slayer stands outside while the Fiend conducts negotiations, it's easier to keep the players involved if the Fiend's coadjutor sounds like the Slayer (and vice versa).

While these dialogues can easily break the flow of gameplay, demonguiding can add rich flavor and character to a story about personal damnation when properly done. As your players become more acclimated to demonguiding, one player could take on the role of the coadjutor and another player the fragmented persona of the First Age Solar. If demonguiding increases complexity and stress, however, it's time to consider other options.

Initial Questions

Before you begin your Infernals series, but after you have gently discussed the themes of the game and assessed the comfort levels of the group, have each player ponder some of these questions. The players don't have to have an answer for each, but they should consider each question, and the details that emerge from player answers can reveal a wealth of information about the desires of the player and character for use during the game proper.

• Why did the character Exalt as a Green Sun Prince? Some say the way we deal with failure and our shortcomings is just as character-defining as how we deal with success. The Infernal Exaltation requires the character to pass up or fail at the chance for heroism under the watchful eye of a demon carrying the tainted Exaltation. What mighty task did your character fail at accomplishing? Did she turn away from the chance at heroism or make a half-hearted attempt to succeed? How long did the demon watch your character before the moment of glory passed? What made this particular demon choose you? When the demon offered the Infernal Exaltation, what went through your mind? Does your character regret failing at his first chance for glory, or is he thankful that something greater (or lesser, depending on your viewpoint) came along?

• What demon carried your character's Exaltation? And, perhaps more importantly, what was it like? Chapter One vividly describes the Chrysalis Grotesque and the resulting perfection of the Infernal. In what manner does the trace of the absorbed carrier express itself on your character's new frame? How does the voice of the coadjutor sound in your character's mind?

I Don't Wanna Play Someone Who Sucks

Needless to say, some players may chafe at playing a character whose chief defining trait is that she seriously screwed up her chance to be a real hero. This is entirely understandable—on the level above emulation of classical epic tragedy, **Exalted** is about looking good and being cool, and some players may question the point if their character wouldn't rise to the occasion. The in-character explanation is that the Infernal Exalted don't see it this way, and the Yozis (in their infinite mercy) don't either. The out-of-character explanation is that regret and the opportunity to fix one's failings are part of the major themes of an Infernal series—the Exaltation is a chance for both the character and the Yozis to right the wrongs they ultimately did to themselves. Having a major failure in your character's past is a powerful motivator toward avoiding failure again. Once they've been offered a second chance, most Green Sun Princes resolve to never need another. Alternately, Storytellers and players could interpret "failure" a bit more loosely than Chapter One describes. Maybe your character's only failing was being a hair less excellent than someone elsewhere in Creation at the critical moment.

Storytellers and players seeking a host of demons to serve as carriers can find a myriad in **The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II**, or they may create their own custom demons to serve a particular role.

• **Why did the character choose to become akuma?** If you're playing an akuma and not a Green Sun Prince, what cause is worth the sacrifice of your character's free will and self-determination for the rest of her existence? In the Primordial War, Gorol keenly felt the irony and hypocrisy of the Exalts' war on the creators of the universe, and though he was the first Exalt to regret his actions and forswear himself, he certainly wasn't the last. Perhaps the character was raised from birth in a Yozi cult, only to prove herself worthy of Exaltation—and promptly decided that she could serve her masters in a greater capacity than ever before. Maybe the character became an infernalist over the long course of his Exalted lifespan and took the next step, heeding voices only he could hear. Or was the character running from numerous powerful enemies and decided that survival, in whatever form, was worth any price?

• **How does the character work toward freeing the Yozis, and what goals do the characters share?** Multiple Green Sun Princes in one place represents a truly massive commitment of resources on the part of the Yozis. On what project are the characters brought together to work? In what manner does the magnum opus of the Green Sun Princes proceed? When selecting Urges, how does the character's particular task aid in corrupting Creation? As for shared goals, "Freeing the Yozis" may seem like a no-brainer, but a desire to unite or subjugate the lesser servants of the Primordials—like the Lintha or the errant Dragon-Blooded—can provide many sessions' worth of roleplaying. Players and Storytellers should probably choose related Urges, or at least be comfortable with aiding each other in their quest to further the Reclamation.

• **In what Direction does the action of the series take place?** Geography sets an important tone in terms of what the characters experience firsthand, but each Direction falls under the auspices of a Yozi and that Yozi's ideology on the Reclamation project (see "Current Operations" on p. 43). Using their Charms, sorcery and knowledge of gates to Malfeas, the Infernal Exalted may rapidly traverse the landscape, shifting from one Direction to another and back again. Each section of Creation has its own unique flavor and mission directive from one of the five Yozis. If you haven't already, consult the **Compass of Terrestrial Direction** books to get an idea of the major players and locations in a given Direction.

• **How much time does the character spend in Malfeas?** As a corollary to the above question, there's a lot to do in the Demon City itself. Besides training for the Reclamation, the Infernal Exalted may politic in the Althing Infernal, discourse with the demon lords of the Third Circle or stir up trouble in the streets of brass or in one of the human colonies living in Malfeas. What does your character do in the Demon City, and how much time does she spend doing it?

• **What is the character's relationship with the Demon Princes, other Green Sun Princes and other akuma?** The lords of Hell, veteran Green Sun Princes and akuma have had precious little time to size up the newcomers. How does the coven get along? Does your character revel in the otherworldly biotechnology of the Yozis, or do many of the relics disgust her? Does your Green Sun Prince consider akuma brothers-in-arms or worthless slaves? What are your character's relationships with the important personages of the Second and Third Circle? Does your akuma consider the Green Sun Princes to be flawed tools, unable to effectively serve the Yozis?

The Chances of Success

One last—but incredibly important—task lies before the group before you begin your game. As stated in **Exalted** and other sources, the Yozis are fundamentally *broken* creatures who are, to a large degree, deluding themselves about their chances of success. For instance, their plan to subvert their binding oaths by transforming Creation into a geomantic mirror of Malfeas (or any number of other schemes brewing in the hellish cauldron of the souls of the Yozis) is insane at the very least—and blatant impossibility at the most, should you decide to make it so.

Consider that if the escape of the Yozis were to be possible *at all* in the world of **Exalted**, the forces of Malfeas would move toward that possibility like iron filings to a magnet. The coming of the Green Sun Princes has galvanized the demon forces like no other event since the Usurpation, throwing them into a flurry of activity now that a *real* hope of escape is within their grasp, or so they believe. But if sundering Hell and escaping is safely out of their grasp, the Yozis must content themselves working toward *other* things. Adding a touch of their madness to the Salinan Working, perhaps; concentrating on the ultimate corruption of the Chosen of the gods into akuma and princes bearing the mark of Ligier; bringing about the odd future promised by *The Broken-Winged Crane* and other black omens for Creation.

The patronage of the Green Sun Princes might be an honest (as honest as a Yozi gets, anyway) attempt to harness the possibility-warping nature of the Celestial Exalted, turning the impossible into the merely improbable—or it might be another half-hearted gesture at escape that will gleefully damn the world, shattering reality and morality as the Yozis thrash about in their prison. The attempt to desecrate Creation into something more palatable to demonic tastes is a radical plan but one that might work better as a story if the Reclamation is doomed to failure. When creating your Infernals game, consider whether you want to let the Reclamation have a real chance at success—whether or not you want to let the Green Sun Princes succeed and let the Yozis be capable of shrugging off their oaths and finding themselves free in Creation once again. Freed, the Yozis have the same order of story importance of level N/A artifacts. Rather than being components of an epic tale of your characters, they can and will assume an incredible position of narrative importance and could quite possibly overshadow your characters without a careful hand at the till of the game or the devaluing of the

Yozis within the setting. A story that highlights the Ebon Dragon cruising over the Blessed Isle eclipses the Exalted, both literally and figuratively.

Releasing the Yozis transforms the setting in dramatic and frightening ways, the full implications of which could merit an entire supplement on their own. By contrast, the quest to release the exiled Primordials can leave as much of the setting intact to explore as you want or need, while still leaving plenty of room for epic scenes like doomsday countdown brawls in thunderstorms atop the Imperial Manse. Armageddon doesn't have to get in the way of having fun or creating exciting stories, but an event that big will derail and subsume other plots. If one player finds her delicate relationship saga made irrelevant by a looming cataclysm, then the incipient end of the world isn't working for everyone. Green Sun Princes were created to free their masters, so it stands to reason that they will try to do so at some point. Therefore, the topic really isn't optional. Players and Storytellers need to figure this stuff out before starting a series so there aren't any unpleasant surprises.

Consider how aware the individual Yozis are about their chances of success and how much they *care* about remaining trapped in Malfeas forever. A character's realization that the Yozis are forever doomed to failure can alter a character concept in surprising and dramatic ways. So can the discovery that the Yozis care very little about escape, seeking only revenge on a world that hurt them so long ago. Already, some of the voices present in the Althing Infernal have begun to whisper that the Yozis *have* no plan for the grand Reclamation. This raises the question of just *what* the akuma and the Green Sun Princes are supposed to do with themselves in Creation. Do they blindly fight on, hoping against hope that they will somehow succeed and free their masters? Do they attempt to redeem their broken patrons and reconcile the chthonic entities with imprisonment and damnation? Will they return to Malfeas and rule over the Thing Infernal with a verdigrised fist, or will they carve out a nascent empire for themselves in Creation with daiklaves of brass and vitriol?

This section doesn't exist to tell you, the Storyteller and the players, not to run stories about the Yozis escaping from their bondage or breathing down the necks of their Exalted to get busy freeing them. It exists so that Storytellers and players are cognizant of the sheer *scale* of the Yozis and their place in the narrative. When designing the game, Storytellers should address the possibility of leaving Hell permanently closed and the possibility of Yozi escape being precisely zero, then they should discuss that possibility with their players. Independently, the Storytellers should assess the degree to which the Yozis care about their chances of escape and whether damning and deceiving the world is more desirable than freedom for the former Primordials. If the players trust their Storyteller enough to be assured of a great plot while keeping a secret from them, so be it. If the players want to ride the Ebon Dragon over Lookshy like an angst-filled luck dragon, go for it—and if the players want to reign in Heaven rather than serve in Hell, they should be relatively free to do so.

Using the Infernal Exalted in Your Series

Pure, unabashed villainy. It's the most obvious way to use the Infernal Exalted, and it's also the most supported—after all, playing the role of evildoer is one of the primary ways the Green Sun Princes keep from going absolutely bonkers (see "Acts of Villainy" on p. 80). Vicious and brutal in direct combat, subtle and insidious when they need to be, abusive and controlling and cajoling in equal measures, the Infernal Exalted can spice up a series in ways that catch even veteran **Exalted** players by surprise. The Green Sun Princes aren't just malicious, they're *seductive*, tempting heroes by offering Faustian deals that ultimately corrupt even the most virtuous paladins. Unlike the Abyssals, there *can* be compromise with the Yozis, they say—usually failing to inform their mark that the only compromise the Yozis will ever accept is a clawed, alien foot stomping down on a human face, forever.

That Scenery Tastes Delicious—Infernals as Villains

When using Infernals as villains—whether as players' characters or Storyteller characters—it's important to understand what they're not: the Green Sun Princes are not the Abyssal Exalted, dark reflections of the Lawgivers' radiance. Instead, the Chosen of the Yozis are more like a twisted version of the Solars themselves—a flash of nuclear brilliance beside the rightful sun, blinding and terrifying. If you're familiar with the Chinese philosophies of yin and yang, think of Abyssals as "yin" while Infernals are "yang." Abyssal villains are cold, conservative and austere; Infernals are hot, radical and highly aggressive. Even when carefully plotting, Infernal villains cannot afford to wait years for their plan to come to fruition—the Reclamation must happen *now*, lest any number of other plotters fully engage their plans for dominance over Creation. They work fast, they work hard, and the appearance of even a single Green Sun Prince precedes a rapid shift in the surrounding area. The geomantic, social, political and military makeup changes drastically, much to the chagrin of those agencies and factions operating in those lands for centuries.

While the dozens of factions vying for control over Creation have a seemingly insurmountable lead on the Yozis by virtue of scheming for decades and centuries, most of those groups have availed themselves of demonic might at some point in their history. Laboring under the belief that a feat like the Reclamation was impossible, the arrogant use of infernal power has granted the Yozis a great measure of intelligence on their enemies. The Lunar Silver Pact summoned demons to build manses on the edges of Creation, while the Dragon-Blooded sorcerers of the Realm did the same on the Blessed Isle. A high percentage of deaths attributed to Sidereal demon-hunters in a given location indicate the presence of a personage important to Fate. Over the course of millennia, the Ebon Dragon has corrupted numerous Celestial



divinities and a small number of ghosts, granting the Green Sun Princes access to a loose and esoteric network of spies and informants. Green Sun Princes rarely walk into a situation without knowing the movers, the shakers and whom they may kill or corrupt to achieve their ends.

This type of series is mainly an opportunity for players to indulge their dark sides. Not necessarily their *evil* sides, but certainly their darker ones. The darkness of the Infernal Exalted is more about indulging one's base and natural instincts, reveling in the fierce glory of a kill or the surge of pride at a new sexual conquest. The darkness comes from subsuming one's self into the Essence of life, from the submission of virtue to dreams of desire and fear.

Lies, Damn Lies and Infernals— Infernals as Antiheroes

The righteousness of the Exalted stems from their original overthrow of the Primordials. The Exalted rose up to defeat the cosmic entities and forces that held humanity in fear of random destruction. They bettered humanity and served the gods faithfully, or so they say. Why, ask the Infernals, does might make right? Was humanity bettered by the Great Contagion? Were more people killed by the will of the Primordials or by the Balorian Crusade that was the ultimate result of the Exalted's lack of foresight? Did the Incarnae rebel because they were slaves to their creators, or did they jealously covet the Games of Divinity? Why is it that the law of the Unconquered Sun, and not the inherent quality of a being, decides what is a creature of darkness and an enemy of all that is holy? When a Solar casts Light of Solar Cleansing and a population subsisting on Locust Mana Plague perishes, whose fault is that? The Solar who rid the world of the Essence of its creators, or the Infernal whose crime was to feed hungry people? And they call *Malfeas* the tyrant…

As if it weren't enough that the presence of Infernals brings up troublesome questions of moral legitimacy, the Green Sun Princes have the evidence to back up the Celestial Exalted's lack of superiority. Intact memories of the First Age means that the Infernal Exalted remember the atrocities of the First Age firsthand. Self-doubt would cripple the Exalted mandate, so one of Lytek's duties is to trim these memories so newly reborn heroes remember little of the sacrifices they had to make in the name of righteousness—they usually remember the good and glorious over the foul and depraved. The Infernal Exalted do not have this luxury, for though the Ebon Dragon replicated Lytek's memory-pruning tools, he has never used them, and some of the memories within the Essences in the Jade Prison were *quite* old indeed. Once Exalted, the Infernals remember forcing Autochthon to preemptively castrate his favored creations in order to ensure human hegemony. They remember annihilating Heartwind Isle and brutally wounding Gaia when the Genesis Lords politely refused to submit to the Solar Deliberative. They remember the callous slaughter of millions for theoretical war games during the Era of Dreams and the inspired genocide of the minions of the Eyeless Face.

The Exalted are heroes in the classical sense, men and women of great deeds and great flaws, and they live in a world where the arbiter of what is sacred and what is profane holds that position because he appointed himself to it. When confronted by self-righteous heroes, the Infernals need only question the source of that moral superiority to begin a rousing discussion of right and wrong within Creation.

No, Seriously, This Is Good for Everyone—Infernals as Heroes

In some ways, the Infernals are the most constrained of the Exalted, held prisoner not by bonds of family, duty or an uncontrollable curse, but by their very nature (which is an uncontrollable curse, yes, but let's not delve too deeply into semantics). Besides the Urge that compels all Infernal Exalts and the Acts of Villainy to which they are driven in order to fulfill their objectives, the Infernals constantly have a demonic and shadowy voice personally whispering in their ear, enticing them into situations that place them at odds with the virtues of Creation. To rail against these impulses is to commit one's self to a losing battle.

And yet, as the generals among the Slayers will tell you, a battle may be sacrificed if the war can be won. Despite their handicaps and the strong push toward vile deeds, the Green Sun Princes are free to choose their destiny, no matter how difficult the struggle. Unlike the akuma, the Green Sun Princes may choose to forsake their origins and blaze a heroic trail across the face of Creation, fanning the flames of the Solar spark within their Exaltations. Seeing the true nature of the Yozis—no longer caring about the world, but only interested in hurting it out of revenge—an Infernal may choose the side of the gods once again. Though the Infernals are bound, their sense of history and their connection to both the Yozis and the gods affords the Green Sun Princes a unique position—out of all of the Exalted, they have the best chance to permanently derail the eternal cycle of usurpation that began with the Primordial War.

An Infernal may well attempt to restore the Yozis to power out of genuine concern for the denizens of Creation, out of a belief that the world was better under the Primordials—the first two uses of Infernals played straight. Things were *absolutely* better under the Primordials, they say—Creation wouldn't be riddled with cancerous shadowlands or threatened by Fair Folk invasions were the architects of the world still in power. Speculation abounds in the Althing Infernal: was the creation of the Green Sun Princes an attempt to convince the Incarnae that the Yozis are the true key to defeating the Neverborn? Who better to handle the forces of Oblivion than the Demon Princes, the greatest of whom may challenge the Deathlords directly as peers? Fighting side-by-side against creatures of death, even the most righteous of Solars may come to cultivate some measure of sympathy for the devils. For a twist, perhaps your players decide the only way to redeem the Yozis is to restore them to their former Primordial glory. Redeeming the Yozis is certainly an epic task worthy of the Exalted. Perhaps if the Yozis accept their damnation and imprisonment, the world can only change for the better. Yet, this scenario is sadly improbable. Only Adorjan is known to harbor no hate for the Exalted, though others may quietly share her acceptance. On the other end of the spectrum, Malfeas can't conceive of mercy or forgiveness, let alone act on such impulses. Perhaps the Yozis need to be cowed once again in order to see the light. Maybe another series of fetich deaths will make them understand…

Green into Gold

If Abyssals and Solars are two sides of the same coin, epic leaders who destroy or build worlds with their deeds, then Green Sun Princes are paper money. The alterations to the Exaltation involved in creating an Infernal go far beyond the scope of the simple inversion process performed on the Exaltations of the deathknights. Accordingly, Green Sun Princes can't be changed back into Solars while they live. However, these complex changes are also much more fragile than the deeper mutilation of deathknights—an Infernal Essence outside of a host body could almost certainly be restored by Lytek, Autochthon or the Unconquered Sun if they could find a way to capture the Essence and immobilize it long enough to ritually cleanse it.

The truth of the matter rests with Storytellers. By default, redemption is not as important a story arc for Green Sun Princes as it is for Abyssal protagonists—largely because Infernals retain the capacity to express their strange power in a heroic fashion while deathknights tend to spontaneously combust from Resonance when they attempt the same. For Storytellers who want Infernal redemption to play a role in their series, the challenge of capturing an Essence reverses the situation of the Primordial War, during which those titans desperately sought to capture Celestial Exaltations for study. This reversal should prove unsettling to those who note it, but it presents a concrete objective that Creation's defenders can work toward as part of an overall strategy to overcome the new champions of Hell.

As for whether the Deathlords might be able to fashion new Abyssal Exaltations from captured Infernal Essences? The first attempt is likely to explode the test Monstrance in a truly *spectacular* fashion. Of course, there is no telling what would happen to all the members of an Infernal caste if their patron joined the ranks of the Neverborn.

Game Styles

The main **Exalted** rulebook discusses a number of play styles (see pp. 262–263), which are excellent suggestions for a Solar Exalted game but require major alterations for an Infernals game. This section discusses how to adjust those styles for use with Infernals games and offers some expanded styles particularly applicable to the Chosen of the Yozis.

Styles Remix

"Vanilla Exalted" is the Infernals played straight—you've been Chosen by the former rulers of the universe. Now, sally forth and kick the asses of those upstart gods (oh, and stay

away from the Games of Divinity while you're at it). The Green Sun Princes venture from Malfeas, traveling all over Creation to work on the great Reclamation project and seek the freedom and ascendancy of the Yozis.

"A Land Once Divided Must Unite" is a great style for Infernals, with the twist being that the lands must unite in their Yozi worship and become colonial outposts of Hell. A small group of Infernals may infiltrate the Hundred Kingdoms or portions of the Scavenger Lands, covertly battling self-righteous Immaculates and holy men while making political power plays in order to forge a new, harmonious nation.

"And I'll Form the Head!" allows players and Storytellers to really put Chapter Six through the ringer. This sort of series features characters stomping around with vitriol-laden daiklaves, hellstriders and obscene tattoos of power. Between narrating races through the streets of Malfeas nestled in a hellstrider's demon entrails and communicating the eerie sentience of a hellforged wonder, take great care to describe the twisted steampunk helltech that crops up everywhere.

"Outlander" can take elements from the above style, playing up the freakish and sentient malevolence that is the Demon City. This series focuses more on the weird rock star lifestyle led by the Green Sun Princes—accorded status with the highest of the high, spending their days debating Reclamation protocol in the Althing Infernal with the memories of the ancient Solars reinforcing their behavior every step of the way. If you want to hobnob with the demon elite and explore a hellscape crafted from a fallen titan, this style is for you.

The Count of Malfeas Cristo

For whatever reason, the characters failed to rise up to destiny's call the first time they heard it. Perhaps it wasn't entirely their fault—they were constrained or betrayed. Or perhaps it *was* their fault, but their newly Exalted pride won't let them truly accept that fact. Maybe they're akuma, and the deal they struck for their Investiture was a chance to enact retaliation. Regardless, they feel that they've been wronged by a cold and uncaring universe, and now a kindly ur-god has given them the chance to right those wrongs. This play style posits that the players have been given their own revenge story against the grand backdrop of the vengeance of the Yozis. While they wait for the Reclamation to begin, the players are busy aiding one another in engineering fiendish plots of revanche on their enemies. The story doesn't have to end once everyone's avenged, mind—the characters could find themselves unsatisfied with their revenge or the collateral damage they caused, leading them to question their roles as the agents of a vengeful titan. Such a story could easily lead to a tale of redeemed, sorrowful characters trying to explain to the Yozis the value of forgiveness. How *that* goes down is beyond the scope of this book.

"Insert Play Style Here"

For those who own other **Manuals of Exalted Power**, it's worth noting that a group comprised of akuma can partake in any of the play styles featured in those works with surprising results. Dragon-Blooded sorcerers in the Heptagram suddenly surpass their teachers—and their Sidereal advisors. Or, a Sidereal martial artist decides that she's willing to sacrifice *a lot* in order to beat her rival in the upcoming tournament. This need not be an entire group of akuma, either—a lone player in a mixed group can decide to strike the bargain, suddenly surpassing his fellows. Storytellers should take care not to let the character's newfound supernatural prowess overshadow the other players. See the section on mixed games, below, for more thoughts on this.

After the Fall

This is the victory you've been fighting for? In this play style, the Reclamation has come—and gone. The Yozis have succeeded in reversing the oaths sworn on their fetich deaths, either freeing themselves into Creation once more or assuming their former Primordial glory. With their victory accomplished and the Incarnae cowed and beaten, most of the titans have retired to play the Games of Divinity, directing their servants to wreak havoc and ruination across the world that spurned them. Players take on the roles of conquering heroes, occupying Yu-Shan and running campaigns against the insurgency lurking within the Celestial City and in the brightest corners of Creation. Meanwhile, other Green Sun Princes battle the armies of the Celestial Exalted in Creation, desperately trying to head off the Second Primordial War at the pass. Akuma enslave humans and herd them into Dragon-Blood-run slave camps. The Mountain Folk, freed of their Great Geas, turn to worship their emerald saviors and arm the victors for another war between immortals. Bluehaven silently swims home. This play style is a high-powered war series, and Storytellers are urged to consult **Scroll of Kings** for details on how war functions across Creation. A post-apocalyptic Creation will undoubtedly be radically altered. The types of warfare depicted in that book best model the engagements between mortals and mortal-scale adversaries, such as armies of First Circle demons. Still, even in the Age of Splendor, the world was shepherded by forces beyond mortal ken, yet life and death went on. The freed Yozis/restored Primordials may be plot-level forces beyond the scope of mass combat, but they cannot be everywhere, even in freedom.

Grand Theft Yeddim

Remember that disclaimer, way up in a previous section? The disclaimer that warned you that the Infernals were brutal, cruel and required a tempered approach in order to not over stimulate or desensitize players? Yeah, forget it. This play style is less about insidious plots and *all* about pure collateral damage. Use sorcery to rip open a gate to Malfeas and lead the demonic hordes! Jack a tyrant lizard and ride it through the streets of Nexus! Challenge the Dragon-Blooded prince to glorious single combat—and rip his arms off! As the great barbarians have said, always remember what is best in life—to crush your enemies, to see them driven before you and to hear the lamentations of their loved ones.

Playing in the Past

The default setting of **Exalted** is in Creation during Realm Year 768, but the First Age of **Exalted** began roughly 5,000 years before the present. While the Green Sun Princes are a recent development, the Infernal Exalted have been around in some form or another since the later stages of the Primordial War, when Gorol submitted himself to the King of Primordials to turn traitor to the gods and ultimately become something other than the Chosen of the Unconquered Sun. Since that time, Exalted of every type have submitted themselves to the Yozis to become Infernal Exalted, and an akuma may be played as any Exalt type in any historical period open to the Storyteller. Elder Sidereals bitterly recall battles with Lunars who once led hordes of demons out of the Wyld in the period after the Usurpation, while elder Lunars proudly relate sagas of facing potent and profane Terrestrials during the early days of the Realm. Even correcting for religious bias, records kept by the Immaculate Order indicate that several Solars chose survival and a quick route to power over annihilation by the holy Dragon-Blooded. While the Five-Score Fellowship maintains that it has never been infiltrated, the existence of the Charm One Hand Fury (see p. 161) is a tantalizing trap for Sidereal martial artists with more enlightenment than sense, and more than one Chosen of the Maidens has vanished under mysterious circumstances over the centuries.

Thanks to the Past Lives Background (see pp. 77-78) a game need not be set in the past to feature the First Age in a prominent manner. While all Celestial Exalted possess memories of the First Age, albeit in a fragmentary (for Lunars, Solars and Sidereals) or corrupted (for Abyssals) manner, warlocks have access to powerful strings of related memories, touching on a wide variety of topics. When a Green Sun Prince is faced with an emotional or stressful situation, the Storyteller can narrate a "flashback" to an event in a past life that is tangentially (or directly) related to the matter at hand. A flashback is similar to the prelude in that it's a scene from the life of one character that's already happened, but it's narrated without dice rolls rather than fully played. Such a scene from the First Age can be the catalyst for a redemption story or a poignant reminder of how far the Infernal has fallen.

Example: Radiant Profane Pugilist, a Slayer, uses his mastery of Infernal Monster Style to completely overpower a muscular, bearded Sidereal master. As he prepares to send the Chosen bodily back to Heaven, the Storyteller calls Pugilist's attention to the vast crowds before him, cheering his radiant Solar heroism. Smiling and waving, he turns to embrace his husband, a much younger version of the Sidereal before him. Blinking back tears as the young Exalt's face fades into a battered and bruised elder's, Pugilist drops the elder Sidereal, choking on his words. "Just go," the young Infernal says to his ancient lover.

For a series focused on the cycle of damnation and the sins of the Solar empire that led to the ruination of the First Age,



flashbacks are a strong technique that Storytellers are urged to utilize. Nor should the Storyteller restrict it to Infernal use. Storytellers who wish to feature comparisons between ancient past and present should feel free to use this narrative technique just as intensely in games featuring other Exalted types as protagonists, but the default assumption is that such experiences come rarely and only in regard to extremely important memories. Deviations from this model are unusual and will be regarded as such by those who know of Lytek's pruning habits.

Live Those Dreams Once Again

An ambitious option for more advanced **Exalted** groups involves creating Green Sun Prince characters in the Age of Sorrows and Solars in the First Age using the rules found in the **Dreams of the First Age** box set. Players with access to the box set could control young Solars in the First Age and their Infernal reincarnations millennia later, actively creating their own flashbacks and placing the burden of mirroring the narrative on the entire troupe rather than solely on the Storyteller. A Slayer marauder may decimate a tiny atoll in the Far West to stress test a Combo in one session, and in the next, a Dawn Caste in the High First Age battles legions of gunzosha troops for the same purpose in the now-destroyed Archipelago of Xur. More so than mere narration, engaging in the same behaviors over multiple characters in numerous sessions reinforces the themes and goals the Storyteller wishes to convey. Troupes focusing on solo play or suffering from absent players can also use this technique, spending an entire session in external analepsis during the First Age or the Usurpation to take the focus off the immediate action in the Second Age.

That Hideous Strength

At the end of the Primordial Time of Glory, the might of the Exalted was enough to murder and cripple the beings that would become the Neverborn and the Yozis. Though the former Primordials now possess their own Exalted and have poached dozens of others, they harbor no illusions about their prowess against a united Celestial front. Perhaps the single greatest advantage the Green Sun Princes have is the element of total surprise. The Reclamation has never been hinted at save in the earliest copies of *The Broken-Winged Crane*, nor did any savant truly believe that the Yozis could attempt such an audacious plan. No Green Sun Prince has led barbarian armies against civilization, destroyed the armies of the Realm or ridden a behemoth to conquer Thorns (…yet). For the most part, the supernatural world is focused on the resurgence of the Solars and the appearance of the Abyssals, giving the Green Sun Princes breathing room—or enough rope to hang themselves with. Properly equipped with the right selection of Charms and artifacts (see below), a Green Sun Prince may insinuate himself within the retinue of a reincarnated Solar prince, Lunar warlord or Dragon-Blooded noble; with a bit of luck, the patronage of the Ebon Dragon and some talent at disguise, a Green Sun Prince or akuma may even replace a Sidereal's acquaintance.

Despite their seemingly antithetical nature (one might even go so far as to call them anathema, if one were possessed of a particularly dry wit), Infernals can fit in easily with mixed groups of any stripe. Akuma may replace or supplement a missing caste in an otherwise homogenous group of Exalts with none the wiser, lording their hellish power over the weaker Exalts and forcing them to fulfill the akuma's debased Urge. The Exaltation of a Green Sun Prince retains the same function it did when it was created, allowing easy substitution in Solar or Abyssal games.

When incorporating akuma into mixed games, especially games involving the same base Exalt type, Storytellers should consider toning down the power of the Investiture of Infernal Glory. While the additional experience point cost means that other characters will eventually catch and surpass the Infernal, the truly massive bonuses that come with the Investiture mean the akuma has a strong head start on the rest of the players.

Solars

In the First Age, the Solars were the only Exalts able to (naturally) summon demons of the Third Circle, and they had far and away the highest percentage of akuma (Dragon-Blooded had the highest numbers and an accordingly low percentage). At least 17 Solar Exaltations avoided the fate of the Jade Prison, and a number of the beleaguered heroes chose to serve the Yozis during their long and bloody cycle of life, death and rebirth before the present day. Even as their nascent Essence flares and Solar heroism rises again, the arrogance of the old god-kings slowly returns, easily exploited by intelligent Green Sun Princes. They can tempt Solars with tales of their old selves, remembered locations of treasure troves or power garnered from the Yozis. If nothing else, Solar sorcerers make particularly appetizing targets for conversion, as the promise of arcane power has lured more than one Lawgiver into akuma-hood. For the most part, however, the Solars have not yet fallen back into the decadent ways of old—which makes the contrast against the Green Sun Princes all the more painful for the Infernals to bear.

Lunars

Even if they can no longer feel the bonds linking them to a specific Solar Exaltation, the Stewards know those bonds still exist. Infernals fill the same niche that Solars do, but in the Green Sun Princes, Lunars see the price of their failure to guard their mates, who have become twisted and evil. However, clever Green Sun Princes may attempt to convince young Chosen of Luna that they're the only ones truly capable of saving Creation—or wave the arcane might of the third tier of sorcery in front of the Ogres of the Crossroads Society. The immunity to physical Shaping possessed by tattooed Lunars offers them some resistance to the Charms of the Green Sun Princes, and a stalwart young Lunar Exalt might be able to tempt one of the Chosen of the Yozis back toward heroism. The Stewards at large have not yet learned of the Green Sun Princes, and how the Silver Pact will react is a mystery—though, invariably, some elder

will be shocked and angered when a youthful Exalt addresses her by a lover's nickname not heard in 15 centuries.

The Dragon-Blooded

The Dynasts of the Realm have ensconced themselves in a massive social network built over centuries, but if the Terrestrials are lampreys in a pond of their own design, the Infernal Exalted are all sharks. With superior Charms and social talent aided by the teachings of the Yozis, a Green Sun Prince has a massive edge over the spawn of traitor Gaia, no matter what nation they're from. Several demon generals have their eyes on the First Age weapon stockpiles of Lookshy and other nations, eager to remove the edge from the armaments of the Terrestrials. Any number of Dynast, Lookshyan or outcaste Dragon-Blooded could be easily convinced that the Green Sun Princes are the future of the world (hey, it's not even a lie), converted to Yozi worship and placed as spies in their various organizations and homelands. In the meantime, the Green Sun Princes continue to build their shadow Deliberative in Malfeas; even with their prime specimen, they could always use more breeding stock.

Sidereals

Though the Five-Score Fellowship has no overt inkling of the upcoming Reclamation, Arcadelt, the God of World-Shattering Events, has cheerfully noted that he has been steadily increasing in personal puissance for the past five years. Needless to say, this has the vast majority of Heaven *very* worried. Though the Sidereals feel they would be able to detect an akuma in their midst, the Yozis know better than to use their pawns in such a careless manner, which is why One Hand Fury (see p. 161) exists. As of yet, no Sidereal has officially encountered the Green Sun Princes, but once Heaven learns of their existence and their goals, the Five-Score Fellowship will likely *immediately* form a Convention on Reclamation and promptly spend years in debate. Careful Green Sun Princes can offer seemingly innocuous favors for young Viziers, though, in exchange for boons to be recalled at later dates. Given the powers some of the Fiends wield, it's possible to get *very* close to Sidereals with none the wiser. It's also worth noting that a significant number of Green Sun Princes personally remember the Usurpation, and the ones who don't have those memories

The Dragon Promised, the Dragon Lied

Though Chapters One and Two of this book go into detail about the free will forever divorced from the akuma, the corrupted Chosen of the gods remain highly playable. Beginning players may find it difficult to portray characters that have no agenda or free will of their own, but slightly more experienced players seeking to portray knights-errant of Hell or loyal vassals of the Yozis find their character concepts easily enhanced and flavored by choosing to play akuma. Others may want to play a different or more familiar Exalt type than the Green Sun Princes, tailoring the extreme power boost granted by Investiture of Infernal Glory to match the power level of the series. Players and Storytellers concerned about behavior and playability of akuma should remember that although akuma are sentient extensions of their masters' will—oven mitts with daiklaves, hollowed out so the Yozis may root around in the burning world—no being that exists on the scale of the fallen Primordials has a grand, singular vision of what it desires.

Though some akuma are unable to function without constant guidance, many Yozis grant their slaves a high degree of autonomy for the express purpose of not having to babysit troubled demigods. Deliberators in the Thing Infernal bitterly note that the principles of conflict resolution are hindered by the contradictory and troublesome natures of the Yozis. Savants wise in the way of demons note that the Demon Princes who comprise the different aspect souls of the same Yozi will bicker, argue and occasionally do battle directly with one another. Wars between two Third Circle demons are epic, grand affairs that represent the tortuous inner war of ideological viewpoints within a Yozi's superconsciousness—or they may simply represent a rather involved thought exercise, cosmic forces using slightly *lesser* cosmic forces to puzzle over different scenarios. An akuma who faithfully follows the orders of her master may find herself rewarded for that blind faith one moment and betrayed for it the next, warring against other servants of the master Yozi.

What does all of this mean? It means that an akuma is able to go about the business of the Yozi without constantly seeking communion with her master to avoid misinterpreting orders. It also means that akuma may find themselves working at cross-purposes with other such servants—the Yozis are not, by nature, creatures of discipline and rarely use their servants with full efficiency. An akuma's Urge is just that—a powerful urge and a singular Motivation that cannot be gainsaid, even for a temporary gain. In actual play, there is little difference between an akuma and another Exalt of the same type, save that the akuma is unusually and permanently focused on her Motivation. An akuma may be as stylish as any other character, fulfilling her objectives with grace, panache and unshakeable loyalty. As much as (if not more so than) with the Green Sun Princes, Storytellers should work with the players to ensure that the character's Urge remains something a player actually wants to play and not exercise an opportunity to punish or humiliate a player seeking to portray a character who gave up her free will in exchange for the power of the Yozis.

are well aware of the perpetrators. With the need for secrecy on the part of the Green Sun Princes, and given that the coadjutor and personality fragments of a First Age Solar *both* start howling for blood in the presence of a Sidereal, those Infernals have good reason to avoid them.

Abyssals

Though the Abyssals know little about the Infernals, the Green Sun Princes have carefully observed and catalogued their cousins from the Underworld, up to and including a crude assessment of their Charms, more than most know. The Yozis have cautiously reminded their new pawns that the goals of the Neverborn are fundamentally incompatible with the Reclamation—short-term alliances are fine, but the Abyssals must never be allowed to succeed. Indeed, Celestial Exalted may find the colder and more easily managed evil of the Abyssals preferable to a realized Reclamation, and thus, the Infernals must tread lightly alongside their cousins. Partnership with an Infernal may offer several advantages to errant Abyssals, who cannot move as freely in Creation as the Green Sun Princes or hide their natures as easily. Individual Abyssals may also be tempted with the knowledge of their past lives, as the sharp and jagged edges of the Monstrance of Celestial Portion rip out memories in the same manner as Lytek's tools. In the end, deathknights and Green Sun Princes find their easy brutality and shared penchant for abusive domination fit well together, when they aren't inspiring deadly rivalries.

The Fair Folk

Of all possible crossovers, an alliance with the Fair Folk presents the greatest difficulties for an Infernal, whether akuma or Green Sun Prince. The raksha have never forgotten the feeling of the Primordials striding across the Wyld, manipulating the shinma like toys and forging a bastion of form and fixation. They have never forgotten, and they hate the inheritors of Primordial power for it. Still, the Wyld is a place of opportunity, and the Green Sun Princes have no qualms about attempting to forge an alliance with the distant cousins of their masters. Solar and Lunar akuma can also encounter the Fair Folk while entering the Wyld for raw materials, and some might be sought for an alliance, for the raksha are nothing if not contradictory.

Infernal Experience

Except as noted in this section, Green Sun Princes gain experience points, spend them and train for new traits at the same rate that Solars do. Note that while they have Favored and Caste Abilities, Green Sun Princes do not have Charms *based* on those Abilities, and none may purchase demon Charms (save the Fiends, who may do so as part of their innate anima ability). Instead, Green Sun Princes treat their patron and one other Yozi's Charms as favored. (No caste has Kimbery or any other Yozi new to the project as a patron, though their Charms may be chosen as favored as normal.) **Exalted,** pages 272–275, covers the rules for gaining experience points, using them to increase traits and training a character. The accompanying Green Sun Prince Experience Costs table gives appropriate costs and training times for Green Sun Prince characters when they differ from the main rulebook values.

Akuma are a different beast altogether. As noted in Chapters Two and Four, the akuma may freely purchase Charms of their native Exalt type, demon Charms and the Charms of their parent Yozi, using all three without any additional mote surcharge for wielding these Charms. Under no circumstances may they purchase Charms of another Yozi, not even with the anima power of an Eclipse akuma. This incredible power comes at a price, as the corrupt Essence of the new Demon-Blood and the Essence of the original Exalt do not combine neatly or completely. Instead, the spiritual friction created by the union works to temporarily slow magical development. Consult the Charm Investiture of Infernal Glory on pages 52-54 for advancement guidelines. The appropriate experience costs for the Exalted may be found in their respective **Manuals of Exalted Power**, as may their Charms (rough guidelines may be found in the **Exalted Storytellers Companion**). Spirit Charms may be found in **The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I—**while demon-specific Charms may be found in **The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II**. If a guideline is needed for Storyteller characters, assume that a greater akuma increases Charms and Essence at approximately half the speed of a Green Sun Prince.

Green Sun Prince Experience Costs

Trait	Cost	Training Times
Patron/Favored Yozi Charm	8	(Min. Essence) days
Non-Patron/Non-Favored Yozi Charm	10	(Min. Essence x 2) days
Martial Arts Charm (Favored)	8	(Min. Ability) days
Martial Arts Charm (non-Favored)	10	(Min. Ability + Min. Essence) days
New Sorcery Spell	9	(spell circle) weeks
Essence (to 3)	rating x 8	immediate
Essence (to 6 and above)	rating x 8	(rating) months


WINE, PORAMO?
WHAT? YES, PLEASE. AND HELP YOURSELF TO A GLASS IF YOU LIKE.
I'M SORRY... I DISMISSED MY SERVANTS FOR THE EVENING.
IT SEEMS THEY TOOK MY MANNERS WITH THEM.
I'M NOT OFFENDED. YOU'VE BEEN SO BUSY.
I'M HONORED YOU MADE TIME FOR A POOR COUSIN FROM THE WRONG CHAMBER.


NONSENSE. YOU'RE FAMILY, CYAN. I ALWAYS HAVE TIME FOR FAMILY. HERE. SIT.
THANK YOU.
AS FOR THE LESSER CHAMBER, YOU'RE MAKING QUITE A NAME FOR YOURSELF.
YOU'VE BEEN NOMINATED FOR PROTECTOR OF THE DEBATE, RIGHT? I'M PROUD OF YOU.
YOU HONOR ME. I MIGHT ACTUALLY GET THE POSITION THIS TIME.
IT'S BEEN A LONG TIME COMING. UNTIL RECENTLY, I'D ALMOST FORGONE ALL AMBITION.
OH? I'M GLAD YOU DIDN'T. WHAT CHANGED?
I DID.
I REDISCOVERED A SENSE OF PURPOSE— A PROFOUND RESPONSIBILITY.
I HAVE A DUTY TO MAKE THIS WORLD BETTER FOR THOSE IT BELONGS TO.
WELL THEN... GOOD FOR YOU.


CYAN, IS SOMETHING WRONG? YOU SEEM WORRIED.
IT'S NOTHING... JUST... WHAT I SAID ABOUT DUTY...
GO ON.
NO I'LL ONLY OFFEND YOU. I SHOULDN'T HAVE BROUGHT IT UP.
I TOLD YOU, YOU'RE FAMILY. SPEAK YOUR MIND. I WON'T BE OFFENDED.
IT'S JUST... I'M WORRIED ABOUT YOU SPENDING YOUR TIME WITH SESUS NAGEZZER.
HE'S A BAD MAN, PORAMO. I'M AFRAID HE'LL LEAD YOU DOWN A ROAD TO RUIN.
WHAT DO YOU MEAN?


THE DRUGS. THE WASTED TIME. THOSE PEOPLE WHO SURROUND HIM.
EVERYONE TELLS SUCH LURID STORIES ABOUT HIM. HE SOUNDS SO AWFUL.
I'M SORRY. I SHOULDN'T HAVE–
IT'S OKAY. I UNDERSTAND, AND I'M NOT ANGRY.
YOU'RE NOT?
OF COURSE NOT. I KNOW YOU MEAN WELL.
YOU SIMPLY DON'T KNOW NAGEZZER LIKE I DO. HE'S NOT LIKE PEOPLE SAY.
HE'S CULTURED AND INTELLIGENT. HE LOVES THE EMPIRE LIKE I DO.
I'M SPENDING SO MUCH TIME WITH HIM BECAUSE WE'RE WORKING TOGETHER.
WE'VE GOT A PLAN TO AVERT A CIVIL WAR.
YOU DO? COULD IT WORK?
IT COULD INDEED. ESPECIALLY WITH THE RIGHT ALLIES.
AN INFLUENTIAL VOICE IN THE LESSER CHAMBER WOULD BE INVALUABLE.
REALLY? TELL ME ABOUT IT.

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INFERNALS

EXALTED SECOND EDITION

NAME: _____ CONCEPT: _____
PLAYER: _____ MOTIVATION: _____
CASTE: _____ URGE: _____

ATTRIBUTES

STRENGTH _____ ●OOOO
DEXTERITY _____ ●OOOO
STAMINA _____ ●OOOO
INTEGRITY _____ ●OOOO
MANIPULATION _____ ●OOOO
APPEARANCE _____ ●OOOO
PERCEPTION _____ ●OOOO
INTELLIGENCE _____ ●OOOO
WITS _____ ●OOOO

ABILITIES

SLAYER

☐ ARCHERY _____ OOOOO
☐ MARTIAL ARTS _____ OOOOO
☐ MELEE _____ OOOOO
☐ THROWN _____ OOOOO
☐ WAR _____ OOOOO

MALEFACTOR

☐ ENDURANCE _____ OOOOO
☐ PERFORMANCE _____ OOOOO
☐ PRESENCE _____ OOOOO
☐ RESISTANCE _____ OOOOO
☐ SURVIVAL _____ OOOOO

DEFILER

☐ CRAFT _____ OOOOO
☐ INVESTIGATION _____ OOOOO
☐ LORE _____ OOOOO
☐ MEDICINE _____ OOOOO
☐ OCCULT _____ OOOOO

SCOURGE

☐ ATHLETICS _____ OOOOO
☐ AWARENESS _____ OOOOO
☐ DODGE _____ OOOOO
☐ LARCENY _____ OOOOO
☐ STEALTH _____ OOOOO

FIEND

☐ BUREAUCRACY _____ OOOOO
☐ LINGUISTICS _____ OOOOO
☐ RIDE _____ OOOOO
☐ SAIL _____ OOOOO
☐ SOCIALIZE _____ OOOOO

SPECIALTIES

☐ _____ OOOOO
☐ _____ OOOOO
☐ _____ OOOOO
☐ _____ OOOOO
☐ _____ OOOOO

ADVANTAGES

BACKGROUNDS

_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO
_____ OOOOO

CHARMS

Name	Cost	Name	Cost

WEAPONS

ANIMA

LIMIT BREAK

☐☐☐☐☐☐☐☐☐☐

TORMENT

WILLPOWER

O O O O O O O O O O

☐☐☐☐☐☐☐☐☐☐

SOAK

B_____ L_____ A_____

HEALTH

-0	☐☐☐☐☐
-1	☐☐☐☐☐
-2	☐☐☐☐☐
	☐☐☐☐☐
-4	☐
INCAPACITATED	☐

VIRTUES

COMPASSION ●OOOO ☐☐☐☐☐
TEMPERANCE ●OOOO ☐☐☐☐☐
CONVICTION ●OOOO ☐☐☐☐☐
VALOR ●OOOO ☐☐☐☐☐

ESSENCE

● O O O O O

PERSONAL ____ / ____
PERIPHERAL ____ / ____
COMMITTED _____

EXPERIENCE





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