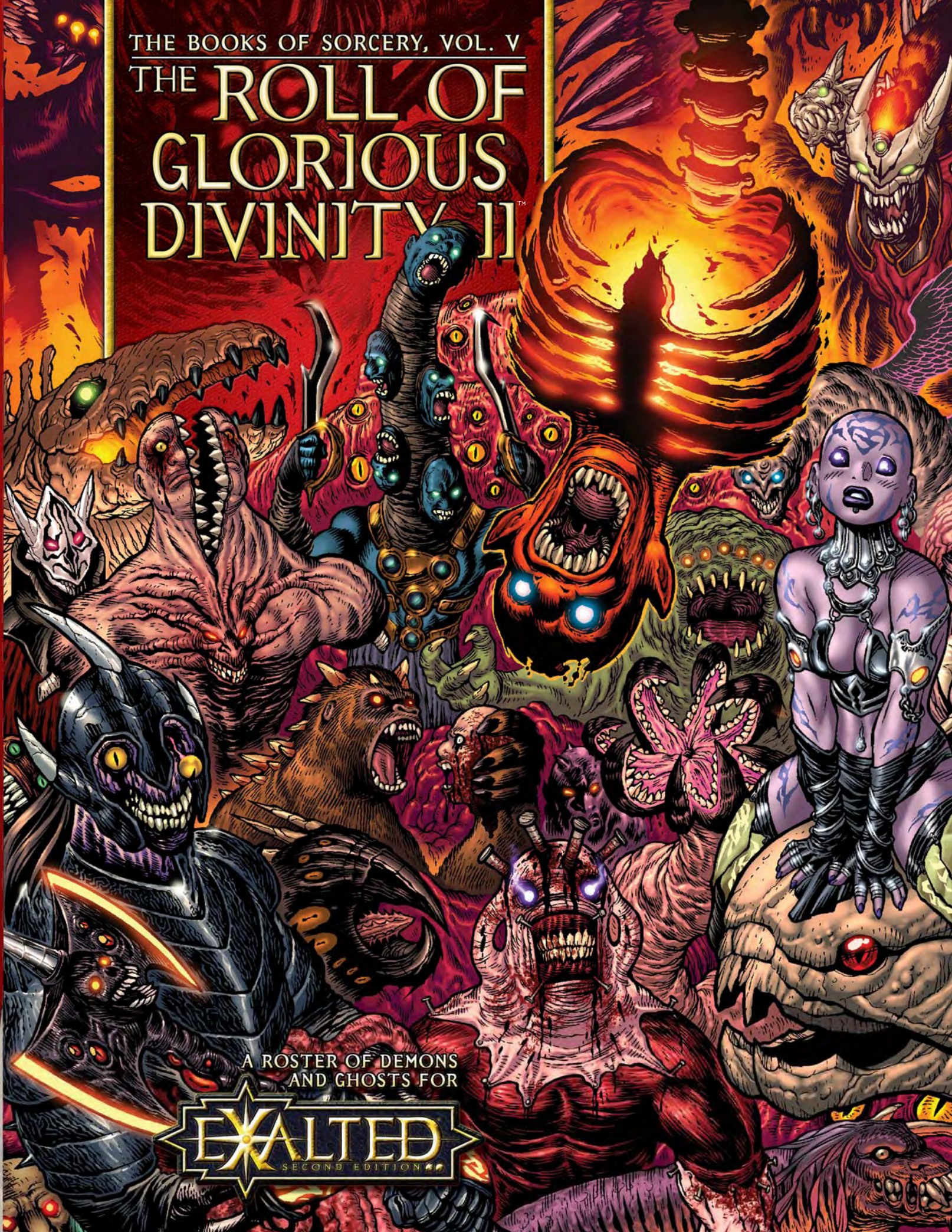


THE BOOKS OF SORCERY, VOL. V

THE ROLL OF GLORIOUS DIVINITY II™

A ROSTER OF DEMONS
AND GHOSTS FOR

EXALTED
SECOND EDITION



THE BOOKS OF SORCERY, VOL. V
**THE ROLL OF
GLORIOUS
DIVINITY II**™

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HEY,
DEMETHEUS.
LONG TIME,
NO SEE.

?!



WHO THE
HELL ARE
YOU?

EASY, EASY.
IT'S KIDALE.
REMEMBER?

KIDALE
IS DEAD!



YEAH, BUT,
YOU KNOW...
I'M BACK.

I SENSED YOU
NEEDED TO TALK
ABOUT WHAT
HAPPENED.



HOW
DARE
YOU?!

WHOA!
WAIT A
SECOND!



HANG ON!
THIS WASN'T
EVEN MY
IDEA!



INTRODUCTION

Everyone fears and courts his own demon.
—Mason Cooley

The Roll of Glorious Divinity II is the last of **Exalted's** Books of Sorcery. It is a book about spirits, but it's not just a book about spirits. The demons of Malfeas and the ghosts of the Underworld interact with humanity often. This is also a book about those interactions.

HOW TO USE THIS BOOK

Chapter One: The Demon Hierarchy explores the demons of Malfeas and their Yozi masters. The chapter examines what it means to be a demon, how demons view Creation, the history of the Demon Realm and how demons interact with Creation's mortals.

Chapter Two: Demonology focuses on the act of demon summoning itself, as well as how this act colors the reputation of Creation's sorcerers.

Chapter Three: The Roll of Demons presents demons of all three circles, for players or Storytellers to use in their games. Presented are 16 First Circle demons, 8 demons of the Second Circle and five of the mighty Third Circle demons. The chapter also presents two spirit Charms unique to demons.

Chapter Four: The Unlives of Ghosts looks at what it means to be a ghost in the **Exalted** milieu.

Chapter Five: Ghost Character Creation presents all the rules necessary for creating heroic ghost characters for **Exalted**.

Chapter Six: Arcanoi provides an exhaustive list of ghostly Charms, divided into categories of interest known in the Underworld as Arcanoi.



LEXICON

The following supplements the lexicon found in **Exalted** and examines the differences between a few precise terms used when discussing the demons and ghosts of the setting. The lexicon also notes not just definitions, but how the people of Creation use these terms.

Abcissic binding: When a summoner binds a demon for a year and a day (or binds an elemental to herself for a month). Compare to *task binding*.

Arcanos: The term for a tree of ghostly Charms.

burnt offering: A sacrifice made to a ghost by his descendants in the form of an object burned in the ancestor's name in the living world that appears to him as a black jade token in the *Underworld* and may be used by him to regain motes or Willpower. It is a form of *memoriam*.

The Calendar of Setesh: An enormous artifact of tremendous power built by the Dual Monarch Setesh to regulate the flow of time in the *Underworld*.

cult: A group dedicated to worship or veneration of a specific being or group of beings. The people of Creation don't use "cult" as a term of denigration—in the world of **Exalted**, cult is a value-neutral descriptive term.

demonologist: An savant or sorcerer knowledgeable in the ways of demons.

effigy: A particular type of *grave goods*, these are small representatives of animals and servants interred with a body that become golem servitors in the *Underworld*.

fetich: A demon of the Third Circle who acts as the defining soul of a *Yozi*. If a fetich soul is slain, the *Yozi* to whom it belongs finds himself remade.

fetter: A place or object that holds tremendous emotional significance to a ghost and helps him resist the calls of both *Lethe* and *Oblivion*.

grave goods: Objects buried with a person that appear as part of his panoply in the *Underworld*. Grave goods represent a form of *memoriam*.

hun: A person's higher soul, which separates from the *po* upon death.

hungry ghost: The *po* of a person that survives beyond death to become a mindless predator.

Lethe: The wiping clean of memories that occurs when a person's *hun* is reincarnated. Those unwilling to relinquish their identities in such a manner linger in the *Underworld* as ghosts.

Malfeas: Both the name of the former leader of the Primordials and the prison city his own body has been remade into to incarcerate his fellow *Yozis*.

memoriam: Sacrificial offerings made by the living for the dead.

Moliation: This Ability represents training in *Arcanoi* that permit one ghost to alter the corpus of another.

necropolis: A city of the dead in the *Underworld*.

necrosurgery: This is the art and science of preparing a corpse for use in necromantic rituals.

Neverborn: The dead-but-dreaming ghosts of those Primordials slain by the Solar Exalted, who birthed the *Underworld* and *Oblivion* as they died.

Oblivion: An active force of entropy and annihilation that physically underlies the *Underworld*.

Pandemonium: This is the term used by ghosts for *Arcanoi*-based effects that permit the dead to directly affect the living world.

plasmic: Any creature of the *Underworld* that is neither a ghost nor created by one. Many resemble animals of the living world, but some resemble no creature that ever lived in Creation.

po: The animalistic lower soul of a person, which separates from the *hun* upon death. See *hungry ghost*.

soulforging: The process by which the souls of the dead are melted down then shaped into useful items or are alloyed to produce soulsteel.

task binding: When a summoner binds a demon to a task forever (or binds an elemental to a task for a year and a day). Compare to *Abcissic binding*.

spirit: Term used by savants to mean elementals, demons, ghosts and gods. Some few savants argue that the Fair Folk are spirits as well, but Yu-Shan disagrees.

Underworld: The land of the dead whose geography mirrors that of living Creation.

Whispers: The dreaming thoughts of the *Neverborn*, which can be sensed and deciphered by some Abyssal Exalts and, much more rarely, by certain ghosts.

Whispers of Oblivion: Psychic whispers similar to those produced by the *Neverborn*, but emitted by *Oblivion*. A ghost exposed to the Whispers of Oblivion typically falls into madness.

Yozi: One of the Primordials who surrendered at the close of the Primordial War and was forever bound in *Malfeas* and forced to swear an oath made on its own names



THE BRASS BELLS FALL
SILENT ONE BY ONE.

AND WITH THEM, THE
SINGING OF THE ANGYALKAE.

EVERY DEMON STARES AS
THE EBON DRAGON CIRCLES.

WHERE HIS SHADOW FALLS, ALL IS SILENT.

AT THIS TIME, THAT WHICH CALLS
TO THE SHADOWS FOLLOWS HIM NOT.

HE REQUIRES ABSOLUTE SILENCE TO
DISTRACT ADORJAN, THE SILENT WIND.

FOR SOON HE WILL MARRY, AND
ADORJAN MUST NOT ATTEND.

SHE MUST NOT STIFLE
HIS BOUND QUEEN'S VOWS.

THAT WAY LIES ONLY RUIN.



CHAPTER ONE

THE DEMON HIERARCHY

Banished from Creation at the end of the Primordial War, the defeated Yozis have spent the millennia since trapped in the prison of Malfeas, where they've spawned whole races of demonic progeny and plotted their eventual return to power. Few in Creation today understand the nature of these mighty chthonic beings, however, or that of the three circles of demons that share their exile.

THE YOZIS

What manner of creatures builds a world?

In the depths of time, when only chaos would be apparent to Creation-born eyes, the Primordials came together. The Yozis now called Malfeas and Szoreny led the effort, though they were radically different then. Together with She Who Lives in Her Name, they concluded that the world ought to be and began selecting

certain world-defining principles known as shinma.

Cecelyne, the Endless Desert, advised them on what space the project might create and inhabit. Autochthon, the Great Maker, devised life and art. Adrián, River of All Torments, breathed in movement and emotion. Oramus, the Dragon Beyond the World, decided what was outside and what was in. The Ebon Dragon, Shadow of All Things, declared colors and influenced the invention of Fate. Isidoros, the Black Boar That Twists the Skies, asserted his distaste for Fate but allowed it in exchange for other considerations. The place-that-became-Creation itself was the domain of Cytherea, the Mother, and Gaia, the World. Many Primordials left their stamp on the project—including some who never stayed to view the fruits of their ideas but chose instead to return to the depths of the Wyld.

One part of their new device was what gods name the Games of Divinity. The Shadow of All Things, who had suggested betrayal, likewise suggested that the gods be incapable of it; still, he acknowledged that they might manage it anyway. Even then, though one or two Primordials idly speculated about the possible applications of the concept, none suspected that they might be betrayed for the Games.

THE BEGINNING OF HISTORY

The world before the overthrow of the Primordials is barely conceivable. For one thing, many times what Creation encompasses today was destroyed by the defeated She Who Lives In Her Name—and mere space was not the only thing lost; souls, beliefs and concepts burned too. For another, the Neverborn took many things with them into death. What few records remain from before the Primordial War use languages, formats and structures that are very hard to understand.

Those who lived through the War fit memory to their current paradigm. Though their memoirs and reminiscences have given historians some valuable information, they are also filled with confusing tangents, odd omissions and impossible turns of phrase. As for the gods, Neverborn and Yozis, each group teaches—and may even remember—a slightly different version of events.

Humanity spent the time before the Primordial War ruled by the Dragon Kings, who in turn worshiped the Unconquered Sun and paid limited homage to the rest of the Incarnae. Largely ignored by the Primordials, the Dragon Kings saw the world's makers as incomprehensible forces of nature. They sent their sacrifices to, and sought vision from, the infinitely more accessible gods.

Seeking heroes to win them seats at the Games of Divinity, the Incarnae hid Exaltations among humans—creatures just competent enough to learn the use of new gifts but even further below the Primordials' notice than the Dragon Kings. The Kings accepted their god's command to foster certain humans, though they didn't understand the purpose until the Exalted came into their power and attacked. For the Dragon Kings, this





YES, BUT WHAT ARE THEY?

The Yozis are inconceivable, unbelievable, immense. Their bodies are worlds and ideas; they have multiple souls, and even their souls have multiple souls. But they're not designed to be confusing. Conceptualizing such vast, inhuman beings presents unique problems. Setting aside in-character concerns, the Yozis need to be grand and mysterious enough to live up to their premise: nigh-incomprehensible world-creating monsters. On the other hand, Storytellers need to be able to understand them well enough to use them.

Thus, the **Exalted** design team patterned Yozis after groups of people (the demons) working toward an agenda (the Yozis' minds) in an environment (the Yozis' bodies). No one on Earth is familiar with the behavior of nigh-incomprehensible world-creating monsters, but almost everyone's familiar with the behavior of governments and corporations, how different branches of an organization can pull in different directions while still mostly sharing the same goals, and how an organization's identity can change if the person in charge dies or retires.

THAT DIDN'T ANSWER THE QUESTION

Where the Yozis came from, what *exactly* they are—these are questions best left to the Storyteller. All that's known is that they created the world and apparently warred with the chaos-born Fair Folk. Perhaps they came from outside chaos and tried to recreate their native world, to the discomfort of the native raksha. Perhaps Primordials and Fair Folk are the same "race" and Creation a disagreement between two factions. Perhaps Primordials are patterns and concepts similar to the shinma upon which they built the world, and only in their existence lies the reality of those concepts.

was a moment of worshipful awe: in amazement, they bowed atop their pyramids and burned ten thousand bloody hearts for the glory of the Unconquered Sun. For the Incarnae, the moment was one they had spent centuries shaping; the Sun paused at the horizon, the Moon waxed full, and other omens unfolded as the gods leaned forward to watch.

For the Primordials, the Exalted uprising was as shocking as it might be for a Dragon-Blooded household to suffer a devastating attack from an ant colony in the slaves' quarters. Their response wracked Creation, and their battle-tactics changed it. Several expressed negative emotions to the Ebon Dragon, but he merely shook his whiskers and stretched his wings, bringing 200 years of darkness.

Once defeated and locked away, the Yozis took stock. Loosely speaking, they were unhappy to be imprisoned, but they had learned much about their opponents during the war. They'd recently sent deer-footed Mara into the world on one important mission, and that-which-became-Szoreny had devised several schemes for exploiting the Neverborn's Great Curse. The Yozis were, perhaps, irritated that they were now unable to fully realize their original plans. Still, now that they'd lost, they had time to consider their options.

Few Yozis consider their surrender to be anything more than a strategic withdrawal. They know escape to be impossible, but possibility might matter little to those who devised it.

A GENERAL HISTORY OF MALFEAS

Ever warping, refolding, crashing to pieces and rebounding, the physical layout of the Demon City has changed uncountable times since it became what it is. Its social structures are slightly less mutable, and forces apply here that are unknown in Creation. In general, Cecelyne oversees the Third Circle and below; demon priests have kept her laws in place for 5,000 years. She has designated Third Circle demons unquestionable: though they may disagree with each other, none below them may argue with their will. Demons of the Second Circle and exceptional First Circle creatures are considered citizens: they hold fiefdoms within Malfeas and rule them as they wish. All other creatures are serfs, and though they may seek to slave for one citizen over another or jockey to change tasks, they have no real power unless they earn citizen rank. Yozis and the unquestionable might order citizens and serfs to do anything, but in practice, they almost all pursue projects unrelated to petty governance and toy with their lessers but rarely.

Having put their lesser souls in order, the Yozis communicated among themselves. They were all changed by defeat, and they had to meet and learn each other anew. Those whose very names had changed included Malfeas and Szoreny; Adrián-now-Adorjan; Sacheverell, whose first self had been the Lidless Eye That Sees, and whose

new eternal sleep was (they concluded) probably for the best. Some Yozis contacted their Neverborn cousins, but even those whose hearts had been destroyed—who themselves had partly died—felt unease speaking to those mad, horrific things. Over the next millennia, only the Ebon Dragon and the Dragon Beyond the World kept communicating with the Neverborn. Many things were accomplished by the alliance, but recently, relations have become strained.

The Yozis may have been pleased to see the Fair Ones bedeviling the Old Realm, but they did not yet attempt to speak to their old enemies. The Exalted, ruling the world, sometimes sent patronizing safaris into Malfeas. This the Yozis endured, suppressing their resentment that they might learn. Many demons went into Creation then, and not solely by means of summoning. An accord known as the Treaty of Limbs protected demonic friends and consorts to the Exalted of the Old Realm—even unbound ones.

A thousand years after the Primordial War, the first Exalted akuma was created. Invested with the Yozis' power, these warped creatures far surpass their peers in skill and magic, losing nothing but virtue and freedom. Any edge might be exploited by the Yozis: naïve sympathy is as easy to twist as greed. They persuaded Exalted who came to see their prison or used their subordinates to bend the ears of summoners. Also, the brass bars of Malfeas have never prevented dreams from slipping out, and many potential agents were converted in their sleep.

Certain plans were derailed by the Dragon-Blooded revolt. For instance, the majority of Exalted akuma then living were slain. Other projects were complicated when the Neverborn seized the moment to send the Great Contagion tearing through Creation. Fortunately, the Yozis gained more resources in the world than they'd had for an Age in the form of demons freed by their summoners' deaths. After successful breakthroughs by the Fair Folk, the Yozis sent emissaries to establish contact and begin bargaining. Other demons began to put down roots in Creation. A number of these agents were killed or sent home by the Shogunate and subsequent demon hunters, but more than a few remain.

In the Demon City, small empires rose and fell. Citizens warred and bargained with each other, expanding and losing fiefdoms by their own skill and the whims of their environment. The unquestionable influenced some conflicts and induced others but paid little attention to the citizenry overall. They had other things to

think of. Ligier fashioned a sword so ideal that seven Solars died attempting to win it; Jacint spent 3,000 years trying to bridge the Endless Desert. As for the Yozis, while almost all value escape, their vast minds have been additionally occupied with other puzzles and goals. Some of these are unknowable, some merely impossible, and some go against each other's interests. Adorjan's plans for silence, for instance, are opposed by at least two of her fellows.

Now, however, the Ebon Dragon has made it clear that it's time to focus. Negotiations with the Fair Folk have gone as expected. Discussions with the Neverborn are less certain, but the Yozis know they can rely on their cousins for some time yet. The current shortage of arrogant Celestial Exalted summoners has been inconvenient, but it is accepted as the consequence of their enemies' weakness and hasn't prevented the Yozis from gathering many more akuma servants in the Second Age. With luck, millennia of bondage are drawing to an end.

SELECT YOZIS

MALFEAS

THE DEMON CITY

Malfeas, once king, hates Creation, and he hates imprisonment. Most of all, though, he loathes his own form. When he first led the Primordials, he had no solid self; the Exalted inflicted that upon him when they defeated and remade him.

If self-destruction were open to Malfeas, he might take that path. It's not, so he commits small suicides. Parts of the Demon City crash furiously into others, arches and causeways collapse with metallic moans, and ruins submerge themselves in murky Kimberly.

Though reshaped into a city against his will, Malfeas retained some control, and his environment seethes with spite. He must admit the magical materials, but steel—so useful in Creation—warps into its component ores upon entering his gates, clattering in pieces to the brazen streets. His greening copper releases invisible toxins, and mortals who come to the Demon City sicken and die in seven days.

Malfeas is also a brass-skinned man known for ecstasies and viciousness. He dances straight through the centers of his streets and performs great, tragic dramas in his largest square. Still, he always employs a certain restraint, for he prefers not to feel the disdain of noble Ligier.



CECELYNE

THE ENDLESS DESERT

Silver sands encircle Malfeas, and their outer edge is infinity. Going outward, the silver blackens and becomes rainbowed with tarnish, and the sky fades from that of green-lit Malfeas to a starless black void. Malfeas's sister Cecelyne contains every desert: baked red earth, fine blowing dunes, even rare stretches of water devoid of life. Her endlessness binds her fellow Yozis. Even if they broke through the brass bars of the Demon City, they would escape into nothing but Cecelyne.

Cecelyne delights in growth. At her edges, snakes and small furred creatures burrow constantly, pulling her sands forward so she expands forever. In the Demon City, her priests bless new births and invest new citizens, for these expand her authority. But in order for her subjects to grow, restrictions must exist, and Cecelyne places these as well.

The creatures that inhabit the Endless Desert are part of her and cannot leave without bringing her with them. When they come to her reaches, they create more of Cecelyne from what they find. They cannot make her other than she is, and Cecelyne endlessly yearns to be more. Thus, in idle moments, she studies the elements that can change a space. She is particularly interested in Szoreny's techniques and silvered her sands in the hopes of earning his attention.

SHE WHO LIVES IN HER NAME

THE PRINCIPLE OF HIERARCHY

Once, the world was greater. That was before the defeat of She Who Lives In Her Name, whose body comprises thousands of flames in crystal spheres. As she felt her prison close around her, she cracked three against its weight and sent fire raging into the world. When the embers had cooled, only Creation was left.

When the Principle of Hierarchy moves, none witness the shift. She is always one central sphere-trapped fire, surrounded by a hundred, with those in turn orbited by 99,997 more. Relocating, she retains the same position and is not seen in transit. Most often, she's found in the Silver Forest, where her flames burn white and hang like lamps among the branches.

An inaudible whisper echoes through the heart of She Who Lives in Her Name. It spreads through her lesser fires and can be heard, understood and repeated only as she wills. Mortals and demons who comprehend her whispered name become subordinate to her and work toward the regimented hierarchies she desires.

She Who Lives In Her Name never sought to rule or make laws in Malfeas. Currently, she is content to cede these things to Cecelyne. She knows that every hierarchy ever designed bears her stamp and feels no need to drag the Demon City further under her sway. Creation, however, is quite another matter. Given control, she would make its order and regulation absolute and would laugh to see gods and mortals realize that they already half know her name. As with Adorjan and her obsession with silence, this goal means everything to the Principle of Hierarchy—more even than escape or vengeance.

ADORJAN

THE SILENT WIND

Adrián, River of All Torments, was a terror to the ancient armies of the Exalted. Razors and ice whipped through her currents, slicing to pieces all who dared attack the Primordials. But one Solar slipped through the horrors of Adrián and killed her heart, the demon Lilike. As Lilike fell, the Solar harvested her final cry to create the Demon-Wracking Shout, and as Lilike dissipated, so too did the River, evaporating into the dry cruel Silent Wind.

Thousands of the Demon City's serfs are tasked with constantly shouting, singing and ringing bells, for only noise discourages Adorjan. Still, she can ignore it if she wishes, overpowering it with the silence she brings. There are only three sounds she will not drown unless she must. The first is the Demon-Wracking Shout, used with great efficacy during the Primordial War and remembered by those who observed that time. The second is the laughter of a child, trapped in a shell and combined with gold and silver. The third is the songs of Adorjan's First Circle descendants—the demjen, katalinae, gyorgyike, jazon, fulope and angyalka. Perhaps Adorjan enjoys hearing these things in the distance and prefers not to ruin them with her approach. More likely, she abhors them. She is known to hate sound and to seek nothing but eternal quiet for the entire world.

Adrián was capable of mercy, but Adorjan never chooses to spare those in her path. The most powerful demons in Malfeas flee her approach, and those who survive her touch bear awful scars. Even as the Silent Wind savages its victims, though, Adorjan has been known to take gentler forms, such as that of a delicate young woman with white jade teeth. Long ago, this Yozi traveled to the dreams of a favored Exalt seven times in seven days. Even as wind-Adorjan destroyed the landscape of his dreams, girl-Adorjan lay with him and bore seven daughters.

Three of Adorjan's daughters joined their father in Creation, and four remained in the Demon City. Kal-manka, the Arrow Wind, carries arrowheads so sharp they nick the brass streets. Vitaris, the Brilliant Wind, blazes up to blind those who face her. Pellegrina, the Grinding Wind, destroys nothing but stone, and for this reason Malfeas's monuments are all of metal. And after the demons' wars leave corpses thick upon the ground, their leaders pray for Kamilla, the Wind of Promise. She comes to carry the bodies away. Some serfs worship her for this, but it is her nature, and she would do it even if she weren't called. In truth, Kamilla is mindless like her sisters and doesn't even know about her cult, but Adorjan's four daughters held sapience before and could be granted it again.

THE EBON DRAGON

THE SHADOW OF ALL THINGS

Solid things cast shadows; minds, hearts and souls contain them. Night and anguish bring darkness. When men and demons walk beyond the light, they find the Ebon Dragon at its limits and their own.

Only the flight of the Ebon Dragon blots out the Green Sun. Only his passage dims the fires of the Principle of Hierarchy. In his blackness, inexperienced serfs fall quiet. Hence, his wake often holds the Silent Wind.

The claws and whiskers of the Ebon Dragon creep through the cracks in the Yozis' prison. Even before the gods' revolt, he loved only doomed things and heard secrets unknown to the Lidless Eye That Sees. Malfeas may loathe captivity the most, but it is the nature of the Shadow of All Things to twist against his bonds. Knowing his persistence, and desiring escape above all else, the other Yozis granted him a measure of the fealty they once gave their king.

They don't swear the same to his new fiancée. She is not their queen. Still, they watch the upcoming gala with great attention. The Ebon Dragon is putting some effort into his preparations, even forging an honor guard from Exaltations he received from the Jade Prison. The event approaches quickly, and several other Yozis have accepted parts to play.

THE YOZIS' NATURE

Those who give demonkind a cursory study will learn that those of the First Circle are a little like Creation's elementals: strange races with group tendencies but some individuality for each member. On most of the races, information is relatively plentiful. Demons of the Second Circle are far more powerful,



Malfeas



like gods. (This comparison, however—if made at all—is phrased in tortured language, for most scholars prefer not to offend any deities.) Some Second Circle demons, such as Octavian, are famous, but on the whole, knowledge is scarce and must be sought in large libraries or occult institutions. Demons of the Third Circle are the subject of some few legends, but hard facts about them are difficult to come by, and their nature is often misunderstood. Understandably, their human forms tend to be best known. It would not be surprising for an educated dilettante to know a few tales of Ligier, but she might not understand exactly why he's called the Green Sun.

In most resources on the subject of Malfeas, the Yozi are mentioned not at all. Though aspects of them (for instance, the Demon City) might be noted, they're put in human terms: Malfeas is most often described as a city rather than a thinking being. A more thorough book might also discuss Malfeas, Brass-Skinned Lord of the Demon City. Few tomes even begin to explain that Malfeas is the Demon City—and that he is *also* Malfeas the brass-skinned dancer, and Malfeas the brass-walled mausoleum, and 10 other bodies besides, all at the same time.

Still, a day's research in a well-stocked sorcerer's library will likely turn up *The Scroll of Limbs*, which was so common in the First Age that hundreds of copies still exist. The *Scroll's* first edition was supposedly compiled by Brigid, Mother of Sorcery. It listed every known Yozi, demon and First Circle race. After Brigid's death, subsequent sorcerers faithfully updated and reissued the *Scroll* almost every century, with the last version dated 70 years before the Solars fell. *The Scroll of Limbs* reveals the many-souled nature of the Yozi and points the way to theories of assorted veracity concerning Yozi bodies and psychology.

THEORIES OF ASSORTED VERACITY

Among learned demonologists, certain things are generally accepted.

First: that the Yozi have many souls, and that each soul is a Third Circle demon.

Second: that each Third Circle demon can occupy multiple spaces at once. (If Ligier is summoned to fight in Creation, the Green Sun will yet shine above the Brass City.)

Third: that each Yozi has one heart-soul, or *fetich*, upon which much of its self-conception is based.

Fourth: that Third Circle beings each have seven souls, each a Second Circle Demon in her own right.

Fifth: that a Second Circle demon will fulfill one of seven functions for her patron Third Circle demon. She will be her patron's ability to reflect, communicate, protect, understand, gratify, express or define. (Yet whether—for example—Berengiere represents Ligier's ability to indulge himself, indulge others or both is a matter of much debate. And there are a number of Second Circle demons that scholars fret and quarrel over, for they don't seem to fit one of the traditional seven categories.)

Sixth: that First Circle demons matter not at all to grand questions about Yozi nature, for they are produced wholesale by the Second Circle. They are children, constructs or stranger offspring and not actually part of their creators at all.

The *seventh*, and most important, premise of all accepted demonology is this: Killing a Second Circle or Third Circle demon carries consequences for the nature of its patron. The patron will be changed, and no observer—not the murderer, nor even any Yozi—can entirely predict the form that change will take. Sometimes, this change seems small. (Prior to the Primordial War, the Ebon Dragon is thought to have been the shadow of himself; when one soul was slain, he merely became himself.) But if a dead Third Circle demon was its Yozi's fetich, that Yozi will lose its name and itself and become something new.

THE LOSS OF A SOUL

In Creation, only myths remain of the horror perpetrated upon the Primordials, but every Malfean denizen knows the tale in detail.

When the Primordials surrendered, wise gods and Exalts conferred on how best to imprison them. It was determined that part of the solution was to remake the Primordials into more tractable forms. With some, such as the Ebon Dragon, this required only minor pruning—the murder of a Third Circle soul with only a slight effect upon its patron. Others, most famously that-which-became-Malfeas, had their very fetiches executed.

This was a lessening of the Primordials, both real and symbolic, catalyzing their transformation into the Yozi. Third Circle demons are instantly recreated after death, for they're necessary to the existence of their masters, but they are almost never greater for it. They lose much of what they were, from memories to capabilities, and what they gain cannot be chosen by their patrons, though it can be influenced.

On the other hand, demons of the Second Circle are more carefully rebuilt by their Third Circle pa-



trons, who can take more time with the task if they wish—choosing important traits to emphasize or qualities to bestow. A Third Circle demon is much weakened by a missing Second Circle soul, however, so such demons rarely take long unless attempting to circumvent a binding.

Demonologists working late in the Old Realm observed that certain Yozi had more souls than they used to, but the scholars didn't get a chance to study this phenomenon in depth before the Age fell. A treatise on the subject, penned by the eloquent Phernike, managed by sheer chance to survive the Shogunate. A 1,600-year-old copy graces the rare book collection of Nexus's Kshaha Library. Her most compelling theory suggests that, when a Yozi wishes to grow a new Third Circle soul, its fetich will develop an eighth "Progenitive" Second Circle soul. The Progenitive demon will then (she explains) either grow or be given souls of its

own, ascending to the Third Circle once it gains the seventh. Phernike does not, however, address the question of why a Yozi might grow in this manner.

A MINOR NOTE

First Age manuals of demon summoning warn that Yozi may possess their subordinates. A patron Yozi may place its consciousness in one of its own Third Circle souls for one day in every year, in one of its subordinate Second Circle souls for one hour in every month and in any First Circle demon for one minute in every day. Only its consciousness transfers—a Yozi cannot use its own powers through a lower-order being—and an attempt to stay too long melts the vessel into a pool of vitriol, killing him.

Few have seen evidence of this capability, but even today, it is known to instructors at every major sorcerous academy, and a clever self-educated demonologist could certainly deduce it. It isn't usually considered

AN IMMORTAL'S DEATH

Demons of the Second Circle and greater are as immortal as puissant gods: they cannot be killed forever by mere swords, or even daiklaves. If torn apart by such a simple weapon, Octavian will reform in Malfeas after a year and a day, retaining his powers, memories and self. There are ways to destroy such beings, however. Charms such as Ghost-Eating Technique (see **Exalted**, p. 221) or Soul Mastery (see **The Manual of Exalted Power—The Dragon-Blooded**, p. 213) will dissipate their spirit victims' substance permanently. Some demons also have certain weaknesses: for instance, a Storyteller might decide that a weapon alloyed with Octavian's own black oil will inflict aggravated damage upon him and could destroy him. When the "death" of such a creature is discussed, the term usually indicates destruction rather than temporary dissolution.

Third Circle demons are forces of nature, with several terrible and simultaneous bodies. Usually, they are totally immune to death by physical assault; their weaknesses are few. Even temporary dissolution of a Third Circle demon is rare. One's death is monumental.

On the other hand, most demons of the First Circle have (long) natural life spans but can be destroyed by anything that dissipates their substance. There are exceptions, though. If not murdered by a demon-killing weapon, a First Circle demon with a devoted cult might return whole from death. Exalted savants of the Old Realm even forged talismans (Artifact ••••) that grant minor demons and elementals the same immunities as their betters. Sometimes, the Second Circle demon that spawned a particular serf can even reconstruct or rebirth it, but even when this is possible, the vast majority of serfs aren't worth the effort.

KILLING A WORLD-CREATING MONSTER

Several Primordials fell against the Solars and became Neverborn. Those who surrendered were spared and imprisoned, either because the Exalted were persuaded against unnecessary bloodshed or because the Primordials' deaths carried consequences the Exalted had learned to fear. But if the Primordials could survive even their fetiches' destruction, how did those ancient heroes kill any of them?

The total destruction of a Primordial's largest body—for instance, melting the brass city of Malfeas into slag—might suffice to destroy it. Alternatively, all its Third Circle souls might need to die in one 25-hour period for one Yozi to become Neverborn. Or if the Yozi are more tightly bound to the ideas they represent than their godly children, perhaps the death of an idea will kill one—the utter removal of order from the universe might well prove the end of She Who Lives In Her Name, for instance.



important. Such possession is rare, which implies that it's uncomfortable for the Yozi involved. The Yozi can't access any of its own power during the possession, so a subordinate thus possessed is not much more of a threat than it usually would be. And what difference does it make if a Yozi experiences something of Creation, so long as it can't accomplish anything significant? The possibility of Yozi possession is mentioned as an afterthought to students, if it's noted at all, and those who worry about it tend to be most concerned about the potential for Yozis to speak vile lies to impressionable young sorcerers.

But the Yozis have kept one vital secret: while a lower demon is thus possessed, no binding may hold him.

THE LAY OF MALFEAS

Every Yozi save Cecelyne (who forms the outside border) is contained within the Demon City. Because many of them are vast places in their own rights, certain Yozis form enormous sectors within Malfeas. Some tolerate a certain amount of colonization and contain one or two citizens' fiefdoms. However, the City itself is the most desirable real estate. The central marketplace is there,

and Cecelyne's laws and investitures are proclaimed from its three main squares. Even with its constant enraged shiftings, it's the easiest environment for most First and Second Circles to cope with; the already existing buildings are an added convenience. Furthermore, Malfeas accepts and even encourages battles within his environs, for he doesn't mind considerable damage to himself. Many Yozis allow no such thing.

Malfeas is a sharp-edged, harshly shining place. The brass of its construction is leavened only by black marble, basalt, black iron and jet. The Green Sun blazes near constantly. Gold and tin grow into vines and blooms with razored petals. Substances resembling water are exceptionally scarce. The most common liquid is vitriol, an acidic element unknown in Creation. Many of the city's rivers flow with obsidian dust, but some are composed of vitriol. The few clouds in the sky are also vitriolic, as is the rare fog that percolates among layers.

There are hundreds of layers to the Demon City—some enormous, some only a few dozen feet square. The wider a layer, the more likely it is to be perforated with large holes, and the Green Sun shines into more buried



places than a visitor might expect. Many darkened areas go unlit, though recent centuries have seen the spread of enchanted tin orchids that glow wan and pale. Causeways, winding passages, metal vines strong enough to climb, and ladders built by serfs connect each layer to the next. Construction is apparently random, though sometimes grouped in districts. Yet, Malfeas has a certain unnerving elegance. Classical pillared halls may be found next to filigreed arches; elaborate pagodas; delicate, straight-walled tenements with rhombus-shaped windows; or handsome, low-slung villas.

Loud and varied noise pours throughout the Yozis' prison, but it rarely grates upon the ear. In their bitterness, the Yozis have made many vile artworks, but none of them can bear ugly music. All Yozis with voices have charming ones, and musically talented serfs are prized above all others. This is not to say that no songs of heartbreak echo through the twisting streets, but even Malfean music that wounds is beautiful.

The dominant culture of Malfeas is wild and bitter. Most demons indulge to excess in various fleshly pleasures. Food is served in small, heavily flavored portions; a normal drink or dose of drugs would be

the equivalent of five for the Creation-born. Sexual relations are rarely affectionate. Cheating in games of chance is expected, though the losers pick fights about it anyway. Violence is so common as to be ignored. The calmest moments are those of Lypothymie, who is both a Third Circle demon and an emotion unique to the Demon City. Lypothymie is something like nostalgia or despair, and she brings a hopeless swoon to those who feel her most intensely.

THE DEMON CONDITION

Serfs are the labor of Malfeas, and they work as their overseeing citizens decree.

Second Circle demons have a variety of reasons for creating First Circle races, but many races aren't intended to serve their makers. Some First Circles, such as the neomah courtesans, have innate professions that the entire race follows and require no orders or guidance. Others—especially unintelligent ones, such as firmin—do nothing, haunting Malfeas as stray animals do mortal cities. Still others work constantly for their masters, needing no food or sleep, finding no opportunities for rest or change



(and often desiring none). Intelligent serfs under lenient citizens find time to gamble, trade in small things, claim small homes in areas unwanted by their betters, run small businesses or work freelance, and do anything else a human might imagine (and some things they can't).

THE TRIAL OF CITIZENSHIP

The condition for citizenship is well known. If a serf demonstrates significant growth and then requests investiture from Cecelyne's priests, it will be judged. "Significant growth" is deliberately vague and has been interpreted in many ways. The evaluation period is seven days. Serfs seeking citizenship who lack powerful mentors, and who exhibit skills that threaten a current citizen's power, are likely to die during this time.

The priests of Cecelyne are supposedly incorruptible, and their judgment is never questioned. None have ever offered sanctuary to threatened candidates during the evaluation period. In the end, applicants judged unworthy are sometimes released without consequence and sometimes punished by Orabilis. Those declared citizens gain the rights to own property and serfs and may only be slain by those of equal or greater rank.

In practice, First Circle demons who earn citizenship are still far less protected than their Second Circle "peers." The death of a Second Circle demon inconveniences its Third Circle patron and annoys its Yozi, so

most aren't murdered without *very* good reason. First Circle creatures enjoy no such protection. Furthermore, citizenship alone does not bestow upon a former serf the ability to return from dissolution. However, First Circle citizens also have no patrons to think of—unless, of course, they strike bargains on the path to citizenship.

STRANGERS IN A STRANGE LAND

Malfeas sees few visitors, but there are inhabitants who don't fit into the demon hierarchy. Even if he has lived there for millennia, the designation for an outsider is always *stranger*. Cecelyne will not attempt to enforce her laws upon strangers, but neither will her priests protect them. Demon-Bloods are never considered strangers; each gains the rank of her demonic parent upon birth.

Strangers have been known to earn citizenship, but claiming the rank is usually not in a stranger's interest. The Infernal Exalted and akuma who inhabit the city need no status but the mantle of their dire masters. Few other Exalts live there, but those who do often choose to trade on their stranger status, outside the law. The Dragon-Blood Gemstone Ocean Hero is perhaps the best-known example. His survival much depends on the fact that he can view azure-edged documents and draw up illegal contracts without suffering Cecelyne's punishments, and he has grown rich doing so. Yet, he must hire rather than own his servants, and he rents his copper townhouse from Makarios.

CERTAIN DEMONIC DESIGNATIONS

The Old Realm dialect spoken in the Demon City contains many antique phrases long fallen from fashion, or totally inapplicable, in Creation. In particular, there is specific language to indicate the relationships of greater demons to lesser. With the First Circle, the phrase is directly translatable: a First Circle race is *born of* a Second Circle demon—for instance, chrysogonae are born of Makarios. But First Circle races are almost never called the "children" of their creators. Such familiarity is reserved for unique births, such as Adorjan's daughters.

Informally, greater demons may be referred to by their single names, but formally, they have titles including their parentage. Thus, Gervesin is introduced to callers as Gervesin, the Dreaming Lord, *shimei sa* Ligier, the Green Sun, *shin giri* Malfeas, the Demon City. This appellation might be shortened to Gervesin *sa* Ligier *sa* Malfeas, for *sa* simply means "belonging to," "known to" or "made of." *Shimei* is thought to represent Gervesin's *Messenger* capacity; it's used for other Second Circles filling similar functions, such as Zsofika. *Shin* indicates a fetich. *Giri* is an unusual adjective, normally applied only to Ligier in his relation to Malfeas. All Third Circle souls have a similar word, granted by their patron Yozis, which Creation's linguists are only sometimes able to translate with confidence.

One other word, *jouten*, might be particularly useful for a visitor to Malfeas. It designates an actual Yozi body: Malfeas the dancer might be pointed out as *jouten*, as might Malfeas the Demon City. There are a dozen more specific words apparently describing degrees or uses of different Yozi selves—but their connotations are so subtle that most demonologists can't use them without starting a raging debate.





CHAPTER TWO DEMONOLOGY

Creation fears the sorcerer.

All fear her for the power she wields—her obsidian butterflies that scythe through the soldiery, her flying guillotine that cuts down the officer, her corrupted words that force silence. Her fatal touch poisons, and with her coin she spies.

Those who know of the five stations say they fear her for her will. Through the fifth station, she demonstrates a will to sacrifice all she values on the altar of her own power. None now master sorcery without embracing this lesson, and none have since before the fall of the Old Realm.

But what the people of Creation fear most is her power and will to command the spirits of Malfears. In the hearts and minds of Creation's peoples, the sorcerer and the demon are inseparable.

THE DEMONOLOGIST

Aside from Emerald Countermagic, no spell is more widely known to the sorcerers of Creation than Demon of the First Circle. All sorcerers know why: amongst all the thousands of spells of the Terrestrial Circle of Emerald, Demon of the First Circle is unquestionably both the most powerful and the most flexible. Sorcerers who reach the lofty heights of the Celestial Circle of Sapphire know the same applies to Demon of the Second Circle, and during the High First Age, Demon of the Third Circle's presence within the Solar Circle of Adamant forced the Exalted of the Deliberative to bend entire cultural institutions around discouraging its use.

One who summons demons is a *demonologist*... but not all agree as to the word's definition. Is a demonolo-

gist a sorcerer who lives for 300 years and only summons one demon her whole life, to answer a single question? Obviously a sorcerer with a constant retinue of Malfean spirits is a demonologist, but what about a sorcerer who only calls them to aid in feats of architecture and never makes use of demonic personal aides?

THE TERRESTRIAL EXALTED

Most anyone speaking of a culture of sorcerers in Creation means the Realm. Of the many civilizations in Creation, the Realm is the mightiest and the most wide-reaching. Satrapies adopt Realm customs, from both Dynastic pressure and a desire by the highest social classes to imitate Dynastic nobility. Where the Scarlet Dynasty holds sway (or held sway until recently), the Realm's attitude toward sorcerers and demonologists is prevalent. Even Terrestrial outcastes, everywhere but in the Scavenger Lands, most often fashion themselves according to the stories they've heard of the Blessed Isle, where the Dragon-Blooded live as kings in Creation's greatest nation.

Within the Scavenger Lands, however, Dragon-Blooded attitudes toward sorcery and demonology are shaped most strongly by Lookshy—and Lookshy's demonologists are not the Realm's.

THE REALM

During each class's third year, the Heptagram's instructors teach their students the principles behind banishing demons or defeating them in combat. During the fourth year, the instructors teach the principles of demon binding, including the particulars of *The Abscissic Guide*. Only during their fifth and final year attending the Heptagram are the Dynasty's young sorcerers-to-be taught the principles of demon summoning.

The Realm accepts that sorcerers will command demons, and much of Dynastic society's unease concerning sorcerers stems from this acceptance—the Dynasty sees little distinction between demonologist and sorcerer. As a result, the Blessed Isle is (as a rule) the best place in Creation to learn how to bind demons safely and the worst place in Creation for a sorcerer to live if she craves acceptance and admiration.

To practice demonology legally, a Realm sorcerer must maintain a demonologist's license with the White Registry, incurring a yearly cost of four minae (Resources ●●●). Qualifying for a demonologist's license entails testing by a White Registry agent, usually requiring Lore ●, Occult ●●●, study of the relevant laws and a background check—those with shady pasts are often





denied the license. Younger sorcerers may apply for an apprentice's license, which costs only one mina (Resources ••) and requires no White Registry testing. However, the apprentice's master (who must be fully licensed) takes full responsibility for any damage the apprentice's demons cause.

Officially, a practicing demonologist may legally retain only three demon aides bound through the Abscissic method. In practice, the limit is only rarely enforced, the fines for violation are minor, and almost no sorcerer who genuinely desires more than three demons will let the law stand in her way. Though skilled demonologists are feared and disliked on a personal level, they're often valuable enough to their families that House heads exert significant pressure on anyone who would bring them up on charges. Like violation of the rules for keeping proper White Registry records, the three demon law is most often used as an excuse to accuse suspected criminal demonologists upon whom no other charge can be affixed.

Sorcerers may legally exceed three demon servants when engaging in large-scale projects, but they must insure their slaves with the Scarlet Throne. This is expensive—typically a Resources •••• purchase for nine months of massed demon labor involving a single demonologist and up to two apprentices, or a Resources ••••• purchase for a project of larger scale lasting the same amount of time.

Regardless of whether the demons are personal aids or a massed labor force, the sorcerer is not held responsible for minor mischief on the part of her slaves—specifically, any fine or financial burden imposed upon the sorcerer by a demon's misbehavior is reduced by a cost of one obol (Resources •). If damages plus the cost of any investigation are less than this “obol exemption,” the sorcerer pays nothing, though she must pay any amount above a single obol (expensive, if the demon is eating people of import). The demonologist is only at risk of losing her license if her slaves begin killing Dragon-Bloods or significant numbers of patricians, or destroying more property than she can afford to replace. Even then, it won't be a criminal matter unless she's found terminally negligent, if the destruction the demons are causing turns out to be under her orders or if evidence arises that she's fallen under the sway of the Yozis.

Bound demons are considered the property of the sorcerer, each usually valued at one shekel (Resources ••). If a demonic labor force causes too much trouble for Immaculate temples or Dynastic residences near the work site, it may end up mysteriously killed or blatantly executed, with the assailants tossing a “demon shekel”

upon each corpse for the sorcerer to find. A sorcerer facing a murdered and paid-for demonic labor force has little legal recourse, so most seek to resolve any problems before things reach this stage.

Of demographics, the over 10,000 Dynasts of the Realm have more or less 1,000 Terrestrial Exalted schooled in sorcery, of which around 400 identify themselves as sorcerers, of which 200 or so are truly skilled. Half of the 400 dedicated sorcerers use personal demon aides on a regular basis and are known fully as demonologists as well as sorcerers, and half the remainder dabble in demonology, summoning demons as needed, but don't necessarily consider themselves demonologists per se. Less than a quarter of the Scarlet Dynasty's sorcerers abstain from demonology entirely, but they suffer the social rejection regardless.

Of the 600 or so Dynasts schooled in sorcery who aren't known as sorcerers (and most often don't consider themselves such), the majority know only Emerald Countermagic and perhaps one or two other spells. Even amongst the 600, however, covert demonology is rampant. At least a quarter (and by some estimates, more than a third) count Demon of the First Circle amongst their meager spells known, and many apprentice themselves quietly to known sorcerers, trading lavish, secret favors for their teacher's aid and—more importantly—*discretion*. Almost no covert demonologists formally admit their knowledge of the spell Demon of the First Circle to the White Registry. This is something of an open secret amongst White Registry agents, who often keep contacts amongst the Realm's covert demonologists in order to stay abreast of more important developments (with the threat of public exposure serving as blackmail material), but most other Dynasts would be shocked to learn how common demonology is amongst those thought schooled only in Emerald Countermagic.

LOOKSHY

Lookshy tolerates demonologists far less than does the Scarlet Dynasty.

Lookshy boasts two sorcerous orders. The older of the two is the Order of the Chaplainry, whose members are known as sohei, or sorcerer-exorcists. Lookshy has no access to the Five Glorious Dragon Paths of martial arts, and sohei are allied closely with the leaders of the Seventh Legion's Immaculate faith, serving a similar role as the Immaculate Order's monks. The Chaplainry disapproves of summoning for reasons both ideological and practical. Ideologically, the Mandate of Heaven empowers the Exalted to call upon demon labor, but

demons belong in Malfeas, and only those Exalts of profound enlightenment can know when maintaining the Celestial Order's proper alignment requires putting it temporarily out of balance. Practically, demons improperly managed cause chaos, and sorcerers densely populate the city and environs, so restricting access to demon summoning is for the Seventh Legion's safety and stability. Demons also keep poor secrets once their periods of service are ended—and Lookshy's greatest military rival has always been the Realm, full of sorcerers who can summon and interrogate whatever demon has just left Lookshy's service.

Lookshy's second sorcerous order, younger and now larger (but hewing to older traditions), grew out of the first, and out of political reforms that followed the Gunzota Incident. The members of this second order are the Seventh Legion's wai tan-junai and shugan-junai, or sorcerer-engineers and sorcerer-technicians, trained at the Lookshy Academy of Sorcery at Valkhawsen in sorcerous traditions common during the Shogunate (when sorcery was not seen as a mystical practice but rather a practical pursuit). The post-Gunzota General Staff originally created the sorcerer-engineers as a source of new magitech after internal audits revealed the former General Staff had grown dangerously lax in insuring against too rapid loss of artifact resources. Although Valkhawsen has become more independent over time (when created, it fell under the sohei's authority, and remains there legally), its wai-tan junai and shugan-junai still hew close to conventional Seventh Legion doctrine with regards to demons as logistical assets (i.e., "for use only when no alternative exists").

Graduates of Valkhawsen have easy access to Emerald Circle Banishment but cannot learn Demon of the First Circle without special clearance. Unlike in the Realm, this clearance cannot be officially bought—and buying it unofficially is difficult, as the new General Staff has been remarkably free of corruption. Only the most trusted and respected of Lookshy's sorcerers (i.e., mostly the sorcerer-exorcists) learn Demon of the First Circle, and as Valkhawsen's headmaster falls further out of favor with the sohei, they increasingly veto requests by Valkhawsen students for the requisite clearance.

Unlike in the Realm, anyone in Lookshy who can cast even a single spell is widely considered a sorcerer, but due to the rarity of demonology and a necessarily pragmatic attitude toward the resources available to it, Lookshy society doesn't look askance at sorcerers the way the Realm does. Almost one in six of Lookshy's Dragon-Blooded know the Terrestrial Circle Sorcery Charm. However, in all of Lookshy, perhaps 100-150

sorcerers are cleared for demonology, most of them sohei, and Lookshy sees these sorcerer-exorcists in nearly the same unapproachable light the Realm sees all its acknowledged sorcerers—though the unease is tinged more with awe than disdain, thanks to the sohei's association with Lookshy's Immaculate faith.

OTHER DRAGON-BLOODED

Outside the influence of the Realm and beyond the walls of Lookshy, thousands of outcastes make their way throughout Creation. For them, sorcery is difficult to learn—unlike the Celestial Exalted, Terrestrials have no memories of their past lives to guide them to knowledge, and without access to the Heptagram or Valkhawsen, the five trials are arduous. Still, the Dragon-Blooded benefit from the Salinan Working as much as any Exalts.

Even amongst the self-taught, demonology remains the most common form of sorcery in Creation—in fact, self-taught sorcerers more often know Demon of the First Circle than Emerald Countermagic. The most eager tutor many would-be sorcerers can find is a demon summoned through thaumaturgy, and such demons adore snaring unsuspecting outcastes in their plots. Self-taught demonologists, lacking access to *The Scroll of Limbs* and *The Abscissic Guide*, tend to live out exactly the sort of stories more educated demonologists dismiss as mere superstition.

THE CELESTIAL EXALTED

Where the Dragon-Blooded are many, weak and limited to Demon of the First Circle, the Celestials are strong, few and may command even the souls of the Yozis. But not very often.

THE LUNAR EXALTED

Lunar sorcerers use Demon of the First Circle as often as Dragon-Blooded do, and for many of the same reasons—construction, war, personal aides. The No Moons try to keep the Circle of Sapphire to themselves, but hardly anyone begrudges a young Full Moon or Half-Moon mastery of the Circle of Emerald. First Circle demons pose less of a risk to Lunars than to Dragon-Blooded, because Lunars are mightier than Terrestrials, so Lunar tutors of sorcery are even less hesitant to teach their pupils Demon of the First Circle than are the staff of the Heptagram. The Lunar propensity for taking on the role of gods in Creation's various barbarian tribes makes it less likely they'll be hated and feared by the mortals around them for calling up the servants of Hell—many a savage "god" demonstrates its power precisely by binding demons to her will.



Demons of the Second Circle are another matter. They're cunning. They can be hard to control. It's because of Demon of the Second Circle that the No Moons try to keep Sapphire Circle Sorcery to themselves—called up without proper preparation, the least souls of the Yozis can ravage a nation.

Those Lunar sorcerers who subscribe to the Mishiko's philosophies sometimes look down on demonology, as Mishiko espouses freedom and demonology exploits slavery. But Lunars are survivors, and they haven't survived this long by ignoring the resources within their grasp.

THE SIDEREAL EXALTED

Sidereals don't summon demons very often, for two reasons: First, demons aren't allowed in Heaven, where Sidereals spend much of their time; and second, what time Sidereals don't spend in Heaven, they often spend addressing causal errors resulting from demonic tampering in Creation. Few are eager to create more work for themselves, and only slightly more are eager to create more work for their fellows. An obtrusive demon retinue can also make it difficult to maintain a false identity, of which most Sidereals keep several.

Only about 30 percent of Sidereal sorcerers make use of demonology regularly. The most common task set before demons called up by the Seers is sentinel duty—demon slaves often guard sites important to the Five-Score Fellowship. First Circle demons are within fate as long as they're in Creation, and they can act as sentinels eternally, so they avoid the major problems Sidereals have with demon summoning.

Where Sidereal demonologists excel is in knowledge. They have essentially unfettered access to all of Heaven's lore regarding the denizens of Malfeas. While this is ostensibly so they can fight demonic influence more effectively, it also means that, when a Sidereal does summon an infernal slave, she often knows exactly how best to make use of it—or believes she does.

THE ABYSSAL EXALTED

Where the Sidereals possess reams of printed records, the Abyssals possess mentors with first-hand experience in dealing with powerful demons.

But Abyssals tend to concentrate on learning necromancy, and it takes the Onyx Circle of the Labyrinth to call up even a Demon of the First Circle. As much as the Deathlords know of correct demon usage, they often prefer their students learn the arts of death to the arts of Hell. As excellent servants as demons make, ghosts are better in the long run for most tasks—they

can create a manse without demonic eccentricity in its design, they can serve a master personally forever, and they can be cowed using the same techniques that strike fear in the hearts of living mortals. The Abyssals turn to demonology most often for those specialized tasks for which no ghost or spell of necromancy is optimized.

Demons, for the most part, relish any opportunity to place rogue Abyssals under their sway, so the Chosen of Death on the run from their masters often find demons make excellent servants... at least up until they try to enslave their "masters."

THE SOLAR EXALTED

The Solar Exalted are as yet too fractious to make any single statement about their approaches to demonology. They come from all cultures and all walks of life. They share only access to the Salinan Working and memories of a time when they strode Creation as the Princes of the Earth. The demons, for the most part, are unsure of what to make of these young upstarts. The Solars of old were magnificent, and the spirits of Malfeas offered them grudging respect. The new Solars are not nearly so powerful. Can they be made tools, or is the attempt to make them so unwise?

So far, the demons have taken a wait-and-see approach to the reborn Lawgivers. A few try to enslave the Solar Exalts to their own use, but their fellows advise caution. The Solars grow in power fast, and today's slave might throw off her shackles and become a free sorcerer tomorrow. Many demons continue with plots they ran before the Solars re-emerged, treating their bondage as an inconvenience to be weathered rather than an opportunity to be savored.

Where Solars excel in demonology is their ability to call forth Demons of the Third Circle. If any have done so since the Empress's disappearance, Creation at large is unaware, but it's only a matter of time until a young Chosen of the Sun prodigy makes the attempt.

MORTAL DEMONOLOGISTS

Not all demonologists are Exalts. Mortals thaumaturges, too, call up demonic spirits to do their bidding—and the practice is not quite as dangerous as one might assume. Many Malfean spirits are happy to find allies in Creation, and if those allies are mortal, so much the better—mortals are easier to enslave. See *Exalted*, page 138, and *The Books of Sorcery, Vol. III—Oadenol's Codex*, page 135 for more information on the thaumaturgical Art of Demon Summoning.

What demons tolerate from mortal thaumaturges, they're less forgiving of in mortal sorcerers. When one



of the rare mortal initiates of the Circle of Emerald tries to cast Demon of the First Circle, she discovers something terrible. The spell can call the demon forth but offers no binding (as that is dependent on the pledge of servitude made to the gods and Exalts alone at the close of the Primordial War), and many demons take offense at a mortal attempting their enslavement. Demons willing to “play nice” with a properly deferential thaumaturge aren’t so willing when they’re called out of Malfeas on pretense and bidden to serve one with no right to demand service. This isn’t a secret. Mortal sorcerers who attempt a casting of Demon of the First Circle are rare in the Age of Sorrows.

CHOOSING A DEMON TO SUMMON

For any given task a sorcerer wishes to accomplish, Malfeas holds a demon, or five, or a dozen. Erymanthoi aren’t the only demon brutes. A sorcerer who calls forth a demon by the purpose she wishes it to serve is as likely to receive a specimen she’s never heard of as one with which she’s familiar. As all demons are eccentric, sorcerers from the time of Brigid onward have kept careful records of which demon breeds make the best soldiers, the best builders and the best clerks. Unknown, unpredictable demons are a danger, if not to the sorcerer herself then to her agendas, her reputation or, at very least, her peace of mind.

OBSCURITY

The demons in Chapter Three each have an *Obscurity* trait. Obscurity measures how common is knowledge of any given demon amongst the mortals of Creation, and particularly amongst the societies dedicated wholly or in part to demonology—the No Moons of the Silver Pact, the Mnemon Darik Society, the sohei of Lookshy and the Marmorean sisterhood are just a sample of the dozens of groups dedicated to demonology across Creation. The Obscurity trait is two numbered thresholds separated by a slash. The first threshold measures how commonly known is the demon or demon species’ name and a general idea of its nature. Creation is full of stories of the blood apes called erymanthoi and the green sun named Ligier. Beyond such simple facts, common knowledge of demons is rife with misperception, exaggeration, speculation and lies—but a summoner needs only a demon’s name (or the name of its race) to call it forth.

The second threshold marks how common is *accurate* information about the demon in question. Storytellers, you have broad discretion when deciding how much information the second Obscurity threshold

SORCERY BY PROXY

Demons who learn sorcery cannot use it to summon or bind other demons—those spells draw from the lingering power of the binding oaths the newly forged Yozis swore at the end of the Primordial War, which twisted them into their current forms and placed their souls into a forever submissive position.

As for demons and other types of sorcery, demon sorcerers are harder to summon than many demonologists would like. As a rule, Terrestrial Circle sorcerers have no hope of binding a demon sorcerer to slavery. Whether a demon knows sorcery or not is one of the few things the demon-summoning spells can’t distinguish, so a demonologist who wants a pet sorcerer needs to know the demon individually first—and demons of the First Circle with Terrestrial Circle Sorcery number perhaps a dozen at a time, with a high rate of turnover (Lucien makes examples of those he finds) and much secrecy amongst the survivors.

Demons of the Second Circle often learn the Circle of Emerald, but only the most powerful and canny learn the Circle of Sapphire. In rare cases, a sorcerer in need of a particular spell may call up a Second Circle demon to cast it for her, but this is both risky and inconvenient, as demons of this Circle can be summoned only on the night of the new moon or during Calibration—it’s often quicker for the sorcerer to simply learn the spell herself. A few demonologists bind Second Circle demons expressly to act as pet sorcerers, but the demons most skilled in the sorcerous arts are those most willful and difficult to bind. Throughout history, sorcerers *have* made a habit of calling up demon sorcerers as tutors, however.

Third Circle Demons are often expert sorcerers, but they’ve not been seen in Creation since the fall of the Old Realm.

represents, but a good guide would be to ask yourself this: “Assuming this demon has been summoned repeatedly by demonologists over the past several thousand years, and assuming many of those demonologists kept reasonably accurate records to pass to their students, what would a well-educated savant learn from reading scholarly compilations of those records?” The second threshold doesn’t measure total knowledge—if Octavian





has a secret weakness, characters won't automatically learn it merely by purchasing Occult 5 or Backing (Sohei of Lookshy) 3.

Note that Obscurity is not absolute. As a measure of cultural awareness, it shifts from culture to culture. The eristrufae are mildly obscure throughout most of Creation, but in the West, where sailors tell tales of the demon fog, the eristrufae are more commonly known. Demons totally unknown to Creation have no Obscurity trait.

Two ways exist to use Obscurity:

Automatic: Take a character's Occult score and subtract two. The character automatically knows of every demon with an Obscurity rating equal to or lower than the result—the name and a brief description, if (Occult - 2) is equal to or greater than the first number, and the full details if (Occult - 2) is equal to or greater than the second number. For example, everyone with Occult 3 knows not only of the blood apes, but as much about them as there is to know, for blood apes are simple creatures without a secret nature. Neomah are similarly well known, but being more complex, only characters with Occult 4 or more automatically know the full details of the demon courtesan's reproductive habits.

Should a demonologist possess the Backing Background in an occult organization with a focus on demonology, she automatically has access to records of every demon with an Obscurity rating equal to or lower than her rating in that Background—sorcerous societies tend to use knowledge of the more exotic forms of demon as enticement for sorcerers to involve themselves more fully in societal affairs. Should she possess the Backing Background in an occult organization dedicated to sorcery in general but not demonology in specific, her Backing is treated as one lower than normal for this purpose. The Lookshy Academy of Sorcery at Valkhawsen is a sorcerous society, but not dedicated to demonology or its practice, but Lookshy's sohei dedicate themselves to demonology first. Backing (Valkhawsen) is worth one less dot than Backing (Sohei of Lookshy) for purposes of Obscurity. Most Realm sorcerous societies dedicate themselves to demonology first, including the Heptagram, due to demonology's common practice amongst the Dynastic sorcerers.

Rolled: Should a character not qualify to automatically know the name or the details of a given demon or demon species, there's still a chance she's heard of it in passing and might remember. Roll the character's (Intelligence + Occult). If the roll garners successes equal to the first number, she knows of the demon or species in passing. If the roll garners successes equal to the second number plus 1, she is well-educated in the

demon's or demons' habits and behavior. Should the roll fail, the sorcerer has not encountered knowledge of the demon or demonic race in her life and travels (or cannot recall encounters with it during lives past, in the case of Celestial Exalted), and must research before her player may roll again.

DEMON OBSCURITY

Demon	Obscurity
Eristrufa	2/3 (1/3 in the West)
Erymanthus	1/1
Infernal Worm	2/2
Kimbery's Dawn	3/4
Neomah	1/2
Octavian	2/3

RISK ASSESSMENT

How dangerous is demonology really?

Short answer: Much less dangerous than most non-sorcerers assume, but somewhat more dangerous than most demonologists like to admit.

Demon summoning works. Most demonologists profit by it. Everyone hears stories about the sorcerers who let their slaves get the better of them, and who get pulled off to the Demon Realm as a result of meddling in forces they can't understand. These stories are popular because they're memorable, and they're memorable because the events they concern are rare. Hopping puppeteers are infamous for killing infants, so the most common story about the sorcerer-architect using hopping puppeteers to build her mansion involves her discovering once the task is finished that she no longer has a family to inhabit it. The story doesn't mention that sorcerers are fully aware of the hopping puppeteers' attitude toward babies, that sorcerers make a habit of keeping children away from demonic construction sites and that the White Registry records no Dynastic sorcerer losing one of her own children to a hopping puppeteer in over two centuries.

Summoned demons tend not to be dangerous to the sorcerer's body. They are often not dangerous to the sorcerer's allies. They are, however, demons. They remain true to their natures. They're dangerous to bystanders. Even "benevolent" demons, such as Berengiere, carry a different set of priorities than human beings. If they behave in humane ways, they don't do so for human reasons. Demons are broken, and summoned demons doubly so. Broken minds are eccentric.

Demonologists spend most of their lives facing the ignorant discrimination of their non-sorcerer peers

"BALANCE"

This system doesn't attempt to balance demonology by making the most useful demons the most difficult to find. Up to a point, the more useful a demon is, the more demonologists will write about it, and the more knowledge of it will disseminate amongst Creation's sorcerous societies. The more powerful and dangerous a demon is, the more infamous it becomes, and the more sorcerers speak of it amongst each other when they discuss their craft. Most demons with mid-to-high Obscurity ratings are unknown *not* because they possess secret, world-shaking power and are meant to be kept out of the hands of players' characters, but because demonologists don't take an interest in them.

Several obscure demons are powerful and secret—world-changing forces all on their own, and weapons concealed by all with knowledge of them. They're the exceptions.

SIDEREALS

The Sidereal Exalted don't use this system. Any Sidereal with any Backing in any Bureau of Yu-Shan has full access to the names and details of all known species of demon of the First Circle, and most individual demons of the Second and Third Circles. Sidereals are expected to fight the forces of Malfeas on a regular basis, and Heaven has learned not to send its agents in uninformed. A Sidereal who engages in irresponsible demonology (including leaking Heaven's secrets in a demon servant's presence) will face censure should her superiors discover the practice.

(if they have any). They're aware of how badly misunderstood they are, and they often make a common mistake—they assume the slanderous cautionary tales are all wrong. They think, "Those sorts of things don't really happen." Most of time, such things don't... but all stories begin somewhere, exaggerated though they may become. And many demonologists, invested as they are in believing their critics are wrong, turn a blind eye when their critics turn out to be right.

Summoned demons are dangerous to the sorcerer's principles and resolve. The greatest danger of demonology is how useful it is. Sorcerers face genuine temptation to delegate their daily routines to demon slaves—more intelligent than any mortal slave, more obedient, and



supernaturally puissant besides. With enough demons, any task becomes possible, and even the problem of too many demons to manage is *itself* easily managed by summoning more demons and delegating authority. The stories mortals tell of the sorcerer recreating the hierarchy of Malfeas in Creation, with herself in the role of a Yozi, are rooted in fact, and such a sorcerer, even if she doesn't mean to be, is a menace to Creation. Even without the Great Curse, such a demonologist might be driven to excess or just neglect to reign in her demon army—and she is *not* without the Great Curse.

In such cases, martially inclined bystanders often take preventative steps.

THE SPELL

Five days before the sorcerer begins the ritual, the demon's senses clear. It puts aside its tasks and, in a near trance, sets out from Malfeas. It journeys through the Endless Desert for five days, and on the fifth day, at midnight, the moment the sorcerer's ritual reaches a crescendo, it pushes through the barrier separating Creation from Hell.

Solars during the First Age spent a great deal of time studying this phenomenon, with teams of researchers stationed in Malfeas who would watch a demon scheduled to *possibly* be summoned (determined randomly) five days hence. They determined that the demon always leaves for Cecelyne if the summoning occurs and never leaves if it doesn't. The quantum motonic theories derived from these experiments were the basis for much of the more advanced late-Deliberative technology. Second Age savants can grasp only the basics of these theories, and much of the advanced principles are now beyond the likes of everyone save the eldest of Sidereals.

A sorcerer cannot summon a demon already in Creation, even if that demon normally has no trouble appearing in multiple locations simultaneously. Once summoned, the sorcery intertwines the demon's future and the summoner's; until the spell's duration ends, none other can bind it. Because of this fact, demonology interacts poorly with other forms of Heavenly binding—specifically the Eclipse oath. A demon *ordered* to swear an Eclipse oath will suffer the normal consequences for breaking it, up to a point. The moment the demon suffers the first botch, its binding breaks, and it finds itself free. Once the binding is broken, so is the oath. Should the first botch delay until after the binding naturally expires, or should the demon not break the oath while bound, the oath likewise ends at the binding's culmination. Sorcerers cannot layer obligations on their servants easily.

MECHANICS

As the **Exalted** rulebook details, the mechanic of summoning spells divides into two stages.

First, the binding roll: A series of resisted rolls between the sorcerer's and the demon's (Essence + Willpower), with victory going to the first to score three more successes than the other. The sorcerer's player can penalize demon's player by spending motes beyond the spell's base cost. For Demon of the First Circle, every extra five motes the sorcerer spends inflicts a -1 internal penalty to the demon's roll; Demon of the Second Circle and Demon of the Third Circle increase the cost to 10 motes per -1 internal penalty.

Second, the banishing roll: Should the sorcerer fail to bind the demon, her player may make a reflexive (Wits + Occult) roll at difficulty 3 for the character to banish the demon back to Malfeas, with failure loosing an unbound demon on Creation.

In addition to penalizing the demon's player's roll, the sorcerer's player possesses two ways to bolster her own.

RITUAL IMPLEMENTS: THE CAGE

As the spell description notes, summoning a demon requires ritual implements to perform properly, with a lack of such inflicting a -1 external penalty to the sorcerer's binding roll and a -2 external penalty to the banishing roll. The sorcerer uses these materials to form a literal or metaphysical cage, which the spell reproduces in the demon's mind, entrapping its will. Regardless of what form they take, by default these implements consist of a permanent structure, costing Resources ••, and expendable components, costing Resources • per demon summoned.

The player of a sorcerer who creates a more elaborate cage (a one-time Resources ••• purchase) gains +1 die to binding rolls. More rarified components (Resources •• per demon) also provide +1 die. These bonuses are cumulative.

The Resources cost measures the rarity of the components. The materials the demonologist uses to create the cage need not be literally purchased with currency, and summoners in rural societies need not venture into Creation's cities to acquire the necessary materials. See "Folk Resources" in **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 7, for further discussion.

BOUND BY OATH

To further break down the demon's resistance, the sorcerer may, during the binding process, offer the demon a chance to swear an oath of further restriction.

SURVIVING THE SUMMONING

As a rule of thumb, when summoning a demon with less than 10 dice in its (Willpower + Essence) pool, a one-die edge translates into a two-thirds chance of victory in the binding roll. Having two more dice than one's opponent gives a three-quarters chance of victory. Four extra dice brings it up to nine chances in ten. For more powerful demons, a two-, three-, or six-die edge gives similar results.

For true safety, a sorcerer should subtract three dice from her binding pool and halve the result—that's how many dice she can afford to let the demon's player roll. This edge gives the sorcerer somewhere around a 99 percent chance of victory in the summoning contest.

Should the demon accept, this binding oath provides the sorcerer's player with two automatic successes to one of her binding rolls. She may offer, and the demon may accept, more than one oath.

Typically, these oaths offer mutual benefit, specifying some freedom the sorcerer will allow the demon in exchange for some task the demon will perform above and beyond that which the spell mandates. Oaths need not be mutually beneficial, however—in swearing, the demon accepts the validity of the binding, which weakens its resistance even if the oath is purely for the sorcerer's benefit. If the sorcerer wishes to trick the demon into accepting an oath with no benefit to itself, the demon's player uses the rules for reading motivation (see **Exalted**, p. 131).

A demon that violates an oath made during the binding process dies. If it's a demon of the First Circle, death is instant and permanent as the demon visibly rots away to nothing. A demon of the Second Circle evaporates into dust and vapor—its Third Circle demon will eventually recreate it. A Third Circle demon reincarnates into a new form instantly, its nature changed enough that the old oath becomes invalid.

A sorcerer who violates an oath suffers a dire fate. At some point in the future, all her bound demons will go free. This happens once for every oath she breaks. Rarely, a sorcerer evades a broken oath's consequences by dying before facing this calamity (it can be years or even centuries before the demons are freed) or by dismissing all her demons and forswearing demonology thereafter, but no other method of escape exists.

TASK BINDING

A demon bound to a task gains that task as a new Motivation in addition to its existing Motivation. Though provided through magic, this new Motivation is in all ways real and confers all the same benefits as a normal Motivation. If the new Motivation and the old Motivation conflict, the demon's player may spend a Willpower point for a chance to ignore the imposed Motivation for a day. Otherwise, the demon's desire to fulfill the task to which it's bound takes precedent. The demon's player may not spend a Willpower point to ignore the imposed Motivation unless the previous Motivation forces a conflict.

If the sorcerer has a task in mind when she begins the summoning, the spell will call a demon with a Motivation compatible to the task, unless she deliberately works the magic otherwise (for example, binding an demon she knows by name to a task she knows it opposes, as punishment or for amusement).

MASS SUMMONING

For players who wish their demonologists to embark upon grand projects requiring dozens or hundreds of demon servants acting in concert, these rules provide a way to do so without making dozens or hundreds of individual binding rolls.

Every task a group of demons could perform has a Scope, representing the number of demons required to perform it. When judging how many demons a task requires, assume each First Circle demon is worth three skilled mortals or one heroic expert. Use this system for tasks of Scope •• or greater. This is an abstraction, representing many nights spent casting the spell *Demon of the First Circle* repeatedly, and binding each demon in turn to whatever task the sorcerer has in mind—and *not* to the sorcerer's will. It also assumes all the demons are bound to the same goal, though the actual phrasing the sorcerer uses may vary from demon to demon. When building an army with the purpose of sacking Gem, for instance, she may bind *erymanthoi* to commit violence upon its structures and citizens, *peronelle* to enhance the *erymanthoi* in combat and *sesseljae* to give the blood apes support, but the end goal of all three groups of demons is to efficiently destroy the city. When working at this scale, the actual makeup of the demon army is important only for when the sorcerer's player wishes to enhance the group's progress through stunt description.

Demons bound to a task will generally wish to carry it out as quickly as possible and may be difficult to restrain from doing so. Once bound, they are loyal to the task and *not* to the demonologist. They will generally follow their master's instructions on how best to carry



out their purpose, or the instructions of a lieutenant she's designated, but they will ignore pointless orders ("wait here for a few days," "stop spinning towers of brass and fire," "don't eat my cat," "detour and destroy that town") and may attack the sorcerer if she attempts to hinder them, just as they'd attack any obstacle.

A force of (Project Scope - 2) is totally ineffective at accomplishing its goal. The demons will attempt vainly to fulfill their purpose, gaining no progress until their numbers reach (Project Scope - 1).

A force of (Project Scope - 1) is *largely* ineffective—typically, it makes progress, but at one-tenth the rate it should.

A force of (Project Scope + 1) is only somewhat more effective than a force of (Project Scope). Any task has room for only so many demons at a time. Extra demons in this amount halve the time required to finish the project or ensure increased quality in the final result.

A force of (Project Scope + 2) cannot apply itself effectively and provides no benefit over a force of (Project Scope + 1).

Demons set toward a violent task incur constant losses at a force size of (Project Scope - 2). The demons make no progress, and in throwing themselves into the fray, deplete their numbers as fast as the sorcerer can call them up. A sorcerer faced with this problem has two traditional solutions to choose from. The first solution is the simplest: Immediately after summoning the demons and binding them to their task, she imprisons them, and keeps them imprisoned until they attain sufficient numbers to have any hope of reaching their goal. Unfortunately, the sorcerer who does this makes herself a valid target for her own demons' wrath. The alternative is to supplement the demonic forces with mortal or Exalted backup, until she's called forth enough demons that she can withdraw her non-demon troops.

Demons set toward a violent task and with numbers of (Project Scope - 1) still suffer losses, but slowly, and the sorcerer can summon new demons fast enough to eventually reach (Project Scope). Once the force of demons reaches (Project Scope), the losses it continues to suffer have been accounted for in the initial planning period, and the demons will complete their task



with no further replacements needed... assuming no unplanned-for complications arise.

ABSCISSIC BINDING

Late in the time of the Old Realm, an anonymous Silurian sorcerer authored and began quietly distributing *The Abscissic Guide*, which would turn out to be the most influential work on the subject of demon summoning written since *The (first) Black Treatise*. The work was short, simple and came in two parts. The first was, by the scholarship standards of the time, unremarkable: a simple essay on demonology and thoughts on its further codification. The second was a series of 43 illustrations—nine major and 34 minor—conveying purely through art a comprehensive set of theories behind the cracks in the demon mind and how a sorcerer might break the will of her intended slave to her exact specifications. Created through the sort of skill only within the realm of a Solar during the High First Age, the illustrations instantly convey their intended meaning, and a student of the *Guide* need barely study.

To bind a demon, a sorcerer must first break its will. *The Abscissic Guide* describes the most overwhelmingly common manners in which demon wills break when subject to the pressure of binding sorcery. A sorcerer familiar with the work can choose which points of weakness to target.

The Abscissic Guide spread through First Age sorcerous societies as quickly as any innovation could have. Sorcerers soon realized the unified theories presented therein explained almost every behavior they'd ever seen from demon servants bound directly to a sorcerer's will. Nearly all sorcerous traditions adopted it into the canon of demonology scholarship, and some even set about adapting its principles to the purpose of elementalism.

Availability and Cost: The nine major and one of the minor plates are common, available together as a single Resources ••• purchase in the Realm and the major cities of the Threshold. Twenty of the minor plates are rare and available only to collectors—assuming a character can find someone willing to sell such a treasure, each usually costs Resources •••• plus whatever favor the character must perform to persuade

PROJECT SCOPE

The following time estimates assume the sorcerer fails reasonably often to bind the summoned demon but succeeds—except on the occasion of an incident—at banishing or efficiently killing the thing called forth.

Scope	Summoning Time	Servitor Compliment
•	N/A	One demon
••	Six days	Pack (3-5 demons)
•••	30 days	Mob (15-20 summoned workers, 1-5 summoned taskmasters)
••••	180 days	Horde (80-120 summoned workers of varying species or types, 20-25 summoned taskmasters, 1-5 summoned or assigned leaders and savants)
•••••	1,800 days	Army (1,000 demons or elementals and an appropriate administrative hierarchy)

Do not individually resolve the binding roll for each demon. Instead, to represent the demons' side of the binding, roll 10 dice, and add the project's Scope as automatic successes. The demonologist's player rolls (Willpower + Essence) normally. She may spend Essence to reduce the demons' dice pool, but must pay the cost every night of summoning.

For every success the demons score in excess of the sorcerer, the project is marred by a single incident—a scene or story wherein something goes horribly wrong as the result of a loosed demon. When appropriate, and especially in games where martial conflict with demons is rare and the players enjoy a good fight, such an incident is simply a demon who breaks free and attempts to kill the sorcerer. In games where such a method of resolution would be boring, an incident could be anything from a demon escaping to plague the local landscape, to a demon pretending to succumb to the binding and then sabotaging the project from within, to a botched ritual and an inadvertently freed Second Circle demon.

the seller to spread the knowledge. Thirteen of the minor plates are thought lost and would be Resources ••••• purchases were they reintroduced to Creation. In the Realm, the common tome is widely available—all the libraries of the Blessed Isle with books restricted to Dynasts carry a copy of *The Abcissic Guide*, and anyone eligible to read such books may do so. Storytellers should assume any character with enough dots of Occult to qualify for the Terrestrial Circle Sorcery Charm is familiar with this material, unless unfamiliarity with the subject is a plot point.

ABCISSIC MECHANICS

A demon bound for a year and a day to a sorcerer's will gains a Limit track and conditions by which it gains and loses Limit. Each major plate aligns itself with a Virtue—to summon a demon using one of the Abcissic plates, the demon must have that plate's Virtue at 3 or more. Minor plates, much more specific and narrow in their purpose, align themselves with other traits. (When summoning First Circle demons, remember that every demon in Malfeas is an individual, even demons of the First Circle. While the vast majority of a demonic

race possess identical traits, somewhere in Malfeas lies an exception, which the spell will naturally seek out should the sorcerer require it.)

When circumstances place the demon in conditions in which its Limit gain condition applies, roll the relevant Virtue or other trait. The demon gains one point of Limit per success. Players of sorcerers seeking to reduce a demon's Limit describe methods by which their characters do so. Usually, each stunt die garnered by the description reduces a demon's Limit by one, to a maximum of one such stunt per scene of interaction with the demon. Several plates have more specific Limit reduction conditions. Throughout the following descriptions, *low Limit* refers to a Limit of 0 to 3, while *high Limit* refers to a Limit of 7 to 9.

Each plate also has two Limit Breaks. The sorcerer chooses which plate to use but has no power over which of the two Limit Breaks the demon manifests when it reaches Limit 10. A demon experiencing Limit Break regains Willpower as if it were a Solar Exalt. In most cases, after a demon's Limit Break concludes, its Limit drops immediately back to zero. Storytellers are also free to design new Limit Breaks for each plate, accord-

A YEAR AND A DAY

Creation's year is 420 days long. Calibration accounts for an additional five days, but those five days fall outside of the year. A demon bound through the Abscissic method serves the sorcerer for 421 days, not 426.

ing to the following design precept: A plate that gains Limit slowly, or ensures reliable service, will have more dangerous Limit Breaks compared to a plate that faces the sorcerer with unruly slaves, quick Limit gain or difficult Limit management.

Sorcerers familiar with *The Abscissic Guide* know how to phrase their arguments such that the demon's own strengths of character become weaknesses to ensnare. Demons never spend Willpower or channel Virtues to resist Abscissic binding performed by a sorcerer familiar with *The Abscissic Guide*.

THE COURTESAN (TEMPERANCE)

She sprawls in a pool of crimson silk and ichor. She is in dishabille, and her diaphanous clothing scarcely conceals her form. Her spines and tendrils are relaxed. She is sated. Blood trickles from the corner of her mouth. Behind her is the symbol of the serpents, etched against the void in the colors of cold starlight and the rough strokes of chalk. In the corner of the card, one can see a harp; it plays the note of E.

The Courtesan seeks to achieve its goals and control its situation but places no value on its integrity. It willingly degrades its body, mind and soul to pursue its aims—to perform its master's will and to ensure she needs its service. It gains Limit when presented with new evidence that it's helpless or unneeded. The sorcerer can reduce the Courtesan's Limit by involving it in decision-making processes, presenting it with gifts, offering it apparently sincere flattery or otherwise proving it valuable.

At low Limit, the Courtesan lives to please its master and retains confidence that she would be helpless without it. As its Limit increases, it begins to look for ways by which it may make itself irreplaceable. At high Limit, the Courtesan becomes convinced its master believes she needs it not, and it may undertake dramatic action to prove itself valuable, often in ways the sorcerer hadn't planned for and that may conflict with whatever agendas the sorcerer hasn't shared with it.

LIMIT BREAK

Fury of the Scorned: The Courtesan seeks to force its master to know the helplessness and dependency it feels. For (Temperance) days, it seeks to cause her as



much suffering as it can without actually harming her. Alternately, it may decide on one inconvenience to inflict upon her permanently, such as impotence with all partners save for it, though it will attempt to keep its involvement in this inconvenience a secret.

Lash of Self-Hatred: The Courtesan accepts it has no value. Descending into nihilistic despair, it becomes listless and devoid of all creative impulse. It cannot spend Willpower, save when pursuing orders that might inflict injury or death upon it. The Courtesan remains in this state for (Temperance) months.

THE ECSTATIC (COMPASSION)

He dances on a black-paneled and gold-seamed floor. His eyes reflect green sunlight. Far behind him, one can see courtiers, a throne and a withered king slouched upon it. In a cavernous space beneath the floor, one can barely see starving, twisted beggars, twined together like larvae. His foot has come down. The floor is cracking. His chest gapes open beneath his shirt, and he has no heart.

Through its bleeding heart does the sorcerer enslave the demon Ecstatic. He plays upon the cruelty of Hell and hints that, in Creation, the demon may find a worthy subject for its love. It gains Limit when it observes others fulfilling or attempting to fulfill great passion—common, when traveling with the Exalted (but no more than once per scene). The sorcerer can reduce its Limit by forcing it to spend time in isolation.



At low Limit, the Ecstatic serves the sorcerer eagerly, confident it will find outlets for its passions. As its Limit increases, it strives to find an answer to its desire, its Essence fills the world around it with demonic resonance as Creation strives to respond. Bystanders suffer ill luck. At high Limit, this resonance amplifies to great heights—in the demon's presence, failures become botches.

LIMIT BREAK

Love: The world answers the love in the demon's soul. For (Compassion) days, the demon devotes itself totally in its own alien way to the object of its affection. Its behavior is limited only in that it may not harm the sorcerer bodily, whether out of love for him or to protect its love from him.

Shattered Heart: Venus and Saturn deny the demon the love they promised it. Dejected, it suffers +1 difficulty on all rolls made for it and -1 to its DVs for (Compassion) months.

THE FUNCTIONARY (COMPASSION)

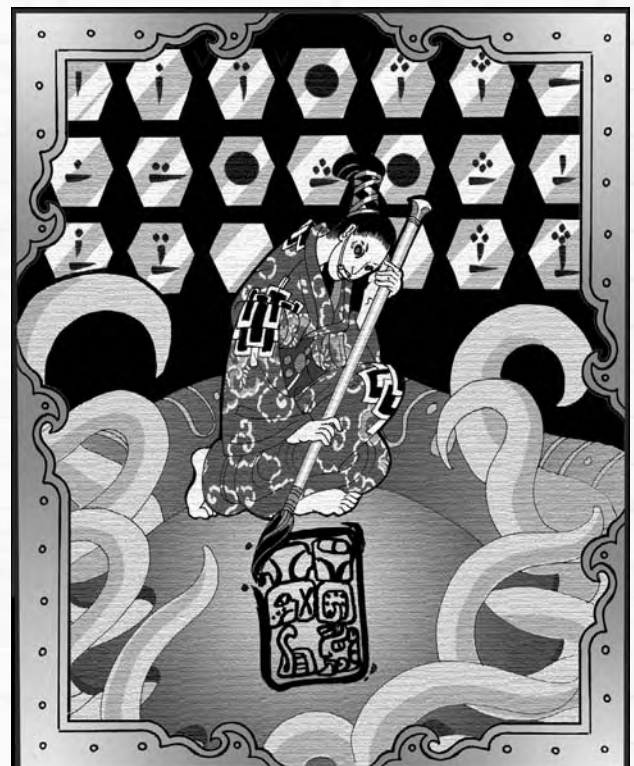
She half-kneels, sitting on one knee and one foot. A lesser demon, shapeless, sprawls before her. She is writing on its back with a bone-handled brush: In the calligraphy of the Old Realm, it reads "THE PRESENT." Mirrors surround them on every side, marked with numbers from 5 to 19. Her hair is bound back. She wears vermilion robes. She is gagged, and her eyes have been put out.

To shut out the pain its heart inflicts upon it, the Functionary obsesses totally over a single task, established by the sorcerer at the moment of binding. The sorcerer ensnares it by promising it focus and an escape from the maddening environment of Hell. It gains Limit when duties or circumstances interfere with its obsession (but no more than once per scene). The sorcerer can reduce its Limit by giving it time to mix relaxation and the pursuit of its obsession—more or less a week suffices.

At low Limit, the Functionary's existence is defined only by its purpose. Even as it performs other duties, the focus of its obsession prevent its mind from wandering away from the sorcerer's commands. As its Limit increases, its inability to fulfill its function distracts it from the world, and it may suffer +1 difficulty to rolls unassociated with its obsession or survival. At high Limit, difficulties increase to +2, and it may plead incoherently with the sorcerer to be allowed to focus on its function.

LIMIT BREAK

Absolute Obsession: The Functionary's obsession consumes it totally. For (Compassion) days, it suffers +4 difficulty on all rolls not associated with its function, regains no Willpower or motes, cannot communicate intelligibly and suffers one health level of lethal damage per day from self-neglect. If the sorcerer wishes it to still abstain from its function, she must remind it hourly.



Compassionate Gift: The Functionary's obsession shifts, and it conceives of a grand gift or service to provide to its master, which none can dissuade it from pursuing. The construction or pursuit of the Compassionate Gift pushes all its other tasks to the side, and though the demon means no harm, the sorcerer will find the gift difficult to be rid of, and as much a curse as a blessing. It pursues this task for (Compassion) months, presenting the gift at the end of that period, whereupon its Limit falls to zero and its original obsession returns.

THE HORROR (CONVICTION)

It rests, curled, within an unsavory nest. It licks one insectile claw. It leans its weight on the soft, warm viscera of its victims. Its eyes are black. Behind it, three men in tragedian masks gesture. It does not see them. The night sky above shows not stars, but great blotches of fire

Only demons with at least one of the following three traits—Intelligence, Perception, Manipulation—at 1 can be bound with this plate. The Horror believes it's still trapped in Malfeas. The sorcerer tricks it into thinking he is a Yozi, that the Unconquered Sun's unnatural yellow light is a dream-distorted view of Ligier's comforting illumination, and it serves him loyally and instinctually. It gains Limit when it encounters one of the three conditions most inimical to Malfeas: silence without death, power without ambition and love without pain. The sorcerer can reduce its Limit by assigning it time in a kennel or other environment built to mimic Hell. During travel, a demonologist with a bound Horror will often pay a mortal entourage to surround and follow him, dancing, shouting, playing cacophonous musical instruments and otherwise keeping silence and calm at bay.

At low Limit, the Horror is content, and it interprets the world around it as a bizarre fiefdom of Malfeas. As its Limit increases, it begins to see the ways in which Creation is unlike Hell and grows fearful and disturbed. At high Limit, its actions are erratic and destructive, as its terror at its surroundings grows overpowering. It will not venture into sunlight, save to kill.

LIMIT BREAK

Autistic Paralysis: For (Conviction) days, the Horror's player must make for it a Conviction roll whenever it encounters things unsuited to Malfeas, such as those expressions of innocence, beauty, virtue and compassion found in Creation. On a success, the Horror curls into a ball, whining and twitching. Failure triggers a fight or flight reflex, during which time the Horror will freely attack anyone not the sorcerer or regularly protected by the sorcerer's orders.



Madness of Creation: The Horror fully understands its predicament. Creation is a foul, corrupting place, twisting its master away from his true Yozi-like majesty. Anything the sorcerer loves, that corrupt him away from darkness, must be destroyed. It pursues this hunt with uncharacteristic cunning, and the Limit Break lasts for either (Conviction) days, or until it destroys something the sorcerer loves but failed to issue sufficiently clear orders to protect, *whichever lasts longer*.

THE HUNTER (CONVICTION)

He stands on a cliff, dressed in scarlet. There are three trees. He holds a long, thin blade in his left hand, reversed. A small dog nips at his heels. The blade is through its throat. A wind blows up from the cliff. A noose hangs from one tree. A small jade harp, cracked, jangles on the ground behind him. He has no nose. He has no mouth. He is looking out of the page.

He can see you.

The Hunter is focused and desires an outlet for that focus beyond the endless imprisonment of Malfeas. The sorcerer binds it through an offer of purpose. A demon summoned as a Hunter can function as literal hunter, a builder, a research assistant or in any position where it must pursue an endless series of similar but unconnected tasks. It gains Limit when it suffers enforced idleness (no more than once per day). The sorcerer can reduce



its Limit by providing it exciting tasks and ensuring these pursuits are successful.

At low Limit, the Hunter's focus satisfies it. As its Limit increases, it begins to embark upon small, self-directed "hunts" during moments of free time—if the sorcerer reduces its free time, it merely takes this as a challenge. At high Limit, these self-directed actions may become actively counterproductive to the sorcerer's agenda.

LIMIT BREAK

Fair Play: For (Conviction) months, the Hunter applies itself only to truly challenging tasks. It encourage the sorcerer to assign it projects to the limits of its ability. If she does not comply, it begins to handicap itself during lesser tasks to make the challenge more interesting.

Madness of Shadows: For (Conviction) days, the Hunter confuses targets or tasks, embarking on projects essentially at random (though the Storyteller should chose tasks that make play interesting). It still cannot harm the sorcerer directly, but it may betray her inadvertently.

THE KILLER (VALOR)

She sits, cross-legged and dainty, atop a pile of bodies. The corpses face every direction. Each sprawls one arm toward you. She wears green. She is suckling at the corner

of a bloody axe. Her face is content. Her shoes have long toes. Her hair is coarse, like spider legs, and in disarray. Behind her rise ivory pillars. A blue banner displays a stylized key ring with three keys. A dog chews at one of the bodies' feet.

The Killer lusts for demonic indulgence—murder, sex without attachment (sometimes without consent), gluttony. The sorcerer calls forth a demon with whatever desire he wishes and promises it regular satiation in exchange for its freedom. The Killer's Limit increases when it's denied its chosen indulgence (no more than once per scene). The sorcerer can reduce its Limit by feeding it what it desires.

At low Limit, the Killer is sated and on its best behavior, seeing the sorcerer as the path to opportunities for satisfaction. As its Limit increases, it becomes sullen and brooding. It expresses petty revenge through minor acts of vandalism and rage, and it follows orders carelessly. However, it does not yet wish to see its master seriously harmed. At high Limit, it begins to pursue its pleasures to the detriment of its assignments.

LIMIT BREAK

Sorcerer as Target: The sorcerer's bindings fray to the point of snapping. For (Valor) actions, the Killer makes the sorcerer the target of its indulgence, attacking him to kill or subdue.



Unstoppable Indulgence: For (Valor) days, the Killer processes orders only to find what pleasure it may take from them. It cannot understand (and immediately forgets) any order it would not enjoy, and even the orders it does carry out, it performs as a side effect of indulging itself.

THE SLAVE (TEMPERANCE)

She shuffles across a great emptiness. She travels a bridge of human children, their legs and arms twisted together. She wears armor of iron, and the footprints she leaves behind her are full of blood and white splinters. In the sky behind her, a maggot-white dragon flies. Her face is a smooth round mask of skin into which a knife has carved the shapes of eyes, mouth and ears. In one hand, she holds a flute.

The Slave is a mechanism in service to its master. It can think, solve problems, reason and comprehend all it could before its binding, but it lacks self-awareness. It gains Limit whenever its Virtues force it to *feel*—whenever its behavior is compelled by success on a Virtue roll. The sorcerer has no means to reduce its Limit.

At low Limit, the Slave's psyche is a pure, clean void. It cannot spend Willpower. As its Limit increases, it grows troubled by premonitions of a future break in its oblivion, and it develops a sense of time. At high Limit, it gains rudimentary and suppressed emotions and can spend Willpower in pursuit of the sorcerer's commands.

LIMIT BREAK

Flare of Rebellion: The Slave gains a new self, defined by a burning hatred for the sorcerer who has bound it, though the force of its binding allows it to conceal this motivation. Some time during the next lunar month, it will spend up to (Temperance) actions attacking the sorcerer directly, or it can work to undermine her interest for as many minutes. Once it has carried out its revenge, the sorcery submerges its identity again.

New Self: The bindings snap. The sorcerer must immediately engage the Slave in a new contest of wills (regardless of distance). If the sorcerer declines, the Slave wins by default and departs. Even if the sorcerer triumphs, the demon acquires a new Ab-scissic profile (of the Storyteller's choice, not the sorcerer's) for the remaining duration of its binding. The sorcerer gains no knowledge of which profile the former Slave now follows.

THE VIZIER (CONVICTION)

He stands on a blood pentagram in layered purple robes. He holds a book in one hand and a back-curving knife, point down, in the other. Behind him, an endless hallway extends, littered with bones and lit by the crescent moon. His eyes burn with ghastly fervor. His horns arch back. A severed hand twists near his feet, fingertips in a puddle of water.



Only demons with Intelligence and Manipulation at 2 or greater, in addition to the minimum Conviction of 3, are vulnerable to this plate. The Vizier seeks to corrupt the summoner into the service of its masters. The sorcerer hints he may be vulnerable to such enticement, feigns weakness in his will, demands the Vizier advise him in secrets it knows and strings it along with a series of near-victories for its seductive arguments. The Vizier gains Limit whenever its words are ignored or whenever it spends five days in circumstances that prevent it offering advice. The sorcerer can reduce its Limit by providing it minor victories in the battle for his soul. Even should he succumb to Yozi servitude, however, the Vizier still gains Limit, until the demon itself, and no Yozi, owns him.

At low Limit, the Vizier is content in the knowledge its victory is inevitable. As its Limit increases, it begins to study its master's weaknesses that it may assault them. It may manufacture circumstances whereby the easiest escape is renouncing Heaven and the Celestial Order. At high Limit, the Vizier's goal begins to visibly taint its behavior—tasks the sorcerer gives it may be performed sloppily or directly undermined. It may also begin corrupting the sorcerer's companions.

LIMIT BREAK

Body Hunger: For (Conviction) hours, the Vizier abandons subtlety. The moment its attempts at corruption cease to show continual progress, it enters a murderous rampage, hungry for flesh. For any time in which its maiming and killing is impeded, the length of the Limit Break extends.

Cruel Measures: At the first opportunity its orders allow, the Vizier arranges for the sorcerer to fall helpless before the forces of Malfeas. Once helpless, it tortures him to force compliance with its agenda. Should he escape, it will continue to serve him, but its behavior will be unreliable for (Conviction) months.

THE WARDEN (VALOR)

She crouches on a man's chest, long-limbed and lean. He lies on a cot, dressed in armor, his body stiff and his expression terrified. One of her claws rests lightly against his breastplate. Behind him, a splash of acidic blood eats its way through the wall. In the center, a ragged hole opens to a moonlit field of grain. The moon is red, and a mouse nibbles at fallen wheat. Before her stand three lovely women. In their hands, clutched where she cannot see them, one holds a knife and one holds a wedding ring. A flute plays the note F#.



The Warden is possessive. Through the binding, the sorcerer convinces the demon that *she* belongs to *it*, and it serves it to best protect her, as it would any of its possessions. The Warden gains Limit whenever the sorcerer or anything she assigns it to protect is threatened (but no more than once per threat). The sorcerer can reduce its Limit by providing it days of apparent safety, but more importantly, killing a legitimate threat to its charge reduces its Limit to zero, provided it's not in the midst of Limit Break. Due to the relative ease of managing the Warden's Limit, this plate is a popular selection for demon bodyguards, despite the risk inherent in convincing a bound demon it owns its master.

At low Limit, the warden feels secure and obeys its commands without protest, as its charge's interests are its own. As its Limit increases, it grows aware of Creation's dangers. It monitors its charge carefully, though it still retains discretion. At high Limit it abandons discretion, and unless specific orders leash it, it spends its time chasing away all things it sees as potential threats.

LIMIT BREAK

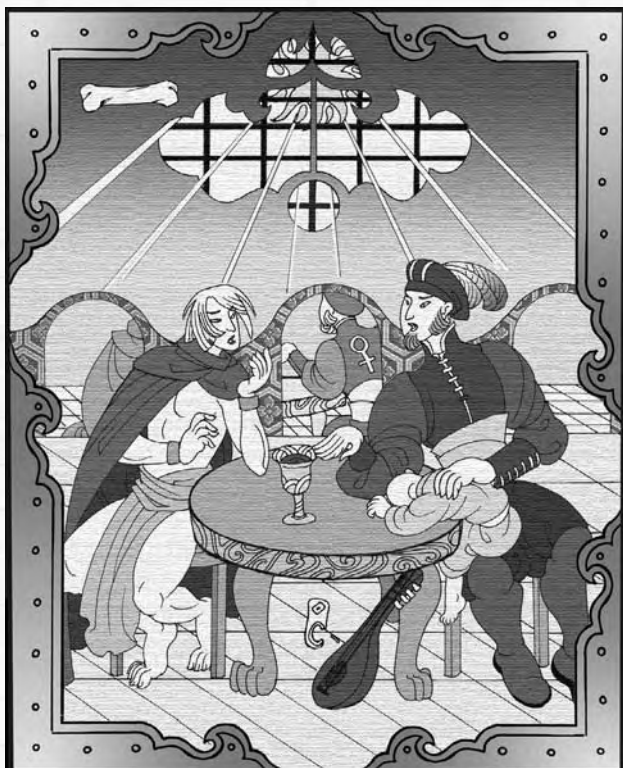
Stone-Hearted Gargoyle Warden: For (Valor) days, the Warden grows convinced its charge cannot protect herself. It stops up its ears to prevent hearing contrary orders, kidnaps her and imprisons her while keeping all other individuals at bay.

Terrible Guardian Vengeance: The Warden ceases to understand discretion at all. Until it has killed (Valor) apparent enemies, it attacks anyone who shows even the slightest disrespect or threat to its charge, even friends and lovers.

THE SUFFERER (RESISTANCE)

Gaunt, pale and dressed in a loincloth, he sits across the table from a wealthy merchant. The merchant has pushed a cup toward him. It contains maggots and metal shards seething in a base of wine. He is smiling. The symbol of Venus is carved into his back. A dead child sits on the merchant's knee, its upper body leaning upon the table. The sunlight is white. A mandolin is propped against the table, a clip holding the strings in the position of A# minor.

The Sufferer is the sole minor plate still in common circulation amongst Creation's occult circles. A demon sufferer loathes in itself the weakness that its Yozi masters share, the same weakness that allowed them surrender. It has no pride to sustain it and no freedom. A sorcerer may only apply this template to a demon with Resistance 3 or more. It gains Limit whenever it knows surcease from suffering or learns to cope with the pain it feels. The sorcerer can reduce its Limit by torturing it into incoherence, though she must invent new methods to circumvent its ability to cope.



WHY?

Limit Break is a mechanic to quantify demonic reactions to players' characters' behavior. It exists so players can make meaningful decisions with regards to how far their characters can push personal demon servants before they can expect those servants to push back, and so Storytellers have some guidance on how often and in what manner demons are likely to react to a player's character's behavior. Different people—players and Storytellers both—understand psychological limits in different ways and under different assumptions, and the Limit Break system provides a foundation so that everyone has common footing. Otherwise, players might have entirely different expectations about how demons react to slavery than the Storyteller, which can result in the demonologist character (who is, ostensibly, learned in the subject of demons and demon behavior by virtue of possessing at least Occult •••) knowing nothing about demon behavior in practice.

Groups who decide to discard the Limit Break system presented here may wish to put some effort toward establishing agreement between players and Storyteller about just how demons are likely to respond to slavery.

At low Limit, the Sufferer's self-hatred ensures total servitude, but if not kept at a -2 health penalty, it gains Limit daily. As its Limit increases, it suffers not enough and begins to self-mortify. It must be kept at a -1 health penalty or gain Limit daily. At high Limit, it turns its suffering outward, and while the sorcerer need not keep it wounded to ensure loyalty, it begins to share its pain with those around it.

LIMIT BREAK

Suicidal Frenzy: The Sufferer attempts to kill itself for (Resistance) minutes, seeking a method with maximum collateral damage. If standing orders keep it from this task, it delays until an opportunity presents itself.

Transcendence of Pain: Through pain, the Sufferer finds new purpose. It gains an instinctive understanding of the sorcerer's fate and discards its old Motivation, acquiring a new Motivation directly related to the sorcerer's destiny. Usually this is malignant, but some demons, glad of their new transcendent



understanding of Creation, adopt benevolent Motivations. The demon remains bound but no longer gains Limit, and once its binding snaps, it retains its new Motivation. Even should the demon die, this new transcendent comprehension will shape the way its Essence and identity reforms, and a new demon created from its reincarnation will return to affect (or plague) the sorcerer's life.

ADDITIONAL PLATES

Rare and lost plates other than the Sufferer exist. Players and Storytellers can work together to create new profiles if the above are insufficient. By default, minor profiles are based on Abilities and require their base trait at 3 or more, though some may base themselves on Attributes, Willpower, Essence or even Backgrounds.





CHAPTER THREE

THE ROLL OF DEMONS

To the victor go the spoils, and the spoils of the Primordial War were not solely the substance of Creation. On any given evening, the prisoners of the Demon Realm might be summoned to serve out the terms of their surrender by any sorcerer with the power and will to do so.

This chapter serves as a toolbox for Storytellers who desire dangerous opponents with which to challenge the players' characters and for players who hope to find supernatural servants to perform innumerable tasks at the behest of their Exalted characters. Wise summoners study the lore of their intended targets; though they can be enslaved, demons are not mindless tools. A restless puppeteer invariably wreaks havoc upon the local landscape, while calling Zsofika without assigning her an immediate quarry typically proves fatal.

DEMONIC TRAITS

Demons are spirits, similar in ability and composition to gods but set apart by their intrinsic links to the imprisoned Primordials. There are other creatures trapped within the Demon Realm—unfortunate mortals, magitech automatons, favored behemoth pets—but they are not demons. Like other spirits, demons are beings of Essence held together by Willpower, but their existences are defined by purposes and Motivations spun from the whims of the Yozis rather than the design of Creation. They are long-lived if not outright immortal beings with all of the power and glory of gods. They are also prisoners and slaves.

TYPICAL TRAITS

Demons share the same traits as other spirits, as described in **Exalted**, pages 291–311. For additional

spirit rules, including an extensive catalog of spirit Charms, see **The Books of Sorcery, Vol. IV—Roll of Glorious Divinity I**. This chapter discusses the various points where demons differ from other spirits.

Linguistics—Nearly all of the sentient demons speak Old Realm as their native tongue, and they do so with the Malfean dialect. The ability to read is not common among the lower orders of demons, but is nigh universal among the highest. Usually, the demon's traits reflect this: Demons with Lore 1 are typically able to read, while those with no Lore Ability are illiterate. The glass libraries of Orabilis are open to demons of power or scholarly purpose, but there are other troves of secrets in the Demon City of Malfeas. Called to Creation to serve its sorcerers or studying Creation from afar, demons sometimes learn mortal tongues and lore. Demons of the Second Circle are unique, and their entries in this chapter list the specific languages granted by their Linguistics Ability. Lesser demons are presented as samples of their species. Storytellers should choose appropriate languages for

those that speak tongues other than their native one. Although there may be exceptions, demons of the Third Circle can usually communicate, regardless of linguistic barriers, via Charms or other means.

Panoply—The personal artifacts carried by demons of the Second and Third Circle are usually invested with their infernal Essence to a degree that they are bound by the metaphysics of summoning. When Alveua is summoned to Creation, her red-hot hammer arrives with her, and no one else can attune to it. If Alveua is banished or slain in Creation, the artifact returns to the Yozi prison along with her. Should an Exalt travel to Malfeas and steal the hammer from an unbound Alveua, he may bring it to Creation and attune to it. If she subsequently recovered her weapon, it would accompany her again. Artifacts a demon has gained from Creation rarely become true parts of demonic panoplies. The wonders of Makarios, forged from the dreams of Creation, can be stolen by powerful Exalts unwilling to buy them. Although his staff of Malfean iron is tied to Octavian's Essence, the magic acorn he bears is the product of an earthly





boon, and it can be taken from him. (The Living Tower's acorn does not automatically extend its boon to others, but its loss deprives him of its powers until a new one is produced by the white oak growing in his Malfean stronghold.)

ESSENCE, WILLPOWER AND HEALTH LEVELS

With regards to Essence, Willpower and health levels, demons follow the general rules for all spirits (see **Exalted**, pp. 294–295). Notes, updates, reminders and exceptions follow.

Essence and Essence Pools—First Circle demons commonly have an Essence of 2–4, though extraordinary individuals occasionally overgrow their station and beings such as the Things That Dwell in Corners have only Essence 1. Second Circle demons typically range from Essence 5–7, albeit a newly formed replacement for one that has been destroyed might possess a lower rating and Stanewald boasts Essence 8 since completing the quest that gave the demon her new title. *Kimbery's Dawn* is a Second Circle demon with Essence 4, though this may be tied to her role as a Progenitive soul. The Demon Princes of the Third Circle characteristically range from Essence 9–10, although rare exceptions exist. Demons gain and recover Essence as other spirits do.

Willpower—Demons use and gain Willpower in all of the ways that other spirits can. Using Willpower to issue a mandate of subordination to demons of lesser rank requires that the demons be connected somehow. A demon ruling a fiefdom may issue a command to any demon of lesser rank within the bounds of his fiefdom. Second Circle demons may issue commands to demons belonging to species they have created or spawned. Third Circle demons may command their own Second Circle souls and any associated lesser demons. Of course, the laws of Cecelyne allow greater demons to rule over their inferiors, even if they are unrelated, but such authority is enforced by social structure rather than spiritual compulsion. Some aspects of the rules involving compulsions and Willpower are different for demons subject to the control of a sorcerous binding. Whenever a bound demon is forced to perform sorcery, the demon in question gains one point of Limit per point of Willpower it is forced to spend.

Health Levels—Demons heal from non-fatal damage at the same rate that Exalts do (see **Exalted**, pp. 148–149). As supernatural creatures, demons can soak lethal damage with their Stamina, and they are usually not treated as extras.

UNBIDDEN SUMMONINGS AND IMPOSSIBLE ORDERS

Chapter Two discusses the methods that sorcerers and thaumaturges apply to the act of calling demons into Creation from the Yozi prison. The internment of the Yozis is flawed, however, because either the gods did not want to press the war further despite the fact that the terms of surrender were imperfect or the metaphysics of summoning necessarily required such flaws. The Yozis cannot leave the Demon City without the express command of the Incarnae, yet they can visit the dreams of Creation. As discussed in Chapter One, the Yozis may also possess lesser demons under certain circumstances. Additionally, countless cracks in the prison exist, through which demons less than the Yozis occasionally slip into Creation. All recorded varieties of demon have been known to find some means of reaching the mortal world, typically in a manner unique to their type, without the call of a sorcery spell or thaumaturgic ritual. The opening of these cracks in the Yozi prison does not constitute a summoning. Demons often ignore or miss them because they are otherwise occupied.

As with other beings, there are things that demons simply cannot understand or do, or that are against their intrinsic nature. For the creations or offspring of the prehistoric Yozis, these behaviors might be alien to the mortal world that succeeded the Primordial War. Chapter Two gives rules for demon summoning and Limit Break. The following section discusses the traits of individual demons and sometimes mentions things that defy them. Whenever a *bound* demon is given orders that cause it to try to comprehend, overcome or endure this alien stimulus, the Storyteller should roll one to three dice with the demon in question gaining one point of Limit for every success those dice display. Minor issues result in a single die, while attempts to force a demon to engage in behavior antithetical to its core being results in three dice. Sometimes the demon in question cannot satisfy the demand—due to its inability to comprehend or to actually perform the action—but issuing such a command forces the roll for Limit anyway. Forcing a hopping puppeteer to remain still for a day might require one die, while issuing a futile request that Erembour dance in the sunlight probably requires three dice.

DEMON CHARMS

As with other spirits, much of the power of demons is contained within their Charms. Most Charms demons know are similar to those of other spirits, which can be found in **The Books of Sorcery, Vol. IV—The Roll**

of **Glorious Divinity I**. Some demons cannot employ the Materialize Charm, but all of those listed here can do so. Demons may also master supernatural martial arts and sorcery.

NEW CHARMS

This section presents two new Charms, one of which is unique to demons while the other is common to spirits of all types.

UNIVERSAL CHARMS

Such Charms are not tied to a particular Virtue.

LEGALISMS OF THE CREATORS (SUMMONING RESISTANCE)

Cost: —; **Mins:** Essence 8, Third Circle demon;

Type: Permanent

Keywords: Stackable

Duration: Permanent

When the Primordial War ended and the Yozi were forced to swear oaths of servitude, only the contest of will and Essence between the summoner and summoned mattered. Yet the vanquished principals of that which arose from the Wyld do not rest easy in their inescapable prison, and they have tested their infernal cage for five millennia. Even as they discovered methods of corrupting the immutable Essences of the Exalted, the greatest of the Demon Princes learned to influence the rituals that demanded their decorous service. Whether by artificially inflating the force of its Essence rank or sharply focusing the defiance of its will, this Charm grants one additional die to the (Essence + Willpower) of a Third Circle demon for the purposes of all summoning and binding contests. Multiple occurrences of the Charm are cumulative, granting additional dice, but no known Demon Prince has mastered the Charm more than five times. The Charm provides no bonus against banishment attempts. (It is unknown whether this is due to lack of Yozi concern about the matter or current lack of progress on their part.) Some Demon Princes, such as Jacint and Lypothymie, have never learned these techniques, while the Ebon Dragon has made sure that Erembour has mastered them.

Example: With Essence 10, Willpower 10 and five instances of this Charm, Ligier rolls 25 dice against a sorcerer attempting to summon or bind him. Against Adamant Circle Banishment he rolls only 20 dice.

DIVINATIONS (COMPASSION CHARMS)

Such Charms are tied to the Compassion Virtue.

MIMIC OF TONGUES

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

Keywords: None

Duration: One scene

This Charm allows the spirit to communicate and understand basic concepts in the language that is being spoken by a being with whom it is conversing. Activating the Charm requires a successful (Intelligence + Compassion) roll, and success allows the spirit to converse in the target language for the remainder of the scene. If the spirit uses this Charm to engage in social combat in a language it does not normally understand, both the spirit and anyone it attempts to persuade receive a +3 to their MDV. If the spirit wishes to converse in more than one language that it does not know, then it must employ the Charm multiple times and commit Essence to each duration.

THE CIRCLES OF DEMONS

Although the Exalted ultimately defeated the Primordials, victory was far from assured against these complex and potent beings. Each of the defeated or slain Primordials possessed at least 12 different souls, each of which transcended mortal attachment to their oft-times world-sized bodies. Every one of these Primordial constituent souls comprised the Essence of a divine being whose power was unmatched by any save the greatest of the gods. Yet the souls of the Yozi were bound within Malfeas as surely as the Yozi themselves. The souls of the Yozi became the Demon Princes, and these mighty beings are those that the wisest savants imagine when they speak of Third Circle demons.

The upper limits of the number of component souls a Yozi might possess are unclear. None of the imprisoned Primordials have less than a dozen, and the Yozi Adorjan, the Silent Wind, consists of 20 souls, of which Jacint is the 18th. Although She Who Lives in Her Name consists of more than 100,000 flames within crystal spheres, her 30th sphere contains her fourth soul, and she holds no more souls than is average for her brethren. The 23rd soul of the King of the Primordials was executed when he became Malfeas, and surviving First Age records indicate that some savants found it interesting that 23 was also the apparent number of imprisoned Yozi. Neither of the remaining Primordials seems to be as well endowed with souls as even the least of the Yozi. It is possible that Gaia naturally had fewer, as the youngest Primordial, and that one of the inciting factors of the mockery heaped upon Autochthon by his fellow Primordials might have been an abnormally low number of constituent souls on his part. Of course, it is also feasible that the two unvanquished Primordials have merely managed to conceal the existence of their other components.



Like their Yozi superiors, the demons of the Third Circle possess multiple souls. Each of the Demon Princes has seven separate souls of its own, and these souls represent various facets of the Demon Princes' personalities and abilities. The seven component souls of a Demon Prince are respectively known as the Warden, Indulgent, Defining, Messenger, Expressive, Reflective and Wisdom souls, in recognition of their embodiment of the Third Circle demon's abilities to protect, gratify, define, communicate, express, reflect or understand its own essential nature. Each of these souls is a separate being, and these souls are what savants imagine when they speak of Second Circle demons.

The exact nature of the Yozis is not completely understood by savants in the Second Age. Most occult scholars are unaware that a Yozi (or any other Primordial) is an enigmatic supratheistic polytypic entity. It is difficult for the human mind to completely imagine the existence of that which is both the sum of many component souls, minds and bodies (some of which may be the size of oceans or worlds) and more than that sum. Creation's demonologists don't have enough information about the various components of the Yozis to perfectly catalog them, much less understand the interactions between them. The means by which a Yozi creates its Third Circle souls and those souls create their Second Circle components was not fully understood even in the First Age. One First Age theory was that there is an eighth type of Second Circle demon called the "Progenitive soul" that somehow gathers or creates the other seven demons around itself and then transforms into a Third Circle demon. *Kimberly's Dawn* is the only known example of an extant self-identified Progenitive demon, and one late First Age text predicted that it would eventually result in a Third Circle demon tentatively called The Tide That Knows No Life. Other First Age texts suggested that the designation "Progenitive" in Malfean linguistics is merely an honorary title in recognition of the demon's role as progenitor of the Lintha.

In the millennia since they lost the Primordial War, the Yozis have reshaped the worlds-sized prison in which they were cast. Their component souls have spawned and created countless races to populate and share that prison. The spiritual progeny of the souls of the Yozis are the demons of the First Circle. Their numbers are vast, and their purposes vary according to their creators' whims. Some of the First Circle demons are prostitutes, while others are fierce warriors. Still others are restless builders, living immune systems, exquisite musicians and dancers, or proselytizers of hopelessness

to the Yozis' enemies. Unlike greater demons, those of the First Circle are species rather than individuals, and plentiful more than they are powerful. Demons of the First Circle are the designs and desires of the Yozi mind and body given spiritual form. If the imprisoned Primordials have entertained an idea, then it has probably existed for at least a brief time in the Demon City. If that idea has been enduring and useful, then there is surely a species of First Circle demon that somehow embodies or engenders it.

THIRD CIRCLE DEMONS

At the center of the hierarchies of the Demon City are the unquestionable, the demons of the Third Circle. These mighty beings are the souls of the architects of Creation now bound within Malfeas. The exact number of Demon Princes is unknown, but each Yozi possesses at least a dozen Third Circle souls. The power of the Demon Princes rivals that of the most powerful gods and elementals. Yet, they are bound to the rituals of summoning and enslavement formulated within the Demon of the Third Circle spell.

Demons of Third Circle are so powerful that the Charms and traits found in most of the printed materials for **Exalted** thus far are insufficient to represent them. Third Circle demons are generally treated as Creation-shaping forces to be heroically banished or wisely avoided. Should a Storyteller wish to present demons of the Third Circle in situations outside of their focus, Demon Princes are nonetheless extraordinarily capable. Demons of the Third Circle have the talent to appear in more than one region of Malfeas simultaneously or even to occupy both Creation and Malfeas (albeit it only a single locale in Creation). For virtually any action (or reaction), the player of a Demon Prince can roll at least 18–25 dice with very little effort. This wide-ranging manifestation of aptitude is simply natural to their proto-divine composition—the abilities in which they specialize are even more powerful in scope and effect. Yet, the Exalted *did* triumph over these entities, and their antecedents, during the Primordial War. It is possible for Exalts to defeat Third Circle demons, but doing so should almost certainly involve epic efforts with momentous consequence.

Demon Princes are presented in a format that includes standard values for their Virtues, Willpower, Essence and any Summoning Resistance they have. In addition, a handful of special powers, which are both specific to the demon in question and exceedingly potent are presented. These abilities are the trademark powers that most summoners wish to access when they

attempt the Demon of the Third Circle spell, but they are powers unique to the demon in question and cannot typically be learned by Eclipse or Moonshadow Caste Exalts. (Some effects, however, such as fallen Lilike's Demon-Wracking Shout have been duplicated via sorcery or other means.)

Every Third Circle demon is an aspect of one of the Primordial architects of Creation. The Demon Prince Orabilis is arguably the most direct representation of Cecelyne's role as the "Lawgiver" of the Demon City. Erembour calls the creatures of shadow to follow in the wake of the Ebon Dragon. Although these powerful beings are mighty souls of the Yozi, they are not necessarily the most important. Some of the Yozi have hidden their most precious souls, keeping them concealed from the view of enemies who might exploit them. This is because every one of the Yozi has a single special Third Circle soul, called its *fetich* soul, which is the heart of the imprisoned Primordial. Although the permanent destruction of any of the Demon Princes somehow changes its Yozi, the death of a Yozi's fetich soul destroys the Primordial's nature, forcing it to become something else. When the Solar Marus slew the fetich of Adrián, the River of All Torments, she became Adorjan, the Silent Wind.

EREMBOUR,
THAT WHICH CALLS TO THE SHADOWS
DEMON OF THE THIRD CIRCLE,
SEVENTH SOUL OF THE EBON DRAGON

In the First Age, the wisest cities constructed enchanted lighthouses, even if they lay far from the sea, and armed these minarets with piercing klaxons. Sadly, most of these structures have been destroyed by war or neglect, and scarcely anyone remembers that their alarms could drown out the horn of Erembour while their golden heliographic beams scoured the streets to halt her passage. There are no such towers in the Demon City, for Adorjan and the Ebon Dragon alike will not abide them, and Malfeas prefers the brilliance of his own heart.

There is no night in the Demon Realm, save the shadow cast by the passage of the Ebon Dragon before the Demon City's green sun. When the Shadow of All Things brings darkness upon a region of Malfeas, things emerge that frighten even other demons. Though many flee the streets, the lady Erembour passes in the wake of the Ebon Dragon and plays a doleful song with her silver horn. Her performance fills the hearts of those who hear it with melancholy and an enduring appreciation of the darkness. Some who hear its sound revel in the passing of the Ebon Dragon, while others resist. Some are drawn



to Erembour and die, while others become shadowy monsters no longer able to bear the light. Those who answer the horn of That Which Calls to the Shadows lurk in the fringes of the Ebon Dragon or in dark places that the light of the green sun cannot pierce.

Erembour wears silken robes of silver and has flawless skin of deepest black. Her liquid eyes shimmer like the moon, and strands of glowing white hair twinkle amid her raven tresses. She carries a long silver horn curved like a mighty ram's, and a naked rat's tail sometimes peeks from the back of her robes. Torches and other ephemeral lights are instantly extinguished by her presence.

Summoning: (Obscurity 2/5) Sorcerers typically call Erembour into Creation to draw upon her powers over the night. Sometimes their goals are more venereal, however, as she is unquestionably one of the finest existing instructors in the arts of love. When Erembour enters the mortal world, thunder cracks overhead. That Which Calls to the Shadows cannot physically escape Malfeas without being summoned, but the music of her horn sometimes drifts unbidden between the worlds with terrible consequence.

Motivation: To celebrate the darkness and oppose the plans of Ligier and the Unconquered Sun. Erembour has Intimacies for the things of night, including lovers in the dark, theft, murder, bats, owls, Dune People, creatures who live in lightless caverns and nighttime battles.



Virtues: Compassion 2, Conviction 5, Temperance 2, Valor 3

Traits: As a Third Circle demon.

Sample Powers:

Army of Darkness—Beckoning with her horn, Erembour calls forth nocturnal creatures to marshal for war. Every beast within nine miles that can hear sounds and is associated with night must come to her aid if it is able. This applies to animals, whether they are wild (wolves, owls, crickets, etc.) or trained and normally loyal to another being. It also includes bestial victims of her Call of the Shadows power, the dark broods that lurk in caverns beneath Creation or the layers of Malfeas, as well as similar creatures. Sentient beings and familiars are immune to the call, though they may answer anyway. The creatures continue to arrive as they are able and serve until dawn, when they rapidly disperse. It is up to the Storyteller to determine what is available for the circumstance, using the traits of the most common creature and assigning appropriate Magnitude and other bonuses for mass combat purposes.

Call of the Shadows—Few can resist the melancholy call of Erembour's horn. Reaching about nine miles, the call targets everyone who hears it, potentially transforming them. Storytellers can approximate that four-fifths of extras (of any species) are affected. Some become beasts associated with the night, some retain their basic identity and intellect yet can no longer bear the light, some become monstrous creatures that abhor the sun, and some suffer an irresistible obsession with the darkness and its sinister pursuits. For heroic mortal or Exalted victims, two checks must be passed, each with its own effect. First, the victim must resist with a Mental Dodge DV 5 or higher, or she becomes unable to endure bright light. Second, the victim's player must succeed at a (Stamina + Resistance) roll, difficulty 3, to avoid physically transforming into a beast associated with the night. A botch on this roll results in some monstrous creature not found in nature. A Storyteller might allow a transformation to be reversed with Charms or other magic that can cure Shaping effects, Crippling or mental defects, according to the relevant changes. Erembour may activate this power only under cover of night (though she typically uses it as the darkness begins to fail), and each target is immune to repeat attempts for a lunar month.

Strength of Night—Once per night, Erembour may grant massive good fortune to someone who agrees to carry out a specific task that night. The recipient of this power must agree to perform a certain undertaking and either shake hands with or kiss Erembour to seal the agreement. This blessing might benefit a general

who launches an assault at night, a shadowy thief who murders a certain victim or a lover who woos the object of his desire by the light of the moon. Strength of Night gives the target nine automatic successes (these do not count as Charm-based “dice” added) on every roll directly related to the task in question for the duration of the nine minutes immediately following the moment the recipient begins to attempt the agreed task. If dawn comes and the target has not completed the task, he suffers one level of unsoakable aggravated damage for every hour he did not spend attempting to complete it. For the power's duration, the target is treated as a creature of darkness (see *Exalted*, p. 192).

Willpower: 9 **Essence:** 9

Summoning Resistance: 5

Other Notes: Erembour is forced into a dormant state inside a cocoon of darkness when touched by the light of the Unconquered Sun.

JACINT, THE PRINCE UPON THE TOWER

DEMON OF THE THIRD CIRCLE,

EIGHTEENTH SOUL OF ADORJAN

Some ancient citizens of Malfeas say that Jacint is the last vestige of the mercy of Adrián, as he is the least severe of her souls. For as long as the Demon City has endured, Jacint has constructed an ever-growing array of roads and bridges that brings its clamorous citizens together. Yet these raucous thoroughfares are also the hunting courses of the Silent Wind.

There is a black stone tower in every layer of the Demon City, each topped with an immense brass statue of a winged man with hands the size of a small house. From one hand, rises a pillar of marble, atop which lies a disk of glowing light, where stands Jacint, the Prince Upon the Tower and 18th soul of lady Adorjan. From each of these perches, Jacint speaks, and with each word a road spins forth. The Prince's paths might simply run from one building to another, or they might stretch to bridge the aerial gulfs between the layers of Malfeas. Jacint cannot erect his causeways such that they touch one another, though he may arch them over or under each other, and other demons often build crossroads or connectors.

Jacint appears as a tall man in robes of shimmering basalt fabric, with gracefully carved basalt wings that spring from his back. His long legs sport backward-bending knees, and his eyes sparkle blue and black.

Summoning: (Obscurity 2/5) Sorcerers typically call upon Jacint for his ability to effortlessly build the military and economic arteries of empire. Since his defeat by the

Emissary of Nexus a few years ago, Jacint has been unable to appear in Creation and Malfeas simultaneously. Those who summon and keep him from the Demon City for more than a few days, and thus prevent him from creating its roads, earn the enmity of Jacint and every demon in his hierarchy. Sometimes when the trackless desert swallows a flawless road, the causeway Jacint is currently building will pass so close to it that he can reach a traveler upon Creation's lost road without being summoned.

Motivation: To be worshiped for building the roads that connect everything. Jacint's Intimacies include such things as roads and bridges, those who build roads, the children of Adorjan, basalt, marble, brass statues and his towers.

Virtues: Compassion 2, Conviction 3, Temperance 4, Valor 3

Traits: As a Third Circle demon.

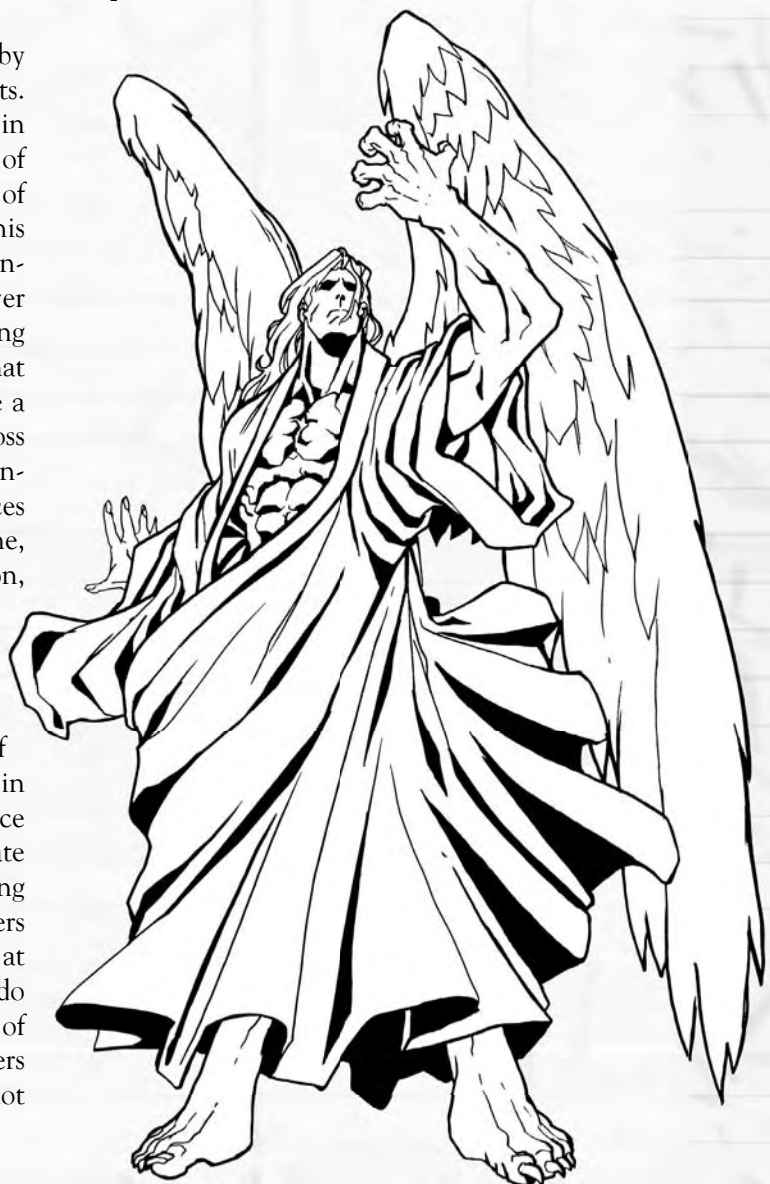
Sample Powers:

Articulation of the Path—Jacint creates roads merely by speaking, without any material or labor requirements. In every place where he exists, whether singularly in Creation, or multiple times throughout the layers of Malfeas, he may separately create up to 100 miles of roads per day, every day, without pause or rest. If his work comprises a single thoroughfare, the pace of construction is so fast that a mortal traveler might never overtake its end, though Jacint may split his time among multiple projects. Jacint can never create any road that touches another of his roadways, yet he may carve a course through the heart of a mountain or lay it across treacherous marshland. Difficult terrain reduces construction by one quarter, while extreme terrain reduces it by at least half. These roads consist of dark stone, reinforced when necessary with veins of brass or iron, and they may run thick and heavy upon the ground or rise in thinner curving arches through the air to cross canyons or even the sea.

Flight of Basalt Wings—Calling forth a disk of glowing light from his hands, Jacint scoops up a mass of willing passengers (a single unit up to Magnitude 9 in number) without disturbing its formation. The Prince Upon the Tower can fly, with his passengers, at a rate of 100 miles per hour, without tiring. Upon reaching his destination, the disk vanishes and his passengers are delivered. Alternatively, he could release them at some deadly height, but Jacint is generally loath to do so except when greatly angered or at the command of a sorcerer. The disk of light protects the passengers from any type of wind or extreme weather, but not from other threats.

Tower of the Prince—With the utterance of a few words and the expenditure of three temporary Willpower, Jacint may construct another instance of his signature tower of residence. At any moment, there may be but one instance of his tower in Creation, and one in each layer of Malfeas; if a second tower conflicts with this, the first one collapses into dust. Each of these towers is a level-three Infernal-aspected manse to which Jacint is automatically attuned, though he may choose to share this attunement. (Indeed, sorcerers typically command him to do so and then demand use of the hearthstone.) The nature of the manse depends upon the ground upon which it is built. Whatever its nature, the manse is identical in appearance to his other towers, and is strongly fortified (with walls equivalent in strength to Jacint's thick causeways).

Willpower: 9 **Essence:** 9



ROADS OF JACINT

Road Type

Soak (L/B)

Health Levels (Damaged/Destroyed)

Causeway (Thick)

25/25

40/80

Causeway (Thin)

18/18

5/10

Summoning Resistance: None

Other Notes: Jacint falls within the lower echelons of Third Circle demon power, as relative as such a statement may be, and Storytellers should not be afraid to portray him losing against others of his kind should circumstance demand it.

LIGIER, THE GREEN SUN

DEMON OF THE THIRD CIRCLE, FETICH SOUL OF MALFEAS

When the Exalted armies of the gods defeated the Primordials, they turned Malfeas inside out and cast his heart into his cavernous core. In the darkness of the Demon City's concentric black stone orbs, the heart of Malfeas shone forth as Ligier, the Green Sun. Inexplicably, his radiance lights every layer of the demonic realm, glaring throughout the aerial regions between them such that flying demons are sometimes lost in the green-lit sky. Only the passing shadows of the Ebon Dragon bring night to the hellish cityscapes below, though periodic clouds of infernal weather dim the mad emerald brilliance.

The Green Sun is the fetich soul of Malfeas, and if Ligier is truly slain, the Yozi that is the foundation and essence of the Demon City will become something else. Ligier is the finest of all demonic smiths, and his works are stupendous in scope. He melts streams of metal from the ores of Creation or Malfeas and forges them into wonders rivaling the works of Autochthon and the Twilight Solars of the First Age. In battle, he is more terrible to behold than most beings can withstand. As the Prince of Malfeas, Ligier seeks to bring a particular order to Creation and the Demon Realm alike, spreading black stone, brass and the celebration of the green sun.

Ligier rests literally at the center of the Demon City of Malfeas, as the Green Sun in its sky. When he desires a human form, Ligier simultaneously appears as a handsome young nobleman with auburn hair. He is sometimes dressed in flawless robes of emerald, and other times bare chested with a long green kilt or a blackened smith's apron of erymanthus hide.

Summoning: (Obscurity 1/5) As befits his station and power, Ligier is one of the hardest demons to summon and bind via sorcery. Yet, sometimes as it rises or sets, the solar disc inexplicably flashes green and Ligier is briefly drawn to the side of a remarkable mortal with-

out the call of sorcery. Only a smith performing the masterstrokes of a perfect work of brass, a mortal prince leading his army against Exalted foes, or a blindingly beautiful queen seizing control of a court while unwed can catch his attention thus. In such cases, the Green Sun has little time before the onset of day or darkness sends him back to Malfeas.

Motivation: To bring his glories to the world, such that all of Creation and Malfeas alike must celebrate the magnificence of the Green Sun. Ligier's Intimacies are for things of his own creation, particularly the Sword of the Yozi.



Virtues: Compassion 2, Conviction 4, Temperance 3, Valor 5

Traits: As a Third Circle demon.

Sample Powers:

Forge-Hand of the Green Sun—Ligier may use any of the Craft Abilities, although certain crafts demand specific circumstances. Craft (Fate) requires his presence in Creation and will likely be circumvented by security measures within the Bureau of Destiny, while Craft (Glamour) must be performed in suitably Wyld-oriented locations. The Green Sun is assumed to gain 23 successes on every Craft roll, and the Storyteller should consider the uncanny heights of artifice this allows. From exquisitely complex automatons to massive magitech engines to monstrously powerful artifacts, the works of Ligier are wondrous and terrible. His smithcraft requires priceless sacrifices, however, such as children's blood, the essence of treachery, Exalted souls and the like. Without them, he cannot help but conceal deadly and subtle flaws within the craft, even if bound.

Impossible Emerald Brilliance—When Ligier steps upon the field of battle, he generally feels honor-bound to reveal his unbearable radiance. Piercing shafts of light spill forth, and their deadly green brilliance melts flesh like hot wax. Everyone on the battlefield is automatically struck by an unblockable, undodgeable attack with raw damage of 10L that ignores armor (this kills human extras instantly barring special protection). Survivors must succeed at a (Wits + Resistance) roll, at a difficulty equal to their own Perception trait, or be temporarily blinded, as per **Exalted** p. 152. Every three hours, a blinded character may make a (Stamina + Resistance) roll at standard difficulty to recover her sight. A botch indicates that the loss of sight is permanent until successfully treated by some method that can remove Crippling damage. This power may be used only once per scene, when Ligier first unleashes his inner glory.

Sword of the Yozis—Legend claims that seven Solars died trying to seize this blade from Ligier, and he is proud of his creation. Indeed, it is said that he considers anything less than an entire circle of experienced Solars or a small army of heavily armed Dragon-Blooded less than a challenge for the sword. Whatever the truth, the Green Sun may call his infernal brass daiklave, etched with vitriol, to his hand at will (making disarm maneuvers useless as long as he is attuned to it), and declare a contest of arms against one or more worthy opponents. Typically, he will reserve such privilege for those who survive

his Impossible Emerald Brilliance. His every flashing movement reflected by a host of blazing contrails and flaming green afterimages, the swordplay of Ligier is breathtakingly beautiful and terrible to behold. This Third Circle demon bears a noble regard for worthy foes, however, and will refuse to continue a fair contest his blade has lost, unless pressed.

Willpower: 10 **Essence:** 10

Summoning Resistance: 5

Other Notes: Calling Ligier to the mortal world does not darken the Demon City. Like all fetiches and most Third Circle demons, the Green Sun can exist in Creation and Malfeas simultaneously.

SWORD OF THE YOZIS

When fighting in a contest of arms with his brass daiklave, Ligier wields the blade as a powerful solo unit, forcing his opponents to engage using the mass combat rules if they wish to fight him. The blade's traits are as follows:

Join War: 20

Sword of the Yozis: Speed 3, Accuracy 25, Damage 25L (piercing), Parry DV 13, Rate unlimited; provides Ligier with one reflexive perfect parry that refreshes each time he gets a new action

Dodge DV: 15, **Soak:** 10A/25L/25B, Hardness: 6A/16L/16B

Mass Combat: Magnitude 6, Drill 5, Endurance 25, Might 8

Health Levels: If Ligier suffers 25 health levels of damage while fighting with the Sword of the Yozis—scarcely a scratch for the Green Sun—he gracefully retires from the contest with a flourishing acknowledgement of recognition of his foe's worthiness against his favored creation. He will not willingly rejoin combat against the same opponent for at least 25 hours unless that foe further challenges him, even resisting the bindings of sorcery. Should an enemy press the issue, Ligier will respond with unfettered force, and it is up to the Storyteller whether his foolhardy attackers are doomed to tragic failure or are sufficiently epic to finally defeat the heart of Malfeas. His untapped All-Encompassing Divine Melee Subordination, coupled with completely untouched Principle of Motion action pools, pales in comparison to the infernal sorcery, realm-warping martial arts and sky-rending power the Green Sun might bring to bear when angered.

MUNAXES, THE RAVINE OF WHISPERS

DEMON OF THE THIRD CIRCLE,

FOURTH SOUL OF SHE WHO LIVES IN HER NAME

A black void darkens the flame within the 30th of the 100 spheres that circle the heart of She Who Lives in Her Name, and that void is the Yozi's fourth soul. Munaxes is the Ravine of Whispers, swallowing the words of those who speak ill of their comrades and kin, betray their rightful leaders or murmur of forbidden sins. She is literally an animate chasm of endless depth, and she cracks open the earth and wreaks havoc upon it when she journeys forth from her hearth fire.

Scholars of the First Age sometimes theorized that the Ravine of Whispers represented the idea of a torturous prison for those who trespassed against the will of the Primordials before there was a Yozi Hell. According to *The Hierarchy of Names*, a suppressed infernal cult text of the era, a sinner fell forever into the depths of Munaxes, surrounded by the echoes of his own iniquity. The outlawed text claimed that She Who Lives in Her Name was the foundation of all order and that those who defied her principle deserved being cast into the Ravine.

In every place she is present, the void of Munaxes simultaneously exists in material and dematerialized

states, her presence continuously disruptive to both. Her form is that of a dark chasm about 100 feet in length and 20 feet across, although she is typically surrounded by frenzied stretches of turbulent shattered earth.

Summoning: (Obscurity 2/5) When Munaxes is summoned, the ground splits open in front of the sorcerer, revealing a bottomless crevasse that violently spreads secondary cracks and ravines through the earth for a mile in every direction. The sorcerer must successfully survive the initial rending of the earth, as per Chasm of the Sundered Earth, before he can proceed with the binding contest. Sometimes, without sorcery, when someone betrays the natural order of acquaintance, authority or taboo, and speaks of it on the precipice of a deep fissure, the Ravine of Whispers opens below. If the speaker is unfortunate, the edge gives way and he falls into the endless depths of Munaxes. Typically, Munaxes merely listens for the words of iniquity across the spaces between worlds and gathers their echoes within her embrace.

Motivation: To swallow that which betrays hierarchy. Munaxes has no known Intimacies beyond her hearth fire, crystal sphere and She Who Lives in Her Name.

Virtues: Compassion 1, Conviction 3, Temperance 2, Valor 5



Traits: As a Third Circle demon.

Sample Powers:

Chasm of the Sundered Earth—When she appears, Munaxes splits open the earth, her maw a 100-foot-long bottomless crevasse. Horrific murmuring spills forth from the Ravine of Whispers, the terrain for a mile in every direction shatters into crumbling gorges and jagged spears of upturned stone, and earthquakes can be felt for miles beyond. Mundane structures in the one-mile radius typically collapse, while magically reinforced architecture suffers an automatic blow for 25L (piercing) raw damage. The players of animate targets caught within the area must succeed at a reflexive (Dexterity + Athletics) roll, difficulty 2, for their characters, or they fall into a gorge or are thrown onto jagged rock, suffering bashing damage as for a two-to-20-yard fall (roll two dice and add them). A botch means the damage is lethal. (See **Exalted** p. 126 for falling rules.) A victim close to the central chasm instead plunges into Munaxes, falling forever, undying unless slain. At the Storyteller's option, supernatural beings might escape, by catching the walls of the chasm and climbing back up, or with the aid of magic. Munaxes may repeat this effect every three long ticks, although she does so only when moving, when under orders or when provoked by her Motivation. Excluding her initial appearance, Munaxes may also make a single directed attack with each use of this power, thrusting spikes of stone at an individual or unit. (**Stone Spikes:** Accuracy 18, Damage 18L, Rate 1.)

Echoes of Iniquity—Whispers of iniquity echo perpetually within the abyss of Munaxes, and she knows many sordid things. A sorcerer may demand that she reveal these secrets to him. Any information might be shared, provided the Storyteller decides it lies within her purview. As a rule, her aid should give a *minimum* of three extra dice to one or more relevant rolls (these dice do not count as Charm dice).

Swallowing the Sinful Whispers—Munaxes can devour the words spoken against an individual. The protected target must initially be someone within one mile's range. Once she has activated this power, at a cost of a temporary Willpower, anyone who attempts to utter words that speak ill of the target finds those words swallowed by the Ravine of Whispers before anyone hears them. Anyone subjected to a verbal social attack that maligns the reputation of the protected target gains a reflexive Mental Parry DV of 13 against that attack. If an attack somehow overcomes this MDV, the words are heard as normal. Once this power is enacted upon a specific target, it endures

continuously, regardless of distance or separation of realms, unless Munaxes revokes it. There is no limit to the number of targets that she can simultaneously protect. The words she consumes become part of the Echoes of Iniquity.

Willpower: 9 **Essence:** 9

Summoning Resistance: 3

Other Notes: At her fastest rate, Munaxes moves 15 miles per day, although she can maintain that pace perpetually without tiring and without regard for terrain. In standard combat time, this translates to one foot per tick. Whenever she moves, the Chasm of the Sundered Earth power automatically activates once every three long ticks.

ORABILIS, THE END OF ALL WISDOM

DEMON OF THE THIRD CIRCLE,

SIXTH SOUL OF CECELYNE

Cecelyne, the Endless Desert, encompasses the boundaries of all things. In her sixth soul, Orabilis, the Yozi embodies the limits of wisdom. Clever Orabilis seeks out the secret mutinies of the Demon City and ensures their failure. He establishes vast repositories of Malfean lore, yet destroys those who learn forbidden things. His words rove as ever-vigilant spies, crystallize as scrolls of learning and rain down as molten death.

The eyes of Orabilis—living glass orbs of gray, blue, green and yellow—ever traverse the Demon City, their collective gaze searching eternally for those that break its laws. When his eyes pass, rational demons proceed carefully and felons hide from view. Those who offend the eyes of Orabilis are soon plucked out of demonic society and cast down or slain by the swords of Cecelyne.

The words of Orabilis rain down onto the Demon City as beads of liquid glass and coagulate into great libraries with translucent shelves of crystalline scrolls. In their gleaming halls, demons grow wise in the ways of Creation and Malfeas. Yet they must never become too wise; certain knowledge is forbidden, and demons that learn such things are doomed. When Orabilis finds them, he says, "These are things known only to the Yozi," and lays his hand upon them. The touch of Orabilis casts an offender into the void between the layers of Malfeas, where she burns like a fateful star, until eventually being extinguished by the winds of Adorjan or the green corona of Ligier.

When he desires, the End of All Wisdom assumes the form of a patrician of the Realm, dressed in Dynastic finery. With every gesture, desert sand drips from him, and his tongue is that of an adder.

Summoning: (Obscurity 2/5) Sorcerers call upon Orabilis because he is the End of All Wisdom. Ancient texts warn that a sorcerer must not overreach and demand the mysteries of the world, for doing so frees Orabilis to cast the sorcerer into the Malfean sky regardless of binding. Indeed, the Yozis did not cede all of their secrets to their captors, and whenever someone gains understanding of certain forbidden things, Orabilis might come to them without sorcery. Even other Third Circle demons take care when faced with Yozi enigmas.

Motivation: To make the children of the Yozis wiser, but never *too* wise. The Intimacies of Orabilis include such things as deserts, libraries, spies, wisdom, sand, glass, the laws of Cecelyne and dying stars.

Virtues: Compassion 1, Conviction 5, Temperance 3, Valor 3

Traits: As a Third Circle demon.

Sample Powers:

Eyes of Orabilis—With a word, a gesture and a temporary Willpower, Orabilis can create one of his roving eyes from a wisp of sand. Although these First Circle demons are weak in combat, they are feared and honored in the Demon City, for what they see, the End of All Wisdom knows.

Library of Glass—Orabilis speaks words of wisdom, and they rain down upon a nearby site as beads of liquid glass. After five days, and the expenditure of a temporary Willpower, the drops coalesce into a great glass library. The library is a source of knowledge for whatever subject the End of All Wisdom desires. Each library acts as a tutor for 25 points of traits the Storyteller deems suitable. Each dot of Ability, point of a specialty or level of a spell takes up one of those points. For example, a library might act as a tutor for Occult 7 and Lore 6, contain 3 different Solar Circle spells, and serve as a source for an Occult specialty (Demon Summoning +3).

Rain of Molten Glass—Instead of creating a library of glass, Orabilis can rain molten glass down upon a target he can see within one mile's distance, with the downpour ranging in size from 100 yards to 600 yards across. The molten deluge lasts for up to one hour, and anyone or anything in the area suffers its environmental effects. Each use of

this power costs Orabilis one temporary Willpower. The rain of glass is an environmental effect with (Damage 5L/action; Trauma 5).

Willpower: 10 **Essence:** 10

Summoning Resistance: 2

Other Notes: If Orabilis is given authority to punish someone for learning forbidden knowledge, he must lay a hand on the guilty target. This touch is a Speed 6 unblockable attack with 20 successes (Step 3). If the target fails to evade it, the two instantly enter a contested reflexive challenge of wills. The player of each contestant makes an unmodified (Willpower + Essence) roll, until Orabilis or the target gains three more total successes than the other. If Orabilis wins this contest, the victim is cast into the Malfean sky as a failing star; if the victim wins, she wrests control of the secret from Orabilis and forever denies him authority over it. (Nonetheless, the priests of Cecelyne and other demons might seek to silence her.)

SECOND CIRCLE DEMONS

Each of the Third Circle demons possesses seven autonomous souls, each of which comprises a Second Circle demon. Each of these souls operates independently from its higher self, yet ultimately echoes one or more of the Yozi's sub-consciousnesses. By dint of their origins, demons of the Second Circle automatically gain the posi-





Name	Str/Dex/Sta	Per/Int/ Wits/Will	Health Levels	Attack (Spd/Acc /Dmg/Rate)	Dodge DV/ Soak
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Eyes of Orabilis 1/4/1 6/3/4/6 -0/-1/-4/Incap Ram (Punch): 5/5/1B/3 6/1B/1L
Abilities: Athletics 1, Awareness 5 (Visual +3), Bureaucracy 1, Dodge 4, Integrity 5, Investigation 5 (Crimes Against Cecelyne's Law +3), Larceny 1, Linguistics 1, Lore 1, Occult 1, Presence 1 (Authority of Cecelyne +3), Resistance 1, Stealth 5 (Small Places +3), Survival 1 (The Demon City +3)
Spirit Charms: *Amethyst Awareness*, *First (Ability) Excellency* (Awareness, Dodge, Investigation), *Hurry Home* (back to Orabilis), *Landscape Travel* (flight), *Materialize* (45 motes), *Measure the Wind*

Essence: 3 **Essence Pool:** 60

Notes: The eyes of Orabilis fly about as fast as messenger birds (30 mph), and they ignore all penalties from darkness, fog or other intangible visible obstructions. Orabilis instantly knows everything that his eyes see. Although their Motivation is to serve Orabilis, and their Intimacies are the laws of Cecelyne, the eyes act independently. If attacked, they typically flee (Move action, 15 yards per tick). An eye that is forced to fight will ram opponents until it can escape.

tion of citizens in Malfeas, and First Circle demons are wise to heed or avoid them. Typically, an antagonistic demon of the Second Circle is a serious challenge for experienced Exalts and a deadly enemy for lesser beings.

ALVEUA, THE KEEPER OF THE FORGE OF NIGHT DEMON OF THE SECOND CIRCLE, THE EXPRESSIVE SOUL OF THAT WHICH CALLS TO THE SHADOWS

Alveua appears as a thin, beautiful mortal girl, except her dress consists of shining black metal, two small horns peek from the short red hair that graces her forehead, and she carries a massive red-hot hammer over one shoulder. Her philosophy is known to certain savants. "If I had the shaping of all things, as I have for those I re-forged, then the Yozis would not be imprisoned, the gods would not rebel against them, the mortals would not be so bold, and both harmony and happiness should fill the world. Sadly, as Erebour and the Ebon Dragon are held, so held am I, and I can fix only certain aspects of Creation."

Alveua hears the sacrifice of innocent blood and may answer a petitioner. She then carries the supplicant to the Forge of Night and reshapes him upon her anvil, though a sorcerer may demand otherwise. In her dark forge, lit only by the dying stars of Malfeas, Alveua hammers a mortal's flesh into a peerless object such as men make of metal: perhaps a perfect blade, a fine breastplate or an iron gate. The victim does not survive, but his spirit lingers in the shining black metal of her work and holds the same Motivation and Intimacies he once held. The magic of the Keeper's craftsmanship gives shape and endurance to his loves and ambitions, but if he loved

nothing except himself, he is sure to become a crown or ornament of jewelry. In this manner, some vain mortals seek immortality for themselves or their goals.

Insects find a kindred soul in the Essence of Alveua, and the Keeper forged the insects of Malfeas. Those who harm Alveua risk the enmity of vengeful swarms. The Keeper of the Forge of Night also crafted the needle-making firmin.

Summoning: (Obscurity 2/3) Sorcerers call Alveua to craft them wondrous things. She requires the Forge of Night for her greatest works, but an anvil in Creation is sufficient for lesser marvels. Sometimes, the sacrifice of the blood of an innocent opens a crack by which she may enter the mortal world, and sometimes she answers such sacrifices. Alveua will not craft by the light of sun or moon, and if a sorcerer tries to force her to do so, her player rolls a number of dice equal to her Conviction with each success giving her one point of Limit.

Motivation: To forge the destiny of humans so that the Yozis are free, mortals and the gods are loyal servants, and the world is filled with harmony. Her Intimacies include such things as her forge, her anvil, her hammer, the Ebon Dragon, Erebour and insects.

Attributes: Strength 6, Dexterity 6, Stamina 5; Charisma 3, Manipulation 4, Appearance 4; Perception 4, Intelligence 5, Wits 5

Virtues: Compassion 2, Conviction 5, Temperance 3, Valor 4

Abilities: Athletics 3, Awareness 2, Craft (Fire) 6, Dodge 3, Integrity 2, Investigation 1, Linguistics (Native: Old Realm; Others: Flametongue, Insect Buzzing) 2, Lore 5, Martial Arts 2, Melee 5 (Hammer +3), Occult 3, Presence 5, Resistance 5, Stealth 1

Backgrounds: Artifact 3, Artifact 5, Backing 3, Cult 1, Followers 3, Resources 5, Sanctum 2

Charms:

Call—Insects, sesseljae and firmin

Capture—Carry victim through a portal to her sanctum or the nearest darkened forge

Chrysalis of Preservation—Mortals or objects on her anvil

Creation of Perfection—Forge mortals on her anvil

Essence Plethora—10 extra motes

Forge of Night—Alveua can use her forge to shape mortals into objects that reflect and immortalize them. Use of this power requires her to have access to her anvil. A sorcerer who desires this service must allow Alveua to return to Malfeas, which means she will be gone at least 10 days as she travels back and forth across the desert Cecelyne. The enchantment of such an object may create perfect equipment, or may qualify as an artifact. See **Exalted** (pp. 133–134, 139, 365–366) and **The Books of Sorcery, Vol. III—Oadenol's Codex** for rules for creating perfect items or forging artifacts.

Hurry Home—To her sanctum, the nearest dark forge or the original point where she entered Creation

Materialize—Costs 80 motes

Meat of Broken Flesh—Recovers motes from hammering mortal flesh, whether in combat or upon her anvil

Memory Mirror—Senses the greatest goals of the mortal being forged

Ox-Body Technique

Paralyze—Shaping and Crippling effect, victims on her anvil only

Plague of Menaces—Insects harass those who harm Alveua

Portal—To her sanctum or the nearest darkened forge

Principle of Motion—Alveua typically banks up to nine stored actions

Touch of Eternity—Immortalize the spirit of a mortal forged into an object

First (Ability) Excellency—Craft, Melee, Resistance

Second (Ability) Excellency—Craft, Melee, Resistance

Third (Ability) Excellency—Craft, Melee, Resistance

Infinite (Ability) Mastery—Craft

Sorcery—Alveua has mastered a handful of Terrestrial Circle spells: Emerald Countermagic, Commanding the Beasts (she calls insects only) and Ritual of Elemental Empowerment (she uses the earth and fire versions only).



Join Battle: 7

Attacks:

Punch: Speed 5, Accuracy 9, Damage 6B, Parry DV 5, Rate 3

Kick: Speed 5, Accuracy 8, Damage 9B, Parry DV 3, Rate 2

Clinch: Speed 6, Accuracy 8, Damage 6B, Parry DV —, Rate 1, Tags P

Infernal Hammer (Ember of Perfection): Speed 5, Accuracy 17, Damage 22L/5, Parry DV 14, Rate 2, Tags 2, O,P,R

Soak: 18L/20B (Infused with enchanted metal, 15L/15B, Hardness: 10L/10B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8 **Willpower:** 9

Essence: 7 **Essence Pool:** 125

Other Notes: Alveua suffers a +1 difficulty when working with Creation's magical materials (jade, starmetal, soulsteel, orichalcum and moonsilver) as her nature is not aligned to them.

BERENGIERE, THE WEAVER OF VOICES

DEMON OF THE SECOND CIRCLE,

THE INDULGENT SOUL OF THE GREEN SUN

When the first green rays of Ligier shined down on a thing of beauty and that wicked luminary paused to admire the craftsmanship, there was born Berengiere. The Weaver of Voices is beautiful in form, with luscious curves beneath crimson-veined clothing that murmurs in a thousand quiet voices rather than rustling as cloth does. Her fingers are delicately shaped into rending points and dusted with aconite. Although a face seems to hide, demure and tempting behind the veil she wears, those who move it aside are instead assailed by a landslide of brass dust and igneous rock, which pours forth until her veil is allowed to fall back into place.

Berengiere is bound to defend the boneyard where the remains of an unknown fetich—slain most artfully—are interred, but she is always anxious to flee that duty. When she is not bound there, she indulges in her preferred pastime, the creation of fabric woven from stolen voices.

The stronger the emotion that impels the voice, the finer and stronger the cloth. Different emotions make for a variety of uses. Cloth-of-torture chafes terribly but is excellent armor, while cloth-of-apathy is light, diaphanous and tears easily. The strongest of her weavings is cloth-of-true-love, and it is all but impenetrable. Mortals whose voice she steals do eventually learn to speak again, but some have given their assent

to have their voices snatched forevermore. From these rare treasures, Berengiere creates wonders.

Summoning: (Obscurity 2/3) Summoners call upon Berengiere for aid in creating things of cloth, for there are few better weavers. Berengiere has also been used to silence an enemy or to act as a lover or a translator. Berengiere's lust for passion-filled voices is such that any voice lost in a moment of great passion—whether someone screams himself mute in denial of the death of a loved one or professes undying love with an injury or illness of the throat—winds its way to Berengiere in her boneyard. There, she snatches at the thread and quickly follows it back up, into Creation. Old wives caution those with sore throats and laryngitis to remain calm and not speak, though they themselves rarely understand the reasons why.

Motivation: To collect the voices of passion and weave them into permanent forms. Berengiere's Intimacies include Ligier, her duty to guard the boneyard (expressed as a negative Intimacy), her creations and the last five individuals who voluntarily surrendered their voices to her.

Attributes: Strength 4, Dexterity 7, Stamina 5; Charisma 3, Manipulation 3, Appearance 4; Perception 7, Intelligence 5, Wits 5

Virtues: Compassion 2, Conviction 3, Temperance 3, Valor 4

Abilities: Archery 2, Athletics 1, Awareness 4, Craft (Wood) 6, Dodge 2, Integrity 2, Linguistics (Native: Old Realm; Others: Flametongue, Forest-tongue, Guild Cant, High Holy Speech, High Realm, Low Realm, Riverspeak, Seatongue, Skytongue, Tribal languages) 10, Lore 3, Martial Arts 3 (Nails +1, Stealing Voices +2), Medicine 2, Melee 2, Occult 3, Performance 2, Presence 2 (Seduction +2), Resistance 5 (Poison +3), Ride 2, Sail 1, Socialize 2, Thrown 1

Backgrounds: Artifact 5, Backing 3, Cult 1, Followers 2, Resources 5

Charms:

Creation of Perfection—Allows the demon to weave voices like cloth

Dreamscape—The beauty of Berengiere haunts her victim's dreams until they willingly give her what she wants

Essence Bite—Those who touch her fingernails (or are touched by them) suffer aconite poisoning (Damage 6L/hour, Toxicity 3M, Tolerance —/—, Penalty -3)

Harrow the Mind—Berengiere causes voices to emanate from anywhere within her line of sight

Hoodwink—Sudden burst of confusing murmurs

Materialize—Costs 80 motes



Measure the Wind—The timbre of a being's voice reveals to Berengiere that being's power

Memory Mirror—Berengiere forever imprints the experiences of those whose voices are freely given into what she creates

Paralyze—Unnatural passion and aconite dust paralyze the victim (Poison, unnatural mental influence)

Principle of Motion—Berengiere regularly banks up to nine extra actions

Words of Power—Opens her cloak to unleash a deafening susurrus of terrible voices from her cloth-of-voices, costing five motes per attack

First (Ability) Excellency—Awareness, Craft, Martial Arts, Resistance

Second (Ability) Excellency—Awareness, Craft, Martial Arts, Resistance

Third (Ability) Excellency—Awareness, Craft, Martial Arts, Resistance

Infinite (Ability) Mastery—Awareness, Craft

Join Battle: 9

Attacks:

Punch: Speed 5, Accuracy 11, Damage 4B, Parry DV 6, Rate 3

Kick: Speed 5, Accuracy 10, Damage 7B, Parry DV 4, Rate 2

Clinch: Speed 6, Accuracy 10, Damage 4B, Parry DV —, Rate 1, Tags P

Scratch: Speed 5, Accuracy 13, Damage 4L*, Parry DV 5, Rate 2

Voice Theft: Speed 5, Accuracy 11, Damage N/A**, Parry DV —, Rate 1

Words of Power: Speed 5, Accuracy 7, Damage 4B***, Parry DV —, Rate 1

Dragon's Suspire: Speed 6, Accuracy 9, Damage 12L, Rate 1, Range 10

* Aconite: Damage 6L/hour, Toxicity 3M, Tolerance —/—, Penalty -3

** Berengiere steals the victim's voice.

*** For every health level of damage inflicted, target receives a -2 penalty to all Dodge and Integrity pools or derived traits for 21 ticks.

Soak: 15L/17B (Cloth-of-true-love garb, 12L/12B, -2 mobility penalty, 1 fatigue value)

Health Levels: -0/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8 (6 in armor-clothes) **Willpower:** 9

Essence: 7 **Essence Pool:** 115

Other Notes: By spending six motes and one Willpower, Berengiere may perform her Voice Theft attack. Victims of the attack become mute for a year and a day, and the demon gains the materials to craft another bolt of cloth. Those who consent lose their voices forever, and from those she creates potent fabrics for the making of artifact-level creations. Permanently robbing someone of his voice in this way costs 20 motes and one Willpower.

Armor that Berengiere makes from voices is treated as perfect equipment designed to be unencumbering, with mobility penalty and fatigue value each better than normal by two. It has the added bonus that it appears to be nothing more than fine clothing ([Perception + Awareness], difficulty 3, to notice that the clothing is armor).

Touching cloth woven by the Weaver of Voices, one may choose to hear the voice it contains. Those pieces crafted from mere words contain only those words. Those woven from voices freely and forever sacrificed to Berengiere, however, may converse with all the knowledge their owners possessed at the moment they were taken, as if one were talking to the owners themselves.

The veil worn by the Weaver of Voices holds back a landslide, and if it is moved aside, that avalanche is freed, acting as a Dragon's Suspire attack.

FLORIVET, THE WHIM-OF-THE-WIND

DEMON OF THE SECOND CIRCLE,

THE REFLECTIVE SOUL OF THE END OF ALL WISDOM

Once, Florivet was given the title Masterful Scholar by his master, Orabilis. Eventually, though, something changed in the scholarly creature, and he fled the libraries of the End of All Wisdom for the adventures of Cecelyne's open sands and the wind through his feathers and fur. Orabilis stayed his wrathful hand, punishing him with only a tiny curse: Forevermore, Florivet would be called Whim-of-the-Wind, blown hither and yon on a land ship made of his own bone and sand-hued sails. (He replaced his bones with red glass blown from the sands of Ceclyne.) Florivet loves to skirt the edge of the terrible Hell-deserts, sometimes with Creation's strange blue sky tinting the horizon, though he seldom ventures farther.

Embracing his new identity as an adventurer, Florivet truly came to embody everything that was worse about such gadabouts. He is a drunkard and womanizer, constantly seeking adventure over the horizon. He takes rejection from beauties with good temper (though he often mocks them once he's had something to drink). He has little tolerance for sobriety (his own, primarily, though he hates to drink alone). Occasionally, though, those who spurn his advances raise his ire, and he mars their beauty forevermore, scarring them horribly with bilious, cutting cruelty.

The winds follow Florivet wherever he goes, for a tiny adventurous zephyr blows in his heart, and air elementals cannot help but fall in love with his handsome visage and strong form. Who else has the strong torso of a man, with majestic wings of white feathers from his shoulders and a strong-jawed lupine head with the wide, shining eyes of an owl? Smitten elementals always try to get his attention, blowing winds at his back, but Florivet has no eye for such ephemeral beauty. He likes his women with a bit more solidity. Nonetheless, the elementals adore him from afar, and when he is angry, the winds are terrible gusting things that shriek and howl. When he is happy, they cannot help but be joyful as well, blowing sweet-smelling winds.

Summoning: (Obscurity 2/4) Because of the adoration of the air elementals that follow Florivet, those in the know have been known to call up the Whim-of-the-Wind and offer him dalliance with a courtesan or a keg of fine wine (or both) in the hold of a ship to guarantee it fine winds for swift journeys. These sorts of compacts please Florivet so much that he is often willing to accede to such requests even from mortal thaumaturges who know the means of beckoning him.

Florivet has also been known to find his way to Creation when no winds blow through the desert sands of the South. On the first dark moon after more than a week of such stillness, white owl feathers drop fitfully from the sky in a strange pattern. If another dark moon comes without those feathers being buried by wind-blown sands, the sand explodes outward in a typhoon-like





explosive gust, and Florivet may take his adventures into Creation.

Motivation: To enjoy the excitement of the journey, particularly when sailing into the unknown. His Intimacies include his ship, the *Foremost Gale*, as well as adventuring, wine and women.

Attributes: Strength 4, Dexterity 5, Stamina 4; Charisma 4, Manipulation 2, Appearance 1; Perception 4, Intelligence 3, Wits 4

Virtues: Compassion 2, Conviction 2, Temperance 1, Valor 3

Abilities: Archery 4, Athletics 3, Awareness 3, Dodge 4, Integrity 1, Investigation 1, Larceny 4, Linguistics (Native: Old Realm; Others: Flametongue, Low Realm, Riverspeak, Seatongue, Skytongue) 5, Lore 4, Martial Arts 3, Melee 3, Occult 2, Presence 5, Resistance 2 (Resist Alcohol +3), Sail 6, Socialize 2, Stealth 3, Survival 1, Thrown 4, War 1 (Shipboard Combat +2)

Backgrounds: Artifact 5, Backing 3, Cult 2, Followers 3, Resources 3

Charms:

Affinity (Element) Control—Air, Earth, Water; Florivet may exert his will over six barrels of these elements
Claws of the Angry Dragon—The Whim-of-the-Wind can weaken his enemies

Dreamscape—Seeking adventure, Florivet sometimes sails the *Foremost Gale* through the dreams of mortals

Hoodwink—Winds serve to distract and annoy the demon's enemies

Landscape Travel—The wind beneath his wings bears Florivet aloft

Materialize—Costs 75 motes

Measure the Wind—The winds whisper to Florivet of his enemies' strength

Principle of Motion—Florivet possesses up to nine banked actions

Scourge—Florivet conjures acid to ruin the target's Appearance (almost always a woman who's scorned him)

Taste of Mortality—Florivet is skilled in countering the gods' blessings

Tracking—Tiny zephyrs waft the scent of prey to the demon

Weather Control—The weather shifts to mirror the Whim-of-the-Wind's mood

First (Ability) Excellency—Dodge, Lore, Sail

Second (Ability) Excellency—Archery, Sail

Third (Ability) Excellency—Sail, Thrown

Infinite (Ability) Mastery—Sail

Supernatural Martial Arts—Florivet knows Seafaring Hero Style through the Form-type Charm

Join Battle: 7

Attacks:

Punch: Speed 5, Accuracy 9, Damage 4B, Parry DV 5, Rate 3

Kick: Speed 5, Accuracy 8, Damage 7B, Parry DV 3, Rate 2

Clinch: Speed 6, Accuracy 8, Damage 4B, Parry DV —, Rate 1, Tags P

Claw: Speed 5, Accuracy 8, Damage 6L, Parry DV 4, Rate 2

Perfect Long Bow (Lovers' Sigh): Speed 5, Accuracy 12, Damage 4L*, Range 200, Rate 4

* Uses target arrows. Halves soak of armor.

Soak: 20L/22B (Yozi-glass skeleton, 18L/18B)

Health Levels: -0/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Dodge DV: 8 **Willpower:** 9

Essence: 6 **Essence Pool:** 105

Other Notes: Florivet possesses a marvelous 20-foot-long land ship, the *Foremost Gale*, built of his own bone and sinew. He cut the bones out piece by piece with crimson-glass blades forged from the sands of Cecelyne, and he replaced the missing bones with struts made from the same material, his sinews re-growing to anchor them. Unlike with most such vessels (see **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 38, for details), the Whim-of-the-Wind's ship can travel on water as well as land.

GERVESIN, THE GRIEVING LORD

DEMON OF THE SECOND CIRCLE,

THE MESSENGER SOUL OF THE GREEN SUN

Weep for Gervesin, who knew love only once: in the moment when he slew the mortal Kinnojo of Chiaroscuro. In that tiny second between ripping through Kinnojo's chest, and the flight of Kinnojo's soul to Lethe, Gervesin immersed himself in the strange experience of falling in love and has known only despair ever since. In the rare instances when Gervesin appears in the form of an Eastern man with beautiful green eyes, the story of his love for Kinnojo appears tattooed across his back and arms in Old Realm.

More typically, however, Gervesin takes the form of a great and terrible lance of strange verdigris-covered brass, burning with viridian light. It was in this form that Gervesin sought the heart of Kinnojo and found more than he reckoned. In this form, Gervesin's blightful nature expresses itself best, particularly when he is in Creation. He leaves a path of horror in his wake as he flies through the air. The clouds above him are marred with a thin line of red, while crops and flowers petrify beneath him. Day-birds are infected with terrible

threads of brass that corrupt their bodies like a cancer. Mortal babes in the womb are twisted into monsters (or even decanthropes, who turn their mothers into the first of their human bodies). Beneath the flight of Gervesin, stones turn black and gold bursts into green flame. When the fire has gone out, the gold has been turned entirely into verdigrised brass.

As a spear, Gervesin prefers to travel Creation wielded by a mortal. Those unfortunate enough to pick up the uncanny green spear are wholly subsumed by Gervesin's will. The spear compels its "wielder" to move from battle to battle, where the spear slays gloriously but offers no protection to the mortal. Eventually, those so enslaved by Gervesin are bloodied, gangrenous things wishing for death. When they are finally granted that request, they are horrified to find that they are trapped still within their own corpses, as Gervesin continues his eternal march of destruction and corruption.

Summoning: (Obscurity 3/5) Gervesin spends much time in Creation. He is rarely summoned, however, save by those Celestial Exalts who believe they can wield the terrible green spear. More frequently, Gervesin escapes Malfeas when someone attempts to destroy or otherwise treats the remains of Kinnojo with disrespect or contempt.

Motivation: To protect the health of Chiaroscuro, the city that his fallen love once called home. His Intimacies are to Ligier, the memory of Kinnojo, Chiaroscuro and battle.

Attributes: Strength 7, Dexterity 4, Stamina 4; Charisma 5, Manipulation 4, Appearance 4; Perception 4, Intelligence 4, Wits 3

Virtues: Compassion 3, Conviction 4, Temperance 3, Valor 4

Abilities: Athletics 2, Awareness 2, Dodge 2, Integrity 5, Investigation 1, Linguistics (Native: Old Realm; Others: Flametongue, Riverspeak, Seatongue) 3, Lore 2 (Chiaroscuro +1), Martial Arts 1, Melee 5 (Gervesin +3), Occult 2, Presence 1, Resistance 5, Stealth 1, Survival 1, Thrown 5 (Gervesin +3), War 4

Backgrounds: Backing 3, Cult 1

Charms:

Commandeer—Gervesin the spear often takes control of those who touch him and, once he does, won't let go

Essence Bite—The touch of Gervesin as spear burns all but its wielder (up to 9L damage)

Essence Plethora—10 extra motes

Fruit of Living Essence—The demon feeds off his wielder

Hollow Out the Soul—Gervesin conditions his hosts not to resist his influence

Hoodwink—Glittering green orbs distract and disorient victims

Hurry Home—The Grieving Lord flashes across Creation or Malfeas as an arc of green light

Materialize—Costs 85 motes

Meat of Broken Flesh—The Grieving Lord gains Essence from those he wounds

Ox-Body Technique

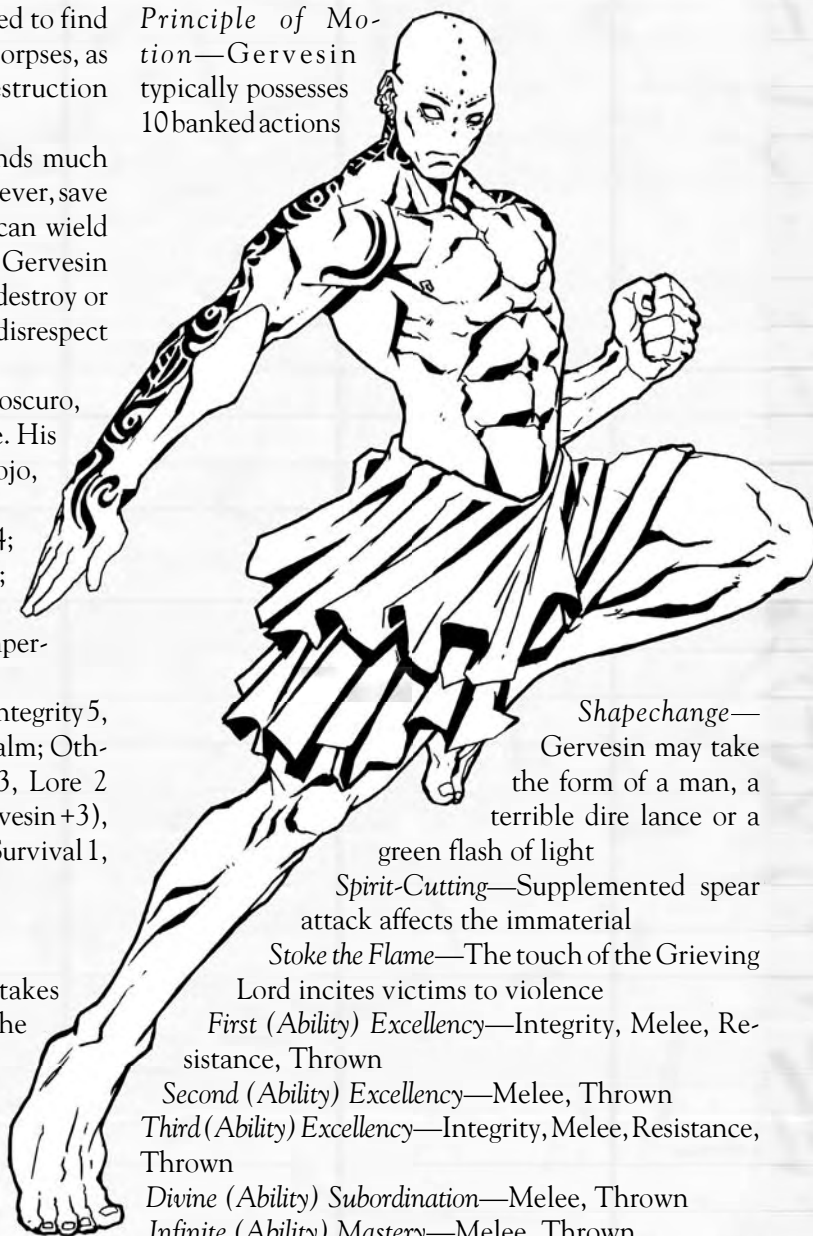
Portal—In spear form, Gervesin may slice a hole in space, allowing his host to stride from one battlefield to another

Possession—The demon subsumes the mind of his wielder, animating the victim as he will even beyond death

Principle of Motion—Gervesin

typically possesses

10 banked actions



Shapechange—Gervesin may take the form of a man, a terrible dire lance or a green flash of light

Spirit-Cutting—Supplemented spear attack affects the immaterial

Stoke the Flame—The touch of the Grieving Lord incites victims to violence

First (Ability) Excellency—Integrity, Melee, Resistance, Thrown

Second (Ability) Excellency—Melee, Thrown

Third (Ability) Excellency—Integrity, Melee, Resistance, Thrown

Divine (Ability) Subordination—Melee, Thrown

Infinite (Ability) Mastery—Melee, Thrown



Join Battle: 5

Attacks:

Punch: Speed 5, Accuracy 6, Damage 7B, Parry DV 4, Rate 3

Kick: Speed 5, Accuracy 5, Damage 10B, Parry DV 2, Rate 2

Clinch: Speed 6, Accuracy 5, Damage 7B, Parry DV —, Rate 1, Tags P

Green Spear: Speed 5, Accuracy 14, Damage 15L/12L, Parry DV 7, Rate 2

Thrown Green Spear: Speed 5, Accuracy 14, Damage 15L, Range 100, Rate 1

Soak: 17L/19B (Made of Malfean brass, 15L/15B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 7 **Willpower:** 10

Essence: 7 **Essence Pool:** 130

Other Notes: None

GUMELA, THE JEWELLED AUDITOR

DEMON OF THE SECOND CIRCLE,

THE WISDOM SOUL OF THE PRINCE UPON THE TOWER

The form of the Wisdom soul of Jacint is intended as a mockery of the Loom of Fate. Where the Loom is an ordered, exquisitely designed weaving of threads, Gumela is a terrible snarl, the desire of Jacint to see the Loom twisted and bound up inexorably given physicality. The Jeweled Auditor appears as a man clad in thousands upon thousands of gold and silver threads, each of which ends in a sapphire or emerald that threatens to touch the ground as he walks. Each of these threads is knotted into the heart of Gumela, a terrible snarl in the middle of his hollow chest, and falls gently to form the skirt of loose threads that hides his strange foot-shaped tangles with a hundred six-inch thread toes, which grasp the ground like tentacles.

Gumela regards mortals dispassionately, bearing them neither adoration nor malice. His breath is sweet, however, and drives mortal passions mad. Things that are tangled swiftly come undone in those who breathe in this intoxicating breath. The most confusing, twisted passions leap to the tongues of those who would rather they weren't made public, secrets and hidden truths are unraveled and spoken aloud, and thoughts escape the twists of hesitation and embarrassment to be spoken aloud without censor. Taboos are unbound from the wrappings of propriety, and public sex and decadent behaviors break out where Gumela breathes. Memories of these times linger in mortal thoughts, and those who have experienced Gumela's fumes sometimes gather on the anniversaries of such events and recreate them,

driven to do so by primal urges they hate and try to keep hidden. Such hedonistic sects of shame form the majority of Gumela's cult in Creation.

Gumela seeks knowledge for the enjoyment of discovery, though he is easily distracted by pleasures. Though he does not regard mortals as anything more than bits of the environment, Gumela is easily taken in by their passions. He loves the taste of wine, which tints his threads a deep shimmering burgundy hue. When a woman gives herself to him, his bodily threads expand to envelop her, and she is pulled into him. Those who drive him to deep ecstasy may be released hours, weeks or months later, but those who do not are never heard from again.

The coming of the Jeweled Auditor is marked by an increase in thread-like phenomena in the world. Long, thin shadows stretch across bodies of water, glints of light stretch strangely across the facets of gemstones and a weary lassitude stretches across the region, as though thick threads bound both bodies and thoughts. Where Gumela has passed, the world is left in threads as well. Stray threads from his garments are left hither and yon among trickles of blood or other liquid that do not drip normally, but instead stretch out into long thin filaments. Dust gathers in fine spider-webbing lines. Twigs seemingly stretch out into fine root-like structures. Fur or hair is stretched to delicate proportions.

Summoning: (Obscurity 2/4) Gumela is a well-known horror to the lore of Creation. Sorcerers call on Gumela to unravel mysteries or to infuse their enemies with humiliating wantonness. Everyone knows to be cautious when thread or yarn has become so snarled that it cannot be untangled. Should such a mass of fiber be doused by a drop of blood, a splash of semen and a bit of spilled wine, the fibers will suddenly unfurl, infinitely unfolding to reveal the form of Gumela. Many cultures have old laws against violence, alcohol and sex near spinning wheels or looms for just such reasons, though not everyone remembers the reasons why. When Gumela is free in Creation, he immediately goes searching for "Mayoigo." Who or what this thing might be is unknown to any savant or scholar in Creation or Heaven.

Motivation: To find the person, thing or quality of being named Mayoigo. Gumela's Intimacies include Mayoigo (at a full rating of Conviction + Willpower), Jacint and orgiastic behavior.

Attributes: Strength 3, Dexterity 5, Stamina 5; Charisma 5, Manipulation 5, Appearance 4; Perception 4, Intelligence 5, Wits 2

Virtues: Compassion 1, Conviction 5, Temperance 2, Valor 4



Abilities: Athletics 3 (Balance +2), Awareness 3, Bureaucracy 1, Dodge 2, Integrity 2, Investigation 5 (Mayoigo +1), Linguistics (Native: Old Realm; Others: Flametongue, Guild Cant, High Realm, Riverspeak) 4, Lore 5, Martial Arts 3, Medicine 2, Melee 4, Occult 3, Presence 4, Resistance 2, Socialize 3, Stealth 2, Survival 1, Thrown 5 (Green-Tipped Death +2)

Backgrounds: Backing 3, Cult 1, Followers 5, Resources 5

Charms:

Benefaction—Gumela aids others in satisfying their carnal desires

Capture—The Jeweled Auditor's threads envelop and swallow his lovers

Claws of the Angry Dragon—The Jeweled Auditor weakens the resolve of others

Essence Plethora—10 extra motes

Geas—Gumela's sweet words compel one to do his bidding

Hoodwink—The glittering swing of the demon's jeweled threads can prove both distracting and confusing

Malediction—All-Encompassing; When his temper rises and his breath sours, those who raised Gumela's ire suffer

Materialize—Costs 80 motes

Ox-Body Technique

Principle of Motion—Gumela usually possesses 10 banked actions

Spirit-Cutting—Supplemented attack affects the immaterial

Stoke the Flame—Gumela's breath inspires hedonistic lust and abandon

Touch of Divinity—The Jeweled Auditor gifts those he favors

Wine of Infinite Heartbreak—The demon's presence is intoxicating... and addictive

First (Ability) Excellency—Investigation, Lore, Melee, Presence, Thrown

Third (Ability) Excellency—Investigation, Lore

Infinite (Ability) Mastery—Investigation, Lore

Join Battle: 5

Attacks:

Punch: Speed 5, Accuracy 9, Damage 3B, Parry DV 5, Rate 3

Kick: Speed 5, Accuracy 8, Damage 6B, Parry DV 3, Rate 2

Clinch: Speed 6, Accuracy 8, Damage 3B, Parry DV —, Rate 1, Tags P

Sapphire Tiger Technique: Speed 5, Accuracy 8, Damage 15L/4, Parry DV 5, Rate 2

Shining Elephant Fist: Speed 5, Accuracy 8, Damage 19B/4, Parry DV 6, Rate 2

Green-Tipped Death: Speed 4, Accuracy 13, Damage 7L, Range 20, Rate 2, Tags P

Soak: 15L/17B (Thread body, 12L/12B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 7 **Willpower:** 10

Essence: 6 **Essence Pool:** 120

Other Notes: The Jeweled Auditor possesses three unique attack modes made possible by the magical jeweled thread that composes his body. Activating the Sapphire Tiger Technique causes Gumela to extrude threads from the edges of his arms to form two large spiked fans. When he attacks with one of these fans, half of its threads whip out to wrench defenses aside while the rest strike with his fist, augmenting the blow.



Those struck by this attack are left tangled in threads, which imposes a one-die penalty to all actions. Effects of such strikes' penalties are cumulative, and they persist until the threads are removed. Removing the threads requires a (Strength + Athletics) total of 8 to snap the threads as a feat of strength or a successful (Dexterity + Athletics) roll to disentangle. The total for the feat of strength and the difficulty both increase by one for each additional penalty past the first.

Gumela's second unique hand-to-hand attack is the Shining Elephant Fist. Preparing for it, the Jeweled Auditor's glittering threads wrap tightly around the demon's arm and extend forward to form a massive bludgeon, which flashes brightly when it strikes. The player of a character hit by this attack must make a successful reflexive (Stamina + Resistance) roll, difficulty 2, or the flash blinds the character for three actions. (See page 152 of *Exalted* for details on fighting blind.)

For the demon's final attack, Gumela releases a whiplike thread tipped in an emerald called the *Green-Tipped Death*. It darts from the Jeweled Auditor's hand to strike and is then drawn back by the thread. Upon impact, it blossoms into an eight-pointed star within its target before closing and whirring back to the demon. The demon sometimes uses this attack to perform the movement functions of a gauntlet of distant claws. (See page 37 of *The Books of Sorcery, Vol. III—Oadenol's Codex* for more details.)

LUCIEN, THE GUARDIAN OF SLEEP

DEMON OF THE SECOND CIRCLE,

THE EXPRESSIVE SOUL OF THE END OF ALL WISDOM

In service to the End of All Wisdom, Lucien works to keep the Demon Prince Sacheverell in slumber. Sacheverell, who is also called the Abhorrent Prophet Unimagined, dreams only of the present while he slumbers. In waking, however, nothing of the future remains hidden from him, and the doings of Heaven, Hell and Creation alike become locked into the patterns his visions foresee. When lessers rise up and defy their betters, Sacheverell stirs fitfully, and both gods and Yozis agree to one thing: Sacheverell must never awaken.

Thus does Lucien—gaunt and ghostlike, with tiny toothed maws where a sandstorm of Cecelyne blew holes through him—undertake his sacred task. Lucien hunts down those who would disturb their betters through revolution, protest, heresy, begging and assassination. Those who pray to Adorjan at the Malfean temples of the Silent Wind vanish by his hand, for that Yozi does not tolerate the loud begging of fools echoing in the pure silence of her winds. Demons who worm their

way into Creation without the proper summons, those who would betray their masters, lazy and rebellious servants and slaves: all these are Lucien's quarry. Lucien reserves a special hatred for the Dragon-Blooded, for never did Sacheverell come so close to waking as during the Usupration.

Uncanny Lucien is a shapeshifter without equal, save perhaps Luna herself, and he wears a thousand faces in the accomplishment of his goals. When the time comes for murder, though, he wears his own form with its ghostly white skin, and takes up his ivory knives. When this happens, animals howl, shadows twist in the moonlight, winds blow hot then cold, and dice always turn up ones.

Summoning: (Obscurity 1/3) Many places in Creation tell of the Revolt-Crushing Archon, or the Traitor-Seeking Huntsman, or the Murderer of Dynasts. All of these are stories of Lucien and are marked with the distinctive signs of his coming. Lucien never escapes Malfeas, assuming he is even capable of doing so, for such a treacherous act of impropriety would surely surge Sacheverell to wakefulness.

Motivation: To prevent lessers from defying or rebelling against their betters. His Intimacies are to his lord, Orabilis, to those of his spawn who know their place, to loyalty, to language and to vengeance.

Attributes: Strength 3, Dexterity 5, Stamina 2; Charisma 4, Manipulation 7, Appearance 4; Perception 5, Intelligence 5, Wits 4

Virtues: Compassion 2, Conviction 4, Temperance 4, Valor 4

Abilities: Archery 2, Athletics 3, Awareness 3, Bureaucracy 2, Dodge 6, Integrity 5, Investigation 4, Larceny 6, Linguistics (See "Other Notes") 5, Lore 2, Martial Arts 2, Melee 4 (Ivory Knives +2), Occult 5, Performance 5, Presence 6, Resistance 2, Socialize 5, Stealth 6, Survival 5, Thrown 3 (Ivory Knives +3), War 2 (Duplicates +3)

Backgrounds: Artifact 4, Backing 3, Cult 3, Followers 5, Resources 3

Charms:

Dreamscape—Dreams of Lucien's pursuit haunt the hunted even before he appears

Essence Plethora—10 extra motes

Form Reduction Technique—All-Encompassing

Harrow the Mind—Those hunted by the Guardian of Sleep recognize the omens that herald his coming and what it means for them

Host of Spirits—When necessary to punish transgressors, Lucien is legion

Materialize—Costs 80 motes
Measure the Wind—The Guardian of Sleep sizes up those it pursues
Memory Mirror—Lucien can copy minds as well as forms
Mimic of Tongues—Lucien can speak any language
Mirror of the Infinite Wardrobe—All-Encompassing
Ox-Body Technique
Principle of Motion—Lucien possesses up to 10 banked actions
Shapechange—All-Encompassing
Spirit-Cutting—Supplemented attack affects the immaterial
Tracking—There is no escape from the Guardian of Sleep
Words of Power—The accusation of his victims' crimes hits them like a physical blow
First (Ability) Excellency—Dodge, Investigation, Linguistics, Melee, Stealth, Survival, Thrown
Second (Ability) Excellency—Integrity, Larceny, Linguistics, Occult, Performance, Presence, Socialize
Divine (Ability) Subordination—Linguistics

Join Battle: 7

Attacks:

Punch: Speed 5, Accuracy 8, Damage 3B, Parry DV 5, Rate 3

Kick: Speed 5, Accuracy 7, Damage 6B, Parry DV 3, Rate 2

Clinch: Speed 6, Accuracy 7, Damage 3B, Parry DV —, Rate 1, Tags P

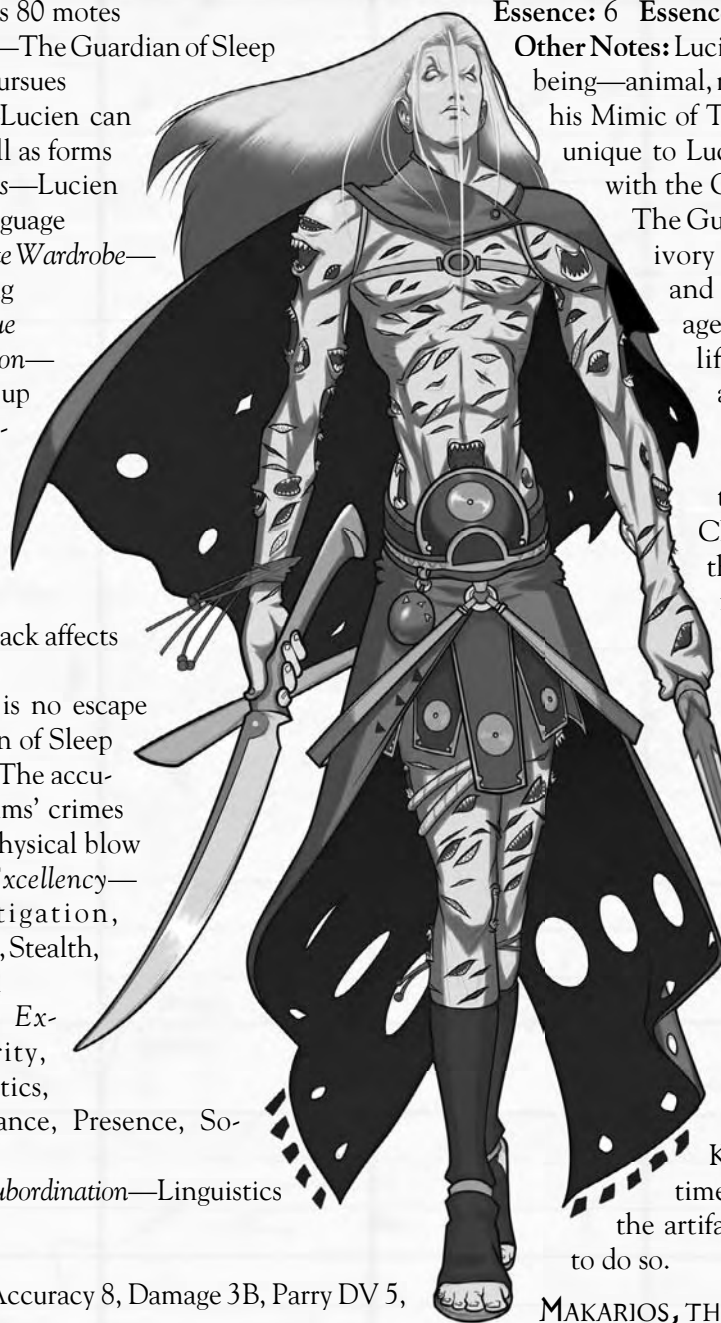
Ivory Knife: Speed 4, Accuracy 13, Damage 7L, Parry DV 6, Rate 3

Thrown Ivory Knife: Speed 4, Accuracy 12, Damage 7L, Range 20, Rate 2

Soak: 13L/14B (Perforated body, 12L/12B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 9 **Willpower:** 10



Essence: 6 **Essence Pool:** 120

Other Notes: Lucien may communicate with any being—animal, man, spirit, et cetera—through his Mimic of Tongues Charm. This power is unique to Lucien. It works in conjunction with the Charm, but is not part of it.

The Guardian of Sleep possesses two ivory knives, with which he hunts and kills his victims. Their damage is made to affect a victim's life force directly, bypassing any physical armor. Victims may soak with their innate lethal soak only (though they may enhance it through Charms). Lucien can also use the knives to attack a target's reputation. This is a physical attack by Lucien that serves to destroy the Intimacies of others toward the target. Each level of damage dealt counts as a scene spent destroying said Intimacies. Actual physical damage is foregone.

If anyone else would wield Lucien's knives, her player must roll dice equal to her Essence with every attack. Failure means the knife turns on her.

Knowing this, Lucien sometimes concedes for others to wield the artifacts without being compelled to do so.

MAKARIOS, THE SIGIL'S DREAMER

DEMON OF THE SECOND CIRCLE, THE WARDEN

SOUL OF THAT WHICH CALLS TO THE SHADOWS

Oh, Makarios, the demon merchant that brings to man what he has only ever dreamed. From his citadel of chrysoprase and alabaster, where he is surrounded by white and apple-green, the Equitable Trader (as he is called in old texts) haunts the dreams of those with whom he would trade, offering them a seat of ivory and gold. In dreams that smell of incense, he comes to bargain, with copper wire hair and eyes that split light like a prism.

The goods he brings are wonders unseen in Creation: gemstones made of tears and poisons made of hate, spices from beyond Creation and garments made of the wind, wolves of copper and toads of malachite and all manner of strangeness besides. As for what Makarios wants... well, that is simple. For trinkets and trifles, he desires trade concessions, or perhaps some mortal artifact. His finest goods demand but one price: that a certain number of mortals be marked with his sigil.

Those marked with the sigil of Makarios dream only for the Equitable Trader. This mark eventually fades, but those who die so marked do not become ghosts or descend into Lethe. Instead, their Essence becomes tied into the eternal act of dreaming, trapped in moldering graves dreaming forever for Makarios. But the Equitable Trader is no wastrel; he has a use for these precious dreams. Each of them he crafts into the impossible goods that he sells, plucking out a single image from a dream and then concentrating the totality of the dream into that concept, until it has weight and truth in Malfeas and Creation.

Summoning: (Obscurity 1/3) Of all the Second Circle demons, Makarios is perhaps the most well known, dealing with mortals

far more frequently than perhaps any other of his ilk. Because Makarios's insight into the market, the value of goods and the nature of trading partners, he is often summoned by sorcerers seeking his assistance as advisor or emissary. In these functions, he fulfills his duties with joy. Malfeas might vomit the Equitable Trader into Creation when someone who has given their dreams willingly to Makarios takes action to go back on his pledge. The next time such a traitor lies down to dream, his dreams coalesce into the form of Makarios, who demands to know why he has been betrayed. Makarios then has until the next new moon to pursue whatever agendas he pleases in Creation before his dream-stuff body is rendered inert, and he returns to Malfeas.

Motivation: To buy and sell the stuff of mortal dreams. Makarios's Intimacies include Erembour, trade routes, the Guild, rainbows, dreams and the chrysogonae.

Attributes: Strength 3, Dexterity 6, Stamina 3; Charisma 6, Manipulation 6, Appearance 4; Perception 6, Intelligence 6, Wits 6

Virtues: Compassion 3, Conviction 3, Temperance 3, Valor 2

Abilities: Athletics 1, Awareness 3, Bureaucracy 6, Craft (Glamour) 5, Dodge 1, Integrity 5, Investigation 2, Larceny 6, Linguistics (Native: Old Realm; Others: Flametongue, Guild Cant, High Realm, Low Realm, Riverspeak, Seatongue) 6, Lore 5, Martial Arts 1, Occult 3, Performance 3, Presence 3, Resistance 1, Ride 3, Sail 3, Socialize 3, Stealth 1, Survival 1

Backgrounds: Artifact 5, Backing 3, Contacts 5, Cult 2, Gossamer 5

Charms:

Calculated Order of Immediate Action—The Sigil's Dreamer solidifies the ephemera of dreams into real physical substance

Creation of Perfection—Makarios works the stuff of dreams into fabulous wonders

Dreamscape—Markarios enters mortal dreams to trade (or to gather raw materials from those who bear his mark)

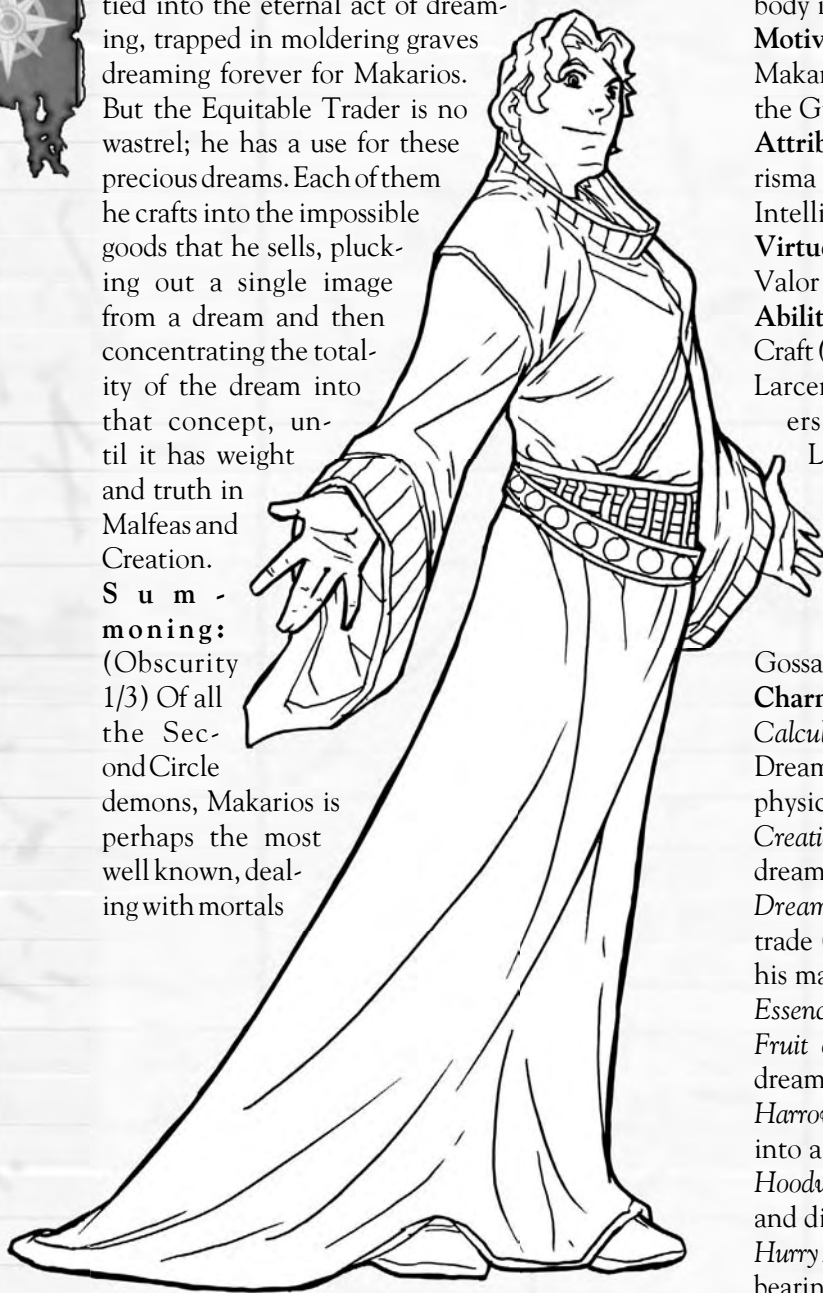
Essence Plethora—10 extra motes

Fruit of Living Essence—Markarios sups on mortal dreams

Harrow the Mind—Markarios twists his victims' thoughts into a waking nightmare

Hoodwink—Hypnagogic flashes of daydream distract and disorient

Hurry Home—Markarios vanishes into the dreams of those bearing his mark or where he was first summoned



Materialize—Costs 75 motes

Measure the Wind—The Sigil's Dreamer sizes up potential customers

Ox-Body Technique

Paper Tiger Arrangement—The Sigil's Dreamer unleashes the stuff of dreams into the waking world

Tracking—Markarios knows the location of those who bear his mark

First (Ability) Excellency—Bureaucracy, Craft, Larceny, Lore

Second (Ability) Excellency—Awareness, Craft, Integrity, Presence

Third (Ability) Excellency—Craft, Occult, Ride, Sail

Infinite (Ability) Mastery—Craft

Waking Circle Oneiromancy—Five spells available

Dreaming Circle Oneiromancy—Five spells available

Desire Circle Oneiromancy—Two spells available

Join Battle: 9

Attacks:

Punch: Speed 5, Accuracy 8, Damage 3B, Parry DV 5, Rate 3

Kick: Speed 5, Accuracy 7, Damage 6B, Parry DV 3, Rate 2

Clinch: Speed 6, Accuracy 7, Damage 3B, Parry DV —, Rate 1, Tags P

Prismatic Cloud Touch: Speed 5, Accuracy 10, Damage 17B, Parry DV 5, Rate 3

Soak: 15L/16B (Prismatic Cloud Armor, 13L/13B)

Health Levels: -0/-1/-1/-1/-1/-1/-2/-2/-2/-2/-4/
Incap

Dodge DV: 7 **Willpower:** 9

Essence: 6 **Essence Pool:** 115

Other Notes: Those marked by the Sigil's Dreamer dream only when the demon uses his Dreamscape Charm on them. Exalts can endure a dreamless existence, though it is far from pleasant. A roll of (Intelligence + Integrity) must be made every month spent without dreaming for a mortal so afflicted, however. After the first failure, the mortal suffers from occasional hallucinations—waking dreams. A second failure heralds madness. After a third such failed roll, even the removal of the Mark of Makarios cannot return the poor soul to lucidity.

Makarios can enter dreams from Malfeas. He does not need to be in Creation to trade with its denizens or to claim his due in dreams from those marked by him. Also, Makarios cannot be compelled to give away a possession for less than its true value, even by sorcerers who summon him (though a sorcerer or anyone else with the puissance to do so may take items from him through force).

The demon's Prismatic Cloud Touch is a unique power

that allows Makarios to gather the ephemera of dreams and nightmares around his hand before he strikes with it. The attack can render a target unconscious or deal significant damage to her body, but much of said damage is psychosomatic and is incapable of killing the target. The Sigil's Dreamer reflexively forms a similar Prismatic Cloud Armor about himself before a weapon can strike him.

ZSOFIKA, THE KITE FLUTE

DEMON OF THE SECOND CIRCLE, THE MESSENGER SOUL OF THE PRINCE UPON THE TOWER

Summoned over the dying embers of a fire, Zsofika appears to take up her arms and begin a celebratory hunt that dates back to the First Age. To the steady beat of far-off drums beating in time to the demon's heart, insects circle and shadows throb. The mad and the soulless moan and stomp their feet in time. Horses rear and seek to flee. With her come the Things That Dwell in Corners, who have no power in Creation but swim at the periphery of one's vision.

Ebon skinned and garbed in silver, Zsofika grasps her twin blades with fingers that each bear an extra joint. Her red hair has bells braided in it that ring with every beat of her heart. Several of her braided locks she's cut and wrapped about her forearms as bracers. She turns within the fire for 70 beats, her steel-hard skin smoking and her soft eyes ablaze. During this time, the Kite Flute chooses her victim, whether it's a target chosen by her summoner or one picked by her whim. Thereafter, she steps from the fire to begin her inexorable hunt. Storms and omens follow with her.

Zsofika grows closer to her prey with every drumbeat. Every 10th beat, the demon rings her swords against one another. Every 100th beat, a standard-bearer rises from the earth to march behind her, bearing a hollow tube atop a standard. These so-called "kite flutes" catch the wind and keen a mournful cry that strikes terror into the hearts of those who hear it.

When she has at last caught her victim, Zsofika slays and devours him, bones and all. The celebratory hunt ended, the drums die and her standard-bearers dissolve back into the earth. The demon is then free to obey any other orders her summoner has... or her own desires if brought to Creation through other means. Those desires typically involve trading her services to others in exchange for the chance to implant a child within them. Lucky or powerful bargainers suffer only an unshakable melancholy bringing the children to term. Others find themselves slowly wasting away as they're devoured from within.



In Malfeas, Zsofika's celebratory hunt never ends. She crisscrosses the Demon City's many layers, hunting petty demon after petty demon. Here, she summons no standard bearers, nor does she need any. The Demon City's walls drum in time with her heart as she passes them, the streets reverberate with the sound of marching feet, and gusting winds bear her kite flutes aloft. Though her omens mean

nothing in Malfeas, since it exists outside Fate, the weather continues to mark her passage, though with phenomena alien to Creation—blood rain, basalt hail, brazen snow and stranger things still.

Summoning: (Obscurity 2/2) Zsofika is almost exclusively summoned to hunt down and kill enemies of her summoning sorcerers. Even if she were brought to Creation for another reason, the demon would still hunt down and kill *someone*, so it's always better

for a sorcerer to have a target in mind so it doesn't end up being a person he cares for. That said, Zsofika is also useful for her oracular ability. Rarely, the wind will whistle through the lava spines of the South at just the right frequency to match Zsofika's own kite flutes, and the demon will be summoned into the world free from sorcerous binding.

Motivation: To hunt, kill and devour her prey. Zsofika's Intimacies include Jacint, the hunt, storms, fire, music and her many progeny.

Attributes: Strength 6, Dexterity 5, Stamina 6, Charisma 1, Manipulation 5, Appearance 4, Perception 7, Intelligence 6, Wits 5

Virtues: Compassion 2, Conviction 2, Temperance 3, Valor 4

Abilities: Athletics 4, Awareness 5, Dodge 3, Integrity 6, Investigation 5, Linguistics (Native: Old Realm; Others: Flametongue, High Realm) 2, Lore 3, Martial Arts 6, Melee 6, Occult 2, Performance 6 (Kite Flutes +3), Presence 5, Resistance 6, Sail 3 (Dunerunners +3), Socialize 1, Survival 5

Backgrounds: Artifact 2, Backing 3, Cult 4, Followers 5+, Resources 3

Charms:

Essence Bite—While on a hunt, Zsofika's steel-hard skin smolders with heat (up to 8L Elemental damage)

Essence Plethora—10 extra motes

Foretell the Future—Looking into the omens her presence incites in Creation, Zsofika learns much of what is to come

Host of Spirits—Zsofika leaves a part of herself in those who bargain for her services



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Materialize—Costs 75 motes

Measure the Wind—Zsofika can size up her victim and those who would defend him

Natural Prognostication—Omens follow the Kite Flute

Ox-Body Technique

Principle of Motion—Zsofika typically banks nine stored actions

Spirit-Cutting—Supplemented attack affects the immaterial

Tracking—The Kite Flute is a huntress without peer

Weather Control—Zsofika's presence incites storms

Words of Power—Truths spoken by Zsofika hit like physical blows

First (Ability) Excellency—Awareness, Martial Arts, Melee, Presence, Resistance, Survival

Third (Ability) Excellency—Awareness, Martial Arts, Melee, Presence, Resistance, Survival

Infinite (Ability) Mastery—Martial Arts, Melee, Survival

Join Battle: 10

Attacks:

Punch: Speed 5, Accuracy 12, Damage 6B, Parry DV 7, Rate 3

Kick: Speed 5, Accuracy 11, Damage 9B, Parry DV 5, Rate 2

Clinch: Speed 6, Accuracy 11, Damage 6B, Parry DV —, Rate 1, Tags P

Dragon Fan Dance: Speed 15, Accuracy 15, Damage 18L, Parry DV 7, Rate 1

Nails: Speed 6, Accuracy 11, Damage 6L, Parry DV 5, Rate 2

Sword (x2): Speed 4, Accuracy 2, Damage 13L/2, Parry DV 5, Rate 3

Soak: 15L/18B (Steel-hard skin, 12L/12B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 8 (7 without bracers)

Willpower: 9

Essence: 6 **Essence Pool:** 115

Other Notes: Over the course of Zsofika's celebratory hunt, until her quarry is slain, all who hear the keening of her kite flutes suffer unreasoning terror. Roll the demon's (Manipulation + Performance [Kite Flute + 3]); those who hear the music defend with their Dodge MDVs. This is a form of unnatural mental influence. Beings with Essence higher than Zsofika's are immune to this effect.

As an innate power, Zsiofika always moves one yard per tick faster than the target of her initial hunt, no matter the mode of travel. A related power allows the demon to always know the direction of her target. This is a perfect effect that can be defended against only by

another perfect effect. (This power is separate from her less-powerful Tracking Charm.)

Zsofika stole knowledge of the Dragon Fan Dance from Gumela during the First Age, though the Jeweled Auditor himself no longer makes use of the technique. As she begins the dance, great fans open beneath Zsofika's arms. Darkness writhes up over her in the form of a great serpent. She rises with the serpent, then plummets down to strike at her target with blades like fangs. The player of anyone hit by this attack must succeed at a (Valor + Essence) roll for his character. Otherwise the victim spends the next three actions in a trembling panic, only able to take action to dodge or parry attacks made against him.

The standard-bearers of the Kite Flute are extras with five bashing and no lethal soak. The only actions they take are to follow Zsofika and to hold the kite flute standards aloft. The sound of a single kite flute can be heard over a mile distant. Every power of 10 beyond doubles the range.

FIRST CIRCLE DEMONS

The traits here represent those of various demon breeds from Malfeas. Unlike the entries for the Second and Third Circle demons, the traits of these beings represent typical members of a group rather than one unique being. As an example, the Linguistics Ability is left with the individual languages undefined, because one agata might learn entirely different tongues (other than its native Old Realm) than another agata. Even the numerical traits, however, are simply the average for each species. One agata is not exactly like another, and powerful individuals may even rise to the rank of citizen in the Demon City.

Most First Circle demons are descended from prototypes created by individual Second Circle demons. Therefore, entire species are the progeny of the sevenfold souls of the Demon Princes. They might gestate in their progenitors, be laid in eggs, bud from their parents or be crafted from Second Circle blood or flesh or even inert materials such as stone, wood or acid. Exceptions do exist, however, such as the Eyes of Orabilis and the Things That Dwell in Corners, respectively deriving from a Third Circle demon and the Yozi's own Essence. Rare occult texts even suggest that one Twilight Caste Solar somehow created a breed of demonic servants in Malfeas.

AGATAE, THE BEAUTEOUS WASPS

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE WHIM-OF-THE-WIND

In his millennia of voyages, Florivet has seen many beautiful things, and there is subtle memory of them

contained within the shape of his favored progeny. The brilliance of spring's first sunrise shines in their wings, a thousand colors glitter in their translucent forms, their stinging curves like a swordsmith's finest blade, and their heads are crowned with the gold of a monarch's dreams. Transfiguring light hangs about them like an anima of glory. Stories and songs strive to convey the beauty of the agatae, but all fall short of the mark. Those who would bring harm to an agata, without desperate cause, find that their hearts are not in it.

Each beauteous wasp stands as high as a Marukan horse on six legs of shimmering crystal, and its powerful wings can bear it aloft while carrying two armored men. The agatae speak in voices that ring of brass bells and crystal, yet their thoughts are more cunning and wise than most humans' thoughts. Their senses are refined, and their minds are filled with strange philosophies that do not translate easily into any tongue. Irresistible emotions often consume them, from manic ecstatic happiness to unbridled fury, though such outbursts seem natural and reasonable to the minds of the agatae. The wasps are jealous of their riders' attentions, sometimes leading to bitter attacks on other mounts (including other agatae). Loss of a rider provokes sadness and mourning in the agatae, but their analysis of the order of things suggests they will bear others.

Rare agatae are larger than others of their kind, and savants hold that Florivet treats these as the brood mothers of the line. Long ago, the Whim-of-the-Wind traded one of them to Octavian for aid in the construction of his land ship. Damaskenos faithfully serves the Living Tower to this day.

Summoning: (Obscurity 1/2) Sorcerers call agatae to serve as steeds. Sometimes, without sorcery, a demon wasp is briefly drawn to Creation when a sight of beauty changes someone, as when a cave-born child glimpses its first sunrise or a Southern dervish first sees snow fall. Such appearances are typically as fleeting as the moment that calls them. The loss of its rider garners an agata a point of Limit.

Motivation: To act as riding beasts.

Attributes: Strength 6, Dexterity 3, Stamina 5; Charisma 3, Manipulation 1, Appearance 6; Perception 3, Intelligence 5, Wits 2

Virtues: Compassion 3, Conviction 2, Temperance 1, Valor 3

Abilities: Athletics 3, Awareness 1, Dodge 1 (Airborne +2), Integrity 1 (Resisting External Temptation +1), Investigation 1, Linguistics 2, Lore 1, Martial Arts 1 (Sting +2),

Occult 1, Presence 1 (Inhumanly Beautiful +1), Resistance 3, Survival 3

Backgrounds: Backing 1

Charms:

Essence Plethora—10 extra motes

Hurry Home

Landscape Travel—An agata uses this Charm to carry up to two armored men while it flies; it can fly unencumbered without the Charm

Materialize—Costs 45 motes

Portal—An agata in flight can open a portal from its current location to another aerial location that it can see up to 30 miles away

Principle of Motion—An agata often has less than six extra actions banked due to its outbursts

First (Ability) Excellency—Athletics, Resistance and Survival

Second (Ability) Excellency—Athletics, Resistance and Survival

Third (Ability) Excellency—Athletics, Resistance and Survival

Join Battle: 3

Attacks:

Claw: Speed 5, Accuracy 5, Damage 6L, Parry DV 3, Rate 2

Sting: Speed 4, Accuracy 7, Damage 9L, Parry DV 3, Rate 3

Soak: 5L/9B (Thin carapace, 2L/4B)

Health Levels: -0/-1/-1/-1/-2/-2/-2/-4/Incap

Dodge DV: 4 (5 if airborne) **Willpower:** 6

Essence: 3 **Essence Pool:** 70

Other Notes: Unless the agata is attacking her or one of her Intimacies, an enemy must fail (or spend a temporary Willpower to ignore) a Compassion roll in order to cause the agata to come to physical harm. An agata can use its sting attack only while airborne. Its sustained flight speed is approximately 30 miles per hour, or about 15 yards per tick.

AMPHELISIAE, THE TEAKETTLE COURTIER

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE JEWELLED AUDITOR

One of many demon races spawned by Gumela, the amphelisiae resemble six-legged lizards stretching about seven feet from tail to snout. Most amphelisiae are bluish-green, but other colorations are not uncommon. The most notable characteristic of an amphelisia is the sound it makes, a soft murmuring whisper that sounds like dry leaves crackling underfoot. This sound is audible even when the amphelisia is immaterial, although it recedes to the very edge of the listener's

consciousness. This murmuring is essential to the demon's nature. If it is somehow silenced, an amphelisia instantly dissolves into a dank, fetid wind. Amphelisiae treat commandments to be completely silent as unacceptable orders.

If provoked (or at its master's command), the amphelisia sprouts a menacing orange fan from behind its head. The demon's murmurs become an urgent whisper like the sound of fire consuming dry brush. In response to this sound, poisonous things of all kinds—snakes, spiders, scorpions and others—crawl from nearby shadows and dark places, having been summoned into existence by the truths the amphelisia utters. Unless the demon is quickly slain, these creatures will swarm over it, becoming one with the demon's form. In this state, the amphelisia is an amorphous black creature with tentacles formed of vermin bound together into a colony, and its murmurs rise to a shrill whistle. While in this state, the amphelisia is a font of poison, which it can spit at enemies in endless quantities. In the alternative, the demon can choose to simply drool the poison for over an hour, generating enough toxin to taint an entire city's water or food supply or to supply an armory full of poisoned blades.

Oddly, given its deadly nature, amphelisiae are considered one of the more playful and generally loyal demons of the First Circle. They are endlessly fascinated by reflective surfaces, especially water and soap bubbles, and become quite loyal indeed to summoners who share secrets with them. Amphelisiae are excitable, however, and when agitated, not even sorcerous bindings can guarantee the safety of the summoner against the creature's toxins. In particular, the sound of laughter enrages amphelisiae, and wise summoners are advised to keep a grim demeanor while retaining the service of one.

Summoning: (Obscurity 1/2) Sorcerers primarily summon the teakettle courtiers to poison water supplies or to produce large quantities of toxin. Sometimes, an amphelisia is called to Creation without sorcery when betrayal of a secret leads to a person's death by poison. The sound of laughter infuriates amphelisiae such that one's player must roll one die for Limit whenever it hears the sound (maximum once a scene).

Motivation: To murmur its secrets to itself in peace.

Attributes: Strength 2, Dexterity 4, Stamina 3; Charisma 3, Manipulation 1, Appearance 2; Perception 3, Intelligence 1, Wits 4

Virtues: Compassion 1, Conviction 4, Temperance 2, Valor 3

Abilities: Athletics 2, Awareness 2, Dodge 4, Integrity 1, Investigation 1, Lore 1, Martial Arts 3, Presence 1, Resistance 1 (Poison +3), Stealth 1, Survival 3

Backgrounds: Backing 1

Charms:

Affinity (Element) Control—Water; the amphelisia may use only the Elemental Corruption and Elemental Hazard functions of this Charm

Essence Bite—The venomous creatures that coat an angry amphelisia deal Poison damage to all that touch them (Damage 6L, Toxicity 3, Tolerance —/—, Penalty -5)

Essence Plethora—10 extra motes

Hoodwink—The susurrous murmurs of the amphelisia often serve to unbalance the minds of those who hear them

Landscape Travel—The amphelisia is capable of short bursts of great speed on land, doubling its movement

Materialize—Costs 50 motes

Mimic of Tongues—The teakettle courtier uses this Charm to uncover new secrets

Plague of Menaces—Venomous vermin assault those marked by the amphelisia

Principle of Motion—A teakettle courtier typically possesses five banked actions

Shapechange—The amphelisia merges its body with venomous creatures to become a black amorphous monster with long tentacles

Sheathing the Material Form—The amphelisia is coated in a roiling layer of poisonous vermin that shields it from harm (up to +4L/8B soak)

Stoke the Flame—The teakettle courtier's angry whistle induces fear in those who hear it

Touch of Saturn—The amphelisia can spit a highly toxic venom (Poison effect)

First (Ability) Excellency—Martial Arts

Second (Ability) Excellency—Resistance

Third (Ability) Excellency—Integrity

Join Battle: 6

Attacks:

Bite: Speed 5, Accuracy 7, Damage 3L, Parry DV —, Rate 1

Tentacle: Speed 6, Accuracy 7, Damage 5L + poison*, Parry DV 5, Rate 1

Poison Spit: Speed 6, Accuracy 9, Damage poison*, Range 5, Rate 1

* (Damage 6L, Toxicity 3, Tolerance —/—, Penalty -5)

Soak: 2L/3B (When girded with Sheathing the Material Form, it is typically 6L/11B)

Health Levels: -0/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Dodge DV: 6 Willpower: 7
Essence: 3 Essence Pool: 75

Other Notes: The demon's Appearance trait drops to 0 when it's swarming with venomous vermin. The venom of an amphilisia when so swarmed is rated Damage 6L, Toxicity 3, Tolerance —/—, Penalty -5. Anyone coming in contact with the enswarmed demon or its spittle suffers the damage.

ANGYALKAЕ, THE HAPISTS

*DEMONS OF THE FIRST CIRCLE,
PROGENY OF THE KITE FLUTE*

With its two-dozen fingers meticulously moving through the air, an angyalka draws music from the flow of Time as if it were an exquisite harp. Those who hear the sound feel the moments of their lives pass over them as they listen. The melodies of the angyalkae do not reveal the future or speak of the past, as they are the resonance of the present. Those who listen hear the moments of their soul and know what they have lost. Listeners who are happy with their inner being find the song of the angyalkae beautiful. Those who are discontented with themselves find the music painful, whether it confirms their secret fears, rekindles unsettled heartache or tears at the cracks in

their carefully constructed emotional walls. The music of the harpists touches the spirits of gods and demons as surely as it does the souls of men.

The angyalkae appear as beautiful men or women, save that their hands each bear a dozen long, thin fingers, and each finger has seven joints. An angyalka cannot stop playing her music or she will soon die, so her hands are in constant motion, pulling music from the air. If an angyalka is forced to fight, she does so using her prehensile hair. The harpists speak when they wish but do not cease playing to do so. They hear many things in the murmur of their audiences and know many tongues.

Summoning: (Obscurity 1/3) Sorcerers summon angyalkae to know themselves, to entertain audiences and to disarm social enemies. Sometimes, the proper flow of time is disrupted in Creation, and a distressed angyalka might be called forth by the discord without being summoned or bound. An angyalka commanded to stop playing by its summoner will continue to play, but gains a point of Limit for her defiance (maximum one per scene).

Motivation: To perform the moments of existence as music.



Attributes: Strength 2, Dexterity 5, Stamina 5; Charisma 5, Manipulation 3, Appearance 3; Perception 5, Intelligence 2, Wits 2

Virtues: Compassion 3, Conviction 5, Temperance 4, Valor 2

Abilities: Athletics 1, Awareness 3, Dodge 4, Integrity 1, Linguistics 5, Lore 4, Occult 4, Performance 5 (Harp +3), Presence 5, Resistance 2 (Playing Forever +3), Socialize 1

Backgrounds: Allies 1, Backing 1, Resources 1

Charms:

Creation of Perfection—The angyalka plays the flow of Time as a harp

Divine Prerogative—Any effort to force an angyalka to stop playing is an unacceptable order

Hoodwink—There are a thousand tricks in the music of the angyalkae, most drawn from the soul of the listener

Materialize—Costs 55 motes

Natural Prognostication—The angyalka senses the touch of Destiny upon the flow of Time

Paper Tiger Arrangement—Manifestations of light, sound and smell often accompany the angyalka's playing

Spice of Custodial Delectation—An attentive audience gives the angyalka Essence

Stoke the Flame—An emotional sense of the passing moments floods the audience

Subtle Whisper—Audiences often don't recognize the music's true effects

Words of Power—An angyalka's music can cause physical pain when necessary

First (Ability) Excellency—Awareness, Dodge, Performance, Presence

Second (Ability) Excellency—Performance

Third (Ability) Excellency—Awareness, Performance, Presence

Join Battle: 5

Attacks:

Kick: Speed 5, Accuracy 5, Damage 5B, Parry DV 2, Rate 2

Clinch (with hair): Speed 6, Accuracy 5, Damage 2B, Parry DV —, Rate 1, Tags P

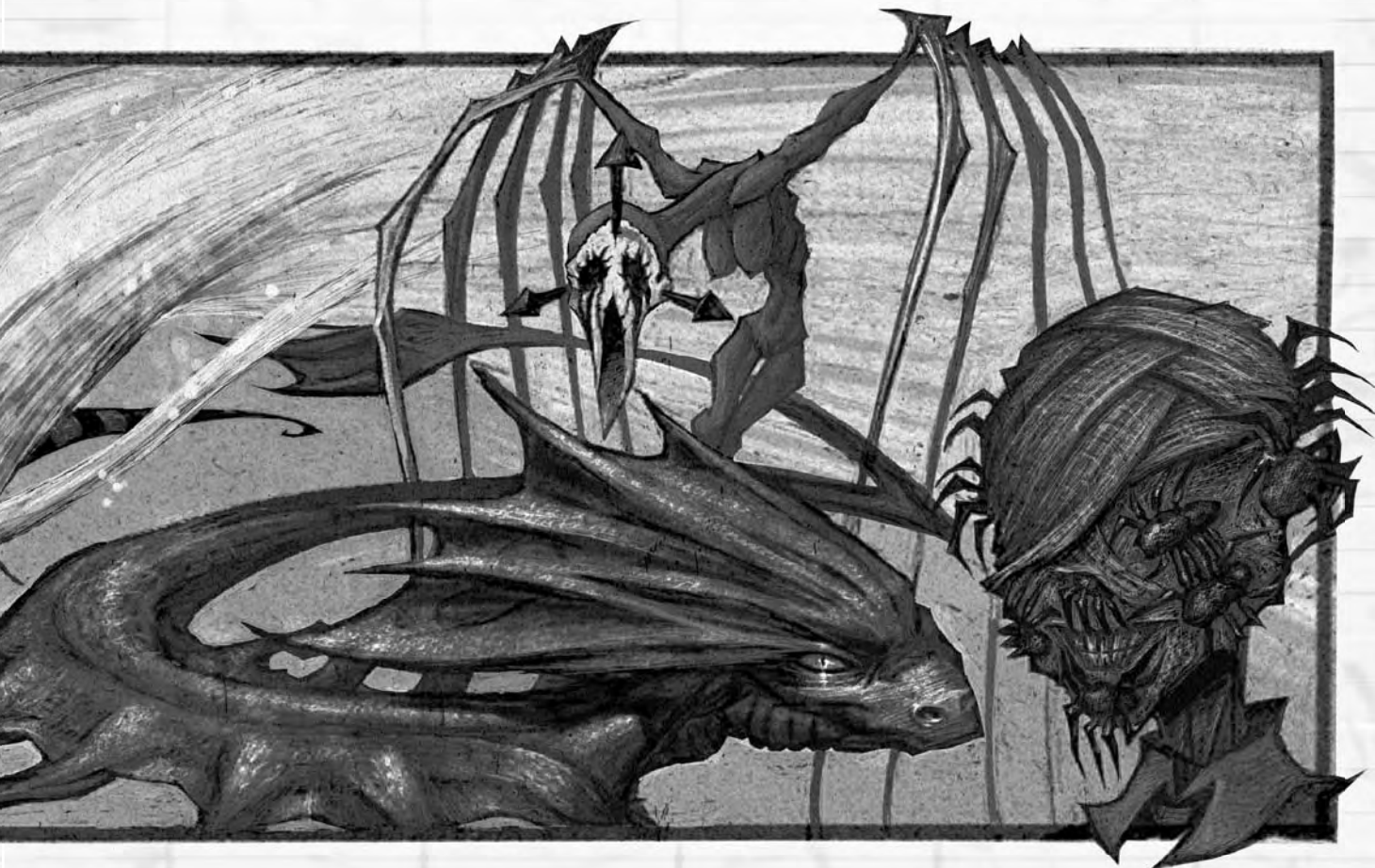
Hair Whip: Speed 5, Accuracy 6, Damage 3L, Parry DV 5, Rate 2, Tags D,R

Soak: 3L/5B

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-4/
Incap

Dodge DV: 6 **Willpower:** 9

Essence: 2 **Essence Pool:** 65





Other Notes: Even without using its Charms, an angyalka's music typically evokes some response in its listeners. The effects of this are best resolved by roleplay, or avoided with a successful Temperance roll.

ANUHLES, THE DEMON SPIDERS

DEMONS OF THE FIRST CIRCLE,

PROGENY OF VARIOUS SECOND CIRCLE DEMONS

Atypically among the denizens of Malfeas, the anuhles are not so much a demon species as a demon archetype. Several Second Circle demons have birthed distinct races of spider-like children, all of whom are collectively referred to as anuhles or simply as demon spiders. Demonologists view the various sub-species of anuhle as being members of different breeds, in much the same way as savants categorize a multitude of dog or cat breeds.

Regardless of parentage, all anuhles are essentially oversized spiders ranging in size from that of a small dog to that of a warhorse. All anuhles can spin silken webbing with the strength of steel, and most are venomous, although the type and toxicity of the venom varies with the breed. Individual anuhle poisons may cause hallucinations, fever, paralysis or death, and some have stranger effects. The poison of the dog-spider for instance, leaves its victim highly suggestible, while that of the scarlet anuhle dissolves the victim's organs, muscles and even bone, leaving behind naught but an empty skin suit.

Anuhles are born hunters and killers and often delight being summoned to Creation, for there are few interesting people to hunt in Malfeas. The demon spiders are typically quite loyal to their summoners as long as they are permitted to kill with some regularity.

The traits here represent an "average" golden-weaver anuhle, but different species vary significantly.

Summoning: (Obscurity 2/4) Sorcerers often summon anuhles to kidnap or kill their enemies. Occasionally, when a shrine, temple or other holy place is abandoned or neglected, the common orb-weaving spiders that settle there will be driven to construct intricate web mandalas that serve to summon the anuhles. The barking of dogs causes the demon spiders intense pain, and an anuhle's player must roll one die for Limit whenever it hears the sound (maximum once a scene).

Motivation: To hunt and feed.

Attributes: Strength 3, Dexterity 5, Stamina 3; Charisma 2, Manipulation 3, Appearance 1; Perception 5, Intelligence 3, Wits 3

Virtues: Compassion 1, Conviction 5, Temperance 2, Valor 3

Abilities: Athletics 3, Awareness 2, Craft (Wood) 2 (Weaving Webs +2), Dodge 3, Integrity 1, Investigation 1, Larceny 3, Martial Arts 4, Presence 1, Resistance 2, Stealth 5, Survival 1

Backgrounds: Backing 1

Charms:

Bread of Weak Spirit—The demon spider may feed on spirits as well as material beings

Calculated Order of Immediate Action—The golden-weaver anuhle constructs a tangled web of many layers in which to trap prey (the web has 10L/20B soak and takes 20 health levels to damage and 40 to destroy)

Capture—The demon spider whisks prey into the depths of its web

Chrysalis of Preservation—The golden-weaver wraps its victims for later consumption

Intrusion-Sensing Method—The anuhle senses intruders in its web

Landscape Travel—The demon spider may travel effortlessly across floors, ceiling and its web, as a mortal spider does

Materialize—Costs 35 motes

Meat of Broken Flesh—The anuhle feeds on its victims' Essence as well as their blood

Ox-Body Technique (x2)

Principle of Motion—The spider typically has five banked actions

Touch of Saturn—The bite of the demon spider delivers a potent venom (Poison effect)

First (Ability) Excellency—Stealth

Second (Ability) Excellency—Dodge

Third (Ability) Excellency—Martial Arts

Join Battle: 5

Attacks:

Bite: Speed 5, Accuracy 10, Damage 3L (+ poison if using Touch of Saturn*), Parry DV —, Rate 1

Clinch: Speed 6, Accuracy 9, Damage 3B, Parry DV —, Rate 1

* (Damage 3L, Toxicity 3, Tolerance —/—, Penalty -4)

Soak: 7L/8B (Tough carapace, 5L/5B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 5 **Willpower:** 5

Essence: 2 **Essence Pool:** 45

Other Notes: Different species of demon spider vary greatly in power and in the Charms they possess. In particular, the various breeds' venom and hunting strategy differ, and knowledgeable sorcerers often summon demon spiders appropriate to the tasks they have in mind. (For example, golden-weavers

are good kidnapers and guardians, scarlets are good assassins, star-spinners make capable implements of torture, and dog-spiders are formidable practitioners of coercion.)

CHRYSOGONAE, THE CRYING WOMEN

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE SIGIL'S DREAMER

Small, delicate and alien, the chrysogonae are one of the many demon races that show little resemblance to any recognizable archetype of Creation-born life. Each chrysogona appears to be a gnarled homunculus of dried or petrified wood between one and two yards long to which is attached a tragedy mask. Extending from the wooden trunk are, on average, 10 stick-like fingers, though the true number fluctuates as the creature moves. A crying woman does not walk on her fingers, for to do so is painful. Instead, she constantly generates new fingers as she moves, while causing old fingers to catch fire and burn to ash from the ground up to her body. In this way, the crying woman does not walk so much as float, her body suspended on a disturbing parody of Creation's cycle of death and renewal.

Chrysogonae feed on ambition and will tolerate no other meat or drink. They enjoy their time spent in Creation, but are loyal to their summoners only in so far as no more capable ruler presents himself. A crying woman's Charms and skills allow her to excel at intrigue, and she will regularly foment dissension and backstabbing throughout a court for no purpose except to inflame the ambitions of the courtiers. For all their machinations, though, crying women are not heartless. They feel sadness at the thought of beauty destroyed or true love betrayed, and that sadness causes them to weep piteously, the source of the chrysogona's common name. Rare among First Circle demons, the chrysogona often leaves a bit of herself behind after banishment or even death. Those who are drawn into the crying woman's web of intrigue often unwittingly give her a piece of their souls, to be replaced by a tiny splinter of demon-wood from her heart. Those who have served the chrysogonae, wittingly or not, often dream of smooth wooden fingers crawling over their skin at night and hear the sound of the demon's tears in the rain.

Summoning: (Obscurity 2/3) Reckless sorcerers often summon chrysogonae to act as advisors. Wiser ones send the demons to advise their enemies. The usurping of a rightful rule by an ambitious subordinate can occasionally draw a crying woman from Malfeas to feast. (This occurred in recent memory when the second son of the Autocrat of Thorns seized the throne from

his elder brother, with the demon going on to advise the new Autocrat until Thorns' seizure by the Mask of Winters, who banished the chrysogona. Records state that hundreds of chrysogonae escaped to Creation to witness the Usurpation.) The sight of a newborn grieves a chrysogona, forcing its player to roll a die with each success inflicting one point of Limit.

Motivation: To feast on the fire of ambition.

Attributes: Strength 1, Dexterity 3, Stamina 2; Charisma 4, Manipulation 7, Appearance 1; Perception 5, Intelligence 4, Wits 3

Virtues: Compassion 2, Conviction 4, Temperance 4, Valor 1

Abilities: Athletics 1, Awareness 3, Bureaucracy 5, Dodge 2, Integrity 1, Investigation 2, Linguistics (Native: Old Realm; Others: three additional languages—varies by demon) 3, Lore 2, Martial Arts 1, Occult 1, Presence 3, Resistance 3, Socialize 5 (Courtly Intrigue +1), Stealth 4, Survival 1

Backgrounds: Allies 2, Backing 1, Influence 4, Resources 4

Charms:

Benefaction—The chrysogona gives the target one bonus die to an action taken to achieve his ambition

Essence Bite—If she wishes it, the touch of a crying woman's finger ignites fires (lethal damage, typically five dice, Elemental keyword)

Essence Plethora—10 extra motes

Eye of Inspiration—Presence, Socialize; usually granted to a court's ruler (until the demon tires of him)

Harrow the Mind—The chrysogona twists its victims' beliefs to fuel their ambitions

Hoodwink—The demon possesses the power to cloud victims' minds

Landscape Travel—The chrysogona may simultaneously extend and ignite its fingers, allowing the demon to spiral straight upward at its normal movement rate (no lateral movement is possible, though the demon may hover)

Materialize—Costs 45 motes

Measure the Wind—Chrysogonae size up their opponents before engaging them

Regalia of Authority—The chrysogona's standing in her court is unchallenged

Spice of Custodial Delectation—As long as the court she advises teems with ambition, the crying woman may feed on it

Stoke the Flame—The crying woman toys with emotions to drive the intrigues she so enjoys

Subtle Whisper—Despite evidence to the contrary, the chrysogona seems quite trustworthy

First (Ability) Excellency—Presence, Socialize

Join Battle: 6

Attacks:

Bite: Speed 5, Accuracy 5, Damage 1L + poison*, Parry DV —, Rate 1

Poke: Speed 5, Accuracy 5, Damage 1B, Parry DV 3, Rate 3

* (Damage 9L/action, Toxicity 3, Tolerance —/—, Penalty -4)

Soak: 3L/4B (Wooden body, 2L/2B)

Health Levels: -0/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Dodge DV: 4 **Willpower:** 7

Essence: 2 **Essence Pool:** 65

Other Notes: The poison damage of a chrysogona's bite represents it transforming its victim into wood. This is a magical effect, and if the demon is killed or driven off, the transformation ceases (but does not reverse). Such damage is Crippling. Those incapacitated by such damage are completely transformed into wood. Mortals so transformed shrivel to become chrysogonae themselves over the course of nine ticks. Exalted remain inanimate statues until healed through supernatural means capable of dealing with Crippling wounds.

DECANTHROPES, THE BODY SNATCHERS

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE GRIEVING LORD

The true form of this disgusting demon is a strip of warty green flesh with serrated edges, stretching about three to four feet long but usually no more than about six inches in diameter. Many demonologists describe the decanthrope in its true form as resembling a ghastly green tongue separated from some hideous monster's mouth. This true form is rarely apparent, however, for a decanthrope typically acts through other forms. Each decanthrope can simultaneously control up to 10 human bodies, and the demon uses these host forms to infiltrate human settlements and work its dark desires.

While under the demon's control, each mortal host gives every appearance of individuality. Most decanthrope hosts appear to share a connection. Performing groups are common, as are small groups of "refugees." It is not uncommon, however, for individual hosts, each with his own ability and cover story, to enter a settlement separately and pretend not to know one another. For those with the wit to see it, a decanthrope host is recognizable by the fact that her eyes do not reflect light. Each host is also recognizable by her cold, pale skin and her long hair, which typically hangs down to the host's waist. Decanthrope hosts also have no scent and occasionally

disturb dogs for that reason. Yet decanthropes are rare in Creation, so despite these clues, successfully spotting the signs of a host requires five successes on a (Perception + Occult) roll (which may be resisted by the host's [Wits + Stealth], in appropriate circumstances).

At any given time, the body snatcher's true demonic form rests within that of one of its hosts, controlling his form directly. While the demon remains within one of its 10 forms, the other nine are listless, easily confused and somewhat stupid. They respond to the commands of the ruling demonic mind but have neither Motivation nor Intimacies of their own. Unoccupied hosts are capable of fighting but often lose track of their opponents if the enemy retreats out of sight for more than a few seconds.

A decanthrope summoned to Creation is presumed to have 10 bodies already. If a decanthrope loses a host (through violence or other means), it can acquire another by seducing a mortal and then hanging him from a tree for three days. Most decanthropes are obsessed with getting the best hosts they can, and if one encounters a superior host, it will usually seek to replace one of its current hosts as soon as possible. The decanthrope can never have more than 10 hosts at a time, and abandoned hosts die almost instantly once the connection with a new host is made.

Decanthropes in Creation love to perform in front of mortals, but their performances are strange and unsettling, though usually for reasons the audience cannot articulate. The decanthrope's love ballads instill bitterness and jealousy. Its most cheerful tunes provoke anger and dissension. Even juggling acts invoke existential despair.

A decanthrope can project itself from host to host at will. When it does so, it detaches from the host's central nervous system and passes harmless out of the host's body either via a finger or the host's mouth. It then travels in a straight line to the next host at an incredible speed, inflicting damage on anything between it and the next host. The decanthrope can use this projection power as an attack by arranging for the target to be between the current and intended host. Particularly aggressive decanthropes target enemies in crowded areas, arranging multiple hosts so that the demon can project quickly from one to another.

Summoning: (Obscurity 2/2) Decanthropes are often summoned to act as spies or even mundane servants (the summoner getting a 10 for one deal). A decanthrope can occasionally be summoned to Creation without sorcery when a person manages to survive hanging from a tree for three full days. In this case, the demon comes through without its host bodies to

possess the victim and must accrue what other hosts it can through his own devices. If one decanthrope is forced by a sorcerer to work with another such demon, it is overcome with an irrational fear that the other will steal its bodies (though, in truth, that is impossible). The fear preys on the demon's mind to such a degree that its player must roll one die for Limit once each day the two body snatchers are forced to work together.

Motivation: To gather the best 10 host bodies it can.

Attributes: Strength 1, Dexterity 4, Stamina 3; Charisma 1, Manipulation 3, Appearance 0; Perception 3, Intelligence 2, Wits 3

Virtues: Compassion 1, Conviction 4, Temperance 3, Valor 2

Abilities: Athletics 1, Awareness 2, Craft (Varies) 2, Dodge 2, Integrity 1, Investigation 1, Larceny 2, Linguistics (Native: Old Realm; Others: three additional languages) 3, Martial Arts 1, Medicine 1, Melee 1, Performance 4, Presence 3, Resistance 1, Socialize 2, Stealth 2, Survival 2, Thrown 3 (Project Self +3), War 1

Backgrounds: Backing 1, Followers 2

Charms:

Call—Allows the decanthrope to summon and command its host bodies

Harrow the Mind—The body snatcher uses this power to corrupt and seduce victims

Landscape Travel—The demon launches itself from host to host with blinding speed

Materialize—Costs 65 motes

Measure the Wind—Used to detect hated Exalts

Memory Mirror—The decathrope can dredge up information from the mind of a host body it currently inhabits to help maintain its ruse

Mind-Knife Sacrament—The body snatcher uses this Charm to create a new host body, a process taking three days

Principle of Motion—The demon typically has nine banked actions, though only the demon may make use of these, not its hosts

Stoke the Flame—The performances of a decanthrope troupe inspire dark emotion

Touch of Eternity—The demon reinforces the body it currently inhabits

Touch of Grace—The demon may repair the body it currently inhabits

Tracking—The decanthrope can always find its host bodies

First (Ability) Excellency—Performance, Presence

Second (Ability) Excellency—Thrown

Third (Ability) Excellency—Thrown

Join Battle: 5

Attacks:

Bite: Speed 5, Accuracy 6, Damage 1L, Parry DV —, Rate 1

ProjectSelf:Speed4,Accuracy10,Damage13L,Range50, Rate 1

Soak: 4L/7B (Rubbery flesh, 2L/4B)

Health Levels: -0/-1/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Dodge DV: 5 **Willpower:** 9

Essence: 4 **Essence Pool:** 85

Other Notes: A decanthrope's bite attack is only valid outside a host, while its ability to project itself is used to travel from host to host. Killing a host body within which the demon resides deals the decanthrope an unsoakable level of lethal damage thanks to shock. A body snatcher usually has 10 bodies, and when directly controlling one of them, it uses that body's physical traits. On their own, the host bodies of a decanthrope typically have the following traits.

DECANTHROPE HOST

Attributes: Strength 4, Dexterity 4, Stamina 4; Charisma 1, Manipulation 1, Appearance 1–3; Perception 1, Intelligence 1, Wits 3

Virtues: Compassion 1, Conviction 1, Temperance 3, Valor 3

Abilities: Athletics 1, Awareness 1, Craft (Varies) or Performance 2, Dodge 2, Integrity 1, Investigation 1, Linguistics (Native: Old Realm; Others: 3 additional languages) 3, Martial Arts 1, Melee 1, Presence 1, Resistance 1, Stealth 1, Survival 1

Backgrounds: Resources 1

Charms:

Materialize—Costs 20 motes

Join Battle: 4

Attacks:

Punch: Speed 5, Accuracy 6, Damage 4B, Parry DV 4, Rate 3

Kick: Speed 5, Accuracy 5, Damage 7B, Parry DV 2, Rate 2

Clinch: Speed 6, Accuracy 5, Damage 4B, Parry DV —, Rate 1, Tags P

Knife: Speed 5, Accuracy 6, Damage 6L, Parry DV 3, Rate 3

Soak: 3L/5B (Numb flesh, 1L/1B)

Health Levels: -0/-1/-1/-2/-2/-4/Incap

Dodge DV: 4 **Willpower:** 2

Essence: 2 **Essence Pool:** 30

Other Notes: The bodies of the decanthrope can Materialize, using their own Essence pools, but they typically have no other Charms. Individual host bodies not hosting the decanthrope are usually extras. They do not suffer from wound penalties.

FIRMIN, THE NEEDLEMAKERS

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE KEEPER OF THE FORGE OF NIGHT

Although firmin appear relatively human from the front, their backs bristle with sharp spines. Some First Age savants wrote that Alveua forged the first needlemakers from dull mortals with small dreams. The demons share some of their maker's craftsmanship but have more in common with simple beasts. Organs underneath their fingernails produce a thick, black mucus that quickly hardens into shiny black needles. These needles are harmless to the needlemakers, and they build great nests of them. The firmin are social creatures, gathering in groups when they can to combine into one large nest rather than scattered smaller ones. Once a firmin has constructed a nest, he decorates it with small animals skewered on its needles. Ultimately, this proves unsatisfying, and the pierced bodies of nearby humans or other breeds of demons are incorporated.

Despite their hominid appearance, firmin are of bestial intellect. They build their nests and hunt, but their use of Old Realm approximates that of an ordinary parrot. Among themselves, firmin use a limited vocabulary to express simple ideas, such as "danger" or "food," though they understand each other well. Their comprehension is adequate for a sorcerer to get across simple concepts such as "kill that person," "sit" or "put needle here," but nothing more.

The glistening black needles of the firmin are extremely strong and more difficult to melt than iron. The needlemakers often make simple swords and knives of their ichor, but sorcerers can command them to create better equipment. The initial fluid state of the material means it can be extruded into molds and shaped into tools, armor and weapons. Unfortunately for the firmin, and those who would use their needles, the rays of the Green Sun and the Unconquered Sun alike have a penchant for glinting off firmin needles and betraying their presence.

Summoning: (Obscurity 2/2) Sorcerers summon the needlemakers primarily to create large quantities of tools and weapons quickly. Sometimes, a firmin is called to Creation without sorcery when a mortal community impales one of its own and leaves his body skewered

on the night of the new moon. Each day that a firmin is prevented from building its nest, its player rolls one die for Limit.

Motivation: To construct and improve its nest of needles.

Attributes: Strength 3, Dexterity 3, Stamina 2; Charisma 1, Manipulation 1, Appearance 2; Perception 2, Intelligence 1, Wits 3

Virtues: Compassion 2, Conviction 4, Temperance 1, Valor 4

Abilities: Athletics 2, Awareness 1, Craft (Wood) 3 (Using Needle Ichor +3, Making Nests +3), Dodge 2, Integrity 1, Investigation 1, Martial Arts 2, Melee 3 (Needle Swords +2), Presence 1, Resistance 1, Socialize 1 (Firmin +1), Stealth 3, Survival 3, Thrown 1 (Needles +2), War 1 (Firmin +1)

Backgrounds: Allies 2, Backing 1

Charms:

Call—Communicates with other firmin

Create Needles—For a single mote of Essence, with a successful Craft roll, a firmin can extrude a needle weapon of standard quality as a miscellaneous action. This power cannot be learned; it is the result of a special firmin organ.

Intrusion-Sensing Method—Detects intrusions into the firmin's nest

Landscape Hide—A firmin can hide within its nest

Landscape Travel—The needles of a firmin cannot harm it or impede its progress

Materialize—Costs 50 motes

Paralyze—As a Hold effect, a firmin may partially entrap a clinched victim with its needle ichor, reducing her non-reflexive dice pools by two

Plague of Menaces—The firmin marks the target as an enemy of all firmin from its nest

Sense Domain—A firmin can sense the interior of its nest

Tracking—Firmin are expert at tracking enemies they mark

First (Ability) Excellency—Craft, Melee, Stealth, Survival

Third (Ability) Excellency—Craft

Join Battle: 4

Attacks:

Punch: Speed 5, Accuracy 6, Damage 3B, Parry DV 4, Rate 3

Kick: Speed 5, Accuracy 5, Damage 6B, Parry DV 2, Rate 2

Clinch (spines): Speed 6, Accuracy 5, Damage 3L, Parry DV —, Rate 1, Tags P

Needle Sword: Speed 4, Accuracy 10, Damage 5L, Parry DV 5, Rate 2

Thrown Needle: Speed 5, Accuracy 5, Damage 4L, Range 10, Rate 3

Soak: 3L/3B (Needle-strengthened bones, 2L/1B)

Health Levels: -0/-1/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Dodge DV: 4 **Willpower:** 8

Essence: 2 **Essence Pool:** 60

Other Notes: Firmin make unexceptional weapons for themselves. If directed by an intelligent influence, firmin can produce exceptional (but not perfect) equipment at the same rate that mortals might produce normal weapons. Whenever a firmin (or someone using equipment made from firmin ichor) is trying to be stealthy and the light of Ligier or the Unconquered Sun is present, each die on the Stealth roll that results in a one reduces her successes by two.

GILMYNE, THE DANCERS AT THE SAIGOTH GATES

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE GUARDIAN OF SLEEP

The gilmyne are dancers and performers of the Demon Realm. Their own mythology states that the gilmyne were always talented dancers, but they did not transcend the limitations of that art form until one of their number danced before the Saigoth Gates and was blessed with knowledge of the Dance of Existence and the Dance of Extinguishment. Exactly what the Saigoth Gates were (or if they even existed) is unknown in the Age of Sorrows. Savants among the Sidereals tell of a continent called Saigoth lost to the Wyld during the Great Contagion, but the gilmyne claim to have danced at the Saigoth Gates long before the first Solars were born. They also claim that the Saigoth Gates separate the universe from that which is not the universe. It is not a portal to the Wyld or even to Oblivion, but to someplace beyond those places. What this “someplace beyond” could possibly be is unknown even to the gilmyne themselves. For the most part, those who summon the gilmyne have little interest in the esoteric and philosophical aspects of their belief structure. The gilmyne are summoned to dance, and they do so with abandon.

Strictly speaking, a gilmyne resembles nothing so much as a column of silver fire, but such is the demon’s chimerical nature that an observer typically sees her as one of his own kind—a human will see her as another human, an elemental as another elemental, et cetera. Only an attentive observer will notice that not only does the gilmyne lack human features, she has no facial features or even limbs. She is simply a column of fire, but only the strongest-willed mortals can make themselves see her as such.

Even those who perceive the gilmyne’s true appearance cannot deny her grace, however. The gilmyne were born to dance, with each sinuous and seductive movement of their choreography reflected in the lapping flames that form their bodies. The gilmyne consider one of their number to be unlearned and feeble if she knows fewer than 5,000 dances, and most of any experience know far more. Save for the prodigies of this breed, however, only two of the gilmyne’s innumerable dances have magical properties: the Dance of Existence and the Dance of Extinguishment. The former brings the pain of living to the dead, and the latter brings death to the living.

Summoning: (Obscurity 2/2) Gilmyne are often summoned to entertain or to sway emotions through their dances. A gilmyne is occasionally drawn from Malfeas without sorcery when someone tries to force open the legendary Saigoth Gates. However, no one has attempted such a feat since the fall of Clepsys during the Usurpation. If a gilmyne is forced to abstain from dancing for more than a day, its player rolls one die with a success inflicting one point of Limit.

Motivation: To dance in celebration of the Saigoth Gates.

Attributes: Strength 4, Dexterity 5, Stamina 2; Charisma 7, Manipulation 2, Appearance 5; Perception 4, Intelligence 2, Wits 4

Virtues: Compassion 2, Conviction 5, Temperance 3, Valor 5

Abilities: Athletics 4, Awareness 2, Dodge 4, Integrity 2, Investigation 1, Lore 1 (The Saigoth Gates +3), Martial Arts 1 (Performing Kata +3), Occult 1, Performance 3 (Dance +3), Presence 3, Resistance 4, Socialize 1, Stealth 4, Survival 1

Backgrounds: Backing 1

Charms:

Essence Bite—The gilmyne burns what it touches (4L damage, typically)

Essence Plethora (x2)—20 extra motes

Harrow the Mind—The dances of the gilmyne effect the perceptions of those who view them

Hoodwink—A gilmyne’s dance often leaves its witnesses enrapt

Materialize—Costs 50 motes

Mirror of the Infinite Wardrobe—The dancer appears as what each viewer expects to see

Principle of Motion—The demon typically has seven banked actions

Stoke the Flame—The gilmyne’s two efficacious dances each provoke an emotional response



Words of Power—This represents the gilmyne Dance of Existence, which damages the dead, and the gilmyne Dance of Extinguishment, which damages the living (both dealing 5L base damage, plus a -1 internal penalty for each level of damage inflicted for six ticks)

First (Ability) Excellency—Dodge, Martial Arts, Performance

Second (Ability) Excellency—Athletics, Performance, Presence

Third (Ability) Excellency—Performance, Resistance, Stealth

Join Battle: 6

Attacks:

Touch: Speed 5, Accuracy 7, Damage 8L, Parry DV 4, Rate 3

Soak: 4L/8B (Fiery form, 3L/6B)

Health Levels: -0/-1/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Dodge DV: 6 **Willpower:** 7

Essence: 3 **Essence Pool:** 85

Other Notes: A gilmyne's two efficacious dances each affect only one member of the demon's audience. Hence, the dancer's Stoke the Flame and Words of Power Charms affect only a single individual, to either invigorate or damage the target as appropriate. Beings with a Dodge MDV greater than the demon's (Essence

+ Conviction) can pierce the gilmyne's disguise just by spending one Willpower. If the illusion is pointed out to another, that person may spend a Willpower to see the thing for what it is. Otherwise, the demon's Mirror of the Infinite Wardrobe requires either a Willpower point or successes on a (Perception + Occult) roll equal to the spirit's Conviction (5) to overcome its unnatural mental influence.

LUMINATA, THE DEER THAT HUNT MEN

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE LIVING TOWER

From a distance, a luminata appears to be a white stag of surpassing grace and beauty, and mortal hunters who glimpse one cannot help but seek to run it to ground. Pity those who would hunt the luminata, for the hunter soon becomes the prey. Luminata delight in the hunt above everything else, and they obsess over the possibility of entering Creation to seek out the delicious taste of man-flesh. They constantly search the boundaries of Malfeas for a weak place where they can squeeze through, despite the oaths of their Yozi forebears.

As much as a luminata might resemble a deer or stag from a distance, no one who sees one up close could ever be confused. The demon actually consists of nothing but



withering white tendrils perpetually knotting together and sliding over one another, marked only by two brown eyes, cold and baleful. When the luminata finds its prey, it leads the would-be hunter on a chase, drawing him across dangerous terrain, through swamps and near the edges of jagged cliffs. When the hunter is exhausted or wounded, the luminata strikes, using Charms to confuse or harry the hunter until it chooses to end the hunt and advance on its prey. The tendrils that make up the demon's body explode outward in a mass of angry white tentacles to pummel and tear at its victim.

Oak, ash and rowan trees are the bane of the luminata. A single leaf or twig taken from one of these trees burns the demon's skin like fire. In many mortal cultures, superstition demands that one who hunts alone carry a sprig of one of these trees as a talisman. Those mortals who confront a luminata without such aids are likely doomed.

Summoning: (Obscurity 2/3) Sorcerers typically summon luminata to hunt and kill their enemies, or to hound and harass enemies to soften them up for the sorcerer herself to finish off (a tactic popular with the Wyld Hunt). Unlike many demons, who slip through the cracks of their prison by happenstance, the luminata scour Malfeas constantly for weak points, exploiting

those they find to travel to Creation in search of prey. A luminata wounded by weapons of rowan, ash or oak in a scene accrues a point of Limit.

Motivation: To hunt humans.

Attributes: Strength 4, Dexterity 4, Stamina 4; Charisma 0, Manipulation 3, Appearance 0 (5 from a distance); Perception 4, Intelligence 3, Wits 4

Virtues: Compassion 1, Conviction 5, Temperance 2, Valor 4

Abilities: Athletics 3, Awareness 4, Dodge 5, Integrity 1, Investigation 1 (Recognizing Cracks in Malfeas +3), Martial Arts 4, Presence 1 (Intimidation +2), Resistance 3, Stealth 5, Survival 5

Backgrounds: Backing 1

Charms:

Essence Plethora—10 extra motes

Harrow the Mind—The luminata play with their prey's perception

Hoodwink—The deer that hunt men make their prey doubt what they see

Landscape Hide—Within the forest

Landscape Travel—Doubles rate of movement in forests

Materialize—Costs 40 motes

Principle of Motion—The luminata typically has five banked actions

Stoke the Flame—The demon rattles its prey through the hunt

Subtle Whisper—At a distance, a luminata seems a stag worthy of pursuit

Tracking—Once the prey is chosen, there is little chance of escape

First (Ability) Excellency—Investigation, Stealth, Survival

Second (Ability) Excellency—Stealth, Survival

Third (Ability) Excellency—Resistance

Join Battle: 8

Attacks:

Tentacle Clinch: Speed 6, Accuracy 8, Damage 4L, Parry DV —, Rate 1

Tentacle Whip: Speed 5, Accuracy 9, Damage 5L, Parry DV 4, Rate 2

Soak: 4L/8B (Whipcord flesh, 2L/4B)

Health Levels: -0/-1/-1/-1/-1/-2/-2/-2/-4/Incap

Dodge DV: 6 **Willpower:** 5

Essence: 3 **Essence Pool:** 65

Other Notes: A luminata's Landscape Hide and Landscape Travel Charms fail it in woods predominantly made of oak, ash and or rowan. Weapons made of those woods deal aggravated damage to the demon, which it cannot soak.

MAROTTES, THE HOPPING PUPPETEERS

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE JEWELLED AUDITOR

Descended from bilious threads of Gumela's substance, an inactive hopping puppeteer resembles a knotted ball of phlegm-soaked cord woven from coarse hair. These creatures rarely remain still for long, however, as they are consumed with an instinctual desire to alter their surroundings. Typically, they unravel into dozens of gangly legs reaching up to 50 or 100 yards in length, extending from a coin-sized central gnarl. These thin legs stretch or draw tight individually, resulting in the demons' eponymous gait. Nonetheless, the creatures are expert at manipulating their environment, pulling and lifting objects with elaborate block and tackle techniques, and displaying an idiot-savant mastery of architecture, landscaping, masonry and woodwork.

Puppeteers' love of human babies is perilous, as they have no comprehension of how to care for them. Given the chance, they wrap an infant in a swaddle of idle legs and turn those branches over to the hapless child's use. The thin slime that covers a puppeteer clings tenaciously to their limbs, and traces of it are rarely left behind. Vile in taste, this exoplasm is narcotic and highly addictive, although few mortals are unfortunate and wealthy enough to discover this. Such addiction is dangerous, typically leading to fatal attempts to swallow an inactive puppeteer.

Heptagram sorcerers call these demons marottes, based on records from the Dragon-Blooded sorcerers of the Shogunate. Citizens of the Demon City simply call them hopping puppeteers. Anyone who has watched them at work, comically chaotic in movement yet easily dangling dozens of construction pieces, can readily see why.

Summoning: (Obscurity 1/2) Puppeteers hate to be summoned, and if one breaks free, it will happily kick its summoner to death before rearranging the local landscape according to its demonic vision. Sometimes, when a concretion of hair develops into a bezoar, a puppeteer is drawn into Creation without sorcery and consumes it. A puppeteer cannot abide long periods of idleness even when bound. For every full day it is not allowed to craft, its player rolls one die with a success inflicting one point of Limit.

Motivation: To reshape everything to fit its ideas of Yozi aesthetics.

Attributes: Strength 3, Dexterity 4, Stamina 4; Charisma 1, Manipulation 1, Appearance 0; Perception 3, Intelligence 1, Wits 3

Virtues: Compassion 2, Conviction 3, Temperance 2, Valor 4

Abilities: Athletics 3 (Feats of Strength +10), Awareness 2, Craft (Earth) 5 (Architecture +2, Earthworks +2, Masonry +2), Craft (Wood) 5 (Architecture +2, Carpentry +2, Landscaping +2), Dodge 3, Integrity 1, Martial Arts 1, Resistance 4, Stealth 1 (Hiding in Small Places +3), Survival 1, Thrown 3

Backgrounds: Backing 1

Charms:

Essence Plethora—10 extra motes

Name	Damage	Toxicity	Tolerance	Penalty	Resources
Puppeteer Exoplasm	1B/hour	3M	—/—	-1	••• (when available)
<i>Special:</i> If the drug has any effect on the target, she must succeed at a (Willpower + Integrity) roll or immediately take another dose.					

Form Reduction Technique—Fist-sized quiescent mass
Host of Spirits—Weaker limbs cannot actually detach, but may act to perform independent actions or to host stolen babies

Landscape Travel—Long strides across land double speed

Materialize—Costs 55 motes

Measure the Wind

Ox-Body Technique (x3)

Wine of Infinite Heartbreak—A puppeteer subconsciously uses this Charm on anyone who partakes of its exoplasm, but the drug is the social attack with the shortfall of any resistance failure acting as the threshold of the attack. Given the drug's relationship to the victim, "enslavement" typically means the victim tries to swallow the supply.

First (Ability) Excellency—Athletics, Craft, Dodge

Third (Ability) Excellency—Athletics, Craft, Resistance

Infinite (Ability) Mastery—Craft

Join Battle: 5

Attacks:

Kick: Speed 5, Accuracy 5, Damage 6B, Parry DV 2, Rate 2

Clinch: Speed 6, Accuracy 5, Damage 3B (piercing), Parry DV —, Rate 1

(**Note:** With no "arms," the puppeteer may not conduct Punch attacks, but it can parry lethal attacks with its Kick. The characteristics of thrown weapons vary according to whatever random object a puppeteer hurls at an opponent.)

Soak: 3L/5B (Slimy shell, 1L/1B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 6 **Willpower:** 7

Essence: 4 **Essence Pool:** 85

Other Notes: While most First Circle demons are treated as five mortal laborers for the purposes of construction projects, a single puppeteer counts as a workforce of 10.

METODY, THE MALFEAN ELEMENTALS

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE GRIEVING LORD

Before he was the Yozi Malfeas, the King of the Primordials proposed a sixth element called *Theion To*, or vitriol. Passive and consumptive, vitriol was to be a transcendent acid, but Gaia rejected its inclusion in Creation. In the Demon Realm, vitriol is the only true element, for all other native things come from the twisted flesh of the Primordials. If Malfeas could not have his wish in Creation, it has come to be in the Demon City.

The metody are the misshapen "elementals" of the Demon City. They vary greatly in appearance, ranging from vaguely anthropomorphic blobs to ponderous six-legged beasts, with assorted shades of yellowed flesh and tawny hides. When given reason, they might refine their forms, appearing as exquisitely hideous horned homunculi, melded animals or shapely humans. They are both vicious and calm, confident in the slow dissolution of their enemies. Few barriers can withstand their relentless attentions. Yet, as the metody dissolves a foe, it often takes on some of that enemy's nature for a time.

The pathway of the metody is worn by hissing acidic footprints and the scent of brimstone. Where they can find it, these demons display an innate control of the Malfean element. In Creation, the absence of vitriol as a true element means their Essence passively opposes that of the world.

Summoning: (Obscurity 1/2) Sorcerers who call the metody are typically curious experimenters or those who desire to remove some particularly enduring obstacle. Sometimes, a metody is called to Creation without sorcery when strong acid and rare yellow jade are brought together. If a metody is confronted with a thing it cannot dissolve, its player must roll one die, with a success inflicting one point of Limit.

Motivation: To dissolve all things.

Attributes: Strength 2, Dexterity 3, Stamina 5; Charisma 1, Manipulation 2, Appearance 1; Perception 2, Intelligence 4, Wits 2

Virtues: Compassion 1, Conviction 2, Temperance 4, Valor 3

Abilities: Athletics 1, Awareness 1, Dodge 1, Integrity 3, Investigation 1, Larceny 1, Lore 1, Martial Arts 2, Melee 1, Occult 2, Presence 1, Resistance 3, Stealth 1, Survival 1

Backgrounds: Backing 1

Charms:

Bane Weapon—The vitriol of the metody burns through objects not made of the magical materials, ignoring their soak and hardness

Blessed (Element) Body—Vitriol heals and rejuvenates the metody rather than harming it

Elemental Domain—The metody dissolves into shapeless acidic foam that eats its way slowly through most obstacles and damages most objects it touches. The demon moves at one yard per five ticks, or slower when eating through strong substances. This power costs six motes and one temporary Willpower, and it lasts as long as the metody concentrates and commits the Essence. The demon is immune to any source of damage that would not harm acidic foam, but it may not perform any



other action (besides slowly consuming things) while the power lasts. If a victim is somehow trapped within the slow-moving vitriol, she takes environmental damage as per an acid bath (see **Exalted**, p. 131).

(Element) Dragon's Embrace—The metody infuses the target with the Essence of vitriol. "Beneficiaries" of this Charm display strong personality traits similar to those of the metody.

Elemental Expression—Metody can affect naturally occurring vitriol

Essence Bite—The touch of the metody dissolves its enemies (lethal damage, typically three dice, Elemental keyword)

Materialize—Costs 50 motes. Every full day of the Charm's duration, the metody must spend another five motes to remain materialized (one for each of Creation's elements).

Measure the Wind

Mirror of the Infinite Wardrobe—With effort, the metody can accentuate its Shapechange with an illusion

Shapechange—The elemental form of the metody is amorphous, though its color and substance do not change

Spirit-Cutting—Supplemented attack affects the immaterial

First (Ability) Excellency—Integrity, Martial Arts, Resistance

Third (Ability) Excellency—Integrity, Resistance

Join Battle: 3

Attacks:

Punch: Speed 5, Accuracy 6, Damage 2L*, Parry DV 4, Rate 3

Kick: Speed 5, Accuracy 5, Damage 5L*, Parry DV 2, Rate 2

Clinch: Speed 6, Accuracy 5, Damage 2L*, Parry DV —, Rate 1, Tags P

* Vitriol: Unless the target is especially resistant to acid, the target suffers lethal damage; otherwise the damage is bashing.

Soak: 9L/11B (Elemental nature, 6L/6B)

Health Levels: -0/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Dodge DV: 4 **Willpower:** 7

Essence: 3 **Essence Pool:** 65

Other Notes: In Creation, where their element is not natural, all metody Charm use requires a surcharge of one extra mote of Essence in a manner similar to a Dragon-Blood using non-Aspect Charms.

NORESORES, THE PASSION MORAYS

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE WEAVER OF VOICES

The scrolls of the Heptagram identify these strange creatures as noresores, but they are more commonly

known as passion morays, nearly transparent gelatinous eels that glide through the air seeking out emotional memories for their sustenance. A passion moray is nearly invisible on direct observation (requires a successful difficulty 5 [Perception + Awareness] roll to spot one), but its nervous system is visible in reflective surfaces as a network of throbbing red veins. Noresores cannot pass through metal, not even while dematerialized, and tin, in particular, is a deadly poison to them.

Passion morays feed upon passionate memories, but they can be compelled through sorcerous bindings to regurgitate memories and give them to their summoner. If a passion moray consumes the memories of every sexual encounter from a victim, she becomes a virgin once more, both physically and spiritually. Many Yozi cults prefer to sacrifice virgins to their masters and keep passion morays to ensure the purity of their offerings.

The passage of a passion moray through Creation drains its surroundings of color. Where it sleeps on the ground, a white figure-eight is left behind. When it lands on a roof, a white smear remains. When it passes too near an animal, the animal's eyes become transparent, blinding the poor creature and making its eye sockets visible. Those who have been attacked by a noresore find for weeks afterward that their blood no longer runs red but is clear as water.

Summoning: (Obscurity 3/3) Summoners often use noresores for purposes of gathering material for black-mail (and/or fodder for their own sexual deviancy). Occasionally, a noresore is drawn from Malfeas into Creation by the purity of a being's passion, whether that passion is true love or abject hatred. A passion moray gains a point of Limit when it is made to regurgitate a memory of passions it has yet to digest.

Motivation: To feed on passion.

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 1, Manipulation 5, Appearance 0; Perception 4, Intelligence 1, Wits 2

Virtues: Compassion 1, Conviction 4, Temperance 3, Valor 2

Abilities: Athletics 1, Awareness 2, Dodge 1, Integrity 1, Investigation 1, Martial Arts 2, Presence 1, Resistance 1, Socialize 1, Stealth 5, Survival 1

Backgrounds: Backing 1

Charms:

Essence Plethora—10 extra motes

Harrow the Mind—The demon may regurgitate one victim's passionate memory into another, making it seem the memory belongs to the recipient

Landscape Travel—The passion moray swims through the air at three yards per tick (though it may "dash"

nine yards per tick if it takes no other action)

Materialize—Costs 40 motes

Memory Mirror—The noresore sifts through its target's mind to uncover memories of intense passion

Mind-Knife Sacrament—The demon feeds on passionate memories, erasing them from the target's mind

Worldly Illusion—The demon may regurgitate a memory of passion so it may be experienced by others

Second (Ability) Excellency—Stealth

Join Battle: 4

Attacks:

Bite: Speed 5, Accuracy 5, Damage 2L, Parry DV —, Rate 1

Soak: 1L/2B

Health Levels: -0/-1/-1/-1/-2/-2/-2/-4/Incap

Dodge DV: 4 **Willpower:** 5

Essence: 3 **Essence Pool:** 65

Other Notes: Even when dematerialized, passion morays cannot pass through metal (and it may be used to wound or capture them). What's more, the metal tin is poisonous to noresores (Damage 3L, Toxicity 3, Tolerance —/—, Penalty -4)

PERRONELES, THE LIVING ARMORS

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE GUARDIAN OF SLEEP

One of the more useful First Circle demons (for those who don't mind being particularly close to their summoned slaves), perroneles initially manifest as puddles of gray or off-white ooze capable of sliding across any surface under its own power. A perronele has no eyes, ears or mouths naturally, but it can generate such organs anywhere along its body at will.

A perronele's true utility comes when its summoner allows the demon to slither across his body. Once the perronele thoroughly coats its wearer, it forms a strong but nearly invisible armor, which can be worn underneath conventional armor or clothing. In order to provide soak to its wearer, the perronele must be aware of the attack, or at least of the likelihood of an attack. Therefore, surprise attacks can bypass the soak granted by wearing a perronele, and if the attacker is invisible or otherwise capable of persistently reestablishing surprise, the perronele's player must make a (Perception + Awareness) roll to spot each attack. The flesh of the perronele blends imperfectly with that of a mortal, causing the wearer to appear pale or sickly. Recognizing a perronele worn as armor requires a successful (Perception + Awareness or Lore) roll at difficulty 3.

Some perroneles make use of their close proximity to their masters to whisper corrupting words in hopes

of turning the summoner to the Yozi cause. Sensible creatures, perroneles pursue such strategies only while they are likely to succeed.

When a perronele first tears free from Lucien's stomach, the Guardian of Sleep whispers to it. He says, "I have seen you in the dreams of Sacheverell, who knows of things to come." Though usually loyal to their summoners, perroneles thus fear ill omens and recoil when confronted with them.

Summoning: (Obscurity 3/3) Perroneles are usually summoned to act as unobtrusive armor, though their language mastery makes them excellent translators as well. Living armors are sometimes worn by others of Lucien's progeny or servants when they enter Creation, allowing these demons to escape from Malfeas as well. When a perronele is faced with an ill omen, its player must roll one die for Limit.

Motivation: To serve Lucien above all else.

Attributes: Strength 2, Dexterity 3, Stamina 2; Charisma 2, Manipulation 3, Appearance 0; Perception 3, Intelligence 2, Wits 2

Virtues: Compassion 3, Conviction 4, Temperance 2, Valor 5

Abilities: Athletics 1 (Clinging to Host +1), Awareness 2 (Incoming Physical Attacks +1), Dodge 2, Integrity 1 (Loyalty to Lucien +3), Linguistics (Native: Old Realm; Others: five additional languages) 5, Martial Arts 1, Occult 1, Resistance 1 (Withstanding Blows +3), Ride 1 (Host +1), Stealth 2

Backgrounds: Backing 1

Charms:

Essence Plethora (x2)—20 extra motes

Materialize—Costs 45 motes

Measure the Wind—The demon can gauge the danger others pose to its host

Shapechange—Allows the perronele to cover its host and form mouths and sensory organs as needed

Sheathing the Material Form—May add up to 5L/10B soak, with Hardness: 5L/5B

Spice of Custodial Delectation—The living armor gains a mote of Essence at the end of any scene it has kept its target safe from actual physical harm

Wine of Infinite Heartbreak—The relationship between the demon and its host is a symbiotic one

First (Ability) Excellency—Linguistics

Second (Ability) Excellency—Resistance

Third (Ability) Excellency—Awareness, Linguistics

Join Battle: 4 (5)

Attacks:

Bite: Speed 6, Accuracy 4, Damage 2L, Parry DV —, Rate 1



Clinch: Speed 6, Accuracy 4, Damage 2B, Parry DV —, Rate 1, Tags P

Tentacle Slam: Speed 5, Accuracy 5, Damage 2B, Parry DV 3, Rate 3

Soak: 1L/2B to 6L/12B (5L/10B and Hardness: 5L/5B from Charm)

Health Levels: -0/-1/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Dodge DV: 4 (usually does not dodge) **Willpower:** 7

Essence: 2 **Essence Pool:** 75

Other Notes: A peronelle suffers from a two-die internal Awareness penalty when it has no visible sensory organs manifested. It can manifest such organs anywhere on its surface, but doing so makes spotting the demon much easier (two extra dice to [Perception + Awareness] checks made to do so).

The being wearing a peronelle enjoys the demon's soak atop his own. There is no mobility penalty from wearing the demon. Attacks that get through the peronelle's armor inflict damage on the demon (as well as its host if it gets through that being's soak as well).

SESSELJAE, THE STOMACH BOTTLE BUGS

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE KEEPER OF THE FORGE OF NIGHT

Stomach bottle bugs resemble fist-sized beetles with 10 legs similar to those of a grasshopper. They possess a dangerous appetite for tainted and putrid substances and spend their most of their lives scouring the bodies of the Yozis of those things that might eventually build up enough to cause harm to their masters. The stomach bottle bugs sometimes discover veins of corruption that sicken the Yozis, and thousands perish only to have their tainted corpses devoured by their kin. New sesseljae are born from the poisoned waste until it is entirely consumed. Stomach bottle bugs not busy with such work haunt the taverns of the Demon City and plead for entry in childlike voices. They sometimes manage to swarm the establishments, drinking the alcohol from every bottle and from within other demons. Many demons hate sesseljae for this and often kill them on sight.

Sesseljae make excellent surgeons, although manipulating flesh and bone is more like play to them, and they happily sing with their rear four legs while they draw a body together as though it were soft clay. The sesseljae can pass through the flesh of humans, animals and demons as easily as air and swim through it like water. This swimming sometimes stirs ripples in the bodies they inhabit, and a moving bug occasionally stumbles and awkwardly reveals a leg or mandible from within its host. Sorcerers typically carry sesseljae in their

stomachs, as the demons may rest there indefinitely. This has the added benefit that the demon will suffer the effects of any ingested alcohol or poison in place of the sorcerer. Interestingly, sesseljae are allergic to pure substances: tears, seawater, silver, gold, salt and virgin's blood. Such things can seal them from a location or even cause them harm.

Summoning: (Obscurity 1/2) Sorcerers summon stomach bottle bugs for their ability to heal people and to protect them from poison. Sometimes, without sorcery, stomach bottle bugs are called to Creation when a region is overcome with toxic substances. Forcing a sesselja to resist devouring a toxin requires its player to roll one die, with a success inflicting one point of Limit.

Motivation: To devour tainted and corrupted substances.

Attributes: Strength 1, Dexterity 3, Stamina 1; Charisma 2, Manipulation 1, Appearance 0; Perception 2, Intelligence 2, Wits 2

Virtues: Compassion 4, Conviction 3, Temperance 2, Valor 2

Abilities: Athletics 1, Awareness 1, Dodge 2, Integrity 3, Investigation 1, Larceny 1, Martial Arts 1, Medicine 5 (Internal Surgery +3), Occult 1, Performance 1, Presence 1, Resistance 5, Ride 1, Stealth 4, Survival 1

Backgrounds: Backing 1

Charms:

Benefaction—The sesselja gives the target one bonus die to rolls to resist poison, resist disease or stop bleeding
Creation of Perfection—The sesselja can perform medicine even if it is inside a target, typically via Landscape Travel

Landscape Travel—A sesselja travels through flesh and bone as easily as if it were air or water. The demon may rest in a typical stomach without continuing use of the Charm.

Materialize—Costs 55 motes

Spice of Custodial Delectation—Allowing a sesselja to consume poison gives it one mote of Essence, although it must resist the poison as normal

Touch of Eternity—The sesselja can allow a mortal target to resist poison and disease, and rapidly stop bleeding, as an Exalt does

Touch of Grace—The sesselja heals a living or demonic target

First (Ability) Excellency—Dodge, Integrity, Medicine, Resistance, Stealth

Second (Ability) Excellency—Medicine, Resistance

Third (Ability) Excellency—Medicine, Resistance

Infinite (Ability) Excellency—Resistance

Join Battle: 3

Attacks:

Scurry Into Someone: Speed 5, Accuracy 4, Damage —, Parry DV —, Rate 1

Leg Slash: Speed 5, Accuracy 4, Damage 1L, Parry DV 2, Rate 2

Clinch: Speed 6, Accuracy 4, Damage 1B, Parry DV —, Rate 1, Tags P

Soak: 0L/1B

Health Levels: -0/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Dodge DV: 5 Willpower: 7

Essence: 4 Essence Pool: 75

Other Notes: Entering the body of someone who does not want a sesselja inside her requires an attack roll, although success causes no damage. Characters can take a miscellaneous action to expel a stomach bottle bug without a roll, but suffer one automatic level of bashing damage if the demon resists. The tiny bits of bone it carries away in the process are useful in making potent talismans against disease.

TEODOZJIA, THE LIONS SENT INTO THE WORLD

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE KITE FLUTE

This is the scripture of the teodozjia.

People, and even the Exalted, die. Mountains crumble. Even worlds do not live forever. Knowing these things, and wishing to guide the mortals afflicted with their terrible condition, the Yozis had the teodozjia created, to carry their message into the world.

The teodozjia transcend mortality. They have no existence independent from their scripture. They share one mind and one memory. If killed, they arise again from their mother, Zsofika. If held captive for more than a year and a day, they dissipate into mist.

The lions sent into the world know no death. They know no pain, for they have only one care: the scripture of the teodozjia. They know no sorrow, for this scripture never dies.

So must humans be: They must abandon their petty cares for mortal things and, thus, become immortal. They must forget the things of the world and the fire in their hearts and join the teodozjia in celebration of eternity.

So ends the scripture of the teodozjia.

The teodozjia are the missionaries of the Yozi faith and perhaps the most dangerous of all First Circle demons, for in a sense, a teodozjia is almost impossible to truly slay. Taking the form of great jade lions (who look suspiciously similar to celestial lions save for the material that forms their bodies), all teodozjia share a hive mind. What one experiences is known to all, and if one is permanently slain, Zsofika simply creates a replacement that is born possessing all of its kinfolk's collective memories.

Although they are still First Circle demons, the teodozjia hold a slightly higher status than most demons of that category. They were created to spread the glory of the Yozis across Creation, to turn humanity away from the lies and deceptions of the traitor gods, and to pave the way for the return of the once and future masters of Creation. Their very existence in Creation is an affront to the Incarnae and the other gods, and the demons' presence taints or destroys holy symbols. While the teodozjia despise all priests of the traitor gods, they share a special enmity with the priests of the Unconquered Sun. When a teodozjia and a Zenith Solar confront one another, it is rare for both to survive the encounter. Lunar savants say that the teodozjia had a similar relationship with the lost Waxing Moon Caste. It is unknown whether the teodozjia are intrinsically hostile toward the Midnight Caste Abyssals, as they have yet to encounter each other.

Summoning: (Obscurity 2/3) These demons are often summoned to access the knowledge available from their hive mind. In addition, teodozjia are one of the most powerful demons of the First Circle and are sometimes summoned for their battle prowess. The lions sent into the world are popular with akuma and Infernal sorcerers because the demons' very presence is an affront to the gods. Rarely, a teodozjia will be drawn to Creation to witness the renunciation of a devout holy man's vows or some great blasphemy. The very presence of a Zenith Caste Solar causes a teodozjia to gain a point of Limit (maximum one Limit a scene).

Motivation: To destroy the faith of human beings, causing them to waste away and perish.

Attributes: Strength 5, Dexterity 3, Stamina 6; Charisma 4, Manipulation 4, Appearance 3; Perception 3, Intelligence 4, Wits 3

Virtues: Compassion 1, Conviction 5, Temperance 2, Valor 5

Abilities: Athletics 1, Awareness 3, Dodge 3, Integrity 3, Investigation 2, Linguistics (Native: Old Realm; Others: five additional languages) 5, Lore 2, Martial Arts 5, Occult 5, Performance 1, Presence 1, Resistance 6, Socialize 2, Stealth 3, Survival 1

Backgrounds: Backing 1

Charms:

Bane Weapon—Attacks inflict extra damage on sacred objects

Call—May communicate with other teodozjia through their shared mind

Essence Plethora—10 extra motes

Materialize—Costs 65 motes

Measure the Wind—A lion sent into the world can smell weakness

Principle of Motion—The teodozjia typically has nine banked actions

Spirit-Cutting—Supplemented attacks affect the immaterial

Weather Control—Limited to gathering dark clouds to blot out the sun's and moon's light (costs no motes)

Words of Power—The demon's blasphemous words cause physical harm

Second (Ability) Excellency—Dodge, Linguistics, Martial Arts, Occult, Resistance

Third (Ability) Excellency—Awareness, Integrity, Lore, Stealth

Join Battle: 6

Attacks:

Bite: Speed 6, Accuracy 8, Damage 12L, Parry DV —, Rate 1

Claw: Speed 5, Accuracy 9, Damage 9L, Parry DV 5, Rate 3

Soak: 13L/15B (Jade flesh, 10L/9B; Hardness: 8L/8B)

Health Levels: -0/-1/-1/-1/-1/-1/-1/-2/-2/-2/-2/-2/-4/Incap

Dodge DV: 5 **Willpower:** 9

Essence: 4 **Essence Pool:** 95

Other Notes: In addition to the myriad Charms at their disposal, teodozjia have access to a few unique abilities tied to their group mind and their unholy nature. Each teodozjia has limited access to the larger mind shared by the whole demon race. With a successful difficulty 4 (Intelligence + Lore) roll by the demon's player, the lion sent into the world may briefly access the teodozjia shared mind to learn any information relevant to a situation at hand that is known by any other teodozjia. The demons also defile holy objects through their presence. Whenever a teodozjia comes near a religious relic, reflexively roll the demon's (Essence + Conviction). The difficulty ranges from 3 (for objects without supernatural protection) to 10 (for objects blessed by the Unconquered Sun himself). A successful roll means the object's destruction. This effect costs three motes (though it will continue to happen even if all of the demon's motes are expended) and is not optional. It happens without a conscious decision on the demon's part (even occurring if it's not materialized). As a result of their unholy nature,



a form of feedback occurs when one of the teodozjia comes into the presence of a Zenith Caste Solar. Make a reflexive resisted (Essence + Conviction) roll for the demon lion, while the Golden Bull's player rolls his character's ([Essence + Conviction] x 2). Any successes one garners above the other translates as unsoakable levels of lethal damage. This effect also costs the teodozjia three motes (again continuing to occur even if all the demon's motes are depleted) and, like the previous effect, is not optional. The teodozjia's form arcs black lightning while the Zenith's caste mark burns as if he had expended four to seven motes of Peripheral Essence. This effect occurs every three ticks as long as the two antithetical beings continue to confront one another.

TOMESCU, THE CLAMOROUS CLOUD ARSENALS

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE LIVING TOWER

It is said that at the moment of its birth, a tomescu knows the moment of its death. The image of its own mortality burned into its consciousness, each tomescu

screams in pain twice a day. In Creation, this scream comes at dawn and dusk. In Malfeas, where the light of Ligier is unrelenting, the collective screams of the tomescu mark a transition from day to night that would otherwise be undetectable. Supposedly, one tomescu in 10,000 does not feel the compulsion to scream in agony over its fate. Of these, 99 out of 100 have been rendered feeble-minded by some means or else have accepted doom with equanimity. One out of 100 does not scream because it foresees the glorious destiny that awaits it. Other demons fear these sanguine tomescu above all other First Circle demons.

The form of a tomescu cannot be discerned, for each is perpetually surrounded by a thick fog from which many-jointed limbs shielded with a green insectoid carapace emerge, each usually ending in a weapon of some sort bonded to the tomescu at the last joint—swords, axes, sledges. A few limbs have bows attached, while other adjacent limbs end in hand-like extremities capable of notching an arrow. Ancient texts depict the tomescu's true form as resembling a cross between a crab and a praying mantis, with dozens of clawed limbs jutting improbably from all over the





demon's body. The tomescu have no love of violence, living as they do with an innate understanding of their own mortality, but they are quite skilled at it. Each member of their race is born with its weapons at the ready and a preternatural skill at using them.

The tomescu are beloved by infernalists and akuma, for the will of the Yozi is imprinted on the soul of every cloud arsenal. When called to Creation, tomescu often break from their assigned tasks to perform some strange, seemingly innocuous action such as rearranging a road sign, sabotaging a peddler's wagon wheel or saving the life of a penniless street urchin. Such actions seem random and often out of character for a demon. Only years later does the tomescu's minor alteration of destiny take hold in a way that advances the Yozi's will. The altered road sign leads a traveler to find a Yozi cult. The peddler's out-of-control wagon kills a mortal who would otherwise have grown up to be a demon-hunter. The penniless street urchin grows up to become a deadly Guild assassin... and later, an Infernal Exalt.

Summoning: (Obscurity 2/3) Despite their ambivalence toward battle, tomescu are often summoned by sorcerers for that very purpose. Occasionally, a tomescu is summoned into Creation when destiny is thwarted. Unfortunately for the clamorous cloud arsenals, Sidereal Exalted are often drawn to investigate such phenomena as well, often making such a demon's escape short lived. Tomescu commanded by their summoners not to cry out at dawn and/or dusk will still do so, but the demons will gain a point of Limit.

Motivation: To live for the moment.

Attributes: Strength 3, Dexterity 4, Stamina 3; Charisma 1, Manipulation 1, Appearance 0; Perception 2, Intelligence 2, Wits 4

Virtues: Compassion 1, Conviction 3, Temperance 3, Valor 5

Abilities: Archery 4, Athletics 3, Awareness 3, Dodge 3, Integrity 2, Investigation 1, Lore 2, Martial Arts 4, Melee 5, Occult 2, Presence 1, Resistance 2, Survival 1, War 2 (Solo Versus Mass Combat Unit +3)

Backgrounds: Backing 1

Charms:

Essence Plethora—10 extra motes

Foretell the Future—By listening to the air of Malfeas, a tomescu gleams what the Yozi want to come to pass and how it might best aid their plans

Materialize—Costs 45 motes

Natural Prognostication—A tomescu can see others' destinies as well as its own

Spirit-Cutting—Supplemented attacks affect the immaterial

First (Ability) Excellency—Archery, Martial Arts, Melee, War

Second (Ability) Excellency—Athletics

Third (Ability) Excellency—Archery, Awareness, Dodge, Martial Arts, Melee, War

Join Battle: 7

Attacks:

Punch: Speed 5, Accuracy 9, Damage 3B, Parry DV 5, Rate 3

Kick: Speed 5, Accuracy 8, Damage 6B, Parry DV 3, Rate 2

Clinch: Speed 6, Accuracy 8, Damage 3B, Parry DV —, Rate 1, Tags P

Axe Limb: Speed 4, Accuracy 10, Damage 8L, Parry DV 4, Rate 2

Sledge Limb: Speed 6, Accuracy 8, Damage 15B/4, Parry DV 3, Rate 1

Spear Limb: Speed 5, Accuracy 10, Damage 7L/10L, Parry DV 6, Rate 2

Straight Sword Limb: Speed 4, Accuracy 11, Damage 6L, Parry DV 5, Rate 2

Self Bow Limb: Speed 6, Accuracy 8, Damage 5L*, Range 150, Rate 2

* Uses broadhead arrows.

Soak: 8L/11B (Carapace, 6L/8B)

Health Levels: -0/-1/-1/-1/-1/-2/-2/-2/-2/-4/Incap

Dodge DV: 5 **Willpower:** 7

Essence: 2 **Essence Pool:** 65

Other Notes: Born and bred to effectively fight as individuals against multiple opponents, tomescu receive a free counterattack or parry (demons' choice) at their full dice pool for every attack made against them. A clamorous cloud arsenal often reserves the use of its sledge limb to times when it feels a battle is turning against it, using the weapon to gain room to maneuver or retreat if its deployment doesn't immediately change the tide of conflict to its favor. Although the demons usually employ broadhead arrows, that is because those are the arrows most commonly available. Unlike with its other innate weaponry, a tomescu only possesses arrows it gains in a mundane fashion, typically the broadhead variety. If provided with different sorts of ammunition, the demon may employ it to equal effect. In addition to the limbs detailed here, tomescu feature extremities resembling hook swords and seven-section staves that they deploy almost exclusively to parry with (even if those aren't the limbs with which they are currently attacking).





CHAPTER FOUR

THE UNLIVES OF GHOSTS

The dogma of the Immaculate Order states that existence is a never-ending cycle of reincarnation, one in which death is followed by divine assessment of the character of one's soul and then rebirth into a new life commensurate with the degree of enlightenment attained in the former life. Once upon a time, that dogma was even true. When the Primordials ruled Creation, there were no such things as ghosts or the Underworld. When mortals died, their souls were instantly scrubbed clean of any of the spiritual detritus of their former lives and then later reincarnated into new bodies via automated Heavenly processes that modern ghosts refer to as "Lethe." The very idea of a deceased person's soul lingering on post mortem was unthinkable. If nothing else, where would such a wandering spirit have to go? Nowhere... at least until the Solars slew the Neverborn, and in the process, created a new realm for such unhappy souls to make a place for themselves.

The precise manner in which the Underworld came into existence is not definitively understood. Savants who study the place generally believe that, when the Neverborn were slain, their souls were too great to be assimilated into the spiritual mechanisms that oversaw the reincarnation cycle of lesser beings. Instead, the Neverborn souls came to rest near the Mouth of Oblivion, and the spiritual gravity of their massive Essence-forms created a weak buffer between Creation and Lethe. Mortal souls could still enter Lethe and seek reincarnation—as the vast majority of newly dead mortals have done throughout Creation's history—but for the first time in human existence, the newly dead had a *choice*: to voluntarily enter Lethe and be reincarnated or to cling to their former identities as ghosts.

For most mortals, this choice was an easy one. For the vast majority of Creation's mortals, life is a long

journey filled with suffering and woe, and most mortals enter Lethe without hesitation, ready to try again in the next life. However, as agnostics have always noted, there is no real proof in the modern era that the quality of one's former life has any positive effect on the circumstances of her rebirth. Indeed, given the current state of Creation and Heaven, it seems unlikely that this is the case. The vast numbers of dead who enter Lethe without any discernible manifestation as ghosts are, according to such cynics, merely weak-willed sheep who lack the emotional strength to even contemplate a choice between Lethe and the Underworld.

In any case, as the Underworld's population grew, new ghosts brought with them the memories of their lives in Creation, and those memories helped shape the Underworld into the dark reflection of the living world that it is today. Those early ghosts quickly learned that they could draw Essence from the adoration of their living descendants. Initially, the Solar Deliberative disapproved of the existence of ghosts and sought through various means to encourage mortals to choose Lethe when their time came. As a practical matter, however, the Deliberative could do little to curtail the emergence of new ghosts in the Underworld. Moreover, as the Solars became aware of the nature of Oblivion and of the spectres who served it, they began to see the value in a ghostly population whose citizens still cared for their mortal descendants enough to stand against Oblivion in defense of Creation. And so, the Exalted created burial rites, many of which are still in use today, that served to both prevent the lower souls of the dead from arising as dangerous hungry ghosts and also to empower those dead who could become Underworld allies.

THE SECOND LIFE

Those dead who do find themselves in the Underworld are almost invariably disoriented by the experience. At the moment of death, the connection between body and soul snaps, and the soul is set adrift. Confused and bewildered, the newly dead immediately feel the subtle pull of Lethe. Most souls enter it almost instantly and are carried away to their next lives. Relatively few resist, fighting off both Lethe's insistent tugging and their own malaise. Of course, "relatively few" in the context of the untold trillions of mortals who have died since the Primordial War still represents a lot of ghosts. Those ghosts who are strong enough and determined enough to resist Lethe may do so for hours, days or centuries, depending on the ghost in question. Underworld savants claim that





ghosts dating back to the Primordial War itself may still abide, although such luminaries are reclusive indeed if they still exist. Regardless of how long a ghost endures in the Underworld, however, she will always feel the relentless pull of Lethe as it seeks to draw her back into the wheel of life.

Exactly what gives a particular ghost the strength of will to resist Lethe varies from person to person. The nature of the ghost's death is clearly one factor—a plurality of ghosts, if not an outright majority, consists of those who died violently. The most common reason for actively resisting Lethe is the need to resolve unfinished business among the living, and few things motivate a ghost to cling to her former life like avenging her own murder. Other ghosts remain behind out of concern for living beings who were foremost in the ghosts' thoughts at the time of death. For example, a mother who died giving birth to her child might linger as a ghost to watch over her newborn son throughout his life.

THE UNDEAD CONDITION

To be a ghost is to be a memory given form, a reflection of who and what the ghost was in his former life. The vast majority of ghosts appear exactly as they did either at death or moments before it. Most ghosts bear markings of some kind identifying the cause of death: bruises about the throat for a strangling victim, a persistent cough for a tuberculosis sufferer, perpetually wet skin for a drowning victim. While ghosts usually appear much as they did in life (save for any death markings), this appearance is a lie. The body of a ghost is not formed of flesh, blood and bone. Instead, a ghost has a *corpus*, a matrix of Essence attuned to the Oblivion-tainted nature of the Underworld.

Despite the presence of death markings, a ghost usually does not bear the physical injuries associated with her cause of death, or at least not to the point of debilitating her in any way. A ghost who died of old age may still appear stooped and wrinkled, but she will move with the same alacrity and purpose of the ghost of a much younger person. There are occasional exceptions to the rule, however, especially in the case of mortwights, ghosts whose deaths were so wretched that the poor souls immediately became spectres upon entering the Underworld. Many mortwights have grossly deformed bodies, pitiful reflections of the ghost's self-loathing and bitterness.

For the most part, a ghost's clothing is not actually "real" in the sense that similar objects in Creation are. Rather, such garments represent the memory of clothing. A ghost's attire is not something he chooses, at

least at first, but is instead a representation of what clothing the ghost wore in life that served to define his status and station. This attire is also a part of a ghost's corpus, and while the ghost may choose to change his appearance, those garments in which he entered the Underworld are never far away.

Generally, a newly arisen ghost will wear either the clothes in which he was buried, the clothes in which he died or the clothes that best fit his station in life. For ghosts of the poor, who represent most of Creation's mortals, the same simple robes might serve as all three. A ghost's clothing is one of the chief indicators of his status in the Underworld. A beggar who dies penniless in a Chiaroscuro alley will most likely wear the same dingy, threadbare rags for the rest of his existence, while a dead princess who is buried in her finest gown will enter the Underworld in attire that speaks of her higher station. In many ways, the Underworld is even more stratified than Creation. After all, those who truly want a better life for themselves always have the option of Lethe.

While most ghosts wear only the clothing that forms a part of the ghosts' corpuses, other forms of clothing do exist in the Underworld. Many cultures in Creation sacrifice clothing (or at least valuable fabrics) in rituals meant to commemorate the dead, and such apparel crosses over into the Underworld as grave goods (see pp. 105-106). Also, the Underworld itself has a limited capacity to produce new clothing. For example, the Kingdom of Dead Gradafes in the Northeast obliquely ruled by the Lover Clad in the Raiment of Tears is well known for the production of wool sheared from great herds of plasmic goats and alpaca. That said, in many areas of the Underworld, most prominently Stygia itself, the sale of clothing is heavily regulated, and new clothing not a part of the ghost's corpus is a luxury that only the wealthiest and most influential dead can afford. For the most part, Underworld governments are conservative and frown on social mobility, and so long as a peasant farmer is forced to wear a peasant's robes, there is little chance for him to improve his station at the expense of one of his betters.

The corpus is not immutable, but it is definitely difficult to change. A ghost's corpus can be damaged, but such damage functions more like damage inflicted on an inanimate object than a living being. A ghost can be cut, but she will not normally bleed. A ghost can be bludgeoned, but he will not bruise. Damage inflicted on a ghost will never heal naturally. Ghosts exist as patterns of Essence, and once damaged, a ghost's corpus can only be restored through the process known as Slumber (see

p. 96). The one exception, albeit a common one, to this immutability arises from the Shifting Ghost-Clay Path Arcanoi, which can be used to transform the corpus of a disfigured ghost into the picture of health or to change a spectre that still appears “normal” into a creature of horror.

HUN VS. PO

Savants generally agree that the mortal soul contains two components: the hun, or higher soul, which is the seat of reason, memory and positive emotions, and the po, or lower soul, which is the seat of negative emotions such as anger, hatred or pride. At the moment of death, the two facets detach from one another. The hun either enters Lethe or becomes a ghost in the Underworld. The po remains trapped in its own corpse in Creation, dormant unless someone is so foolish as to defile its mortal remains or invade its burial space. In such cases, the po can defend itself aggressively by animating the corpse to attack such interlopers. These risen dead are not truly hungry ghosts but have essentially the same traits. About one percent of normal mortals leave behind po souls capable of rising in this fashion. The odds are one in ten for a slain heroic mortal, while the po souls of dead Exalted will almost invariably manifest to defend their corpses. Such lower souls are typically much more powerful than normal hungry ghosts due to the Essence on which the soul has battered itself during life.

A po may also become a true hungry ghost in certain circumstances. Hungry ghosts most commonly arise when the decedent was not accorded proper burial rites for whatever reason or if the burial site is violated despite the po's best efforts to prevent it. However, hungry ghosts may also arise spontaneously as a result of extremely inauspicious astrological events or even from the manifestation of a new shadowland that happens to encompass the burial site. The traits for hungry ghosts are described more fully in *Exalted*, pages 317-318.

ESSENCE

Although ghosts are not *quite* the same thing as gods or elementals, their forms are, like those other beings, matrices of Essence. A ghost is simply a conglomeration of Essence formed of memory and congealed from the

chthonic ephemera that makes up the Underworld, as opposed to the matrices of will and function that form the bodies of Creation-bound and Heavenly spirits. Ghosts possess Essence pools and can use them to fuel Arcanoi, which are the specialized Charms available to the dead. A ghost's Essence pool is equal to the ghost's [Essence x 10] plus his [Willpower x 3] plus [(the sum of his Virtues) x 2]. A ghost regains Essence at a rate of 2 motes per hour spent resting normally or 3 motes per hour spent in extreme relaxation, meditation or Slumber. Ghosts also regain Essence through worship, whether from living descendants or from other ghosts. Ghosts can also steal Essence directly from other ghosts through certain Arcanoi or by preying upon mortals foolish enough to enter a shadowland and fall into the ghosts' power. Finally, a ghost may regain Essence through her Fetters.

When a ghost suffers damage to his corpus sufficient to reduce him below the Incapacitated level, the ghost's player must roll Willpower, adding one bonus die for every two dots of Fetters the ghost still retains. The ghost must get at least three successes or succumb to Lethe. If the roll is a botch, the ghost succumbs to Oblivion instead. If the roll is successful, the ghost merely disincorporates and then reforms sometime later (usually one day per point of permanent Essence) at the location in the Underworld that corresponds to his nearest Fetter in Creation. When a ghost disperses and reforms, he loses one point of permanent Willpower. His player can buy the lost dot back as normal, but if a ghost loses his last permanent Willpower, he is lost to Lethe just as if his player had failed the roll. Certain Exalted Charms are also capable of completely destroying a ghost, eliminating any possibility of reformation. Generally, such Charms send the ghost directly into Lethe, except for Abyssal Charms, which usually send them into Oblivion.

All ghosts are considered Essence users and can attune to manes and artifacts as easily as any other Essence user. Ghosts can attune to items made of jade or soulsteel at the item's normal attunement cost. The attunement cost is doubled for orichalcum, moonsilver or starmetal artifacts that were forged in Creation. Any activation costs for such artifacts is likewise doubled. Ghosts never gain any magical material bonus associated with any attuned artifact, not even soulsteel ones. These rules apply even to the ghosts of deceased Exalted. However, a ghost can attune to an artifact made of orichalcum, moonsilver or starmetal at the item's normal attunement cost if the item was originally forged in the Underworld and was especially designed for a ghost to use.

PASSIONS

The organizing force that congeals Underworld Essence into the form of a ghost is represented by that ghost's Passions. Each Passion a ghost has represents some piece of unfinished business that ties the ghost either to the Underworld or to Creation. The higher a ghost's rating within a particular Passion, the stronger the ghost's commitment to the object of that Passion. A ghost's Passions are tied to his Virtues. Mechanically, for each dot in Virtues that the ghost has at the time of death, he gains one point in a Passion logically associated with that Virtue. The player of the ghost can divide the dots associated with a Virtue up among multiple Passions or put them all into one extremely important Passion.

For example, a ghost with Compassion ••• has three dots to allocate among Passions which pertain to people, places or things about which the ghost cares due to his sense of Compassion. Examples might include living family members, loved ones the ghost was forced to leave behind or even new friends acquired in the Underworld post mortem. That ghost could have three 1-dot Passions, one 1-dot Passion and one 2-dot Passion, or a single 3-dot Passion. The same rules apply to the ghost's other three Virtues.

The chief value of a Passion is that it is what the ghost activates in lieu of activating a Virtue. A mortal with Compassion ••• can spend one point of Willpower to channel his Compassion up to three times per story, adding three dice to a dice roll on each activation. Ghosts are, in comparison to the living, emotionally stunted beings. Even though a particular ghost might have a Compassion of •••, he cannot use that Virtue to express his feelings as a mortal with Compassion ••• might. Instead, whenever the ghost has an opportunity to act compassionately with regard to a Passion associated with that Virtue, he can spend a Willpower point and gain additional dice equal to the Passion rating. If, for example, a ghost does not have a Passion for a particular mortal, he might choose to act to save that person, but he would not be able to channel his Passion to gain extra dice.

Passions are also important for regaining spent Willpower. Since ghosts cannot channel their Virtues as mortals do, they cannot regain Willpower from rolling Conviction every morning. Instead, whenever a ghost channels a Passion and succeeds on the roll being enhanced, she can roll a number of dice equal to that Passion's rating. Each success causes the ghost to regain one spent Willpower point. Although a ghost can channel a Passion a number of times per story equal

to its rating, she can only regain Willpower through channeling a Passion once per scene.

FETTERS

A Fetter is a person, place or object that physically represents the ghost's connection to the realm of the living. Fetters actually exist in Creation but are represented in the Underworld by small, portable objects called representations. For example, a ghost's gravesite is almost always one of a ghost's Fetters and might be represented in the Underworld by a small plaque or some similar bauble. Other Fetters might include nearly anything that a particular ghost finds important from his former life: a weapon, an unfinished work of art, a beloved childhood toy or simply a still-living loved one. Fetters, as their name implies, are the chains that bind a ghost to the Underworld, allowing her to resist the insistent pull of Lethe. When all of a ghost's Fetters no longer exist, the only things that can stop her from entering Lethe are incredible reserves of Willpower ... or being soulforged.

As with Passions, each of a ghost's Fetters has a rating. The player of a ghost allocates points among a certain number of objects or places in Creation important to the ghost. The ghost gets a greater tangible benefit from Fetters with higher ratings, but on the downside, that means allocating more dots into fewer Fetters, thereby making the destruction of any one Fetter more disastrous.

Fetters provide two principle benefits. First, Fetters permit a ghost to enter Slumber in order to heal from injuries. Normally, ghosts do not require sleep, although many of them choose to indulge out of habit. By meditating either near or within a Fetter or simply in the presence of its representation, a ghost can enter a trance-like state that lasts for exactly eight hours according to the Calendar of Setesh. When the ghost awakens, his player rolls (Stamina + the rating of the Fetter) and heals one level of damage per success. More serious damage is healed first, aggravated before lethal and lethal before bashing. As noted previously, ghosts do not regain Willpower after sleeping as mortals do. When a ghost Slumbers within a Fetter or its representation, he physically merges with it. Doing so with a representation is therefore potentially dangerous if the ghost has no one to watch over it—if another ghost comes along and steals or damages the representation, the ghost can do nothing until his Slumber ends naturally.

Fetters also serve as Essence batteries for their owners. Once per day, a ghost can draw out of a representation a number of motes of Essence equal to the



Fetter's rating. If the ghost has the capacity to enter Creation and actually visit his Fetter, he can withdraw a number of motes equal to *twice* the Fetter's rating. A ghost cannot tap the same Fetter rating through both the representation and the actual Fetter in the same day. The motes available from a Fetter refresh themselves every day at the moment of the ghost's death. Only the ghost for whom the object is a Fetter can tap Essence from either the real world object or its representation. Neither a ghost thief in the Underworld who steals another ghost's representations nor an Essence user in Creation who discovers the existence of a Fetter can draw out the Essence inherent in the Fetter. However, an Underworld enemy can steal a ghost's representations for the purpose of blackmailing the ghost into servitude, while anyone who can access the actual Fetter can desecrate it and ruin it as a Fetter. Agents of the Deathlords have been known to do both to influential ghosts who balk at their masters' wishes.

The rating of a Fetter is not immutable. The physical Fetter can be damaged or destroyed in Creation, and doing so can reduce the Fetter's rating, even to zero. Simply looting a ghost's tomb or grave can reduce its Fetter rating by 1 to 3 dots. Generally though, only the

total destruction of both the actual Fetter and its representation can reduce a Fetter rating to zero. A destroyed representation will reform at the Fetter on the next anniversary of the ghost's death, unless the actual Fetter has also been destroyed, in which case the representation is lost forever. Of course, even if a representation reforms, the ghost must still be able to recover it from the actual Fetter, a difficult prospect if the Fetter is somewhere in Creation far from any shadowlands. A reformed representation is invisible, intangible and cannot be perceived or affected by anything or anyone other than its owner except through appropriate Charms.

It is possible, through roleplay, to strengthen an existing Fetter rating or to transfer it to another person, place or thing. For example, if one of a ghost's Fetters is his still-living daughter, eventually the ghost may risk losing the Fetter as she ages and dies. He can avoid this problem by shifting his emotional connection to the Fetter from his daughter to her own children, for example. A ghost can also strengthen a Fetter's rating through the expenditure of experience points after roleplaying regular interaction with the Fetter. Finally, the Tangled Web Arcanos can affect a ghost's relationships with his Fetters, including their ratings.



DAILY UNLIFE

The vast majority of the dead lead lives of quiet futility. Such ghosts spurn Lethe because of their inability to let go of their past lives, but many ghosts find themselves wondering just what part of those lives is worth hanging on to. Is it not enough to spend 60 years as a rice farmer toiling in the fields of an unappreciative Dragon-Blooded patron? Does such a farmer really need to spend an eternity in the rice fields of the afterlife, continuing the same drudgery while hoping that something better comes along?

For the great majority of ghosts, the answers to these questions are both apparently “Yes.” As creatures of memory, most ghosts feel compelled to continue the same rote tasks that filled their living days. Ghostly farmers still arise with the sun and tend to their farms, growing food that no one actually *needs* to eat. Ghostly beggars still sit in street corners, begging for change, even though they no longer have any material needs and no longer suffer from any of the afflictions that had left them destitute in life.

Not all ghosts fall into the trap of repetition, however—heroic ghosts can free themselves from the trap of living memories and forge new destinies for themselves in the Underworld. Heroic ghosts are more common in the Underworld than heroic mortals are in Creation. This is apparently because of self-selection. A heroic mortal is more likely to cling to his existence than a less ambitious mortal and is therefore more likely to resist Lethe. Once active in the Underworld, heroic ghosts are also more likely to act in their own rational self-interest rather than blindly following old patterns of activity. Thus, they are less likely to simply meander around ghost villages waiting for the armies of the Deathlords or of the Underworld’s various warlords or bandit-kings to come around to sack the place. Too many common ghosts are content to simply do what ghosts in authority tell them to do. Such ghosts too often find themselves facing the baleful flames of a soulforge wondering where they went wrong. Heroic ghosts fight for their afterlives, and while they are still a distinct minority, such exemplary souls are far more common in the Underworld than one might expect.

GHOSTLY ECONOMICS

Ghosts do not require food or drink. They cannot suffer the effects of exposure in either raging blizzards or the hottest deserts. Those freedoms do not prevent ghosts from desiring food and drink and garments that are pleasing to the skin. Creatures of habit, all ghosts *remember* eating and drinking and sleeping and mak-

ing love, and they are loath to give up those comforts even in death.

Consequently, the majority of ghosts continue in the same sorts of trade patterns they followed in life. Generally, those who farmed in life continue on as farmers. Those who worked as craftsmen, barkeepers and tailors in Creation soon find places to ply those same trades in the Underworld. True, nearly everything indigenous to the Underworld—the farmer’s rice, the grapes that become the barkeep’s wine, the silkworm cocoons that become the tailor’s silk—isn’t *real* in the sense that analogous objects in Creation are. They are actually the plasmic residue of rice paddies, vineyards and even mulberry silkworms. Plasmic life forms such as these function much like their real world equivalents, however, and those who know the secrets of farming or wine-making or silk production can function in death as well as they could in life.

Much of the Underworld functions on a barter economy. In areas with more sophisticated economies, the local governments generally produce some type of official currency, usually backed by Essence. Ghosts with mortal worshipers receive Essence in the form of easily tradable Essence tokens (see “Burnt Offerings” on p. 108), and most Underworld governments levy taxes on Essence rather than on actual income. Such governments employ tax collectors who have mastered various Arcanoi that permit the tax collector to strip Essence from would-be tax evaders and to store it in inanimate containers for easy transport.

PROFESSIONS OF THE DEAD

Essence may be the currency that keeps the Underworld sky turning, but relatively few ghosts are so worshiped and adored that they reap enough Essence to satisfy all their needs without giving anything in return. The vast majority of ghosts have at least something resembling everyday jobs. For most ghosts, one’s occupation was determined long before one’s death, as the stagnant nature of Stygian society tends to pigeon-hole ghosts into the same societal roles they played in life. Heroic ghosts may defy such expectations and find what work they can. Some such ghosts even become fantastically successful through their own ingenuity and drive, but even they must struggle against the bigotries of an entrenched, millennia-old society that views them as nouveau riche at best and as arrogant threats to the social order at worst. Common occupations that might be available to a heroic ghost (other than the Underworld’s two most common occupations—slave or peasant farmer) include the following:

Artisan: Ghosts appreciate artistry in death just as much as they did in life. A ghost may not need to eat, but she still appreciates a delicious, five-course meal. A ghost may not need to drink, but she can still admire the bouquet of a fine wine pressed from carefully grown plasmic grapes. Wealthy ghosts collect art, adorn themselves with fine jewelry and expensive silks and raise towering monuments to satisfy their own egos. Artisans provide both the ingenuity and the labor that makes all those things possible, whether as cooks, vintners, jewelers, tailors or architects.

Astrologer: Some dead savants study the strange constellations that light the Underworld's night skies, and while the science of Underworld astrology is not as well developed as that practiced by living astrologers, it does have its uses. Underworld astrologers can fashion Labyrinth maps for would-be explorers. They can also cast horoscopes that can predict the future of the dead, allowing a ghost to determine the most auspicious time to perform some action. Underworld astrology is highly illegal in Stygia, presumably because the Deathlords fear that hell-diver astrologers may give insights into their plans to Sidereal spies. Although the risk is high, the maps and horoscopes of skilled Underground astrologers keep their services in great demand. The mechanical rules for Underworld astrology are the same as those outlined on page 138 of **Exalted** except that an Underworld astrologer can only divine the future of other ghosts. Rules for creating Labyrinthine maps may be found on pages 115-116 of **The Compass of Celestial Directions, Vol. IV—The Underworld**.

Banker: "Banker" within the context of Underworld society refers to a ghost who specializes in Arcanoi that allow for the direct manipulation and storage of Essence. No matter how many Fetters a ghost has or how much worship he receives from cultists, he is still limited in how much Essence he can hold within his corpus at any given time. With the Essence-Measuring Thief Arts Arcanos (see pp. 133-136), it is possible to safely remove Essence from a willing ghost and store it in some kind of vessel, thereby freeing up space within the ghost's corpus so that he can store Essence received from other sources. A rarer Arcanos known as Tenacious Merchant's Way (see pp. 153-155) allows a banker to manipulate Essence more directly, as well as to manipulate other Underworld currencies. Officially, most bankers are employed by the Dual Monarchy or the various other Underworld governments to serve as tax collectors. Many bankers, however, choose to work "off the books," using their Arcanoi to help other ghosts to evade their

tax obligations. Other, more ruthless bankers work as loan sharks, providing Essence to ghosts without ancestor cults or powerful Fetters in exchange for services. Bankers across Stygia have illegally conspired to keep the most powerful Essence-manipulating Charms within the exclusive control an informal banking guild, and the leaders of this guild have thoroughly co-opted most of the leadership of the Dual Monarchy's clerics.

Beast Tamer: A beast tamer is a ghost who is especially skilled at the Savage Ghost Tamer Arts Arcanos (see pp. 138-141), which allows the ghost to influence, control and even permanently subjugate hungry ghosts. Most wealthy or powerful ghosts keep one or more beast tamers on staff as a sort of "master of the hounds," while necropoli of any size employ beast tamers to round up any hungry ghosts terrorizing the area and, if possible, turn them to more beneficial uses. Armies regularly use tamed hungry ghosts as shock troops and rely on beast tamers to make sure the hungry ghosts attack enemies instead of friendly troops. Despite their obvious utility, professional beast tamers are often distrusted because of the widespread belief that the Savage Ghost Tamer Arts were first invented by spectres. This belief may be true—certainly the forces of the Labyrinth are swollen with vast numbers of hungry ghosts. Beast tamers often work along with masquers who moliat tamed hungry ghosts into deadlier forms. For example, the barghest hounds used by the Deathlord Walker in Darkness during his frequent hunting excursions were fashioned from the hungry ghosts of his former victims.

Criminal: Crime is just as lucrative in the Underworld as it is in Creation. Even the simplest grave good item can be worth a king's ransom to a clever pickpocket, and the houses of the wealthy dead are no more impervious to cat burglars than those of the wealthy living. With the right Arcanoi, a criminal ghost can steal another ghost's Essence just as easily as he might her purse. Less skilled criminals serve as hired muscle for banker loan sharks or monitors who run protection rackets.

Haunters: A haunter is a ghost who is especially skilled at the Terror-Spreading Art Arcanos (see pp. 156-160), as well as the Craft (Pandemonium) Ability. As its name implies, the Terror-Spreading Art allows its user to invoke horror and fear among the living. At its lower levels, haunters use the Arcanos to frighten or punish those among the living who have wronged them. At its higher levels, the Arcanos allows the haunter unparalleled access to Creation, even to the point of affecting people and objects in the lands of



the living without actually manifesting (and risking counterattack). Ancestor cults frequently employ the services of haunters as the “stick” in their relations with mortal worshipers (with the more beneficial Arcanoi serving as the “carrot”). The various Underworld militaries often use haunters to horrify and demoralize their enemies. For instance, the Mask of Winters used spectre haunters as the vanguard of his offensive force in the sack of Thorns.

Hell Diver: The term “hell diver” refers to a ghost who trades in forbidden knowledge of the Labyrinth. Some hell divers offer themselves out as guides through the Labyrinth who can lead travelers to obscure Labyrinthine kingdoms or simply help them to travel quickly through the Underworld via a Labyrinthine shortcut. Others travel the Labyrinth on their own to spy on the spectres in their hidden lairs and provide intelligence to their ghostly employers. Some parts of the Underworld that are near Labyrinth access points hire out teams of hell divers to clean out areas of spectres and hungry ghosts.

Marshal: The term “marshal” is the generic Underworld term for a ghost who has been appointed as a magistrate, sheriff, peace officer or to some comparable law-enforcement position. Almost all appointed marshals study the Chains of the Ancient Monarchs Arcanos (see pp. 131-133), which allows a ghost to act on behalf of an Underworld sovereign. While not essential, most marshals also have at least some skill at the Shadow Constraint Craft Arcanos, which allows the ghost to regulate and even manipulate the taboos and legal strictures at play in the Underworld. The Keepers of the Mandate appointed directly by the bureaucracy of the Dual Monarchy are typically masters of this Arcanos, as are the Dark Judges who serve the Silver Prince. However, other marshals, especially those who serve as criminal investigators, prefer the Scholarly Ways Arcanos, a more obscure technique that allows a ghost to discern truth from falsehoods and to compel the obedience of those in her way. Although the term “marshal” usually refers to an appointed law-enforcement agent, some ghosts in larger necropoli actually make a living as private marshals who act as professional bodyguards or who investigate crimes on behalf of the highest bidder.

Masquer: A masquer is a ghost who is especially skilled at the Shifting Ghost-Clay Path Arcanos (see pp. 141-146) and the Craft (Moliation) Ability. The Shifting Ghost-Clay Path allows a ghost to alter her own corpus or that of another. Various Underworld governments employ Masquers as spies, assassins or simply artisans of the soul. The Deathlord known as the

Bishop of the Chalcedony Thurible is known to retain the services of an expert masquer who punishes ghosts who have wronged him by permanently stealing away their eyes, ears and mouths, condemning them to an eternity spent blind, deaf, dumb and helplessly lost in the Bishop’s vast Hidden Tabernacle. Private masquers maintain boutiques in major necropoli, where they can permanently alter the corpus of a customer into a visage of indescribable beauty... for the right price.

Miner: The largest soulsteel mining operation in the Underworld is in the heart of Stygia, where slaves under the command of the Dual Monarchy descend into the Mouth of Oblivion to mine the Labyrinth for soulsteel ore. Other, smaller mining companies do exist, however, as the Labyrinth is apparently coextensive with the Underworld and can seemingly be accessed via any sufficiently deep cave network. Although mining the Labyrinth is an incredibly dangerous occupation, it is also fantastically lucrative, especially for ghostly prospectors who find veins of ore relatively near the surface that can be mined without immediate fear of spectral incursion.

Monitor: A monitor is a ghost who is exceptionally skilled at the Tangled Web Arts Arcanos (see pp. 150-153), which allows one ghost to perceive the Fetters of another ghost and even sever the connection between another ghost and her Fetters. Doing the latter is highly illegal in Stygia, but the Deathlords regularly employ monitors to tamper with the Fetters of ghosts who displease them. Since most applications of the Tangled Web Arts cannot be detected by anyone who does not also know the Charms of this somewhat rare Arcanos, monitors also make very effective assassins who can consign a target to Lethe with a well-timed touch. In territories outside the control of either Stygia or the Deathlords, small guilds of monitors often run protection rackets, taking huge tithes in Essence in exchange for not stripping their victims of all their Fetters.

Puppeteer: A puppeteer is a ghost who is especially skilled at the Stringless Puppeteer Art Arcanos (see pp. 146-150). This Arcanos allows a ghost to possess the body of a living mortal and thereby influence Creation directly. The most skilled puppeteers in the Underworld form a criminal guild that is active throughout the Threshold. The Esteemed Fellowship of Master Puppeteers has an informal relationship with the Guild in which puppeteers possess or otherwise influence mortals in areas near shadowlands in exchange for the Guild’s help in advancing the interests of local ancestor cults. Most of the Deathlords also use puppeteers as spies.

After all, how can you detect a spy who hides deep in the recesses of your own mind?

Soldier: Warfare is as common in the Underworld as it is among the living. There is always a need for more bodies on the field of battle, and for a skilled soldier, the Underworld's various armies provide for more social mobility than most other professions. True, there is something of a glass ceiling in the Stygian Army, as the highest-ranking positions are generally reserved for ghosts who were generals in life, and those who died before reaching such status are rarely promoted into Stygia's command structure. Outside of the hidebound Stygian military, however, most political leaders are more pragmatic and care less about how many medals a general had when he died and more about whether he can *win*. The Deathlords, in particular, actively recruit ghost soldiers whose heroism in battle was squandered by the incompetence of their generals.

Soulsmith: Much of the Underworld's economy rests on the production of soulsteel, one of the magical materials, which can only be produced by combining shavings from the walls of the Mouth of Oblivion with the melted corpus of a ghost. Forging soulsteel is difficult for even the best smiths. Soulforging is, at its base, a thaumaturgic ritual that requires the smith

to be skilled not only in Craft (Soulforging) but also Lore and Occult. Master soulsteel smiths also receive training in the Noble Craftsman Ways Arcanos (see pp. 136-138), which allows a ghost to manipulate soulsteel more easily and even to reshape non-soulsteel artifacts and grave goods. The most skilled soulsmiths are also savants and artificers who combine soulforging with Craft (Jadecrafting) to forge sophisticated artifacts.

NECROPOLI

Most ghosts tend to remain near the areas corresponding to their burial sites. Since most burial sites are part of larger cemeteries, the ghosts bound to these cemeteries by Fetters often develop communal relations and, eventually, communities. Many large cities in Creation have correspondingly large cemeteries, and the ghosts bound to those places form ghost villages or even ghost cities known as necropoli. A necropolis is in many ways just like a living town but for the obvious difference that all of its citizens are dead.

Each necropolis has its own unique character. In general, though, necropoli that exist within the domain of a Deathlord find their citizens bent to the will of that ancient being. The Grand Necropolis of Stygia is full of apostate and frequently embittered Immaculate worshipers who don't understand where they went wrong.





Necropoli at the outer fringes of the Underworld are rarer, as the denizens of those territories are more likely to be of barbarian stock. In the Underworld, the practical realities of most barbarian cultures ensures that ghost barbarians are nomadic—the Fetters of barbarian ghosts are more likely to travel with the ghost's living nomadic descendants. Such ghosts value mobility more highly than the advantages of a steady job in a stationary necropolis.

THE CALENDAR OF SETESH

Originally, time did not pass in the Underworld. The Underworld analog to the Unconquered Sun hung low in the sky just above the horizon and continued to do so for untold centuries, bathing the skies over the Underworld with a dim reddish glow. Early in the First Age, Setesh, one of the Dual Monarchs, fashioned a great device called the Calendar of Setesh that he hung in the sky above the Mouth of the Void in Stygia. Then, Setesh and the other Monarchs bade the people of the Underworld to pray to them. As the people began to do so, the Calendar of Setesh began to slowly move, and in sympathy, the Underworld sun began to move across the sky over the course of the Underworld's first day.

A massive, Essence-powered artifact, the Calendar regulates the movement of the heavenly bodies in the Underworld's skies. When the Calendar does not function, the passage of those bodies ceases. When the nephwracks invaded Stygia, and the Dual Monarchs were forced to flee their capitol, the Calendar ceased to function for the duration of their exile, leaving the sun fixed in place in its noon position. When they returned, and Setesh reactivated the device, the sun began to move again.

The Calendar does more than regulate the sun's passage, however. At night, ghostly analogs of the moon and the Five Maidens also creep across the sky, while strange Underworld constellations turn in the heavens just as they do in Creation. Those few Sidereals who have had the opportunity to inspect the Calendar of Setesh are certain it does not duplicate any of the properties of the Loom of Fate, yet somehow, it does shape or at least record the destiny of the Underworld's denizens in some fashion. Underworld astrologers are at least as proficient at predicting the future of ghosts as mortal savants are with the destinies of the living. With sufficient information, it might even be possible to gain insights into the activities of the Deathlords. Doing so would require the assistance of a ghostly astrologer, however. For all their sagacity, the Sidereals are still

living beings, and even if one enters the Underworld to examine its heavens, the movements of the stars in this place are too erratic and inauspicious for conventional astrology to comprehend. Only ghosts can perceive the night sky in the Underworld clearly enough to cast astrological horoscopes reliably.

Further complicating matters is the fact that astrology in the Underworld is highly regulated due to its inherent danger. Underworld savants can use astrology to identify shortcuts across the Underworld landscapes... shortcuts that can shave months off journeys by crossing into the Labyrinth. Fearful of unrestricted travel through that dark place stirring up the spectres in their nests, the rulers of Stygia have all but banned the private study of astrology. If the Calendar of Setesh has any true influence over the destinies of ghosts, only the Deathlords know of it.

SHADOWLANDS

Essential for the development of ancestor cults, shadowlands are areas where the Underworld and Creation physically overlap. By day, a shadowland is considered to be a part of Creation, and a ghost who walks into the area of a shadowland from the Underworld and then exits again will find herself in Creation. Ghosts are always solid in the Underworld and generally immaterial in Creation (absent the use of Arcanoi). In a shadowland, the situation is more complicated—ghosts are immaterial in daylight but solid at night or when completely cut off from sunlight.

As a result, ghosts and mortals often use shadowlands as meeting grounds, especially in the case of revered ancestors worshiped by mortal descendants. In the lands of the Tear Eater Tribes, mortal barbarians regularly enter shadowlands and even travel through the Underworld in the service of the lich-kings who rule their society. Mortal villages near the great shadowland of Marama's Fell must constantly be on guard for ghost raiders riding out of the shadowland by night to prey upon their towns. On the other hand, nearly the entire mortal population of the Skullstone Archipelago lives within the web of interconnected shadowlands that cover those islands, where they work, rest and play alongside the ghosts of their ancestors, who work all day in light-proof offices before leaving at night to rejoin their families.

In addition to affecting a ghost's solidity, both Creation and even day-lit shadowlands can adversely affect his ability to regain Essence. During Calibration, a ghost in Creation (as opposed to a shadowland) regains Essence at half his normal rate, and during the rest of the year, he cannot regain Essence in Creation at all.

STATES OF BEING

Whether in Creation, a shadowland or the Underworld, the living are always solid. Ghosts, on the other hand, may be solid or immaterial, as follows:

If you are a ghost

in Creation

in a shadowland while in daylight

in a shadowland at night or out of sunlight

in the Underworld

you are normally:

immaterial*

immaterial*

solid

solid

* During Calibration, the cost to materialize is reduced by half.

In a shadowland, ghosts regain Essence at only half the normal rate during the day and at their normal rate at night or during Calibration. Ghosts always regain Essence at their normal rate while in the Underworld. The living are similarly affected, regaining Essence at half their normal rate while in a shadowland or while in the Underworld during Calibration. Living mortals regain Essence at their full rate if in a shadowland during Calibration but do not regain Essence in the Underworld at all except during Calibration.

Ghosts cannot reproduce among themselves, but ghosts with Essence •• or higher *can* breed with living mortals if the two copulate within a shadowland. The result of a ghost-mortal union is called a Ghost-Blood, and such beings often develop a powerful rapport with the ways of the dead. Some can learn Arcanoi and even necromancy (which is beyond the capacity of ghosts to practice). The Deathlords strive to recruit Ghost-Blooded mortals into their forces, but many Ghost-Bloods fear the enigmatic Deathlords and prefer to seek their own destinies, whether in the Underworld or in Creation. In either realm, Ghost-Bloods often function as agents of their dead parents, serving as priests to ancestor cults or as willing servants capable of operating freely by day.

TRADITIONS OF THE DEAD

For all that its many peoples do to strive against Lethe and Oblivion, the Underworld remains a stagnant place. Every society in the Underworld clings to endless cycles of activity, some of which have been in place since the death of the Neverborn. Nowhere is this compulsion to repetition more obvious than in the Underworld's many rituals and traditions. The oldest and most important rituals in the Underworld are the Stygian Rites, the system of ceremonies and rituals put in place to support the Cult of the Dual Monarchy, whose beneficence causes the Underworld's dim sun

to cross the sky every day and allows the progression of the seasons and the functioning of the destiny of the dead. Some of the better known and more universal of the Stygian Rites are as follows:

The Calibration Rite: Since the Dual Monarchs made their peace with the spectral invaders who had previously conquered Stygia, the Calibration Rite has been sacrosanct. All but the maddest spectres see the utility in the daily, monthly and yearly cycles maintained by the Calendar of Setesh, and the maddest spectres are mercifully contained in the Labyrinth's bowels. By command of the Dual Monarchs (and reinforced by the will of the Deathlords and presumably their masters), no bloodshed is permitted during the five days of Calibration—no warfare, no street crime, no violence of any kind. It is said that deep in the bowels of the Labyrinth, the screams and cries of the Infinite Prison cease for five days, though none have ever been near enough to listen and return to tell the tale. Nor is work of any other kind permitted during this festival. In fact, the spectres famously invite the Stygian dead into the Labyrinth under flag of truce, promising to reveal the wonders of their sunken society without fear of harm. Few ghosts would dare enter the Labyrinth no matter what promises a spectre makes, but every year, a few ghosts, drunk on rice wine or blood, wander into the Labyrinth. Surprisingly, most even return unharmed, if not necessarily unchanged.

On the last night of Calibration, at the stroke of midnight, every source of fire in the Underworld and the Labyrinth is magically extinguished. The last hours of the old year are spent in contemplative darkness. As the first dawn of the new year rises in the East, it is accompanied by a tiny flame that burns in the right hand of every prince, potentate and ruler in the Underworld. From these flames, candles and torches are lit, and the light of the new year slowly spreads across the Underworld.



Sowing the Seed: Farmers throughout the Underworld celebrate a variation of this ritual at the start of every planting season. The head of each household sacrifices an animal, usually a plasmic heifer, in the name of the regional ruler or some other figure of importance, and the animal's blood is spread across the planting fields to ensure a plentiful harvest.

Harvest Rituals: An important part of the Cult of the Dual Monarch (and one which has been supplanted by the various Deathlord cults in many parts of the Underworld), this ritual accompanies the end of each harvest season. Usually, a portion of each harvest is ceremonially left in the field as an offering to the land itself, accompanied by a food offering to the local political leaders.

The Tradition of Hospitality: The tradition of hospitality in the Underworld is so ingrained in the dead that some cynics wonder if it is magically enforced. The connections between the Dual Monarchy and the Solar Deliberative throughout the First Age are well known, and some conspiracy theorists suggest that the ancient Solars wove a powerful set of social taboos into the very fabric of the Underworld as a means of influencing the behavior of a vast territory only nominally under their control. Such paranoia is fully justified, as the Solar Deliberative did exactly that.

The tradition of hospitality dictates that no free ghost anywhere in the Underworld may turn away an unarmed stranger seeking shelter. For up to three days, the host must treat her guest courteously and keep him well fed. The guest must behave honorably and with equal courtesy and is obligated to help defend his host's home. At sunset on the third day, the host's obligation ends, and she is free to show her guest the door, violently if necessary. If the guest has offended or angered his host, she is free to attack or otherwise seek revenge. The obligation of hospitality ends automatically if the guest harms any of the host's family or household staff or seriously insults the host in some way. If a ghost violates the tradition of hospitality, even toward a ghost she considers an enemy who seeks shelter, she suffers a -5 penalty on all Social rolls against other ghosts for the next year and a day or until she has won the spurned guest's forgiveness freely given.

The tradition of hospitality does not apply to slaves, to sacrificial dead or to spectres. It does apply to all free ghosts regardless of status, and a significant percentage of the dead have learned to take advantage of this tradition by wandering the Underworld, mooching off wealthier ghosts for three days before moving

on to the next wealthy home. More dangerously, the tradition applies to ghosts such as the Disciples of the Abyss who are not spectres but who nevertheless worship the Neverborn and Oblivion. Hosts confronted by such ghosts seeking shelter must balance the curse associated with spurning a guest with the risk of allowing such a tainted ghost into one's home, where the Disciple may seek to seduce the host and her household into blasphemous beliefs or, worse, betray the home outright to invading spectres.

GIFTS FROM THE LIVING

The true source of power for most ghosts (and for almost all of the Underworld's most powerful ghosts) lies in the nature of ancestor worship. The Essence-generating capacity of worship was built into the very fabric of Creation by the Primordials, who essentially created the human race as a species of self-replicating Essence batteries who would fuel Creation's functionality through their veneration of higher beings. It is unlikely that the Primordials ever contemplated the possibility that dead mortals might endure as spirit-like creatures, let alone that such creatures could take advantage of the Essence-generating effects of prayer, but then, the Primordials failed to predict a great many things where the human race was concerned.

MEMORIAM

Much like the little gods of Creation and Yu-Shan, the spirits of the dead draw power from mortal worshipers, and many powerful ghosts draw strength from the ancestor cults they patronize. Ghosts have several important advantages over the gods, however. First, unlike gods, ghosts can actively worship one another. Nearly every ghost in the Underworld prays daily to the Dual Monarchy that rules Stygia (if only at the pleasure of the Deathlords). This worship is more than mere religious fervor, and while ghosts do venerate the Dual Monarchs for their important role in the history of the Underworld, this worship provides tangible benefits for the worshipers as well—the massive stores of Essence provided by the Cult of Dual Monarchy power the great Calendar of Setesh, without which the Underworld's sun would remain frozen in the sky and the seasons would remain fixed. The benefits accrued through having living and dead worshipers are described respectively by the Ancestor Cult and Underworld Cult Backgrounds (see pp. 118-119 and 121-122). Extremely powerful ghosts may also have the Cult Background (see **Exalted**, pp. 111-112), but few outside the Deathlords reach such a high level of influence over mortals in Creation.

Even more important to the dead, the prayers and rituals performed by the living in the service of ghosts can provide tangible benefits. Every sacrifice made in a ghost's memory manifests in the Underworld as a physical gift that the ghost can use as she wishes. Clothing ceremonially burned on an honored ancestor's birthday rematerializes in the Underworld, where the ancestor's ghost can wear it or trade it for other goods. Animals sacrificed during the burial rituals of a dead barbarian chieftain become part of his herd in the afterlife. Incense burned in Creation crosses over to please the senses of the ancestor in whose memory it was sacrificed.

Ghosts refer to such benefits accruing from the devotion of living descendants as *memoriam*, and for many ghosts, *memoriam* forms the only currency worth having. Even if living mortals are so poor that they cannot offer their ancestors more than prayers, a few scraps of bread and a single burning candle, those offerings still translate into gifts of *Essence*, edible food and a light source to illuminate the Underworld's dark places. It's not much, but it's better than beggars who die alone in alleyways and are simply tossed into unmarked pauper's graves. Ghosts worshiped by larger mortal cults gain even more benefits in the form of extra *Willpower* and *Essence* recovery.

GRAVE GOODS

Grave goods are the first and usually most important form of *memoriam* a ghost receives. When a ghost manifests in the Underworld for any length of time—even if she enters *Lethe* just hours later—any goods sacrificed in her memory as part of her burial rites also manifest as grave goods. To the benefit of ghosts, this manifestation is idealized rather than literal. Items of paper or cheap wood translate into gifts of exceptional quality. Objects covered in gold paint become real gold. Even sacrifices of food have value. A jug of wine buried with a dead body provides the ghost with a magical jug that never runs dry, while a simple basket of bread might become an Underworld artifact that is perpetually full of nourishing loaves.

All grave goods have unusual properties. Such goods are almost always of exceptional quality, and all such goods are generally self-repairing so long as they retain their connection to the ghost in whose honor they were sacrificed. In a sense, grave goods form a part of a ghost's corpus, and so long as the ghost endures and retains possession of his panoply, those goods will recover from any damage just as easily as the ghost himself can. Grave goods can also be given away or sold, and provided that such a gift was made willingly, grave goods continue to grant their magical benefits to the new owner. As a





result, even the humblest offering can transform into a significant artifact in the Underworld, and such goods can be quite expensive. However, like so much of the Underworld, grave goods are tied to the realm of the dead and disintegrate instantly and permanently if exposed to the light of Creation's sun. Grave goods can endure sunlight while in the safety of a shadowland, however, or even in Creation during Calibration.

In addition to being gifted, bartered or sold, grave goods can also be stolen. Stolen goods usually retain their innate magical powers with two exceptions. First, grave goods are only self-repairing while in the possession of their true owner, whether the ghost to whom they were sacrificed or some other ghost to whom the goods were freely given. If a thief shatters his ill-gotten sword, it will not regenerate for him. Second, grave goods that come in the form of ever-replenishing food or drink cease to provide those benefits outside the possession of their true owners. If a thief steals a basket of bread from another ghost, she can eat all the bread as she wishes, but once it is gone, the basket will not refill unless it is returned to its rightful owner.

A Fetter representation may also be part of a ghost's grave goods. For example, when a soldier's favorite blade is buried with him, the same sword may appear in the Underworld as part of the ghost's panoply carrying the benefits of both grave goods and a Fetter representation. The original sword remains in the ghost's grave as an actual Fetter.

EFFIGIES

Effigies represent a particular subset of grave goods. Generally offered by descendants and worshipers too poor to sacrifice real food (or too squeamish to sacrifice real people), effigies are small representations of people or animals typically buried with the dead or else offered to them as part of a burial rite. In the Underworld, such effigies manifest as golems in either humanoid or animal form. Thus, a small wooden horse carved by a boy to sacrifice to his dead father might manifest in the Underworld as a great ebony stallion to serve as the ghost's loyal steed, while a queen buried with a dozen jade cartouches depicting her ladies-in-waiting might awaken in the Underworld surrounded by 12 human-sized automata of pure jade.

Typically, effigy servants and animals are intelligent but lacking in both imagination and initiative. A golem will obey any instructions from its ghost master to the letter, but it will function poorly without oversight and direction. A golem will also tend to lapse into quiescence if separated from its master for too long. As with any other form of grave goods, a golem can

be given away or sold, but if stolen, it will ignore any instructions from the thief who stole it. Consequently, the black market value of a golem is lower than one might expect. A golem will obey a new owner to whom it was sold or freely given. Effigies are highly durable and unswervingly loyal to their masters. Generally, the intelligence, durability and usefulness of a golem is directly proportional to both the quality of the materials from which the original effigy was created and also the craftsmanship with which it was made. In some rare cases, the devotion of the craftsman to the ancestor for whom the effigy was made plays a role—a horse carved from cheap wood with all the loving care that a six-year-old child can muster might well produce a golem steed even more impressive than a similar horse made from superior materials by a diffident master craftsman who cared nothing at all for the one being buried.

SACRIFICIAL ANIMALS

Living animals sacrificed in memoriam to one of the dead also become part of the ghost's panoply, manifesting in the Underworld as plasmic analogs to the animals slain. The word "plasmic" is the term used by denizens of the Underworld to describe the memories of living nonsentient creatures, as opposed to "ghost," which refers to sentient beings, and "grave goods," which describes memoriam objects that were never alive at all.

A sacrificial animal becomes a permanent part of its owner's panoply. Its loyalty is preternatural and absolute. If the ghost's favorite hound is slain, it will reform at its master's side the next day. It will never serve another master, even if its owner actively wishes to sell it. It is possible to steal a sacrificial animal away from a ghost and imprison it, but it will fight viciously to escape and return to its master, if necessary by "killing" itself so that it can reform at its master's side. In short, a sacrificial animal can never be turned to the service of another through anything less than powerful necromancy.

As with grave goods, sacrificial animals are far superior in death to whatever they were in life. A broken-down nag sacrificed in honor of a fallen soldier might well become a magnificent war horse in the Underworld. Sacrificial animals brought into the Underworld gain the following benefits:

- +1 dot to every Physical Attribute
- +2 Willpower and Valor
- an additional -0, -1 and -2 health level
- -1 to the animal's Control Rating with regard to its owner and its owner's servants (and a +2 to its Control Rating with regard to anyone else)

All sacrificial animals are marked somehow with the symbol of their masters. A bull slain in memoriam of a bride of Ahlat might bear her name as a brand, while a Northern barbarian's hunting falcon might bear a small collar with his mark on it. Whatever this mark's form, it invariably glows with an eerie blue light to identify the animal's master.

Sacrificial animals do not require food or sleep. They will neither age nor succumb to sickness or injury. If destroyed, the animal will always reform at its master's side within a day. If the master enters either Lethe or Oblivion, his sacrificial animals cease to exist instantly. Sacrificial animals cannot breed, and while healthy and clever, they generally have neither human-level intelligence nor magical powers. The exception comes in the form of ghost familiars—a ghost who possesses the Familiar Background possesses a ghost animal that may possess superior intellect or unique powers. At least one Deathlord has been experimenting with breeding ghost Familiars with living animals to produce Ghost-Blooded animals, but it is unknown whether this unholy union has borne fruit. (Sijan Morticians' Order succeeded in doing so decades ago.) Purchasing a familiar as a ghost familiar adds +2 to the Familiar Background cost of the creature.

Sacrificial animals will follow their masters into the living world through a shadowland, and in fact, will generally refuse to remain behind unless bound in some way by their masters. They dislike entering Creation, however, and a sacrificial animal in the land of the living increases its Control Rating by +1 due to skittishness. Ghost familiars do not suffer this increase, however. If a sacrificial animal is slain or destroyed in Creation, it will reform as normal, but *only* if the ghost returns to the Underworld before the next sunset. Otherwise, the animal is permanently destroyed. Other than through necromancy, this is the only manner in which a sacrificial animal can be permanently destroyed while its master endures.

SACRIFICIAL SLAVES

While deliberate human sacrifice is relatively rare in Creation (at least in areas where the Immaculate Order holds sway), needless death accompanies burial rites far more often. In many cultures, the spouses or concubines of influential personages are expected to hurl themselves onto funeral pyres to join their lovers in the afterlife. In the more fundamentalist of such societies, expectation becomes requirement, and former lovers are forcibly thrown kicking and screaming onto the funeral pyres. In many savage lands, barbarian tribes without the resources to feed extra mouths often regretfully slay

orphaned children too young to fend for themselves during the burial rites for their parents.

In such cases, those slain as part of funereal rites often find themselves in the Underworld bound to act as servants to those in whose memory they were sacrificed. Nor does such slavery arise solely from sacrificial rites. The victims of the Varajtul cannibals often fall helplessly into the Underworld to await the coming of their devourers in whose service they are now bound. Men and women alike slain by serial killers knowledgeable of certain proscribed necromantic rituals soon learn to their horror that death is not the end of their suffering when they become bound into slavery to their own killers.

When one mortal is ritually slain for the glory of another, she is considered a sacrificial slave. Upon emerging in the Underworld, she has the same choice as every other new ghost—accept Lethe or remain behind in the Underworld. Those who choose the latter course are bound into the service of those for whom they died, and these sacrificial slaves can never again seek Lethe while that master endures in the Underworld. If the slave's master himself succumbs to Lethe (or Oblivion), the slave must roll her Willpower against a difficulty of 3 to resist following in his footsteps. A sacrificial slave who endures past her master's dissolution becomes a free ghost, although she will still carry the marks of her servitude, which will usually prevent others from giving her the respect that a free ghost deserves.

All sacrificial slaves are marked in some way with the symbol of their masters. A favored concubine carries her lover's symbol on her kimono. A serial killer's victim has his name carved into her forehead or on the chains around her neck. A mother's young son has her mark embroidered on the back of his shirt. Whatever the marking's form, it is instantly recognizable to any ghost in the Underworld as a slave marking.

As with all grave goods, sacrificial slaves are of exceptional quality. Each slave gains a point of permanent Essence upon dying, as well as one extra dot in each of its primary, secondary and tertiary Attribute categories. A sacrificial slave also acts as a Fetter to his master, with the rating determined according to the relationship that existed between the two at the time of death. An elderly unloved widow hurled onto a bonfire as an afterthought at her husband's funeral might have a Fetter rating of •, while a queen's most faithful retainer and bodyguard might have a rating of •••••. The slave's master can drain Essence directly from the slave's Essence pool with a thought. The maximum amount that can be drained is equal to the Fetter rating if the slave is out of the master's



sight or twice that if the slave is within sight. The master can Slumber within a slave as if she were a Fetter representation and treats her burial site as if it were his own for Slumber purposes. A sacrificial slave does *not* count as a Fetter for purposes of determining how many bonus dice to add to the master's Willpower roll to resist Lethe. The slave *does* count, however, as a Fetter for purposes of magical effects (such as sorcery, necromancy or Arcanoi) that can affect a ghost through his Fetters.

Generally, a sacrificial slave is not automatically bound to obey his master's every command, but the master's player does gain a bonus on all Social rolls against the slave equal to the Fetter rating. The master also has the power to steal away the slave's Essence from anywhere in the Underworld or even while one of the two is in Creation and the other in the Underworld. While the master-slave relationship endures, the two can always find one another at any distance. A slave who runs away from his master still retains all of the markings of his station, and most ghosts will look down upon him as "lost property." Some ghosts may even seek to capture him in hopes of claiming a reward from his master. Some obscure burial techniques make the bond between master and slave even stronger. For example, the strange practices of the Varajtul cannibals ensure that a mortal ritually cannibalized by one of the Varajtul is magically compelled to obey not only his devourer should she become a ghost, but *any* Varajtul ghost he encounters in the Underworld.

A master always retains the option of freeing a slave. If she does so, all of the slave's markings fade away instantly, and he becomes a free ghost. In fact, freed slaves almost always become heroic ghosts due to improvements made to their Attributes and Essence due to the circumstances of their deaths. Some rumors claim that the Deathlords have the means to sever a master-servant relationship even against the master's will, and they use this power to lure powerful slave ghosts to their banners. Even freed ghosts retain the markings of their former status and will often be looked down upon as "escaped property" by other free ghosts. Throughout the Underworld, there is a burgeoning black market demand for clothing that can hide a former slave's markings.

BURNT OFFERINGS

Burnt offerings are sacrifices made to the dead by their living descendants. Whether part of a formal ancestor cult or merely an effort to pay homage to a

fallen loved one, these offerings have tremendous value to their ghostly recipients. The impact of a burnt offering varies according to what is actually burnt, but generally, there is a direct correlation between the value of the item sacrificed and the benefit (usually in the form of Essence or Willpower) that accrues to the ghost. The vast majority of worshipers in Creation lack the wealth to offer truly valuable things to an ancestor. Instead, such worshipers carefully construct replicas of more valuable goods out of wood or paper and sacrifice them instead. This is surprisingly effective, as the sincerity and belief of the worshiper is much more important to the ritual than the actual value of the sacrifice.

Regardless of what sort of sacrifice the mortal makes, the benefit to the ghost is the same. No matter what was burned in Creation, it appears in the Underworld as a small black jade token with the ghost's name on it that manifests near where it was sacrificed in Creation. With but a touch, the ghost who receives the token can release the Essence or Willpower bound within it. Only the original recipient of a token can tap it for Willpower. Any other ghost who possesses a token can tap it for Essence, but doing so is inefficient for anyone other than the true owner and causes the token to lose two motes of Essence per mote taken by the possessor. Nevertheless, tokens are easily tradable and valuable to anyone who possesses one. Consequently, these tokens form the chief currency in much of the Underworld, and both the Dual Monarchy and several of the Deathlords collect tokens as taxes from the ghosts under their jurisdiction.

BLOOD OFFERINGS

Not all human sacrifices result in sacrificial slaves, and indeed, not all such sacrifices call for the death of the sacrifice. Blood sacrifices are the easiest forms of sacrifice, and while the reward from a blood offering is less impressive than most other sacrifices, it does have

one singular advantage—ghosts *enjoy it*. For a ghost, the blood of an animal or human being offered in her honor not only confers an Essence benefit, it produces a narcotic effect. Blood offerings are almost always a part of thaumaturgic summoning rituals, and they can enhance the effectiveness of necromantic spells designed to summon or command ghosts. Mechanically, for every level of lethal damage inflicted on the sacrifice, the ghost gains a mote of Essence, but his MDV versus attempts to control him through the ritual is reduced by 1. If the sacrifice was of a human being, double the number of motes the ghost receives and increase the MDV penalty to -2. If the sacrifice was of one of the ghost's descendants, triple the number of motes and increase the MDV penalty to -4. The number of health levels that can be converted into Essence is equal to six for heroic mortals and two for extras. There is no limit on how many health levels an Exalt can sacrifice.

While necromancy spells can be enhanced by blood offerings, thaumaturgic rituals designed to affect the dead almost always require such offerings. It is commonly known across Creation that spilling fresh blood across a newly dug grave helps ensure that the dead endures as a ghost. Another commonly known ritual allows an exorcist to bind a ghost permanently and helplessly into his own corpse by wrapping him in a blood-soaked shroud. When the city of Chiaroscuro sought to seal its dead away behind barriers of salt, they first slashed bloody wounds into the bodies of condemned prisoners and then chased them into the city's small shadowland. Drawn like flies to the copious sweet blood, the ghosts swarmed over the doomed prisoners, giving the city guard time to lay the salt barriers that keep the dead in place to the present day.

The rules governing the summoning and exorcism of ghosts are outlined in **Exalted**, pages 315-316.

TOKEN VALUES

Resources Cost of Sacrifice*	Benefit Imparted
X	1 mote
•	3 motes
••	5 motes
•••	10 motes/1 Willpower**
••••	20 motes/2 Willpower**
•••••	30 motes/3 Willpower**

* If the sacrifice is merely a replica of a more valuable item, determine the Resources cost of the item being imitated and reduce it by **. If the replica is exceptionally well made, reduce the value by only *.

** Each Willpower point tapped drains 10 motes of Essence from the token.



IT'S SO LATE.
HOW LONG HAVE
I BEEN HERE?



WHY DID
THEY DO
THIS?

DID THEY
REALLY
BELIEVE
MARA'S LIES?



I GUESS THEY
WANTED TO
BELIEVE HER.
THEY'VE NEVER
LIKED ME.

MAYBE
HAMISH IS
BETTER OFF
NOW.



BETTER
OFF WITH
HER?

NO.

NO!



HE'S MY
HUSBAND!



YOU CAN'T
HAVE HIM,
YOU BITCH!

CHAPTER FIVE

GHOST CHARACTER CREATION AND TRAITS

While heroic ghosts are more common in the Underworld than in Creation, they still represent a fraction of all ghosts. Such characters are giants among the sad, hollow spirits who make up the bulk of the dead, and their power and passions allow them to forge their own destinies post mortem. But for all their ingenuity and force of will, even the most puissant of heroic ghosts is no match for the Deathlords and their Abyssal servants.

The steps below outline the rules for creating a heroic ghost who is already one of the Underworld's dead when the series begins. Such a heroic ghost may have been a heroic mortal in life or may have been an extra who, after her tragic demise, found a new purpose and a second chance for greatness in death. Rules for converting a heroic mortal character who dies into a heroic ghost are outlined on page 113.

STEP ONE: CHARACTER CONCEPT

The first step for creating a heroic ghost is the same as that for creating an Exalt or a heroic mortal: finding a character concept. The character should feel like a real, three-dimensional person with an interesting backstory and compelling goals. A heroic ghost should have an appropriate Motivation, usually one closely tied to his Passions. Such a Motivation might be: avenge my murder, see to it that my children live happy lives, complete and publish my unfinished play. Ghost characters regain Willpower from achieving goals appropriate to their Motivations. However, if a ghost is so successful in pursuing her Motivation that she fulfills it completely, her player must roll Willpower (plus one die for each Fetter point the character has) and get at least three successes to avoid the character falling to Lethe. If the roll succeeds, the ghost can alter her

Motivation to allow her to continue her ghostly existence. For example, a ghost with the Motivation “avenge my murder” who succeeds in killing her murderer might change her Motivation to “punish all murderers.”

Common ghosts rarely have the capacity to switch to new Motivations after fully resolving their old ones. Such ghosts who resolve the principle dilemma of their afterlives almost invariably enter Lethe.

STEP TWO: CHOOSING ATTRIBUTES

Prioritize Attributes as normal. Divide six dots among the three primary Attributes, five dots among the three secondary Attributes and four dots among the three tertiary Attributes.

Common ghosts have only four dots to divide among their three primary Attributes and only three each to divide among each of the secondary and tertiary categories.

STEP THREE: CHOOSING ABILITIES

Heroic ghosts have 25 dots to distribute among their Abilities. No Ability rating can exceed 3 without spending bonus points. A heroic ghost can choose one Ability as a Favored Ability. No other Ability can ever be rated higher than the ghost’s Favored Ability. A heroic ghost can purchase specialties as normal.

Common ghosts begin with only 16 dots to distribute among Abilities. Common ghosts never have Favored Abilities and rarely have more than a single specialty.

STEP FOUR: ADVANTAGES

Both heroic and common ghosts select Virtues as mortals and Exalts do: divide five dots among the four Virtues. No Virtue rating can exceed 4 without spending bonus points. Ghosts do not suffer from any form of the Great Curse, not even if the ghost was an Exalt in life.

Heroic ghosts have eight dots to distribute among Backgrounds, while common ghosts have only five. Ghosts who previously lived in areas where the Immaculate Philosophy held sway are limited in some of the Backgrounds available to them. Such ghosts cannot possess ratings in the Ancestor Cult or Grave Goods Backgrounds above 1. Regardless, no Background can be raised above 3 without spending bonus points.

Heroic ghosts select six Arcanoi Charms from among the Charms in Chapter Six. Common ghosts begin with only two Arcanoi Charms. Ghosts may not learn the Charms of Exalts or spirits. Ghosts do not retain any of the Charms they knew in life, although the Deathlords seem to flout this rule and some savants suspect that the Neverborn might be able to permit the ghosts of Essence-wielders to once again deploy any Charms they knew in life.

STEP FIVE: FINISHING TOUCHES

A ghost’s Willpower is equal to the sum of his two highest Virtues. A heroic ghost begins with Essence 2, while a common ghost begins with Essence 1. Ghosts do not have Personal and Peripheral Essence pools. Instead, they have a single pool, which is calculated as follows: (Essence x 10) + (Willpower x 3) + (sum of all Virtues x 2).

For each dot that a ghost has in each of his Virtues, he gains one point in a Passion logically related to that Virtue. The Passion dots associated with a specific Virtue can be divided up among multiple Passions, or they can all be spent on one very important Passion. All ghosts begin with five dots worth of Fetters, although this may be reduced in the case of ghosts who possess the Age Background. No single Fetter can have a rating higher than 3 without spending bonus points, and the total of a ghost’s Fetter dots cannot exceed his (Willpower + Essence). This cap may be further reduced if the ghost has any dots in the Age Background.

All ghosts have seven corpus levels that function exactly the same as health levels. Some Arcanoi can grant additional corpus levels.

Heroic ghosts have 21 bonus points to spend, while common ghosts have only 15. These points can be spent to raise traits or to purchase new Arcanoi Charms.

THE SPARK OF DEATH

The finishing touches of a heroic ghost character are not unlike those of an Exalt. Generally, the life of either character might be the same right up until a seminal life-changing event, which for Exalts is represented by Exaltation and for ghosts by, well, death. The fundamental questions up until that point are the same: What does your character look like? What sort of personality does she have? What quirks or superstitions guide her? Who does she care about (whether friend or foe)? What was her childhood like? What motivates her to do the things she does?

Death adds a new dimension to a character, however, and raises equally important questions that define the heroic ghost:

- **Death:** How long ago did you die (most likely within the last few decades but possibly centuries or even millennia ago)? What were the circumstances surrounding your death? Before that point, what were your attitudes toward death, and how have they changed post mortem? What sorts of death markings do you carry? Are you angry over your death, or have you accepted the reality of death with some equanimity? What memories of your life are most important to you?



- **The Underworld:** Where in the Underworld do you make your home—a Stygian district, a bustling Threshold necropolis, the lonely wastes inhabited only by outlying barbarian tribes or someplace else? Are you from a culture that venerates ghosts as ancestor spirits, or are you a former Immaculate worshiper wondering where you went wrong? What are your views on the Dual Monarchy, the Deathlords and/or whatever system of government rules your little corner of the Underworld?

- **The Dead:** Who are your friends, allies and enemies among the dead who surround you? How do you feel about the ghostly condition? Do you prefer the dead to the living?

- **The Living:** Do you still have living descendants or even immediate family members? What is your view toward them? Fondness? Pity? Contempt? Is there anyone among the living that you actually love?

- **Fetter and Passions:** You know what your Fetters and Passions are, but why are they so important that they keep you from Lethe? Do you cling to this existence because you fear judgment for your past life? Do your Fetters represent sources of guilt for things you did wrong in life, or are they things you care about so much that you sacrifice your own reincarnation to watch over them in Creation?

CONVERTING EXALTED AND HEROIC MORTALS TO HEROIC GHOSTS

Creation is a dangerous and violent place for Exalts and heroic mortals alike, and death is an inevitable part of existence for such larger-than-life characters. With Storyteller discretion, a character who is slain in the course of a story may become a ghost in the Underworld. Converting a living character to a ghost works as follows:

- The character's Motivation changes to something appropriate to a heroic ghost.
- Attributes, Abilities and Virtues remain the same as they were at the time of death.
- All Backgrounds possessed at the time of death are lost. The ghost may gain appropriate dots in Ancestor Cult, Familiar, Grave Goods or Resources depending on what sort of burial he receives and how his friends and family respond to his death over time. At the Storyteller's discretion, the player may be allowed to simply convert lost Backgrounds into additional Experience at a rate of one-to-one.
- The ghost's Essence is reduced by one dot to a minimum of Essence 2.
- A new ghost loses any Charms he possessed in life. The one exception is Ox-Body Technique, which translates into additional corpus levels post mortem (as if the ghost possessed the Arcanos equivalent to that Charm). A new ghost *does not* begin with Arcanoi but can purchase them with experience points.
- The ghost gains five points in Fetters and Passions according to his Virtues.
- The ghost's new Essence pool is recalculated to take his new status into account.

CHARACTER CREATION SUMMARY

• STEP ONE: CHARACTER CONCEPT

Choose concept and Motivation.

• STEP TWO: SELECT ATTRIBUTES

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

Prioritize the three categories: Physical, Social, Mental (6/4/3)

Assign dots to Physical Traits: Strength, Dexterity, Stamina

Assign dots to Social Traits: Charisma, Manipulation, Appearance

Assign dots to Mental Traits: Perception, Intelligence, Wits

• STEP THREE: SELECT ABILITIES

Select Favored Ability

Choose Abilities: (25—none may be raised above 3 without spending bonus points)

• STEP FOUR: SELECT ADVANTAGES

Choose Arcanoi Charms (6), Backgrounds (8—none may be higher than 3 without spending bonus points, and ghosts from Immaculate regions cannot buy Ancestor Cult or Grave Goods above •) and Virtues (5—none may be higher than 3 without spending bonus points)

• STEP FIVE: FINISHING TOUCHES

Record Essence (2), Willpower (add the total of the two highest Virtues—may not start higher than 8 unless at least two Virtues are 4 or higher), Essence Pool ($[\text{Essence} \times 10] + [\text{Willpower} \times 3] + [\text{the sum of Virtues} \times 2]$) and corpus levels (7, plus any gained through Arcanoi). Choose Fetters (5) and Passions (total dots equal to Virtue ratings). A ghost can never have more than (Willpower + Essence) dots in Fetters.

• BONUS POINTS

Bonus points (21) may be spent at any time during character creation.

BACKGROUNDS

- Age—How long you have walked among the dead and what secrets you have learned from your journey.
- Allies—Aides and friends who help in tasks.
- Ancestor Cult—Mortal worshipers who provide you with burnt offerings.
- Artifact—The wonders of the dead.
- Backing—Standing and rank in an Underworld organization of power and influence.
- Contacts—Information sources and friends in high places.
- Familiar—An exceptionally potent sacrificial animal.
- Followers—Ghosts who look to you for leadership.
- Grave Goods—The value of your burial panoply.
- Influence—Your pull in the Underworld.
- Mentor—A teacher and instructor.
- Resources—Material goods and money.
- Underworld Cult—The veneration and worship of other ghosts.

BONUS POINT COSTS

Trait	Cost
Attribute	4
Ability	2 (1 for a Favored Ability)
Background	1 (2 if the Background is being raised above 3)
Specialty	1 (2 per 1 if in a Favored Ability)
Virtue	5
Willpower	3
Essence	12
Arcanos Charm	6
Fetter	3

GHOST TRAITS

For the most part, creating a ghost character is exactly like creating an Exalted or mortal character. However, ghosts do have access to some special powers unique to the dead, as well as specialized Abilities and Backgrounds relevant to a character who resides in the Underworld.

NEW CRAFTS

While most Abilities work the same for ghosts as they do for mortals, the dead have access to five specialized Craft Abilities. Two of them, Craft (Jadecrafting) and Craft (Necrosurgery), are rare among the living. Two others, Craft (Moliation) and Craft (Pandemonium), are unknown among the living, as they are useful only in the application of certain ghostly Arcanoi. Finally, Craft (Soulforging), while technically within the capabilities of mortals, is virtually unknown among the living save those who serve the Deathlords.

CRAFT (JADECRAFTING)

Trait Description: This Ability permits a ghost to shape jade in the Underworld. Jade is slightly more common in the Underworld than it is in Creation, since so many grave goods manifest as jade when incorporated into a ghost's panoply. Additionally, jade is found naturally in the Underworld, although it must be mined from the Labyrinth along with unalloyed soulsteel. Ghosts who have studied the art of jadecrafting can repair or even reshape jade artifacts and can craft artifacts from jade ore. Jade is too fragile to be manipulated through soulforging but too hard to be moliated. Consequently, only the specialized techniques of the jadecrafter are useful in reshaping it. The province of savants as well as smiths, a jadecrafter's rating in Craft (Jadecrafting) can never exceed either his Occult or his Lore Ability ratings.

Specialties: Grave Goods, Jewelry, Magical Artifacts, Ornamental Weaponry

Trait Effects: Someone with Craft (Jadecrafting) 1 can take a grave good and render it useful in the Underworld, carve raw jade into a useful shape or evaluate the worth of a jade item. Someone with Craft (Jadecrafting) 3 can create useful jade implements, devices and chains, or incorporate jade into a simple Underworld artifact. Someone with Craft (Jadecrafting) 5 can create jade jewelry good enough to please a Deathlord, infuse a jade item with Essence or incorporate jade into complex Underworld artifacts.

CRAFT (MOLIATION)

Trait Description: This Ability represents training in Arcanoi that permit one ghost to alter the corpus of another. Although superficially indistinguishable from mortal flesh, a corpus is actually a matrix of pure Essence shaped by the memories of the ghost herself. Moliation refers to the process whereby a masquer interferes with that matrix, allowing him to alter the ghost's appearance, turning her into a figure of beauty or of nightmare. Charms that carry the Moliation keyword require the ghost to use the Craft (Moliation) Ability for optimal effect.

The Craft (Moliation) Ability, in and of itself, does not enable one ghost to reshape another's corpus. It simply represents the technical knowledge of how to do so. Actually reshaping corpus requires appropriate Arcanoi, most commonly those Arcanoi collectively referred to as the Shifting Ghost-Clay Path. A character knowledgeable about Moliation who does not possess such Charms cannot alter another ghost's form but can detect the use of Moliation in another and can advise another ghost who does possess such Charms in how best to deploy them. Mechanically, the player of a ghost who is being advised in his use of Moliation Charms by someone with a higher Craft (Moliation) rating gains a +1 die bonus to his roll. On the other hand, the player of a ghost who attempts to use a Moliation Charm without possessing any dots in Craft (Moliation) is limited to dice equal to the ghost's Attribute in making the Moliation roll.

Specialties: Armor, Disguises, Masks, Monstrous Forms, Weaponry

Trait Effects: Someone with Craft (Moliation) 1 can detect the use of Moliation in others, add or remove a feature crudely, or create a lifelike mask. Someone with Craft (Moliation) 3 can create a mask that inspires fear, create useful weaponry or craft a ghost into a new shape. Someone with Craft (Moliation) 5 can reshape a ghost into an armored killing machine or create masks so lifelike that none may recognize the ghost's true identity.

CRAFT (NECROSURGERY)

Trait Description: Necrosurgery is the art and science of preparing a corpse for use in necromantic rituals. Ghosts themselves, somewhat ironically, cannot use necromancy (although Deathlords and nephwracks can, one of many ways in which they violate the natural order). However, a ghost trained in necrosurgery can perform all of the preparation work that comes before the actual casting of a necromancy spell, and many beings

capable of performing necromancy employ necrosurgeon ghosts as helpers. For example, the Skullstone government employs thousands of state necromancers in its College of Necrosurgery—the demand there for zombie slaves is so great that living necromancers would never be able to keep up if they did all the work themselves. Necrosurgery is also the Ability used to repair and maintain existing necromantic artifacts.

Specialties: Combat Necrosurgery, Quick Repairs, Skeletons, Spine Chains, Zombies

Trait Effects: Someone with Craft (Necrosurgery) 1 can identify a necromantic creation, prepare an animal or human corpse for reanimation into a common zombie or skeleton slave, make minor repairs to a damaged undead, or perform all the prep work for any Shadowlands Circle reanimation spell. Someone with Craft (Necrosurgery) 3 can prepare a human corpse for reanimation into a sophisticated zombie (such as one with limited self-awareness or one preprogrammed for some kind of specialized work), embalm a human corpse so that the resulting zombie might pass for human at a distance, prepare the corpse of a life form larger than a human or perform all the prep work for any Labyrinth Circle reanimation spell. Someone with Craft (Necrosurgery) 5 can prepare a human corpse so well that the resulting zombie might pass for human unless closely examined, prepare multiple corpses designed to be raised together as part of the same undead creature (such as a spine chain) or perform all the prep work for any Void Circle reanimation spell.

CRAFT (PANDEMONIUM)

Trait Description: “Pandemonium” is the term used by ghosts for Arcanoi-based effects that permit the dead to directly effect Creation itself. Most commonly, Pandemonium allows a haunter to create horrors, illusions and nightmares, although some Pandemonium Charms allow the ghost to physically affect Creation through telekinetic effects. Charms that carry the Pandemonium keyword require the ghost to use the Craft (Pandemonium) Ability for optimal effect.

The Craft (Pandemonium) Ability, in and of itself, does not allow the haunter to create Pandemonium effects. Instead, it merely represents the knowledge of how to do so. Actually creating such nightmares requires appropriate Arcanoi, most commonly those Arcanoi collectively referred to as the Terror-Spreading Art. A character knowledgeable about Pandemonium who does not possess such Charms cannot affect Creation in such a way, but can advise another ghost who does possess such Charms in how best to deploy them. Mechanically,

the player of a ghost who is being advised in his use of Pandemonium Charms by someone with a higher Craft (Pandemonium) rating gains a +1 die bonus to his roll. On the other hand, the player of a ghost who attempts to use a Pandemonium Charm without possessing any dots in Craft (Pandemonium) is limited to dice equal to the ghost’s Attribute in making the Pandemonium roll.

Specialties: Ichors, Insects, Scuttling Things, Shapeless Horrors, Striking Physical Objects

Trait Effects: Someone with Craft (Pandemonium) 1 can detect another’s use of Pandemonium, create a simple illusion or affect the living world in minor ways. Someone with Craft (Pandemonium) 3 can create a complex illusion involving more than one sense, manifest a horror of some sort or engage in strenuous poltergeist activity. Someone with Craft (Pandemonium) 5 can birth a flood of devouring locusts or reach into the Mouth of Oblivion.

CRAFT (SOULFORGING)

Trait Description: Soulforging is the process by which the souls of the dead are melted down and then shaped into useful items or are used to produce soulsteel. First, the corpus of a ghost is carefully heated with soulfire crystals so that it can be reduced to a viscous state without damaging its integrity. Once liquified, the corpus can be smelted with other materials and then worked into any shape appropriate to conventional metalworking. Soulforged items normally have the consistency of mortal steel. However, if the liquified corpus is smelted with molten ore taken from the Labyrinth, the result is soulsteel, one of the magical materials... and the only one that screams when struck with the smith’s hammer.

Proper soulforging is a highly specialized art that requires rarified equipment, access to Labyrinthine materials and a willingness on the part of the soulsmith to condemn another ghost to eternal torment. Understandably, soulforging is a heavily regulated art. The Dual Monarchy has no interest in seeing its citizens snatched off the streets to provide raw materials for unlicensed soulsmiths, and even the Deathlords do not tolerate soulsmiths in their territories who work for anyone other than the Deathlords themselves. Full usage of Craft (Soulforging) requires a hammer and anvil of soulsteel or jade (each Artifact ••), an Essence forge (Artifact •, plus Resources •• to keep the forge hot with Essence) and a steady supply of souls.

Specialties: Armor, Art, Construction Work, Soulsteel, Weapons

Trait Effects: Someone with Craft (Soulforging) 1 can identify and appraise the workmanship of a soul-forged object, properly melt a soul, make a basic sword or simple item, or create sturdy construction materials. Someone with Craft (Soulforging) 3 can create a unique weapon, build a device with multiple moving parts from soulforged elements, create a flexible chain or create a soulforged item that can use Essence. Someone with Craft (Soulforging) 5 can create a functioning automaton, make an artifact weapon, do soulforged filigree work, or create and work with soulsteel.

GHOST BACKGROUNDS

Some Backgrounds are not available to the dead, while others function differently for the dead than they do for the living. The following Backgrounds function for the dead essentially the same way they do for mortals: Allies, Backing, Followers, Influence, Mentor and Resources.

Allies are typically the character's ghost peers, but they may be mortal shaman or thaumaturges with whom the ghost has a mutually beneficial relationship. Backing most commonly comes from the support of some Underworld ruler, but it might come from a powerful ancestor cult or from a ruler in Creation allied with the Deathlords. Followers are usually other less powerful ghosts but may represent particularly obedient cultists. Mentors are most often older, more experienced ghosts, but it is not uncommon for spirits (especially minor death gods), Exalts, Deathlords and even more unusual beings to mentor ghosts. Resources in this context represent the currency and trade goods of the Underworld, while Influence represents authority within a political, military or economic entity within the Underworld.

New and altered Backgrounds are described below:

AGE

The vast majority of ghosts resolve their Passions and Fetters (either willingly or unwillingly) and move on to Lethe or to Oblivion fairly quickly. Some ghosts do so within a few hours after dying. Most often, a ghost will move on after a few years or even decades. A few luminaries, however, are much older, having resisted the insistent pull of Lethe and the twisted temptations of Oblivion for centuries or longer. Few ghosts can do so unscathed, however. Very old ghosts find their Passions dimmed and their Fetters lost to the relentless march of history.

Mechanically, this exchange is represented by the Age Background, which permits a ghost to essentially

trade dots in Passions and Fetters for extra bonus points that can be used to purchase other traits. However, age doesn't just reduce the integrity of a ghost's connection to Creation, it reduces his capacity to strengthen that connection. Typically, a ghost may never have more than (Willpower + Essence) dots in Fetters. Each dot of Age reduces that cap even further. Thus, although the player can purchase new Fetter dots with the acquired bonus points to replace those traded away, an aged ghost is still limited in just how many new dots he can get.

Because Age has the potential to be game unbalancing (especially in games where only one or just a few players play ancient ghosts), no character may possess the Age Background without Storyteller approval.

Trait Effects:

X

Like the vast majority of the Underworld's citizens, your character is a fairly young ghost who died less than 50 years ago. Her Fetter dots are capped at (Willpower + Essence). She begins with the normal five free dots in Fetters, and her Passions are equal to the total of her Virtue dots.

• Your character died within the last 250 years. Gain +5 bonus points. She begins with only four free dots in Fetters, and she cannot have more dots in Fetters than (Willpower + Essence - 1). Her starting Passions are equal to (sum of all Virtues - 1).

•• Your character died within the last 500 years. Gain +10 bonus points. She begins with only four free dots in Fetters, and she cannot have more dots in Fetters than (Willpower + Essence - 2). Her starting Passions are equal to (sum of all Virtues - 2).

••• Your character died within the last 750 years and is probably one of the Contagion dead. Gain +15 bonus points plus one free dot in Influence (Underworld). She begins with only three free dots in Fetters, and she cannot have more dots in Fetters than (Willpower + Essence - 3). Her starting Passions are equal to (sum of all Virtues - 3).

•••• Your character is respected and feared by those who know of her. She died sometime since the Usurpation and is most likely one of the Shogunate dead. Gain +20 bonus points plus two free dots in Influence (Underworld). She begins with only three free dots in Fetters, and she cannot have more dots in Fetters than

(Willpower + Essence - 4). Her starting Passions are equal to (sum of all Virtues - 4).

- Your character is one of the oldest surviving ghosts in the Underworld. Even the Deathlords are wary of her reputation and puissance. She died during the High First Age and clearly remembers the Solar Lawgivers of old (although for good or ill depends on her own history). Gain +25 bonus points plus three free dots in Influence (Underworld). She begins with only two free dots in Fetters, and she cannot have more dots in Fetters than (Willpower + Essence - 5). Her starting Passions are equal to (sum of all Virtues - 5).

ANCESTOR CULT

A significant number of mortals regularly pay homage to you by burning effigies and valuables in your memory. At lower levels, this may represent family members who mourn your passing. At higher levels, it may represent entire nations who regularly commemorate your great deeds. An active ancestor cult provides you with both Resources and Essence in the form of burnt offerings as outlined on pages 108-109. Essence gained through an ancestor cult does not directly enter the ghost's Essence pool (except at the ••••• dot level). Instead, burnt offerings translate into Essence tokens that materialize in the Underworld, where they can be recovered by the ghost to whom the offering was made. However, the flip side of having worshipers is that they generally expect their prayers to be answered.

Ancestor cultists expect guidance or aid from revered ancestors, if not actual help against intrusions from local gods or the Immaculate Order.

In order to reap the benefits of burnt offerings, a ghost must be able to reach the Underworld analog of the altar where the offerings are made, since Essence tokens and other blessings manifest there after being sacrificed in Creation. If

the altar in question is in a public place, tax assessors working for the local Underworld potentate will almost certainly be on hand to take the ruler's portion.

At the Storyteller's discretion, once per story, a player may roll his character's Ancestor Cult Background. If the roll succeeds, the player may increase his character's Followers or Resources rating by one for a single action. This represents the ghost calling upon his living followers to aid him in whatever goal he pursues.

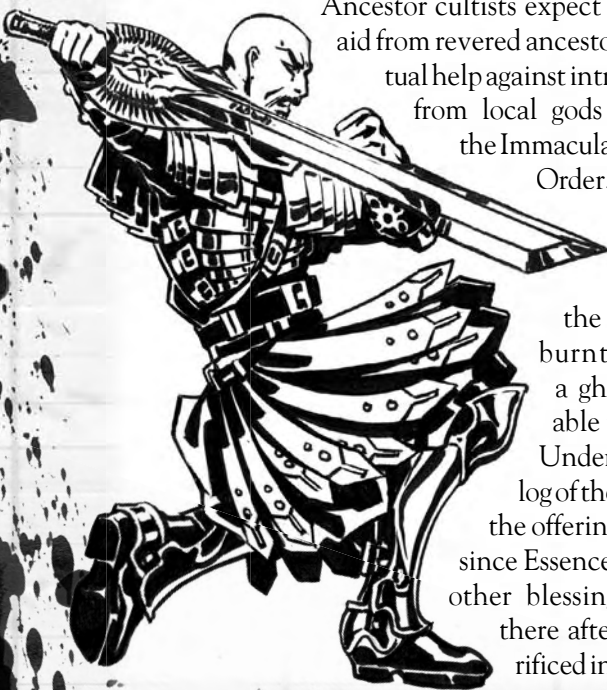
Trait Effects:

X	No one ever makes offerings in your name. You are effectively forgotten by the living world.
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- Your character's spouse or perhaps a few children remember him regularly. His cult offers him Resources • in burnt offerings every few days and the occasional Resources •• offering. A ghost whose cult resides on the Blessed Isle or anywhere else with a strong Immaculate presence cannot maintain an ancestor cult above this level without it suffering persecution at the hands of the Dragon-Blooded religion.

••	Your character is held up as an honored ancestor by an entire family line or by a small extended family. His cult prays to him regularly, offering a Resources • burnt offering every day, Resources •• offerings at least once a week and a Resources ••• offering on major holidays. At least once a year, his cult sacrifices an effigy of some type in his honor.
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- A very large family or even a small tribe venerates your character as a revered ancestor, regularly telling tales of exploits from his living days. Alternatively, perhaps he was the founder of a small town or a hero to a small nation. He receives Resources •• burnt offerings every day and a Resources ••• offering several times a year on holidays and anniversaries important to his life. Much is done in your character's memory, and children are sometimes named after him. Once a year, his cult may send him a new grave good with a mortal Resources cost no higher than •••. This new grave good is ritually burned just like any other burnt offering, but the item

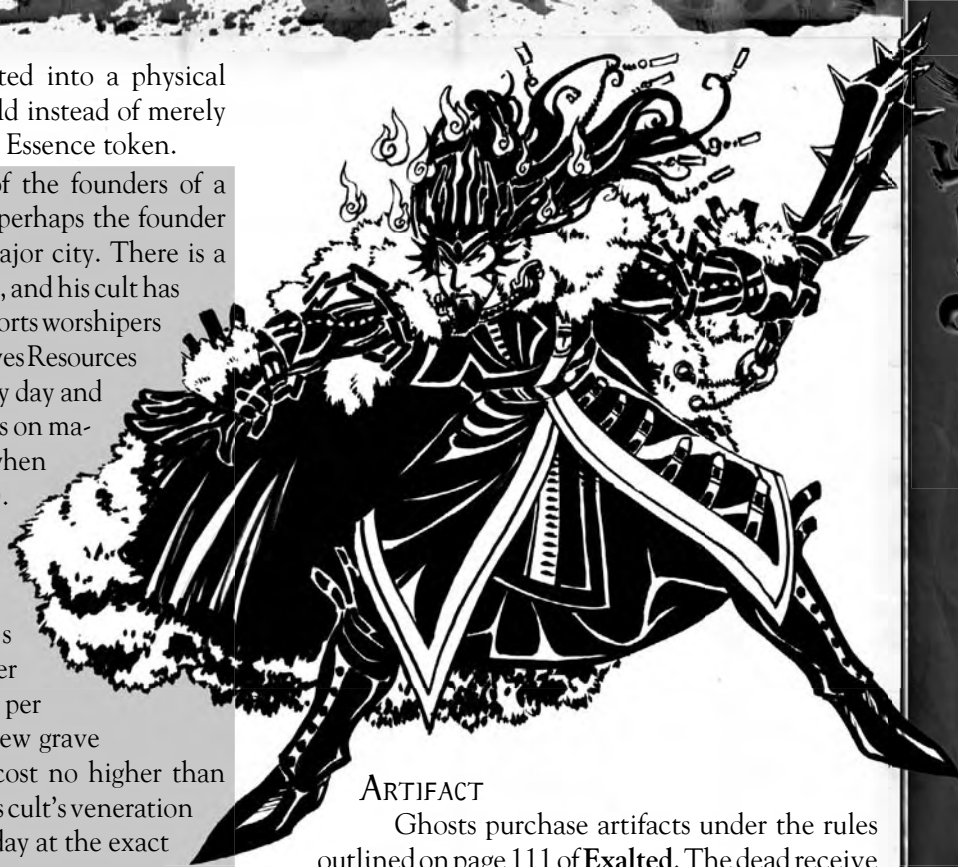


itself is directly translated into a physical object in the Underworld instead of merely being converted into an Essence token.

- Your character is one of the founders of a mighty clan or tribe, or perhaps the founder of a small nation or a major city. There is a public altar set up for him, and his cult has a full-time priest who exhorts worshipers to venerate him. He receives Resources ••• burnt offerings every day and Resources •••• offerings on major holidays (or simply when worshipers seek his favor).

Once per season, he may receive a new grave good with a Resources cost no higher than •••, or once per year, he may receive a new grave good with a Resources cost no higher than ••••. The strength of his cult's veneration fortifies his will—every day at the exact moment he died, he regains one spent temporary Willpower point.

- Your character was the founder of a great nation or a hero of millions. Children are regularly named after him, and his temples have entire staffs of full-time priests devoted to his worship. He receives burnt offerings worth Resources ••• every day and Resources ••••• offerings on major holidays. Every few weeks, a particularly devoted worshiper will make a Resources •••• offering in hopes of gaining your character's favor. He may receive a new grave good with a Resources cost no higher than ••• once per month, or he may receive a new grave good with a Resources cost no higher than •••• once per season, or he may receive a new grave good with a Resources cost of ••••• once per year. He regains one spent temporary Willpower point every day at the moment of his death. Also, he recovers an additional two motes of Essence per hour, which is added directly to his Essence pool instead of manifesting in the form of tokens. At this level of cult, he is on the verge of godhood. Be advised that actual gods are probably taking notice.



ARTIFACT

Ghosts purchase artifacts under the rules outlined on page 111 of **Exalted**. The dead receive no magical materials bonus when using items made of the magical materials, and they pay double the attunement and activation costs for orichalcum, moonsilver and starmetal artifacts. Artifacts in the possession of ghost characters will most likely be the creation of soulforging, jadecrafting or necromancy, although some characters may have simple Creation-made artifacts such as daiklaves or magical armor. A ghost can never have an artifact rated higher than ••• without special Storyteller approval.

CULT

Theoretically, it is possible for a ghost to have a cult powerful enough to confer the benefits of the Cult Background as outlined on page 112 of **Exalted**. In fact, this is partially figured into the Ancestor Cult Background—ghosts with Ancestor Cult •••• automatically gain the mechanical benefits of Cult •, and ghosts with Ancestor Cult ••••• gain the mechanical benefits of Cult ••. Thus far, only the Deathlords are known to have gained the benefits of higher cult ratings. Characters who acquire such extremely potent cults retain the benefits of Ancestor Cult as they apply to burnt offerings but gain the Essence and Willpower benefits of Cult •••+ as appropriate.

For example, a ghost character with Ancestor Cult ••••• who manages to take his cult to the next level

(veneration over an entire region) still gets the burnt offerings that he had been receiving, but instead of regaining an additional two motes of Essence per hour, he regains an extra three motes per hour. He can also now regain a spent temporary Willpower point once ever 24 hours as a reflexive action in addition to the point regained automatically at the moment of death. If the ghost's cult grows even larger—even to the point of becoming a Creation-wide phenomenon—he can receive the benefits of Cult •••• and Cult •••••. As a practical matter, the Realm, if not the forces of Heaven itself, will attempt to destroy any cults that become so widespread. Also, in order to maintain Cult ••• or higher, the ghost must effectively live as a god, residing not in the Underworld but in Creation in a very strong Fetter, a manse or a demesnes. As a result, no ghost character may *ever* take Cult ••• or higher without express Storyteller permission.

FAMILIAR

Ghosts may not have living familiars. If a living person's familiar is sacrificed during her burial rites, it is possible that the familiar may cross over as part of her panoply. At character creation, purchasing an animal as a ghost familiar adds +2 to the cost of this Background. This is because in addition to serving as a familiar, the familiar provides the benefits associated with a sacrificial animal, such as improved Attributes and loyalty (see "Sacrificial Animals" on page 106).

At the Storyteller's discretion, a ghost may be able to develop a post-mortem bond with a plasmic life form such that the creature serves as a familiar. Doing so adds +1 to the normal cost of having a familiar. Such a plasmic

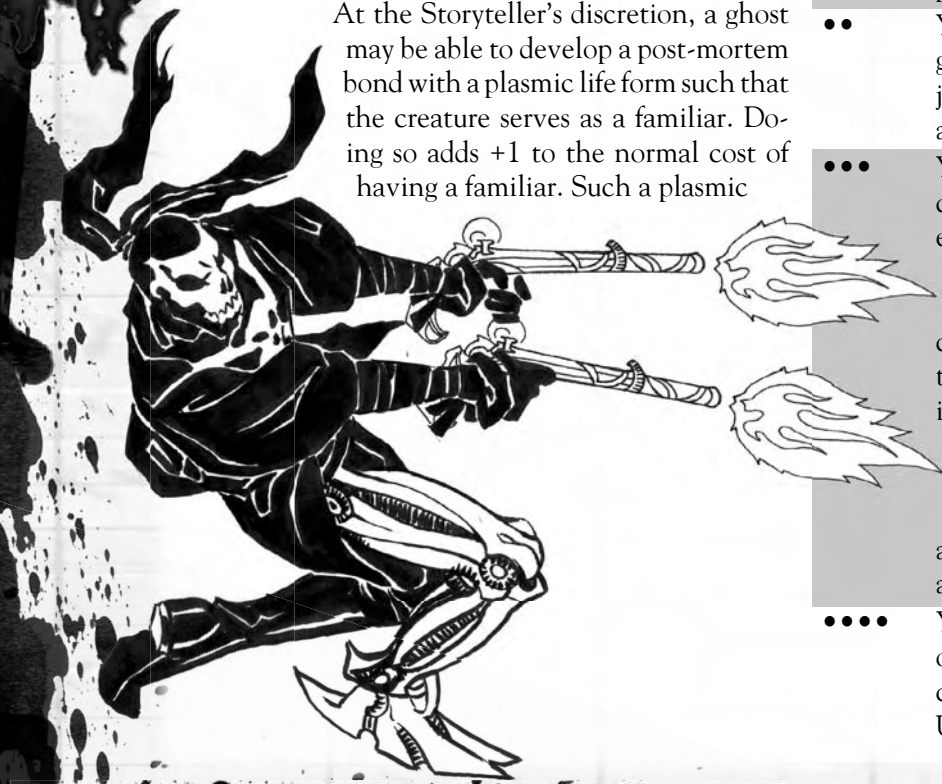
familiar does not provide the benefits that a sacrificial animal would, but it does have the typical powers of a ghost animal.

GRAVE GOODS

The term "grave goods" most commonly represents the panoply of personal effects and treasures buried with the ghost's body that accompany her into the Underworld, although ghost characters with sufficiently high levels of Ancestor Cult sometimes receive valuable sacrifices in the form of new grave goods on special holidays. Although valuable, grave goods are not Resources because they do not replenish themselves except while in the possession of the ghost with whom they were buried. A sold or stolen grave good is potentially a useful item, but it will eventually wear out or, in the case of an animal, return to its true master. A ghost with a high enough Resources rating may purchase the grave goods of others, but the life span of such goods diminishes rapidly once they are removed from their former owner.

Trait Effects:

- X Your character has no grave goods. Was he a pauper or a devotee of the Immaculate Philosophy? Or was he simply tossed naked into an unmarked grave by the bandits who took everything he had?
- Your character has basic grave goods—one decent suit of clothing, a simple weapon and perhaps some tasty food.
- Your character has more elaborate grave goods—a suit of armor, several suits of clothing, jewelry and miscellaneous personal goods such as books, toys, games or multiple weapons.
- Your character was a wealthy mortal who cared enough about the afterlife to pay for an expensive Sijanese funeral. Or perhaps he was a barbarian from the icewalkers, the Tear Eaters or some other tribe with strong ancestor cults whose family wanted him looked after in the next life. He has many suits of good clothing, a dozen exceptional weapons, a larder full of fine food and a chest full of Essence tokens (the equivalent of 100 Essence/10 Willpower in burnt offerings). He has seven animals/servants, divided up among sacrificial animals, effigies and sacrificial slaves.
- Your character's funeral was a ceremony out of legend. His tomb is so grand that a copy of it probably came with him into the Underworld to serve as his residence. He has



all the weapons, clothing, armor and food he could ever want. If his was a nautical culture, he has a sailing vessel of some kind. He has a score of sacrificial animals, up to 100 effigies and a dozen or so sacrificial slaves taken from the wives, concubines, servants and bodyguards who died to commemorate his funeral. He has 150 Essence/15 Willpower in burnt offerings.

- Your character's funeral was a national event in a country that went spendthrift in his honor. The Morticians of Sijan still talk about the effort that went into the spectacle. He is fabulously wealthy in terms of personal possessions. He drifts along the rivers of the Underworld on his personal yacht with its crew of effigy sailors. His tomb is a mansion, complete with a stable of horses (both sacrificial and effigy). He has entire herds of sheep or cattle, complete with dozens of effigy shepherds. He has 1,000 warrior effigies, and his ghostly entourage of sacrificial slaves numbers 30 or more. He has 250 Essence/25 Willpower in burnt offerings.

MANSE AND UNDERWORLD MANSE

In theory, a ghost can attune to a manse just like any other Essence wielder. In practice, there just aren't many available for them to attune to. Every known Underworld manse is under the direct control of a Deathlord. In fact, the vast majority of Underworld manses were built by Deathlords using unholy necromantic techniques to overcome the fact that there are

few natural demesnes in the Underworld. Consequently, if a ghost character has possession of a manse, it is as a plot device rather than as a Background trait, since the ghost holds possession only through the sufferance of a far more powerful being. In the unlikely event that a ghost found himself in a manse within Creation, he could theoretically use that manse as a sanctum in much the same manner as a spirit if he had appropriate Arcanoi to allow himself to materialize in Creation.

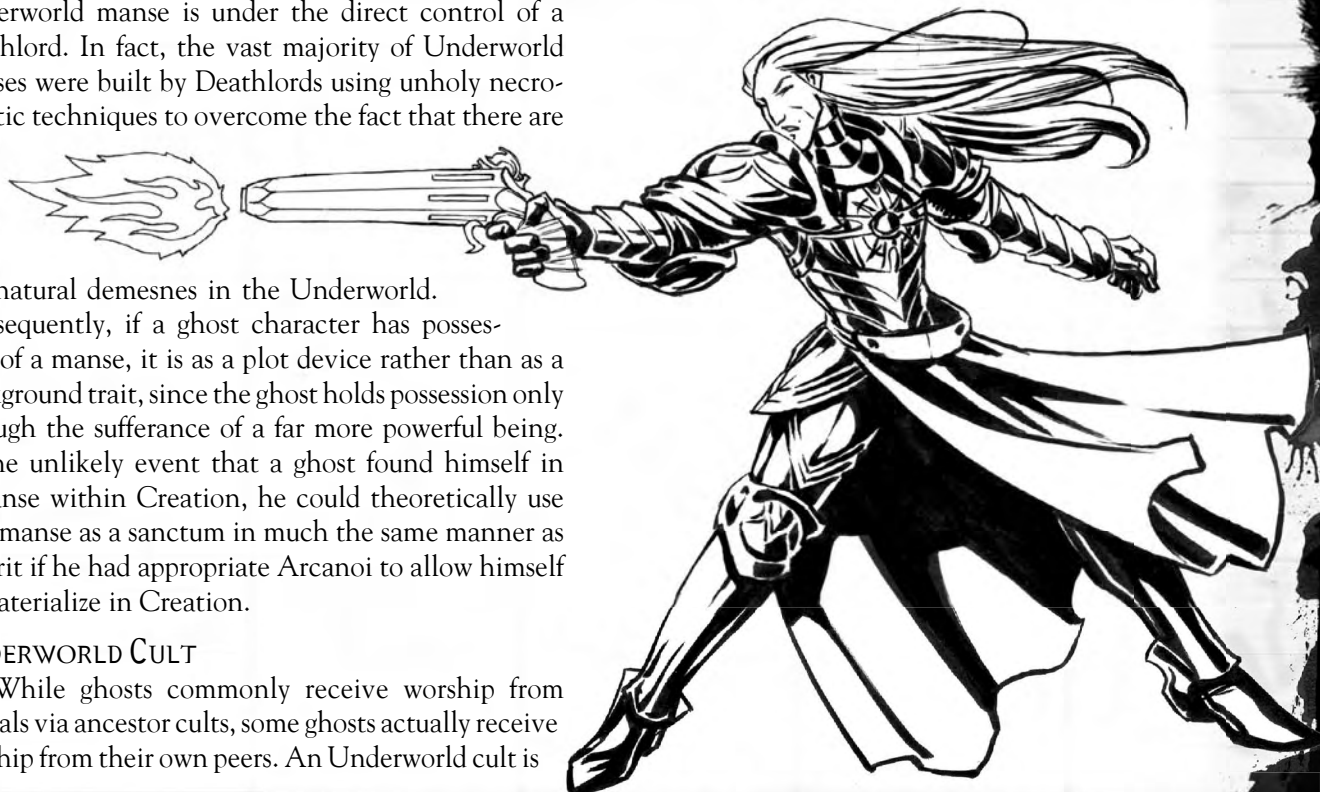
UNDERWORLD CULT

While ghosts commonly receive worship from mortals via ancestor cults, some ghosts actually receive worship from their own peers. An Underworld cult is

one in which both the worshipers and the ones being worshiped are all ghosts. The most famous Underworld cult is undoubtedly the Cult of the Dual Monarchy, which is worshiped by almost the entirety of the Underworld. The Dual Monarchy's cult is so strong and far-reaching that it literally powers the sun across the Underworld sky. Less dramatically, most ghosts of any political power or influence demand worship from their inferiors. Ghost peasants venerate ghost kings, mortwights worship nephwracks, citizens of Stygia worship the rulers of their respective districts, and so forth. Also, two Underworld cities, Stygia and Sijan, receive such adulation that many ghosts gain the lesser benefits of this Background just by residing there. Unlike the higher levels of Ancestor Cult, an Underworld cult provides no Willpower benefit, but it does provide huge reserves of Essence to those at the top of a cult's pyramid.

Trait Effects:

- X No one in the Underworld worships you.
- Your character's peers and household offer her small prayers. Regain one additional Essence per hour. Long-term residents of Sijan often gain this level of Underworld Cult through the city's ambient reverence.
- A hundred or so ghosts call your character their patron and bow down in her honor. Regain two additional Essence per hour. Long-term



residents of Stygia often gain this level of Underworld Cult through ambient reverence.

- Several hundred ghosts view your character as a spirit lord. This is the appropriate level of Underworld Cult for the average nephwrack temple head, the founder of a clan among the dead or the ruler of a dead city-state. Regain three additional Essence per hour from the prayers of your character's underlings.
- Your character has several thousand ghostly worshippers. Perhaps she is the leader of a large kingdom of the dead or head of a great and mighty family. Or perhaps she was one of the heroes of old, drawing Essence from the ambient reverence that the ancient legends still carry. Regain four additional Essence per hour from the prayers of your character's cult.
- Your character's cult is comparable in size to that of a Deathlord, a Stygian district ruler or the lords of one of the great empires of the dead. Regain five additional Essence per hour from the tens of thousands who worship your character's name.

WHISPERS

The Whispers Background is customarily available only to Abyssal Exalted and to spectres. At the Storyteller's discretion, it may be available to heroic ghost characters who actively worship the Neverborn or who have suffered some horrific brush with them from an earlier incursion into the Labyrinth. The cost for purchasing this Background is higher for heroic ghosts than it is for Abyssal Exalted—such characters must spend two Background points per dot for the first three dots of this Background and three Background points for the fourth and fifth dot. The experience point cost for increasing the ghost's Whispers rating is doubled. Furthermore, a ghost character cannot improve his Whispers rating without pursuing some sort of vision quest within the Labyrinth as a way of communicating with his dark lords.

The Whispers Background is detailed more fully in **The Manual of Exalted Power—The Abyssals**, pages 100-101. A brief description of its mechanical benefits follows:

- Once per scene, the ghost can spend one Willpower point and substitute his Whispers rating for an Ability rating.
- Once per scene, the ghost can spend one Willpower point to glean clues and other information from the dreams of the Neverborn. To do so, the ghost's player must succeed at a (Perception + Whispers) roll. More successes yield

clearer and more extensive information. The effective number of successes may not exceed the character's Whispers rating (excess successes are wasted). Failure results in distorted or false information that leads the character astray. Storytellers should strongly consider making the rolls in secret so players can't ever completely trust the results. Queries outside the purview of Whispers result in automatic failure. Open-ended questions such as, "What is my purpose?" are a perfectly reasonable way to trigger a Storyteller-directed vision. Inquiries into the future can reveal only what the Neverborn want or plot to happen, not what will definitely come to pass. Glimpses of these plots can provide valuable insight to anyone attempting to further or thwart these ambitions, though.

- A character's presence at significant events that further the agenda of the Neverborn may trigger a reflexive activation of Whispers to understand the event, but these undirected visions are Storyteller-controlled plot devices and do not cost Willpower. For example, the first meaningful interaction between two characters with Whispers often causes them to experience visions of each other as their shared connection to the hive-mind nightmares of the Labyrinth triggers momentary psychic feedback.

- A character can use Whispers as a guide to where the Neverborn believe her actions could further their goals. She attunes herself to the murmurs of the Neverborn and lets them lead her where they will. Usually, these inducements lead those who listen to places and times where a single death could devastate a community or thwart important plans for Creation's health and defense. Alternatively, they might lead to a village ripe for recruitment into an ancestor cult or as other possible minions. Long-lost and well-guarded artifacts are another option. (Really, this use of Whispers is an invitation to the Storyteller to provide a short side adventure.)

Trait Effects:

- | | |
|----|---|
| X | Your character has yet to feel the direct touch of the Neverborn. |
| • | Your character hears the faint murmur of dead gods from time to time. These murmurs provide fragmentary clues heavily cloaked in metaphor and symbolism, all true but rarely understood except in hindsight. |
| •• | Your character feels the rustle of eldritch horrors skittering through her brain. Her visions can abstractly explore any topic through figurative depictions but only provide clear images drawn from the character's own memory and experiences. These wandering glimpses of the |

past provide supernatural insight and hunches, effectively allowing the player to get clues from the Storyteller on how to put known information together to address the question at hand without receiving a straight answer.

... Your character has attained communion with her terrible masters. The character's visions are incomplete, but often fill in critical details the character might have missed. These visions aren't enough to answer the question outright, but they certainly provide a good foundation to begin an investigation or find a new lead in the absence of other evidence.

.... Your character drowns in the omnipresent nightmares of the Neverborn. Her visions are mostly complete and either use literal depictions or obvious symbols. This level of contact can answer many questions outright, but it does not provide supplementary information to expand the inquiry beyond the actual wording of the question, nor do these glimpses explore other points of view or any indirect connections. Storytellers should feel free to present incomplete truths to misdirect players who come to rely on Whispers as a crutch to avoid or bypass plot rather than expand their involvement and awareness of the story.

..... Your character has transcended sanity and all vestiges of humanity in obeisance to Oblivion. Visions are agonizingly clear, revealing subtle contextual details and tangentially related facts the character might never have thought to consider, plus unambiguous awareness of the Neverborn's wishes related to the topic.

INNATE GHOST POWERS AND LIMITATIONS

In addition to their ghostly Arcanoi, all of the dead have innate powers and limitations as an inherent part of the ghostly condition. The following powers and limitations are common to all ghosts

ACUTE SENSES

The dead have remarkable acuity in all their senses, especially where sickness, disease and other deathly conditions are concerned. Any ghost gains an automatic success on all Perception-based rolls and two automatic successes on any Medicine-related rolls to spot or diagnose an illness in a mortal. The downside of this attunement to death is that ghosts see decay in every living thing in Creation. To a ghost's senses, every freshly bloomed rose





carries on its petals the stink of its own eventual rotting, and every newborn babe's cries carries the death rattle of an elderly man's last gasps. Even in the lands of the living, the dead cannot escape death, and most ghosts find Creation to be a profoundly dreary place.

IMMATERIAL STATE

The default state for a ghost in Creation (or in a shadowland during the day) is to be intangible and invisible. A ghost in Creation can pass through any non-magical barrier with ease, and she cannot be harmed or even perceived save through magical attacks or senses. Ghosts have limited control over this intangibility—mainly to the extent of ensuring that they do not fall through floors or sink to the bottom of a body of water unless a ghost actually wishes to do either. Similarly, a ghost can sit on a chair in Creation without falling through, but the weight of her touch is insufficient to even disturb any dust on it, let alone cause the chair to creak or its cushions to depress. If a mortal subsequently sits in the chair while the ghost rests on it (or indeed if any large object passes through an unprepared ghost), the effect is unnerving to the ghost but otherwise inflicts no physical effect on either.

By default, a ghost will stand atop the surface of a body of water, which she must ride as if she were a mortal on particularly unsteady terrain (-1 to -5 internal penalty on all Dexterity-related rolls while standing on or moving across the surface of a body of water, depending on how rough the seas are). By spending a single mote, a ghost can reduce her density and sink instantly to the bottom of whatever body of water she stands upon, whereupon she can walk around the bottom with no difficulty. By spending a second mote, the ghost can terminate this reduced density, instantly popping to the water's surface.

Similarly, a ghost is, by default, solid with regard to whatever solid surface he stands upon. By spending Essence, a ghost can allow himself to fall through a floor to any open areas below. The cost for this aspect of ghostly intangibility is one mote per every 10 feet of solid matter to traverse vertically. Thus, one mote is sufficient to fall through a second-story floor into the first-floor room below, while three motes is required to fall through the earth that separates an open field from a subterranean cavern 15 feet below. The same Essence expenditure allows a ghost to float back to whatever location above he has just left, but only from the spot where he "landed" after falling through the intervening matter. A ghost never has to spend Essence to traverse solid matter so long as he can move through

WHISPERS OF OBLIVION

The Neverborn are not the only whisperers in the Underworld. Incomprehensible murmurs rise from the Abyss and echo within the darkest recesses of the Labyrinth. They also penetrate Creation at a few supremely cursed and evil locations.

These Whispers of Oblivion consume the sanity of ghosts, requiring a roll of (Integrity + Willpower) at difficulty 5 to avoid infection. Players of infected ghosts repeat this roll for each day of the ghost's existence thereafter. Failure compels a ghost to commit atrocities against existence unless the ghost spends one Willpower point to stave off the unnatural mental influence. Ghosts who give in to their monstrous urges regain one Willpower point from the experience (though they cannot raise their Willpower points above their normal maximum). Once a ghost submits to Oblivion's voice a total number of days equal to her Willpower rating, she becomes a spectre and can nevermore resist the monstrous impulses that guide her damned existence. The new spectre's Motivation shifts to something suitably unpleasant, even as Oblivion consumes all Intimacies based on love, friendship or other positive emotions.

Common ghosts infected with the Whispers of Oblivion are damned. Eventually, they will give in to the monstrous gibbering that claws at their minds and souls. Heroic ghosts have a chance at salvation. Instead of spending one Willpower to stave off the effects of this infection, a heroic ghost has the option of spending three to purge herself of Oblivion's taint. When she has spent a total of 30 Willpower in this manner (and spending only one Willpower at a time does not count toward this total), she shakes off the Whispers of Oblivion for good... or until she is next directly exposed to the Abyss and becomes infected once more.

it horizontally—only vertical movement requires Essence. Also, a ghost never takes damage from falling from any height while in Creation.

While in the Underworld, while in a shadowland by daylight or while materialized (such as through the Weighted With the Anchor of Flesh Charm or similar magic), the rules stated above do not apply. The solidified ghost cannot pass through any solid object. She may be attacked normally while materialized, and she takes falling damage as normal.



I'M NOT BEST PLEASED
TO SEE YOU AGAIN.

SET HIM DOWN.

WHOOF!



OUCH.

WHY WON'T YOU EVER
LEARN, DEATHKNIGHT?



YOU ARE NOT
NASUNO
JUMONG!

YOU NEVER WERE!

HOW MANY TIMES
DO I HAVE TO
TELL YOU!

THNACK! THNACK! THNACK!



YOU'VE GOT
NOTHING BUT A
TINY PIECE OF
JUMONG'S SOUL!

THOSE MEMORIES
STUCK TO IT
DON'T CHANGE
WHAT YOU ARE!

GO... TO HELL...



CHAPTER SIX ARCANOI

Patient, studious ghosts can learn Charms unique to their spectral state and Underworld surroundings. Such Charms are either individual tricks common across the lands of the dead or they're building blocks in longer cascades that are taught only in certain places or to certain strata of Underworld society. A longer cascade is known as an Arcanos, and each Arcanos has a name that signifies what its Charms make possible.

At character creation, a ghost receives six Charms, which can come from the common list or from any Arcanos the player and Storyteller deem appropriate. Thereafter, the character can learn any common ghostly Charm independently. Doing so requires a number of days of training equal to the Charm's minimum Virtue rating. For Charms from the Arcanoi, however, a ghost must have a tutor who can teach them to him. Learn-

ing a new Arcanos Charm requires a number of days of training equal to the Charm's minimum Virtue plus its minimum Essence. Creating a new ghostly Charm takes four times as long as learning an established one.

It is important to note that ghostly Charms can never be part of a Combo. Ghosts themselves cannot ever use more than one in a given action, and non-ghost characters who learn ghost Charms (such as Moonshadow Abyssals) cannot include said Charms in Combos with their own natural Charms. Also, the Obvious keyword applies only when both the ghost and the supernatural effects of the Charm he's using are simultaneously detectable with mundane senses. Finally, ghosts do not have access to Excellencies. Excellencies are the purview of the Exalted and the gods, whereas ghosts are lesser creatures even than mortals.

COMMON GHOSTLY CHARMS

These Charms are available to any ghost with the will and patience to learn them. They're among the first that all lone scholars develop independently. In Underworld regions where knowledge of the Arcanoi is stamped out by authoritarian bullies or is simply lost in tumultuous political upheaval, these arts are the ones most quickly rediscovered in the aftermath or taught by insurgents from beyond the fringes. Most are singular tricks, but a handful either build on one another or link into short cascades.

ASSASSIN'S SUBTLE ESCAPE

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

Type: Simple (Speed 3, DV -1)

Keywords: None

Duration: One hour per success

Prerequisite

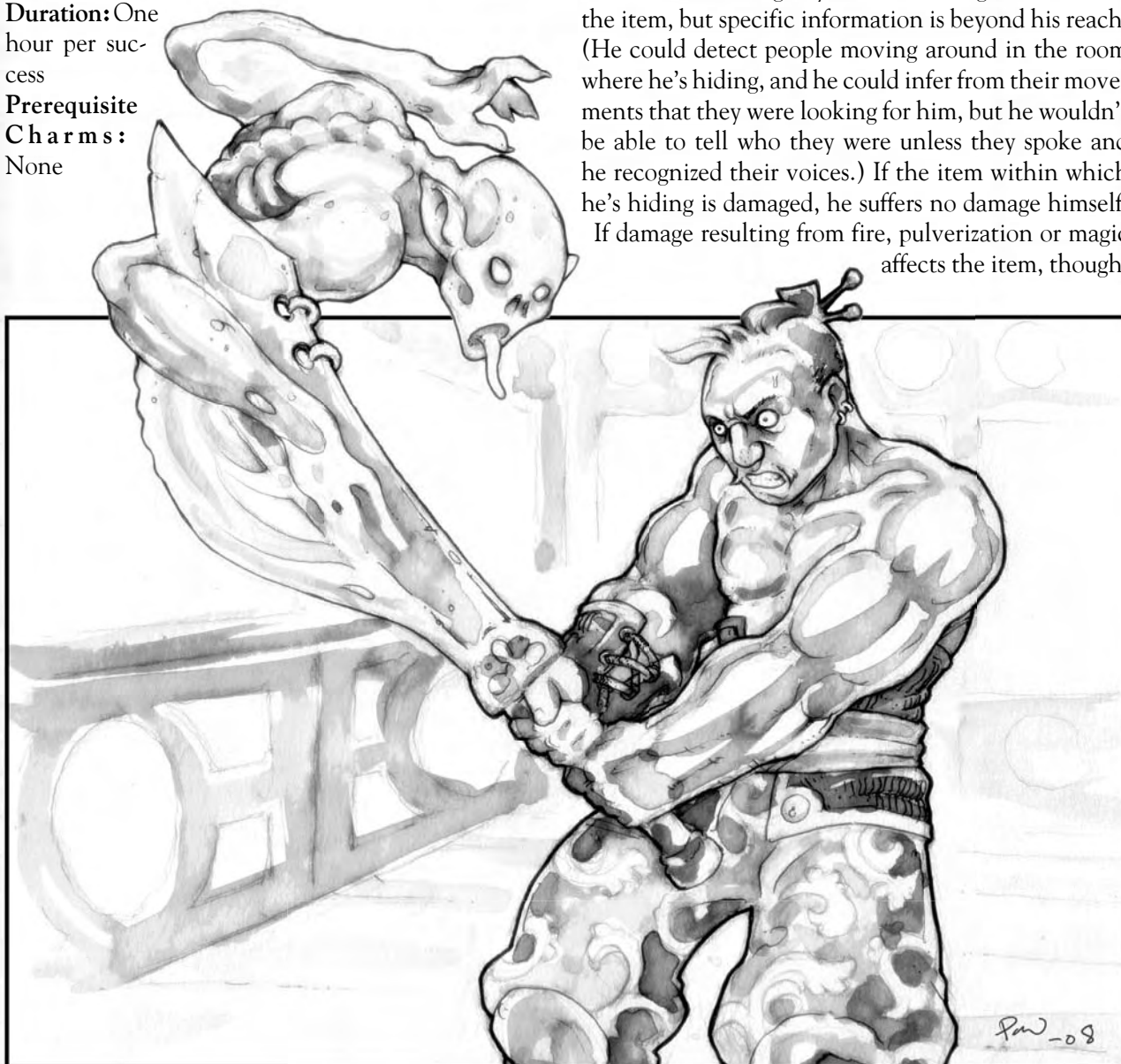
Charms:

None

Ghosts who are incorporeal can move through solid objects with ease. Ghosts with this Charm, however, can physically become one with solid objects in the land of the living and hide within them. As the ghost lays his hand on the object, the player rolls (Manipulation + Craft). The Craft Ability he rolls depends on the type of object. He can hide inside only discrete, mundane objects that are not constructed of (and do not incorporate) any of the magical materials. Also, the object must be at least as large as a comb, and no larger than a yeddim's howdah. Once he is safely absorbed into the object, he remains there for a number of hours equal to the activation roll successes.

While he's within the object, the character cannot be detected by any mundane means, nor can he be harmed. He's vaguely aware of what goes on around the item, but specific information is beyond his reach. (He could detect people moving around in the room where he's hiding, and he could infer from their movements that they were looking for him, but he wouldn't be able to tell who they were unless they spoke and he recognized their voices.) If the item within which he's hiding is damaged, he suffers no damage himself.

If damage resulting from fire, pulverization or magic affects the item, though,



the character becomes aware of it as a faint sense of alarm. Should any of those three sources destroy the ghost's hiding place, the ghost is sent to Lethe.

A ghost using this Charm ends it prematurely if he exits the item in which he's hiding before the duration lapses. If he wants to hide in that item again (or move to a better one), he must activate the Charm again.

MOTIVATED SHELL

Cost: 8m, 1wp; **Mins:** Valor 3, Essence 2;

Type: Simple

Keywords: None

Duration: Six ticks per success

Prerequisite Charms: Assassin's Subtle Escape

A ghost can use this Charm's prerequisite to hide within an object in the living world, but while she's in there, she's effectively trapped. Even if the object can move, she can't move it. With this Charm, however, she can manipulate the object from within. First, she must let herself be absorbed into the object using Assassin's Subtle Escape. Activating this Charm requires a second (Manipulation + Craft) roll along with the new activation cost. For each success on the roll, she can control the object's actions for six ticks.

While she's in control, the ghost can make the object do anything it normally could do or be made to do by hand. If someone else fights her for control of the object—if, for instance, the ghost hides within a wheelbarrow and tries to snatch it away from the filthy peasant who's pushing it out toward the cow fields—pit the other person's (Strength + Athletics) in a contested roll against the ghost's player's activation roll. Whoever's roll has more successes decides what the object does.

RIDE THE MYSTIC VESSEL

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

Type: Simple (Speed 6, DV -1)

Keywords: None

Duration: One action per success

Prerequisite Charms: Assassin's Subtle Escape

This Charm grants the character the ability to use Assassin's Subtle Escape to hide within objects made of the magical materials. To use it, his player rolls the character's Valor. The new capability remains in effect for a number of subsequent actions equal to successes on the roll. In one of those subsequent actions, the character may then activate Assassin's Subtle Escape to attempt to inhabit an item made of one of the five magical materials. The ghost then remains within the magical object as per a normal use of Assassin's Subtle Escape. (The extended duration of this Charm exists to

allow the player an extra attempt if he should fail the first activation roll for Assassin's Subtle Escape.)

If the magical object is rated Artifact •• or higher, the ghost cannot inhabit it unless it is made of jade or soulsteel. If the object is rated Artifact •••• or higher, the ghost cannot hide within it at all. If the object is currently attuned to someone, the ghost cannot hide within it at all, regardless of its Artifact rating.

ANGRY TRICKSTER GHOST METHOD

Cost: 5m; **Mins:** Conviction 3, Essence 3;

Type: Simple (Speed 5, DV -2)

Keywords: Obvious

Duration: Varies

Prerequisite Charms: Assassin's Subtle Escape

Venting her rage on the world around her, the ghost causes loose objects to rise into the air and swirl at dangerous speeds in a five-yard radius. A single success on a (Conviction + Melee) roll activates this Charm and sustains the whirlwind until the character's next action. Additional successes can either increase the radius of the effect by five yards or increase the duration of the effect by five ticks. Once the ghost has set the storm in motion and set its size and duration, she may act normally on subsequent actions.

The number of successes on the activation roll also count as a number of attack successes against which anyone caught in the whirlwind must defend himself every five ticks that the whirlwind remains in effect. Anyone who can't successfully defend himself suffers four dice of damage. (The predominant type of debris determines the type of damage.)

The Obvious keyword applies only when the ghost is corporeal and visible when she activates this Charm. The whirlwind itself is still very much in evidence if an immaterial ghost activates the Charm, but if the ghost is not detectable by mundane senses, the source of the flying detritus is not self-evident.

DARK STEED MASTERY

Cost: 1m per die; **Mins:** Conviction 1, Essence 1;

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The ghostly steeds of the Underworld do not handle like living mounts do. They don't spook as easily at roadside distractions or balk at daunting obstacles. Riding such steeds, therefore, takes special training and a little getting used to. This Charm—a favorite of ghostly cavalymen, messengers and explorers—augments the special knack it takes to master an Underworld steed.

A rider can add one die to his Ride dice pools per mote of Essence he spends, up to a maximum equal to his Essence rating.

This Charm works only on ghostly mounts and only in either the Underworld or a shadowland. It has no effect whatsoever on living mounts. It has no effect on mounts in Creation unless the rider uses the Evoke the Ancient Clay Charm called Manifest the Dark Steed to make his ghostly mount appear in Creation. At the Storyteller's discretion, this Charm can be used as normal when a ghost rides a mount animated by necromancy (provided controlling the construct requires a Ride roll).

FORMER LIFE DESTRUCTION TECHNIQUE

Cost: —; **Mins:** Temperance 4, Essence 4;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Unlike the other common Arcanoi Charms, this one isn't a classic that reiterates spontaneously time and again. It's a relatively recent trick introduced to dead society by the Deathlords. The trick's widespread popularity among students of the Arcanoi is what makes it common.

Once she learns this Charm, a ghost strips away her name and replaces it with a new title or pseudonym. Thereafter, she gains a four-die bonus to actively resist any sorcery or necromancy effect that relies on her former name. It also grants her a +2 bonus to her MDVs when someone tries to use her former name against her to influence her behavior.

MOON'S COLD GLOW

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

Type: Simple (Speed 3, DV -0)

Keywords: None

Duration: One night per success

Prerequisite Charms: None

The Underworld is a bleak, gloomy place. The most common weather patterns alternate oily rain with ominous, gray fog with stiff winds that carry minute flecks of bone dust. Overhead, the sky is perpetually overcast, leaving it up to the Calendar of Setesh to divide day from night. Ghosts caught out in bad weather without a light source are effectively blind.

With this Charm, however, the ghost can see as well in the darkness of the Underworld as any of the three Full Moon entries on the Sample Visibility Conditions table on page 135 of *Exalted*, regardless of however much worse the visibility conditions actually

are. The Charm functions just as well in Creation or a shadowland as it does in the Underworld. In any location, it functions only at night. The player rolls (Perception + Conviction) to activate the power, which remains active for a number of nights equal to successes on the roll.

OX-BODY TECHNIQUE

Cost: —; **Mins:** Conviction 1, Essence 1;

Type: Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: None

A ghost can have this Charm a number of times equal to her Conviction rating. Each time she purchases it, she gains two additional -2 health levels.

POLE THE BLACK DEPTHS

Cost: 1m per die; **Mins:** Conviction 1, Essence 1; **Type:** Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Using this Charm allows a ghost to better perform tasks that call for a Sail roll, whether he's working the tiller of a Stygian canal barge or he's the captain of black-sailed trawler dredging the depths of the Sea of Shadows. This Charm gives him a one-die bonus per mote of Essence spent to supplement a Sail roll, up to a maximum number equal to his Essence rating.

This Charm works only in the Underworld or a shadowland, as the fluid dynamics of clear water of the living world are quite different from those of the waterways of the dead. If a ghost is a part (or the head) of the crew of a vessel brought into Creation with Conjure the Defeated Vessel or Sunken Admiral Technique (from the Evoke the Ancient Clay Arcanos), the player can augment his Sail rolls while the character is aboard the vessel.

PYRE SMOKE FORM

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

Type: Simple (Speed 6, DV -0)

Keywords: None

Duration: Six ticks per success

Prerequisite Charms: None

In their natural environs, ghosts are just as materially solid as mortals are in their homes in the living world. With this Charm, however, a ghost can make herself incorporeal even in locations where she should naturally be solid (such as the Underworld). Activating the Charm requires a (Stamina + Temperance) roll.

If it succeeds, the ghost remains incorporeal for six ticks per success. Yet although she is incorporeal, the character remains as visible as she normally would be in that location.

A ghost who is incorporeal can move through solid objects *at will*. That is, she won't fall through the floor of the second story of her home if she's just walking around up there, but she can plunge down through the floor for a quick getaway. She can dive through walls or doors or startled onlookers, or pull herself up through ceilings with all the grace her (Dexterity + Athletics) pool allows. The only surfaces that prove impenetrable to incorporeal ghosts are ones that are specifically warded against such shenanigans and the solid ground beneath their feet.

BREEZE-CARRIED ASH FORM

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

Type: Simple (Speed 6, DV -0)

Keywords: Obvious

Duration: Six ticks per success

Prerequisite Charms: Pyre Smoke Form

With this Charm, a ghost can fly through the air—i.e., he can take Move or Dash actions in all three dimensions. To activate the Charm, the player rolls (Dexterity + Athletics). Each success lets the character fly for six ticks. The only hitch is that the character must be incorporeal while he's flying. He must, therefore, be either in Creation and not manifest or in his natural environs and using the prerequisite Charm. (The Obvious keyword applies only to the latter circumstance.)

If the character has not landed by the time this Charm wears off, his momentum carries him for just a moment—long enough for a stunt, but not much else—then he falls. If the character is incorporeal, he plummets earthward toward either solid ground or the highest solid object between himself and it and crashes into it. If he hits solid ground from a great height, he suffers no damage but explodes into a poof of ectoplasmic dust that takes a single miscellaneous action to re-form into the shape of his body.

The trouble starts when the character is using the prerequisite Charm to allow himself to use *this* Charm to fly in a location where he is naturally solid. If this Charm's duration lapses while he's in flight, things could work out poorly. If he comes down before his use of Pyre Smoke Form runs out, he's got nothing to worry about. If he crashes after his Pyre Smoke Form Charm wears off, he takes damage normally based on how far he fell when Breeze-Carried Ash Form wore off.

SCENT OF SWEET BLOOD

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

Type: Simple (Speed 3, DV -0)

Keywords: None

Duration: One scene

Prerequisite Charms: None

The blood of living creatures is powerful and almost intoxicating to the dead. With it, ghosts can be summoned, appeased or even bound. The dead rely on this Charm to locate this precious substance. With just a moment's concentration, a ghost with this Charm can detect the warm, sweet smell of blood spilled deliberately or even oozing from open wounds. The blood must have come from a living animal, a mortal or an Exalt, though the blood need not be fresh when the ghost smells it. The "donor" need not even be alive when the ghost smells the blood, so long as he or she was alive when the blood came out.

While the character uses this Charm, she can smell spilled animal blood at a range of one half mile per dot of Essence she has. She can smell a mortal or Exalt's blood at a range of one mile per dot of Essence. Strong winds, overpowering odors and a very large or very small amount of blood can all affect the range at which a character can detect the scent. No roll is required, though. The character automatically learns the direction of and distance to any site of spilled blood within her range. She can't discern such things as what type of creature shed the blood, how much blood has been shed or how long ago the bloodshed occurred.

TWO-WORLD VISION

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

Type: Simple (Speed 6, DV -2)

Keywords: None

Duration: Six ticks per success

Prerequisite Charms: None

This Charm allows a ghost to peer from his location in the Underworld into the corresponding location in Creation. (The realms exist in such perfect parallel that every place in the Underworld outside the inner slopes of the Abyss has a corresponding site in Creation.) This vision lasts only temporarily, and it works only one way. Someone in Creation whom the ghost in the Underworld can see with this Charm cannot see the ghost. By the same token, a ghost in Creation cannot use this Charm to look back into the Underworld. Also, the Charm works only when it's night in Creation.

Activating this Charm requires a successful (Perception + Occult) roll, after which it lasts for a single action. That is, the ghost can see into Creation for

only those six ticks it takes for his DV to refresh after he activates the Charm. While the ghost looks into Creation, he cannot see what transpires around him in the Underworld, though his other senses still function normally there.

UNCONSCIOUS SPEECH

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

Type: Simple

Keywords: Compulsion

Duration: One action

Prerequisite Charms: None

This neat little trick allows an incorporeal ghost in the living world to speak through a nearby living being. The ghost must “touch” the living being, and that being must be capable of speech. The character spends a mote of Essence as the player rolls (Dexterity + Performance). If the roll succeeds, the target says what the ghost wants him to say in up to as many words as successes garnered on the roll. At that point, the target’s player is allowed a reflexive (Intelligence + Occult) roll. If the roll fails, the target remains unaware (and subsequently unwilling to believe) that he said anything. If the roll succeeds, he realizes what’s happening.

If a character realizes a ghost is trying to speak through him, he may spend a Willpower point to resist each subsequent use of this Charm against him from the same ghost. Or he could allow the ghost to speak through him. If he does so, the ghost’s player need not roll and may communicate one full sentence per mote of Essence spent. The willing target can hear and understand the words spoken through his mouth, but he cannot speak while the ghost speaks through him.

WHISPERS OF THE LIVING

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

Type: Simple (Speed 6, DV -2)

Keywords: None

Duration: One minute per success

Prerequisite Charms: None

Similar to Two-World Vision, this Charm extends a ghost’s sense from the land of the dead to the world of the living. Using this Charm, the ghost can hear what’s going on in Creation (out to the limit of his normal hearing) from the spot parallel to his location in the Underworld. As with Two-World Vision, Whispers of the Living functions only during Creation’s night and only in one direction. While the ghost listens in on Creation, he cannot hear what’s going on around him in the Underworld.

Activating this Charm requires a successful (Perception + Occult) roll. It lasts for a number of minutes

equal to the number of successes on the roll. Therefore, it behooves one who wants to be able to see and hear Creation from the Underworld to activate this Charm first, as this Charm lasts longer.

CHAINS OF THE ANCIENT MONARCHS

Use of this Arcanos is fairly evenly distributed across the Underworld, though those in charge of its many dominions strictly regulate its use. It is primarily a tool of suppression and dominance used by the enforcers and peacekeepers of the dead. From the dread arbiters of the Dual Monarchy to the bullyboys of the weakest Deathlord’s most rural shadowland outposts, those who know this Arcanos use it to see that their masters’ will is done.

SOUL ANCHOR

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

Type: Simple (Speed 4, DV -0)

Keywords: None

Duration: 10 minutes per success

Prerequisite Charms: None

When a ghost activates this Charm, an oppressive pall falls over the surrounding area, weighing down those who try the hardest to escape. For 10 minutes per success on a (Charisma + Temperance) roll, no one within 25 yards of where the ghost activated the Charm may use supernatural abilities to move faster than they could on an unassisted Dash action.

The ghost who used the Charm and any affected being with a higher Essence rating than that ghost may spend a Willpower point to ignore this Charm’s effects for the scene.

MONARCH’S GLORIOUS BRILLIANCE

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

Type: Simple (Speed 5, DV -1)

Keywords: Crippling, Obvious

Duration: Five ticks

Prerequisite Charms: None

The character pulls a shroud of her Underworld master’s authority around herself, which blazes as a blinding white corona until the character’s next action. During the day in the Underworld, this light is visible up to a mile away. At night, it can be seen all the way out to the horizon.

When the light appears, the player of anyone within 20 yards who looks at the ghost is allowed a reflexive (Wits + Resistance) roll. The character is temporarily blinded for 15 ticks, minus five ticks per success on the roll. Even if the resistance roll garners enough successes to mitigate the effect entirely, the character must still



refrain from looking at the ghost using the Charm until the eerie brilliance has died down. As such, that character is still effectively blind with regard to the ghost using this Charm.

(Blindness is discussed on p. 152 of **Exalted**.)

ESSENCE BINDING

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

Type: Simple

Keywords: Obvious

Duration: Five ticks per success

Prerequisite Charms: Soul Anchor

Invoking his master's name and authority, the ghost extrudes icy chains from his palms that bind his foe's hands or feet. These chains—the links of which are shaped like the characters of the ghost's master's name—whip around the foe's limbs in an instant, cinch tight and seal themselves together at the ends.

The ghost's target must be in close-combat range, and both parties must be corporeal at the time. The ghost must also decide when he activates the Charm whether he wants to bind the target's arms or legs.

- Activating the Charm is an attack that uses the ghost's (Dexterity + Bureaucracy) pool with a +2 Accuracy bonus. This attack can be dodged normally or parried

with a stunt. If the attack succeeds, the target's arms are bound firmly at her sides or her legs are bound tightly together. A character whose arms are bound can move only her hands and fingers, while a character whose legs are bound can move, dash, swim or jump only one-fifth her normal distance.

The binding chains last for five ticks per success on the attack roll, not taking the target's defenses into account. (Dodging or parrying this attack is an all-or-nothing proposition.) Breaking the chains before the duration elapses is possible, though it is a feat of strength akin to snapping iron manacles. (See **Exalted**, p. 127.) If the target breaks out of the chains, parries them successfully or dodges them when they come at her, the chains shatter into dust.

SNARE THE FLEEING THIEF

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

Type: Simple

Keywords: Crippling, Obvious, Touch

Duration: One minute per success

Prerequisite Charms: Essence Binding

When a ghost uses this Charm, her master's name or other identifying symbol appears on her palm, which she then uses to strike her target. Doing so adds an

Accuracy bonus equal to her Bureaucracy to a normal Martial Arts attack. If this attack succeeds—i.e., is not successfully dodged or parried—it inflicts no damage but instead envelops the target in a shining outline of white light. This light slows the target down considerably so he can't get away.

For a number of minutes equal to threshold successes on the attack roll, the target can move only one-fifth his normal speed, no matter how he's moving. This Charm doesn't affect Dexterity-based actions that rely on hand-eye coordination, just locomotion.

ESSENCE LASSO FORM

Cost: 6m; **Mins:** Conviction 3, Essence 2;

Type: Simple

Keywords: Obvious

Duration: Five ticks per success

Prerequisite Charms: Essence Binding

This Charm functions in almost every way exactly the same as its prerequisite. However, it now works at a range of up to 10 yards per dot of Conviction the ghost has and cannot be parried.

NET

Cost: 7m; **Mins:** Conviction 3, Essence 3;

Type: Simple

Keywords: Obvious

Duration: One minute

Prerequisite Charms: Snare the Fleeing Thief, Essence Lasso Form

Shouting the name of the master she serves, the ghost casts a net of Essence chains over an area, trapping everyone within it. She selects a target point somewhere within five yards per dot of Conviction she has, then spends her Essence as her player rolls (Dexterity + Bureaucracy). If the roll succeeds, everyone within five yards of that spot must try to leap to safety—comparing their Dodge DVs to the successes on the activation roll—as black chains suddenly writhe out in all directions from the target point. Anyone who can't get out of the way is considered inactive as if trapped in a hold for one minute. The ghost who used the Charm is unaffected by it. Anyone in the affected area whose Essence is higher than the ghost's can spend a point of Willpower to shrug out of the chains.

ESSENCE-MEASURING THIEF ARTS

The detection, manipulation and theft of the precious commodity of Essence are the purview of this Arcanos. Very little checks the greed of those who practice it except the distrust and suspicion of their neighbor ghosts.

AURA-READING TECHNIQUE

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

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: None

When sentient beings such as ghosts, gods, demons or Exalts channel and store Essence within them, it affects the color of the aura they emanate. When a ghost learns this Charm, he trains himself to perceive and interpret a being's aura, granting him an idea of how much Essence is currently stored within that being. Doing so requires a successful (Perception + Larceny) roll.

A ghost using this Charm cannot share his aura-perception with anyone else—other than just describing what he sees. He can read the aura of any being in his presence, regardless of ambient light, as long as he already knows the being is there. The Charm's effective range is equal to the character's entire field of vision. If a being is committing motes to an item or an effect, those committed motes count toward the total for as long as the being maintains the commitment. Items do not emit their own auras, however, even if they are innately magical or attuned to target beings. The color visible in the aura reveals the number of motes the being contains, as follows:

Color Motes

Black 0

Indigo 1–5

Green 6–10

Yellow 11–20

Orange 21–40

Red 41+

DELICIOUS ESSENCE SCENT

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

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Aura-Reading Technique

Where Aura-Reading Technique is a passive sense, this Charm is more active. To use it, the ghost spends three motes of Essence as her player rolls (Perception + Awareness). If the roll succeeds, the character can smell when any living source of Essence—i.e., any living being—comes within 100 yards of her for the rest of the scene. When she detects living Essence thus, the ghost can attempt to follow it back to its source.

Following Essence by scent is easier the more potent the source is. To track the Essence, the ghost's player

rolls (Perception + Temperance). The difficulty equals (4 - target's Essence), minimum 1. If the roll succeeds, the ghost is aware of the target's relative distance and permanent Essence. Once the ghost has the scent, illusions and disguises cannot hide her target from her. Only effects that mask the target's Essence outright block the ghost's perception.

ESSENCE-DEVOURING GHOST TOUCH

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

Type: Supplemental

Keywords: Touch

Duration: Instant

Prerequisite Charms: Delicious Essence Scent

Ghosts have good reason to fear other ghosts who know this Charm, though other beings have little to fear from it. With the Charm, a ghost can disrupt the Essence that flows through a fellow ghost and cause it to dissipate against the target's will. The user of the Charm does not draw the dissipated Essence into himself, but it's often just as well that his opponent doesn't have it either.

To use the Charm, the ghost must touch his target as the player rolls (Manipulation + Larceny), difficulty 2. (Touching the target requires an unarmed [Dexterity + Martial Arts] roll if that target attempts to avoid the touch.) Every threshold success causes two motes of Essence to evaporate from the target's pool.

This Charm works only on targets of a ghostly nature.

FEEDING THE LAMPREY'S APPETITE

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

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Essence-Devouring Ghost Touch

With this Charm, a ghost can keep motes of Essence stripped away by Essence-Devouring Ghost Touch from going to waste. She absorbs motes taken from ghostly opponents with the prerequisite Charm, using them to replenish her own Essence pool.

When a ghost successfully uses Essence-Devouring Ghost Touch during a scene in which she has activated this Charm, the player is allowed a reflexive Temperance roll. (This reflexive roll does not count as a Charm use.) If the roll succeeds, the ghost absorbs half of the motes that she successfully stripped away. The ghost can absorb only those motes that she herself stripped away with the prerequisite Charm. She cannot exceed her maximum number of motes with stolen Essence.

RAVENING LIFE-FORCE HUNGER

Cost: 4m, 1wp; **Mins:** Temperance 2, Essence 2;

Type: Supplemental

Keywords: Sickness, Touch

Duration: Instant

Prerequisite Charms: Essence-Devouring Ghost Touch

The moment a ghost learns this Charm, *all* creatures with Essence have as much reason to fear him as his fellow ghosts did when he learned the prerequisite. The ghost can now use the effects of Essence-Devouring Ghost Touch on the living, on gods, on demons and on the Exalted. Doing so requires a touch, as well as the same (Manipulation + Larceny) roll at difficulty 2. The main difference is that the ghost must be manifest and corporeal, as must his target, in order to use this Charm.

If the target is capable of channeling Essence, each threshold success on the activation roll strips away two motes of Essence. These motes do not automatically transfer to the ghost, nor are they susceptible to absorption by Feeding the Lamprey's Appetite. If the target cannot channel Essence, this Charm disrupts her life force directly. The player of the affected character rolls (Stamina + Resistance) at difficulty 3. If the roll succeeds, the character survives but blows out a shuddering breath that steams bright white regardless of the temperature. If the roll fails, the character's time grows short. By sundown or sunrise (whichever comes first), chills and auditory hallucinations incapacitate her. If a character with at least three dots of Medicine does not successfully treat her, the victim will die within a number of days equal to her Stamina. Treatment involves an (Intelligence + Medicine) roll, difficulty 1, on behalf of a qualified character.

BLOOD-DRINKING THIRST

Cost: 1wp + (1wp per activation); **Mins:** Temperance 2, Essence 2; **Type:** Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Ravening Life-Force Hunger

Activating this Charm is a simple action that requires the expenditure of a point of Willpower. Thereafter, during the scene it remains active, the ghost can reap a hearty harvest of the motes she strips away from her victims using either Essence-Devouring Ghost Touch or Ravening Life-Force Hunger.

If the ghost uses either of those two Charms successfully, the player may spend a point of Willpower and make a reflexive Temperance roll. (This roll does

not count as a Charm use.) If the Temperance roll succeeds, the character absorbs all the motes her preceding use of Essence-Devouring Ghost Touch or Ravening Life-Force Hunger stripped away from the victim. She can absorb only those motes she personally stripped away. As with Feeding the Lamprey's Appetite, she cannot exceed her maximum number of motes with stolen Essence. If she uses Ravening Life-Force Hunger on a target who cannot channel Essence, subsequently using this Charm's effect grants no benefit.

BLENDING THE STREAMS OF ESSENCE

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

Type: Supplemental

Keywords: Touch

Duration: Instant

Prerequisite Charms: Essence-Devouring Ghost Touch

What a ghost with this Charm's prerequisite can take away, so can he bestow. He must touch another ghostly character, which requires an unarmed Martial Arts attack if that character resists, and spend six motes of Essence as the player makes a Temperance roll. If successful, the ghost can then force a maximum number of his remaining motes equal to his Willpower through the connection. If the recipient is willing to accept them, she absorbs the transferred motes, adding them to her own pool. If the recipient is not willing to take them, the motes dissipate from the point of contact as a faint steam and are wasted. The same thing happens if the ghost attempts to transfer Essence to any non-ghostly creature, regardless of how willing the recipient might be to take it.

A ghost cannot give more motes than the recipient's maximum, and he cannot leave himself with less than one mote.

FEEDING LIFE'S FOUNTAIN

Cost: 7m, 1wp; **Mins:** Temperance 2, Essence 2;

Type: Simple

Keywords: Touch

Duration: Instant

Prerequisite Charms: Blending the Streams of Essence

When she is manifest and corporeal, a ghost can transfer some of her Essence to a living recipient, just as she uses the prerequisite Charm on fellow ghosts. The roll and limitations of this Charm are the same as they are for Blending the Streams of Essence, and the ghost must touch her intended recipient. The recipient must still be willing, as well.

If the recipient is an Essence channeler, he absorbs the motes into his pool as normal. If the recipient cannot channel Essence, the ghost's Essence augments the character's health for a number of days equal to (ghost's Essence x motes transferred). While this benefit lasts, the recipient gains one automatic success on all (Stamina + Resistance) rolls to resist illness or poisoning. This Charm also mitigates any fertility deficiency or reproductive difficulty short of literal sterility that would normally make conception difficult. (For rules on handling Essence exchange with characters with two Essence pools, see page 155.)

FERTILE SOUL ENDOWMENT

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

Type: Simple

Keywords: Touch

Duration: One scene

Prerequisite Charms: Feeding Life's Fountain

It is thanks to this Charm that the Ghost-Blooded exist, as it allows ghosts to impregnate living women. To use it, the ghost must be corporeal and must be in either Creation or a shadowland. During the scene in which the Charm is active, the ghost and the mortal woman need not actually copulate (though they certainly can), but they must share at least a long, passionate kiss. Either a male or female ghost may use this Charm, but the living partner must be female.

During the embrace, at a moment of the ghost's choosing, the ghost's player makes a reflexive (Temperance + Essence) roll against a difficulty equal to the living woman's Essence. If the roll fails, nothing happens. If the roll botches, the woman is stricken sterile unless her player succeeds on a reflexive (Stamina + Resistance) roll, difficulty 2. (Exalted and other supernatural beings do not risk sterility.) If the activation roll succeeds, the woman conceives a Ghost-Blooded offspring. Regardless of the outcome, the scene is considered to be over after the attempt at conception.

The mother carries the child of a successful conception to term normally. The Essence spent activating this Charm remains committed until the child is born or the pregnancy otherwise ends. The ghost cannot willingly end this commitment. Even the ghost's destruction does not release the Essence.

One sinister implication of this Charm's effects is that only the ghost need be cognizant of its use. The living partner need be neither aware of it, nor willing to submit to it.

FILLING THE PRECIOUS VIAL

Cost: 7m (+ 1wp); **Mins:** Temperance 3, Essence 3;
Type: Simple
Keywords: None
Duration: Instant
Prerequisite Charms: Blending the Streams of Essence

With this Charm, a ghost siphons off a portion of his Essence and seals it in some sort of inanimate container for later use. The best and most common containers are soulfire crystals (see **The Manual of Exalted Power—The Abyssals**, p. 215) and Essence-containing gems (see **The Manual of Exalted Power—The Abyssals**, p. 215), though other container designs are allowed. Vessels suitable for holding Essence are usually small and as delicate as glass, however, so it behooves one to handle them with care. Breaking a container causes an explosion that inflicts one die of raw (lethal) damage per mote stored on anyone within 10 feet.

To fill a suitable container, the ghost spends seven motes to power the effect and concentrates a number of his remaining motes to be stored in the palm of his hand. He then places the container there as his player rolls (Perception + Larceny) at difficulty 2. If he succeeds, the motes are absorbed into the container and stored there. If the ghost then spends a Willpower point to seal the container, the motes remain inside until someone takes them out. If he doesn't spend the Willpower, one mote leaks out of the container per day.

NOBLE CRAFTSMAN WAYS

Ghosts trained in this Arcanos are the preeminent craftspeople of the dead. With it, a ghost can work the relic materials of grave goods and use soulsteel like an expert deathknight artisan.

SOULSTEEL SCREAM

Cost: 1m; **Mins:** Compassion 1, Essence 1;
Type: Simple
Keywords: Touch
Duration: Instant
Prerequisite Charms: None

This Charm enables a ghost to discern information about the history of either a single piece of soulsteel or a soulsteel artifact—i.e., one for which soulsteel is the predominant magical material. He need only touch the metal a moment and close his eyes as his player rolls (Perception + Craft). The Craft Ability required is determined by the type of object in question.

If the roll succeeds, the player may ask the Storyteller one straightforward question per success regarding the

object's past. These questions can include information about who has used the object, how the object was used and events that transpired around the object even when it was not in use. Items that are relics of things destroyed in Creation contain information regarding their existence in Creation as well.

The character receives all the answers to the player's questions in an instantaneous flash of information. People around him hear only a brief scream from the souls forged into the metal.

SOULSTEEL SHAPER

Cost: 1m; **Mins:** Conviction 2, Essence 2;
Type: Simple
Keywords: None
Duration: One day
Prerequisite Charms: Soulsteel Scream

Any ghost who dwells near an Underworld soulsteel refinery and manufactory covets this Charm above all others. Having it elevates her from rank-and-file wraith who could be folded into a soulsteel artifact herself some day to valued assistant condemning her fellows to that hellish eternity for her own sake. Using the Charm allows a ghostly technician to act as a competent aide in building soulsteel artifacts.

Normally, a single ghost with minimum ratings of 3 in Lore, Occult and a relevant Craft Ability would count as "mortal" assistants (per the guidelines on p. 29 of **The Books of Sorcery, Vol. III—Oadenol's Codex**) when she helps a master artisan craft soulsteel. With this Charm, a ghost who doesn't meet the Ability qualifications can still count as a "mortal" assistant. If the ghost is already qualified, using this Charm allows her to count as a "supernatural" assistant instead.

The ghost who uses this Charm better understands the techniques and tricks of working only with soulsteel. She can't use this Charm to better help build artifacts that use other substances as the primary magical material.

GRAVE GOODS SHAPING TECHNIQUE

Cost: 2m; **Mins:** Conviction 3, Essence 3;
Type: Simple
Keywords: None
Duration: One day
Prerequisite Charms: Soulsteel Shaper

It is a well-known fact that items buried with the dead materialize in the Underworld as grave goods, crystallizing from the strange Essence of that realm as exact copies of their living-world counterparts. Using this Charm, a ghostly artisan makes grave goods' Essence malleable, allowing him to reshape such items into new forms. He can add supplementary materials

to the new item for support or decoration, so long as he doesn't exceed 10 percent of the original object's mass. He can also break the original object down into smaller individual items, so long as each new item consists of no more than 90 percent of the original material. As long as he abides by those restrictions, he can fashion a completely new and fully functional item (or set of items) from the original's materials. The resulting item(s) retain any magical properties the original had, though every individual piece in a matching set made from a single item must be together for those magical properties to function.

Changing a single grave goods item into a new form takes seven days per dot of the Grave Goods Background the original item represents. The ghost may spend the required Essence in a lump sum up front or spread the cost out day by day. He may pay off the balance at any time.

SOULSTEEL REBUILDING TECHNIQUE

Cost: 3m; **Mins:** Conviction 3, Essence 4;

Type: Simple

Keywords: None

Duration: One day

Prerequisite Charms: Soulsteel Shaper

This Charm is similar to Grave Goods Shaping Technique in that it lets a ghostly artisan change one item into another (or into a set of smaller ones). The items in question in this case, though, are soulsteel artifacts rather than simply grave goods. The restrictions on mass and composition remain the same as for Grave Goods Shaping Technique, and it likewise takes seven days to complete the transformation per dot of Artifact the original item represents. The new item retains the magical properties of the original. If the finished product is a set of smaller items, the original's magical properties function only when all the items in the new set are together.

The new artifact a ghost creates cannot be of a higher Artifact value than the original was. A ghost cannot use this Charm, for instance, to re-forging a reaver daiklave into a thinner grand daiklave or a dire chain into a long powerbow. Use the guidelines on pages 13-18 of **The Books of Sorcery, Vol. III—Oadenol's Codex** to compare the relative power of a proposed new artifact to the original.

SOULSTEEL FORGING

Cost: 5m; **Mins:** Conviction 4, Essence 4;

Type: Simple



Keywords: None

Duration: One day

Prerequisite Charms: Soulsteel Rebuilding Technique

No matter how skilled a ghost with the prerequisite Charm is at transforming one soulsteel artifact into another, it's much harder to work raw soulsteel into fine artifacts. Under normal circumstances, only Exalted artificers have that capacity. With this Charm, however, the ghost internalizes the knack for working the metal, twisting the Essence and torturing the imprisoned souls into the proper shapes.

Forging items of soulsteel takes just as long as forging similar objects of normal materials, which can require ghosts to activate this Charm again and again until the project is finished. When the work is done, the item has all the standard abilities of its designed form, as well as the basic soulsteel bonuses. (See **Exalted**, pp. 387 and 390 for the bonuses soulsteel grants to close-combat and ranged weapons and to armor.) This Charm does not allow a ghost to imbue a new artifact with any other magical properties or powers as an Exalted artificer would be able to do.

SOULSTEEL MINER'S SENSE

Cost: 5m; **Mins:** Conviction 3, Essence 4;

Type: Simple

Keywords: None

Duration: One hour per success

Prerequisite Charms: Soulsteel Rebuilding Technique

A ghost with this Charm can use it to locate the black, argillaceous ore of the Labyrinth that is one of the two main components of soulsteel (the other component being souls). When the ghost activates this power, the player rolls (Perception + Craft [Earth]). For every success on the roll, the ghost gains a keen internal sense of where the nearest unmined deposit of the ore can be found. This sense manifests by reducing the difficulty to find or mine the soulsteel ore by one. If this bonus reduces the difficulty to 0, the ghost can walk right to the vein of ore with his eyes shut and tell exactly how deeply in the Labyrinth's wall it is buried.

This sense works only while the ghost is in the Labyrinth himself. If he leaves the Labyrinth for any reason before the power's duration expires, he must reactivate it once he reenters the hellish maze if he intends to keep searching.

SAVAGE GHOST TAMER ARTS

When a person dies, his savage po (i.e., his hungry ghost) remains nearby to look after the body. When the body rots, the hungry ghost drops into the Underworld where it runs wild either alone or in packs. With this Arcanos, a more intelligent ghost can subdue and tame these hungry ghosts and use them like leashed hounds.

TASTE THE DEMON WIND

Cost: 2m; **Mins:** Valor 1, Essence 1; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

This Charm is integral to the practice of taming savage wraiths, as it lets a ghost know where and in what number hungry ghosts can be found. It's also a handy Charm to have for any ghost who doesn't relish the idea of being caught unawares by packs of these dead predators. When the ghost actively, intentionally extends his senses to make himself aware of nearby hungry ghosts, his player rolls (Perception + Presence). If the roll succeeds, the ghost receives a sense that extends over a range determined by the number of successes, as follows:

Successes	Range
1	100 yards
2	250 yards
3	500 yards
4	one mile
5+	five miles

Within that range, the ghost can tell the number and location of all present hungry ghosts. This awareness manifests as a sound (like faint howling that no one else can hear), a smell (like rotting remains) or a sudden frisson of cold down the spine. Once the ghost is aware of the hungry ghosts, he remains aware of them for as long as they remain in the range determined by his successes. He does not gain any awareness of hungry ghosts who enter that range after the Charm is activated or who leave that range then return.

CALL THE RAVENING HOUND

Cost: 8m, 1wp; **Mins:** Valor 2, Essence 1;

Type: Simple (Speed 4, DV -1)

Keywords: Compulsion

Duration: Instant

Prerequisite Charms: Taste the Demon Wind

If a ghost is in trouble, is very confident or is a villain bent on causing havoc, she can use this Charm to summon nearby hungry ghosts. As the player rolls

(Manipulation + Presence), the ghost throws back her head and lets out a terrible, shrieking howl that can be heard as far away as the successes on the roll indicate. Any ghost who has this Charm recognizes the sound, as will any character in whose presence the Charm has been used before.

When this horrible call goes out, every hungry ghost in range stops what it's doing and howls in response—as a miscellaneous action, when that's relevant. Those nearest the one who sent out the call, up to a maximum determined by successes on the roll, then turn and make all due haste toward the origin of the summons. (If only one or a small handful of hungry ghosts from a larger pack bolt, the others might follow as well.)

The number of successes on the activation roll determine the range over which the call can be heard and the number of hungry ghosts compelled to respond as follows:

Successes	Range	Hungry Ghosts
1	100 yards	1
2	250 yards	2
3	500 yards	4
4	one mile	8
5+	five miles	20

FEROCIOUS PREDATOR BEACON

Cost: 10m, 1wp (1xp or 2xp to extend); **Mins:** Valor 4, Essence 3; **Type:** Simple

Keywords: Compulsion, Obvious, Touch

Duration: One hour

Prerequisite Charms: Call the Ravening Hound

To use this Charm, the ghost touches his target as the player rolls (Manipulation + Presence), difficulty 2. (Touching the target calls for an unarmed Martial Arts attack if the target is wisely unwilling to stand still for it.) If the roll succeeds, a ghostly white handprint outlined in red appears on the target's chest and back, visible through any clothes or armor he's wearing. The beacon lasts for one hour. If the player spends one experience point when he activates the Charm, the beacon lasts for a year. If he spends two experience points, it is permanent. The Essence that empowers this Charm is committed if the ghost uses it for only the standard one-hour duration. If the player spends experience points to extend the duration, however, that Essence is no longer committed.

While the beacon exists, all hungry ghosts in line of sight are irresistibly compelled to hunt down and devour the target. They give chase until either they're destroyed or they lose the scent. When the

duration lapses, any hungry ghosts who are already in pursuit won't necessarily give up the chase. New hungry ghosts won't necessarily join in the chase either, though.

DIVERSION OF THE SAVAGE HUNTER

Cost: 12m; **Mins:** Valor 2, Essence 1; **Type:** Simple

Keywords: Illusion

Duration: One scene

Prerequisite Charms: Call the Ravening Hound

For the young ghost or neophyte ghost tamer, Taste the Demon Wind is the best means of avoiding regrettable entanglements with savage hungry ghosts. If you know where the hungry ghosts are, you can avoid them from the start. Those who can't avoid drawing hungry ghosts' attention, however, must rely on this Charm. With it, the wraith makes herself imperceptible to every hungry ghost in the vicinity.

To use the Charm, the ghost stands perfectly still and spends the required Essence as her player rolls (Perception + Presence), difficulty 2. On a success, hungry ghosts can no longer see, hear or smell the character. If she attacks one of them, however, that hungry ghost once more becomes aware of her presence.

Some ghosts who have been marked by Ferocious Predator Beacon can use this Charm to mitigate its effects for one scene. The affected ghost must have a higher Essence rating than the one who put the mark on her had at the time the mark was levied. Thereafter, any time the affected ghost's activation of this Charm exceeds the successes rolled to inflict the mark, the affected ghost hides the mark for one scene.

TAME THE WICKED APPETITE

Cost: 8m; **Mins:** Valor 2, Essence 2;

Type: Simple (Speed 3, DV -0)

Keywords: Emotion

Duration: One scene

Prerequisite Charms: Diversion of the Savage Hunger

Using this Charm instantly renders nearby hungry ghosts as docile as lambs, whether they're stalking prey, guarding their mortal remains or worrying victims' bodies to ribbons at the time. Affected hungry ghosts stop what they're doing immediately and remain calm for the rest of the scene unless someone tries to do them harm. If anyone inflicts damage on a hungry ghost under this Charm's effects, said effects end instantly.

Using this Charm requires a (Charisma + Presence) roll. A successful roll affects hungry ghosts within 10 yards per dot of Valor the ghost has, up to a maximum determined as follows:

Successes Hungry Ghosts Affected

1	1
2	3
3	5
4	10
5+	20

When the normal duration of this Charm lapses, the ghost can spend a mote of Essence to extend the duration for another hour. Doing so affects all the hungry ghosts that were calmed by the original roll. If the character needs the hungry ghosts for longer-term service, the player may spend an experience point in addition to the cost of activating the Charm. Doing so makes the calming effect permanent. Even inflicting damage on an affected hungry ghost does not make it revert to its savage ways, though it will defend itself.

COMMAND THE HUNGRY DEVIL

Cost: 8m, 1wp; **Mins:** Valor 3, Essence 2;

Type: Simple

Keywords: Compulsion

Duration: Instant

Prerequisite Charms: Call the Ravening Hound

While it can be useful in a pinch to summon and rile up nearby hungry ghosts, doing so is mostly an exercise in convenient chaos. When surrounded by hungry ghosts, it's more useful to make them follow orders. This Charm enables a ghost to do just that.

The ghost need only spend the motes and Willpower and issue a single, simple command—anything from “Stop!” to “Flee!” to “Rip that woman apart!” to “Jump off this cliff!” to “Destroy each other!” or anything she can imagine. The player rolls (Manipulation + Presence), difficulty 2. Threshold successes determine how many of the present hungry ghosts obey the command, as follows:

Threshold Successes Hungry Ghosts

0	1
1	3
2	5
3	10
4	20
5+	30

The hungry ghosts all follow the same command immediately, to the best of their ability and with no regard for their own potential destruction. The command must be a simple one, however. If the order is too complex—such as, “Fight each other one by one in order of weakest to strongest!”—the hungry ghosts

can't follow it. Instead, they pause in confusion for one miscellaneous action then resume whatever they were doing before.

DUST COMMANDS LITANY

Cost: 12m, 1wp; **Mins:** Valor 2, Essence 3;

Type: Simple

Keywords: Compulsion

Duration: One scene

Prerequisite Charms: Command the Hungry Devil

This Charm builds on its prerequisite and functions exactly the same way. The only difference (other than cost) is that it allows the ghost tamer to issue simple commands to all the hungry ghosts allowed by the activation roll's threshold successes for the rest of the scene. Also, the ghost tamer can extend the duration of the effect for another scene at the end of each scene by spending an additional mote of Essence.

GHOSTLY HARNESS EXERCISE

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

Type: Simple

Keywords: Servitude, Touch

Duration: One month

Prerequisite Charms: Tame the Wicked Appetite, Command the Hungry Devil

A ghost with Tame the Wicked Appetite can calm hungry ghosts, but she can't give them commands. A ghost who also knows Command the Hungry Devil can calm hungry ghosts and give them commands but can't train them and make them her own. Even if she makes the duration of Tame the Wicked Appetite permanent, all she winds up with are calm, intractable hungry ghosts who don't do what they're told. Only this Charm allows a ghost to truly make hungry ghosts willing and able to be trained.

To use this Charm, the ghost need only touch the head of a hungry ghost, which could require an unarmed Martial Arts attack if the ghost hasn't used one of the prerequisite Charms first to get the hungry ghost under control. When the Charm is activated, the hungry ghost forms an instant bond with its new master. The hungry ghost won't attack its master for any reason, even under supernatural compulsion, and it will respond to her training. That is, the hungry ghost can now be trained by the ghost who used this Charm on it, whereas it could not be trained at all by anyone before.

Training takes one month and lasts thereafter until the hungry ghost is destroyed. The ghost tamer can train as many hungry ghosts at a time in the same month as



she can afford to affect with this Charm at the beginning. Once the hungry ghosts are trained, she can issue simple commands to them without using Command the Hungry Devil. The hungry ghosts remain unwilling to attack their master for any reason and will even come to her defense if they know she's in trouble. Unless the master trains them otherwise or keeps them tightly in check, they treat everyone else the way hungry ghosts normally would.

SPIRIT-HANDLING LEASH

Cost: 5m, 2wp; **Mins:** Valor 3, Essence 3;

Type: Simple

Keywords: Obvious, Touch

Duration: Instant

Prerequisite Charms: Ghostly Harness Exercise

This Charm allows a trainer of hungry ghosts to turn over control of hungry ghosts tamed with the prerequisite Charm to new masters. He must touch the hungry ghost's head and the new master's hand at the same time, as an evanescent leash of Essence extends briefly from one to the other. Thereafter, the new master commands the hungry ghost as if she were the one who had used Ghostly Harness Exercise on the hungry ghost in the first place.

Thereafter, the hungry ghost will not attack its new master for any reason, and it follows the new master's

simple commands without the new master having to use Command the Hungry Devil. The hungry ghost will also refrain from attacking its former master unless its new master commands it to do so. It does not follow its former master's commands, however, unless the former master uses Command the Hungry Devil or Dust Commands Litany. (Even then, the former master cannot command the hungry ghost to harm its new master.)

Only the current master of a hungry ghost can use this Charm to transfer ownership to a new master. The current master need not be the same person who used Ghostly Harness Exercise on the hungry ghost to train it, though. The ghost tamer who *most recently* used Ghostly Harness Exercise on the hungry ghost is considered to be the hungry ghost's former master for this Charm's purposes. Therefore, if one ghost tamer receives a hungry ghost from another trainer, it behooves him to retrain the hungry ghost himself (with the prerequisite Charm) before he transfers ownership to a new ghost.

SHIFTING GHOST-CLAY PATH

No longer locked in the prison of ever-degrading mortal flesh, the ghostly corpus experiences a remarkable degree of freedom post mortem. The most astounding expression of that freedom is the newfound malleability a ghost's body takes on, allowing it to be reshaped into

a different form. It is with this popular Arcanos that such transformations are accomplished.

Only ghosts can be transformed with these Charms, though a ghost using the Puppeteer's Masterful Hand Charm (see p. 148) can cause changes made by this Arcanos to temporarily transform the flesh of his possessed host.

WAXEN GHOSTLY FLESH

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

Type: Simple

Keywords: Molation, Obvious, Shaping

Duration: One scene

Prerequisite Charms: None

This Charm makes possible any cosmetic change the ghost can imagine. With it, the ghost can change his height, girth, tone, color and appearance in any way he sees fit. He is capable of any change on the spectrum of human variation and beyond. As the ghost spends the requisite Essence, he pushes and pulls on his features, molding them like clay. With concentration, he can change the color of his flesh in any way he pleases, even adding an iridescent sheen to its surface. The ghost can even add inhuman features or hide human characteristics.

Using this Charm requires a (Dexterity + Craft [Molation]) roll. (See p. 115 for a full description of that new Craft Ability.) The difficulty varies based on the complexity of the change. Changing one's skin, hair or eye color is difficulty 1. Changing a facial feature is difficulty 2. Altering one's body shape is difficulty 3. Fashioning a nonhuman feature is difficulty 4. Any change imaginable is possible, though with certain restrictions. The primary consideration is that the ghost must reshape himself into a form with a roughly equivalent mass as his original form. Second, the ghost cannot grant himself natural weapons, natural armor or superhuman capabilities. The ghost can reshape his arms into wings, but that won't allow him to fly. He can change his narrow mouth into a gaping lamprey maw, but his bite attacks inflict no more damage than usual. Finally, the new form must remain roughly humanoid. The ghost cannot use this Charm to literally transform himself into a ghostly animal or a chair or what have you.

At the end of the scene, the ghost's reshaped corpus flows back into its original shape. The ghost can forestall this automatic transformation for one hour by spending a Willpower point. Every hour thereafter, the ghost may spend another Willpower point to forestall the change for a subsequent hour. The Essence he

spent to affect the change remains committed until the duration lapses.

NINE TERRORS VISAGE

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

Type: Simple

Keywords: Emotion, Molation, Obvious, Shaping

Duration: One hour

Prerequisite Charms: Waxen Ghostly Flesh

With a little practice, a ghost develops a repertoire of effective façades for use in different situations. Some are terrifying, some are beautiful, and some are just disguises. The ghost need only spend a day designing and shaping a façade for later use. Designing a new visage requires a successful (Intelligence + Craft [Molation]) roll. (See p. 115 for a full description of that new Craft Ability.) Physically creating the designed visage requires a successful (Dexterity + Craft [Molation]) roll, difficulty 2. When the character is satisfied with her new visage, she spends the requisite six motes of Essence to lock in that visage. Thereafter, she can assume that visage instantly by spending the Essence to activate this Charm. The chosen visage then remains in place for one hour. The ghost can extend the duration at the end of the hour by spending one Willpower point. She can do so again at the end of each subsequent hour. The Essence remains committed until the duration lapses.

Aside from an array of normal faces, the ghost can also create unique visages with special Emotion effects. Doing so increases the difficulty of the roll to physically create the façade by 2. Sample effects a ghost can generate include:

- **Fearsome Visage:** Anyone who sees the ghost's face is overcome by terror. Affected characters' players must make successful Valor rolls for their characters. If a Valor roll fails, the character flees the scene in abject terror. If the character is forced to fight the ghost wearing such a hideous visage in self-defense, his player suffers a -2 internal penalty to all rolls.

- **Unsettling Physiognomy:** The ghost's face is either so outright disgusting or so subtly *wrong* in proportion that people who look on her are deeply troubled by what they see. Unless an onlooker's player succeeds on a Willpower roll, the onlooker suffers a -1 internal penalty for the rest of the scene for any physical action. This penalty results from either nausea or overwhelming unease, depending on just what makes the ghost's face so unsettling.

- **Vision of Loveliness:** Seeing the ghost's wondrously beautiful face calls for a Temperance roll. If that roll fails, the ghost's beauty entrances the character.

For as long as the ghost wears that façade, the character suffers a -2 penalty to his MDVs to resist doing as the ghost wants. He'll even take his own initiative to do what he thinks the ghost would like.

A character attempts to resist the Emotion effect of a ghost's use of Nine Terrors Visage once, the first time he sees it in a scene. If he resists successfully, he is thereafter immune to that visage's Emotion effect. If he fails, his difficulty to resist that ghost's use of that visage increases by 1 the next time he sees it after that scene. If the character fails to resist the same visage from the same ghost four consecutive times, he can no longer even attempt to resist its Emotion effect until his Motivation changes or he undergoes some other significant psychological metamorphosis. If a character is Exalted, however, he resists the visage's special effect at the same base difficulty every time, regardless of how many times he might consecutively try and fail to do so.

YIELDING SPIRIT FORM

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

Type: Reflexive (Step 8)

Keywords: Molation, Obvious

Duration: Instant

Prerequisite Charms: Waxed Ghostly Flesh

In combat, the ghost suffuses his corpus with Essence that makes it malleable and slightly fluid, allowing it to soak up a measure of an attack's kinetic energy harmlessly. In Step Eight of combat resolution (see **Exalted**, p. 149), the ghost activates this Charm and his player rolls (Dexterity + Craft [Molation]). (See p. 115 for a full description of that new Craft Ability.) Every success on this roll adds to the character's appropriate soak total against that attack.

Attacking a ghost who's using this Charm is similar to attacking a wet clay effigy. Fists and weapons deform the ghost's corpus but don't significantly damage it. Arrows punch through it and come out the other side. The ghost still feels these injuries, but only abstractly. No matter how badly beaten out of shape the ghost's body is, limbs that suffer no actual damage thanks to this Charm still function as normal. The deformations caused by attacks that inflict no damage flow back into their original shape in two ticks per level of damage soaked.

STEELING THE SPIRIT

Cost: 7m, 1wp; **Mins:** Compassion 2, Essence 3;

Type: Simple

Keywords: Molation

Duration: One day per success

Prerequisite Charms: Yielding Spirit Form

Many Charms of this Arcanos allow the ghost to make useful changes in her corpus, but those changes don't last very long unless the ghost spends massive amounts of Willpower. This Charm allows a ghost to extend the effectiveness of Charms that enable her to reshape herself. Once the ghost has activated such a Charm, she then activates Steeling the Spirit with the proper expenditure of Essence and Willpower. The player then rolls Willpower. For every success on the Willpower roll, the effects of the transformation Charm last for one day, rather than the Charm's listed duration.

A ghost can use this Charm only on effects that change her own corpus, but those changes can be ones either she or someone else imposed on her flesh. A ghost cannot extend the duration of the soak-boosting effects of Yielding Spirit Form with this Charm.

GHOST-DEVIL FORM

Cost: 10m; **Mins:** Compassion 3, Essence 2;

Type: Simple

Keywords: Molation, Obvious, Shaping

Duration: One scene

Prerequisite Charms: Nine Terrors Visage, Steeling the Spirit

Similar to Nine Terrors Visage, this Charm allows a ghost to design a transformation that he can later adopt instantaneously when circumstances call for it. Rather than just changing his face for the occasion, though, he can reshape his entire corpus, exceeding the limitations of Waxed Ghostly Flesh. His new form can sport natural weapons or armor. It can include extra sets of fully functional limbs. It can be up to twice the ghost's normal size (though it can't be much smaller than the ghost's original size), and it can be completely inhuman. Special effects such as those made possible by Nine Terrors Visage are also available here. Some of the traits for special features a ghost can create with this Charm include:

Special Feature	Traits
Additional Eyes	+2 on all visual-based Perception rolls
Affecting Visage	Per the Nine Terrors Visage Charm
Armored Hide	+2L/+2B, stackable with worn armor
Claws	Speed 5, Accuracy +1, Damage +3L, Defense +1, Rate 2
Extra Arms	Offsets multiple action penalty (see Exalted , p. 124) by one per extra set of limbs (to a maximum of three)



Fanged Maw	Speed 6, Accuracy +1, Damage +4L, Defense -, Rate 1
Huge Size	Two extra -2 health levels
Prehensile Tail	As per one set of extra arms
Spikes	Successful unarmed Martial Arts attacks on the ghost inflict 3L on the attacker

Suckers +4 dice on clinch attacks

A ghost must design his expression of Ghost-Devil Form before he can wear it. Designing the form requires a successful (Intelligence + Craft [Moliation]) roll. (See p. 115 for a full description of that new Craft Ability.) The base design time is one day, plus an additional day per special feature the final form will contain. Once the ghost has designed the form, reshaping himself in that image for the first time requires a successful (Dexterity + Craft [Moliation]) roll. The base difficulty of the roll is 3. Each special feature requires an additional (Dexterity + Craft [Moliation]) roll, difficulty 2. Once the ghost is satisfied with the form he's created, he spends the requisite 10 Essence to lock in that form. Thereafter, any time he wants to take on his new form, he may spend the same amount of Essence to activate the Charm and transform instantaneously. He remains in that new shape for one scene unless he then uses Stealing the Spirit to extend the duration.

A character may have as many different locked-in expressions of Ghost-Devil Form as he pleases, so long as he designs and physically fashions each one separately.

WEIGHTED WITH THE ANCHOR OF FLESH

Cost: 20m, 2wp; **Mins:** Compassion 5, Essence 3; **Type:** Simple

Keywords: Moliation

Duration: One hour

Prerequisite Charms: Ghost-Devil Form

This is the Charm many ghosts use to manifest physically in Creation. It's expensive, but it requires no roll. (In shadowlands, it doesn't even cost Will-power points.) To use it, the ghost simply spends the requisite points while she's present in Creation. The weight of her former living body settles on her corpus once more as she becomes both visible and solid. Keep in mind that the ghost becomes physical in whatever form her corpus is currently in. If other Charms in this Arcanos have been used on the ghost's body (even Ghost-Devil Form), the transformed body is the one that manifests.

The ghost can then interact physically with the living world, and physical attacks can damage her body. Her injuries bleed when she's wounded, though her blood vanishes when it is no longer in contact with her body. If inflicted damage "kills" her, her physical body collapses then dissipates into the Underworld.

This physical shell lasts for one hour, and the character can extend the duration by an additional hour per additional Willpower she spends on the effect. (The Essence remains committed until the duration lapses.) She is still a ghost during that time, however, so she is still susceptible to effects that apply to ghosts.

STOLEN WAX DISCIPLINE

Cost: 5m, 1lh; **Mins:** Compassion 3, Essence 2;

Type: Simple

Keywords: Molation, Obvious, Shaping, Touch

Duration: One hour per dot of Essence

Prerequisite Charms: Waxen Ghostly Flesh

This Charm allows a masquer to apply the effects of Waxen Ghostly Flesh to another ghost's body. The target ghost must be willing to be transformed, and the artist must mold and reshape the target's body physically, like a potter working wet clay. The roll for, difficulty of and possible scope of alterations are the same as for Waxen Ghostly Flesh. All changes last for one hour per dot of Essence the masquer has and cannot be extended by spending Willpower points. Extending the duration requires the target to use Steeling the Spirit or the artist to use Prison of the New Form.

BROKEN MOLD STRIKE

Cost: 7m; **Mins:** Compassion 3, Essence 3;

Type: Supplemental

Keywords: Molation, Obvious, Touch

Duration: Instant (or one hour)

Prerequisite Charms: Stolen Wax Discipline

This Charm allows one ghost to inflict hideous damage to another in combat—tearing off, boiling away or knocking apart her victim's corpus. Broken Mold Strike supplements an unarmed Martial Arts attack that must successfully connect with the victim. If the attack does connect, the attacker's player makes a reflexive (Strength + Compassion) roll. Then, rather than the attack's normal raw damage, the supplemented attack inflicts raw damage equal to (Willpower + [Strength + Compassion] roll successes + attack's threshold successes).

SHAPING THE OBEDIENT SERVANT

Cost: 9m, 1wp; **Mins:** Compassion 3, Essence 3;

Type: Simple

Keywords: Molation, Obvious, Shaping, Touch

Duration: One day

Prerequisite Charms: Ghost-Devil Form, Stolen Wax Discipline

Shaping the Obedient Servant allows a masquer to apply the range of changes made possible by Ghost-Devil Form to a willing ghost. Just as with Ghost-Devil Form, the ghost must first design the new form then apply it to the target. The rolls and difficulties for each are the same as for Ghost-Devil Form. Completing implementation of a new form costs nine motes of Essence and one Willpower point. Once the artist has designed a new form, he can apply it to as many other willing ghosts as he can afford to. The appropriate (Dexterity + Craft [Molation]) rolls—see page 115 for a full description of Craft (Molation)—are required anew for every subject (as is the activation cost), but so long as the design doesn't change, the design roll need be made only once.

Once a ghost implements the designed changes upon his subject, the new form lasts for one day. The subject cannot switch her form back unless she has Charms that allow her to reshape her corpus. Also, the imposed form is not considered to be "locked in" like a ghost's own personal use of Ghost-Devil Form would be. If the subject wishes to take that same form again after the duration elapses, she must have someone with this Charm reshape her. If the subject wants to use Ghost-Devil Form to re-create the shape, she must design the form herself from scratch. The subject may, however, extend the effects of the Charm as the artist completes the transformation. Doing so requires the expenditure of experience points, as well as a successful Willpower roll. One experience point extends the duration to one month. Two points makes the duration one year, and three points make the effects permanent.

The masquer commits the Essence to maintain his transformed creation unless the subject spends experience points to increase the duration of the effect.

PRISON OF THE NEW FORM

Cost: 12m, 1wp; **Mins:** Compassion 4, Essence 3;

Type: Simple

Keywords: Molation, Touch

Duration: One week per success

Prerequisite Charms: Broken Mold Strike

With this Charm, a ghost reminds another ghost's flesh of the static nature it had in life. The ghost must touch her target, which requires an unarmed Martial

Arts attack if the target is unwilling, and spend the requisite Essence. If the touch makes contact, the ghost's player rolls (Stamina + Compassion). The target's player makes a reflexive Conviction roll to resist. For every success that the attacker's player's roll gets in excess of the target's resistance roll, the target's form becomes inviolable for one week. The target can still take damage, but he cannot be subjected to any Shaping effects that alter his corpus while this effect lasts. (He does still suffer from attacks supplemented by Broken Mold Strike and enjoy the protection granted by Yielding Spirit Form.) Any pre-existing Charm effects that have already altered the target's corpus remain in place for the duration of this Charm if this Charm's duration is longer than the duration of the pre-existing effect.

THE STRINGLESS PUPPETEER ART

Ghosts who wish to interact with the world of the living but don't wish to put themselves in physical jeopardy doing so rely on this Arcanos. With it, they slip into the flesh of the living and either ride their hosts passively or exert total control over them.

SPIRIT-CATCHING EYE TECHNIQUE

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

Dutiful ghosts who practice this Arcanos are obligated by their Underworld lieges to remain vigilant for abuses of this power by their less scrupulous peers. This basic Charm grants them the ability to carry out that obligation. With it, a character can spot another ghost hidden inside someone else's body.

Upon activating the Charm, the character sees in his mind's eye a pale light emanating from within the body of every ghost in his line of sight. If a ghost is hiding inside another character, the ghost's face overlays the other character's face like a luminous mask. If the character sees a passenger ghost revealed thus, the player may make a reflexive (Perception + Awareness) roll at difficulty 2. If the roll succeeds, the character recognizes the ghost whose face he sees. Otherwise, all he can tell is that a ghost is hitching a ride.

The light the character with this Charm sees is not visible to anyone else. Therefore, ghosts revealed by it are not automatically aware that the character can see them.

SOUL-WHISPERING EMPATHY DISCIPLINE

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

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Spirit-Catching Eye Technique

By paying close attention for a moment to a target in her line of sight—be that target ghost or mortal—a ghost can perceive that target's thoughts. As the character spends the requisite points, the player rolls (Manipulation + Awareness). The difficulty is equal to the target's Essence. If the roll succeeds, the ghost hears the target's surface thoughts as if the target were whispering them in her ear.

This mental eavesdropping lasts for one scene at the base activation cost. At the end of that scene, the ghost may extend the duration for another scene by spending another Willpower point. The ghost can maintain contact thus until either she runs out of Willpower or contact is otherwise broken. Death or injury to the target breaks contact, as does injury or any significant distraction to the ghost. (Spending Willpower for any other reason than maintaining this Charm's effects counts as a significant distraction.) Until one of those things happens, though, the ghost can listen in on the target's thoughts regardless of how far away and out of sight the target goes. Essence spent to power this effect is committed until the duration lapses.

Being able to hear someone's surface thoughts is not the same as being able to telepathically ransack a target's mind. If the ghost wants to learn some specific piece of information, she'll have to wait until the target thinks of it on his own. It's perfectly fine to arrange circumstances that cause the subject of interest to occur to the target, though.

Most targets never even realize anyone else is listening in on them. If the target is Exalted or has more than two dots of Compassion, though, he gets the uneasy sensation that he's being watched.

SKIN-RIDING PRANA

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

Keywords: None

Duration: One scene

Prerequisite Charms: Soul-Whispering Empathy Discipline

Activating this Charm is the same as for activating its prerequisite, calling for the same conditions and the same roll at the same difficulty. Likewise, it works on ghosts or mortals, and both Exalts and targets of

sufficient Compassion have an unaccountable sense of being watched. Instead of allowing the ghost to listen in on the target's surface thoughts, however, this Charm lets the ghost sense what most of the target's own senses observe.

For the duration of this Charm, which can be extended as per Soul-Whispering Empathy Discipline, the ghost can see, hear and even smell what the target does in addition to what he himself can. These phantom sensations are only vague and suggestive unless the ghost concentrates on them to the exclusion of his own surroundings. Paying full attention to both the target's senses and his own requires a successful reflexive Wits roll every action the ghost takes. Failing the roll means he loses details from his target's senses as he's forced to pay closer attention to his own environment. For this reason, many ghosts who use this Charm regularly to spy on their targets retreat to a safe location upon establishing contact—one either well hidden or protected by trusted guards.

SIX DEMON BAG

Cost: 5m, 1wp to create, 3m to eject; **Mins:** Compassion 2, Essence 1; **Type:** Simple

Keywords: None

Duration: One day

Prerequisite Charms: Spirit-Catching Eye Technique, Skin-Riding Prana

A ghostly smuggler, assassin or courier who uses this Charm makes a part of her body into the eponymous container. Drawing a fingernail along her corpus, she causes a hollow, nigh-undetectable chamber to open up. This empty space can be up to one cubic foot in area, and it can open into any part of the ghost's body. (The body part's size limits the size of the space, of course.) When the ghost puts an item to be hidden into this space and seals her corpus back over it, her flesh looks as whole and normal as ever. Storing objects in this ingenious hiding place imposes a +4 external penalty on any other character's attempts to locate concealed items on the ghost's person. An observer who uses Spirit-Catching Eye Technique as he searches the ghost's person will see the hidden object through the ghost's corpus.

Removing an object from its hiding spot can be easy or quite painful. At the end of the day, the empty compartment opens, and the item pops out as the Charm's duration expires. The ghost may spend three motes of Essence to eject the item herself before then. Other methods are less gentle. If an attacker knows where the item is hidden, he can use a stunt to target that area

and attempt to either break the compartment open or break the item within. Breaking the compartment open requires inflicting at least three unsoaked levels of lethal damage with a specifically targeted attack. Likewise, either the ghost herself or someone who has the ghost in her power can cut the compartment open outside of combat, though doing so still inflicts three levels of unsoakable lethal damage. Broken Mold Strike (see p. 145) can cause the compartment to rupture with just a single level of damage, but the attack must still target the compartment intentionally. Finally, if the ghost is willing but lacks the Essence or the time to remove the stored item naturally, she can allow another ghost to use Stolen Wax Discipline to painlessly pull back the flesh enclosing the compartment.

MORTAL-SHADOWING TECHNIQUE

Cost: 7m, 1wp; **Mins:** Compassion 2, Essence 1;

Type: Simple

Keywords: Touch

Duration: One hour

Prerequisite Charms: Soul-Whispering Empathy Discipline

This Charm is one step away from outright possession. With it, a ghost steps directly into a mortal's body and rides around therein, experiencing everything the mortal feels. Making entry requires first a touch and the expenditure of the activation cost. (The touch could require an unarmed Martial Arts attack if the prospective host actively resists.) As the ghost makes contact, the player rolls (Dexterity + Awareness), at a difficulty equal to the host's Essence. If the roll succeeds, the ghost melds with the target and becomes undetectable except by such Charms as Spirit-Catching Eye Technique. A target who is aware of the ghostly passenger can spend a Willpower point to try to expel the uninvited guest. Doing so requires the host's player to win a contested Willpower roll. If she succeeds, her character expels the ghost from her body. If she loses, the character must endure the ghost's presence for the duration of the Charm.

While the ghost shadows his host, he experiences all of the host's sensations as his own, including taste and the sense of touch. He can also share the space with other ghosts who use this Charm on the same host, so long as all the other ghosts are merely passive observers like him. If the host is injured, the ghost feels the damage and suffers an equal amount of bashing damage to his own corpus. If the host is killed, the shadowing ghost is ejected from the body automatically. Otherwise, the ghost remains for one hour. He may increase that

duration to one day by spending an extra Willpower point, keeping the Essence committed until he leaves the mortal's body.

The intimacy of contact this Charm provides is sufficient for a ghost with the Fertile Soul Endowment Charm (see p. 135) to impregnate a mortal woman.

INTANGIBLE GUARDIAN PRESENCE

Cost: —; **Mins:** Compassion 2, Essence 3;

Type: Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: Mortal-Shadowing Technique

Once a ghost enters a mortal or corpse body, this Charm bolsters that vessel and makes it more durable. Similar to the various Ox-Body Technique Charms, this one adds health levels, though only to the body the ghost is either shadowing or possessing outright. For each time the ghost has purchased this Charm, the body in which she is the passenger or puppeteer receives one extra -0 and -1 health level. These health levels apply only to the host body, and only while the ghost is within it using Mortal-Shadowing Technique or any possession Charm that descends from it. When the ghost departs the body, the extra health levels disappear, taking any damage marked in them away.

The ghost can buy this Charm as many times as she has dots of Compassion.

PUPPETEER'S MASTERFUL HAND

Cost: 7m, 2wp; **Mins:** Compassion 3, Essence 2;

Type: Simple

Keywords: None

Duration: One hour

Prerequisite Charms: Mortal-Shadowing Technique

If a ghost just wants to ride around in a mortal's body, feeling the sensations of life once more, he uses Mortal-Shadowing Technique. If that ghost wants to take total control of his mortal host, he uses this Charm instead. He must already be riding within the mortal through the prerequisite Charm, after which he can attempt to exert total control. Doing so calls for an expenditure of the listed Essence and Willpower, as well as a successful (Dexterity + Compassion) roll. The difficulty of that possession roll is equal to twice the host's Essence.

Success on the possession roll ejects any other ghostly passengers from the host's body and breaks any other ghosts' connections granted by Soul-Whispering Empathy Discipline or Skin-Riding Prana. The host's consciousness is subsumed as well, leaving the host unaware of what her body is doing. The possessing ghost can exert either his own or his host's Strength, Dexter-

ity, Charisma or Perception—whichever is higher. He relies on the host body's Stamina and Appearance and uses his own Manipulation, Intelligence and Wits. He can exert any of his own Abilities through the host's body as well. If the host has more dots than the ghost in an Ability that has to do with some physical activity or quality (such as Melee or Presence, respectively), the ghost can exert the host's higher traits. If the Ability is purely mental or social, though (such as Occult or Socialize), the ghost must use his own traits.

While the ghost possesses his host, he can use his Arcanoi as the Charms' normal circumstances and conditions allow. Even transformation Charms such as Ghost-Devil Form are allowed. (These physical changes lapse the moment the ghost leaves the host.) Costs for Arcanos Charms come from the possessing ghost's Essence pool. If the host is Exalted, the ghost has no access to the host's Essence pool. He can use any artifacts to which the Exalt was already attuned, however, and he benefits from any current magical effects that already apply to the Exalt's body. He cannot access the Exalt's Charms. If the Exalt has reflexive defensive Charms, however, the Exalt's player may still activate those Charms for his possessed character as circumstances necessitate. (Essence costs for those Charms come out of the possessed host's Essence pool.) The Exalt himself is not activating these Charms consciously. His instinct for self-preservation is simply taking over.

Possession granted by this Charm lasts for one hour. At the end of that hour, the ghost may extend the duration for another hour by spending a Willpower point. He can do so again at the end of each subsequent hour. The player must succeed at a new (Dexterity + Compassion) roll each time, though. If he doesn't, the ghost is ejected. The Essence that activates the Charm remains committed until the ghost leaves the body.

NEMISSARY'S RIDE

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

Type: Simple

Keywords: None

Duration: One day

Prerequisite Charms: Mortal-Shadowing Technique

This Charm allows a ghost to possess a host as per Puppeteer's Masterful Hand, only it works on human corpses rather than living beings. As the ghost spends the requisite Essence and Willpower, the player must succeed on a (Strength + Compassion) roll, difficulty 1. If the roll succeeds, the ghost becomes one with the corpse, animating it with her own Attributes and Abilities. Once she's in, the ghost may exert her Arcanoi through

the body, but any attunements or reflexive Charms the previous owner of the body might have had in life are no longer available. The body has a mortal's seven health levels (-0/-1/-1/-2/-2/-4/Incapped). The wounds that ended the body's former life do not contribute to these wound penalties. Damage inflicted on the possessed corpse makes the body harder to control, though, as does unchecked rot that occurs before possession.

In choosing a corpse to possess, the ghost must be aware of the effects of putrescence on a prospective vessel. In temperate climates, a corpse exposed to the elements lasts about seven weeks before it starts to come apart. A corpse in the frozen North or arid South might last months instead. A body left to rot somewhere more humid might last only two or three weeks. After that grace period, the body loses two permanent health levels every day as the flesh and sinew holding the limbs together comes undone. When it has no health levels left, it is no longer suitable for possession.

This Charm lasts for one day, which does not contribute to the aforementioned natural process of decay. When the day is up, the ghost may pay the activation cost again to extend the duration to one week. She can do so week by week for as long as she can afford the cost. Extending the duration in this way even once is very hard on the corpse, though. While it won't decay while she's still in possession of it, the natural process of decay catches up rapidly once the nemissary has been in possession of the body for more than a week. After that first week of possession, the body falls to pieces all at once when the ghost finally leaves it. Thereafter, no one else can use this Charm on that body. The ghost's Essence remains committed to this effect until the nemissary leaves the body.

THE EMBALMER'S ART

Cost: 15m, 2wp; **Mins:** Compassion 2, Essence 3;

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Nemissary's Ride

This Charm refines its prerequisite, making it easier to perform and less damaging on the possessed corpse. First, the possession requires no roll, and it lasts for as long as the ghost commits the Essence. Second, while the ghost uses this Charm to possess a corpse, the natural process of decay is halted. When the ghost finally leaves the body, decay resumes at its natural rate as if the intervening time of possession had not occurred. The decay rate does not catch up to the body as it does after one week under the effects of Nemissary's Ride.

Also, when the ghost activates this Charm, he may commit additional Essence to bolster the corpse's durability. For every three additional motes he commits when he activates this Charm, he adds one -2 health level to the corpse vessel. These additional health levels last as long as the possession, though they may be added only when the Charm is activated. The levels are also compatible with those provided by Intangible Guardian Presence.

INSTAURATION OF THE FLESHLY VESSEL

Cost: Varies; **Mins:** Compassion 3, Essence 4; **Type:** Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: The Embalmer's Art

Rot is one of those unavoidable inconveniences nemissaries have to deal with on the job. With this Charm, however, they can repair damage caused by violence or natural decay. Every four motes of Essence the ghost spends reverses one day's worth of rot. As described under Nemissary's Ride, an exposed corpse degrades day by day after a grace period determined by the climate. Four motes spent to empower this Charm repairs damage caused by one day's post-grace-period decay. It can also roll back that grace-period count-down. With enough motes, a character can return a badly decayed corpse to the pristine condition it was in the moment after it died. To use this aspect of the Charm, the ghost must be possessing the corpse already, rebuilding it from within.

The second aspect of this Charm allows a ghost to heal damage the corpse sustains while she's in possession of it, though at the painful expense of her corpus. For the cost of only one mote, the ghost can dissolve one health level of her own body to repair one health level of damage to her corpse vessel. The damage can be bashing or lethal; the type she heals is the type she takes. The ghost cannot use this Charm to heal damage from aggravated sources, from fire or from magic that specifically ruins undead flesh—such as Blazing Solar Bolt or the Dazzling Flare effect of Essence Arrow Attack. (See **Exalted**, pages 192 and 189 for descriptions of those Charms.)

DEAD FUR CLOAK METHOD

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

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Nemissary's Ride



This Charm refines its prerequisite such that the ghost can now possess the corpses of animals. The roll to possess the corpse is the same, as is the restriction that the body must still be reasonably intact. Animals larger than a full-grown wolf are too difficult for a ghost to control properly, as are those smaller than a rat.

While he's in control of an animal's corpse, the ghost uses the animal's Attributes and his own other traits. He can also use any natural capabilities of the animal's form, such as a bird's ability to fly or a shark's deadly grace in the water. The possession lasts for as long as the ghost commits the motes.

DRIVE THE NECROTIC COLOSSUS

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

Type: Simple

Keywords: None

Duration: One day

Prerequisite Charms: Nemissary's Ride, Dead Fur Cloak Method

Nemissaries use this Charm to animate large corpses that exceed the limitations of its prerequisites. With it, the nemissary can animate a humanoid corpse up to eight feet tall and weighing up to 400 pounds. He can also animate the corpse of a large natural animal

or necromantic war machine, either of which can be as big as a mansion. Much larger corpses or necromantic corpse-constructs, such as the Mask of Winters' horrible Juggernaut, are too large for any single nemissary to pilot. Animating such tremendous masses of necrotic flesh requires teams of nemissaries who all know this Charm working in concert.

TANGLED WEB ARTS

This Arcanos deals with the ties of his Passions that bind a ghost to his Fetters. With these Charms, a ghost is able to monitor, defend and manipulate those ties.

WORLD-BRIDGING MEDITATION

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

Using this Charm requires a moment of quiet, peaceful contemplation. As the ghost remembers his life and thinks about those things that gave his existence meaning, he considers the connections that chain him to his current state. In this meditative state, the ghost senses the current status and condition of those connections—i.e., his Fetters.

Achieving the peace necessary to use this Charm in a disruptive environment requires a successful Willpower roll. When the character is relaxed enough, using the Charm requires a (Wits + Temperance) roll. If that roll succeeds, the ghost chooses one Fetter and learns about its current condition. This information is general and vague, and it concerns only one Fetter per activation of this Charm.

DEATH-AVOIDING MONITOR

Cost: 4m, 1wp, (1xp or 2xp to extend); **Mins:** Temperance 1, Essence 1; **Type:** Simple

Keywords: None

Duration: One week

Prerequisite Charms: World-Bridging Meditation

A ghost with more training in this Arcanos can apply more vigilance to a Fetter than this Charm's prerequisite allows. With Death-Avoiding Monitor, the ghost concentrates on the important person or object and spends the motes and Willpower to activate the Charm. (The Fetter need not be in her presence at the time.) The player then rolls (Perception + Temperance). If the roll succeeds, the character gains an ongoing background awareness of the subject's condition. She need only think about the Fetter to be informed of its condition.

This awareness lasts for one week. If the Fetter is a physical object, the ghost is aware of whether and how it is altered, damaged, repaired or destroyed. If the Fetter is a person, the ghost knows about changes in the person's condition including injury, illness, death, pregnancy or significant changes in emotional makeup. Spending one experience point at the time of activation extends this Charm's duration to one year. Spending two experience points makes the effect permanent. The character can activate Death-Avoiding Monitor as many ongoing concurrent times as she can afford, but she can check in on only one Fetter at a time.

The Essence that empowers this Charm is committed if the ghost uses it for the standard one-week duration. If the player spends experience points to extend the duration, however, that Essence is no longer committed.

EXTENSION OF THE FRIENDLY GAZE

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

Type: Reflexive

Keywords: Touch

Duration: Instant

Prerequisite Charms: World-Bridging Meditation

Ghosts who have no experience using this Arcanos must rely on comrades (or entrepreneurs) who know this Charm. With it, a ghost lays hands on a fellow wraith and gets a sense of the condition of one of that wraith's Fetters. This information is comparable to that granted by World-Bridging Meditation, though that Charm's meditative calm is not required. The ghost need only touch the wraith for whom he's checking in. He can even take this information without the other's consent as long as he can touch him. (Touching an unwilling target requires an unarmed Martial Arts attack.)

Once the ghost has touched a target, his player makes a (Wits + Awareness) roll. The difficulty is (5 - the Fetter's rating), with a minimum difficulty of 1. If the roll succeeds, the ghost gains insight equal to that granted by World-Bridging Meditation. Only the ghost who uses this Charm gains this insight. Also, the ghost can look in on a specific Fetter only if his wraith target is willing to have him do so. If the target is unwilling, the ghost can look in only on the Fetter with the highest rating, no matter how many of the target's Fetters the ghost knows about. The Storyteller chooses between Fetters of equal ratings.

VEIL-PIERCING BINDING

Cost: 5m, 2wp (1xp or 2xp to extend); **Mins:** Temperance 4, Essence 2; **Type:** Simple

Keywords: None

Duration: One week

Prerequisite Charms: Extension of the Friendly Gaze

Once a ghost successfully uses Extension of the Friendly Gaze on another ghost, she may use this Charm on her immediately following action. Doing so grants her target of Extension of the Friendly Gaze a continual background awareness of the Fetter on which she just checked. This awareness is identical to the awareness granted by the Death-Avoiding Monitor Charm. Establishing this link requires a successful (Perception + Temperance) roll, difficulty 2. Thereafter, the target need only concentrate a moment to become aware of the Fetter's current condition as if the target had used Death-Avoiding Monitor on his own Fetter.

If the ghost who used this Charm so desires, she can grant herself the same awareness of a target's Fetter as she grants the target. Doing so requires an extra threshold success on the activation roll. Thereafter, during the duration of the effect, the ghost may look in on her fellow wraith's Fetter at any time by spending one mote of Essence.

This Charm's effects last for one week. The ghost can extend the effect to one year by spending one experience point at the time of activation. Spending two points makes the effect permanent. The Essence that empowers this Charm is committed if the ghost uses it for the standard one-week duration. If the player spends experience points to extend the duration, however, that Essence is no longer committed.

MARK OF THE RELENTLESS HUNTER

Cost: 6m, 1wp (1xp or 2xpt to extend); **Mins:** Temperance 2, Essence 2; **Type:** Simple

Keywords: None

Duration: One week

Prerequisite Charms: Death-Avoiding Monitor

This Charm grants yet more information than either Death-Avoiding Monitor or Veil-Piercing Binding. With it, a ghost chooses a Fetter (either one of his own or one that's currently subject to his use of Veil-Piercing Binding) and forges a strong mental connection to it. Having done so, he can thereafter sense its location and direction for the Charm's duration, even across the boundary between Creation and the Underworld.

Forging this link requires a successful (Perception + Awareness) roll. The difficulty is 1 if the Fetter belongs to him; 2 if it belongs to someone else. (He can target someone else's Fetter only if he's currently aware of that Fetter through the use of Veil-Piercing Binding, though.) If the roll succeeds, he can get a mental fix on the item's location and direction with just a moment's thought.

Mark of the Relentless Hunter lasts for one week or until the Fetter is destroyed. Spending one experience point at the time of activation extends that duration to one year if the Fetter is not destroyed before then. Spending two experience points makes the effect permanent. In that case, even the destruction or death of the Fetter might not break the connection. If the Fetter appears in the Underworld as a ghost or a relic of an object, the ghost who used the Charm can still track it. The Essence that empowers this Charm is committed if the ghost uses it for the standard one-week duration. If the player spends experience points to extend the duration, however, that Essence is no longer committed.

SENSING THE DELICATE STRANDS

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Extension of the Friendly Gaze

A ghost with the Extension of the Friendly Gaze Charm can learn valuable information about another ghost's Fetters. She does so only at that other ghost's sufferance, though. If she tries to raid an unwilling ghost for information, she gets information about only a single Fetter. Plus, she's got to get close enough to touch the ghost, which opens her up to the same risk if her target has Extension of the Friendly Gaze as well.

With this Charm, however, the ghost can learn much more about a target and with much less risk. To do so, the ghost looks at a target wraith and spends the activation cost as the player rolls (Perception + Occult), difficulty 3. If the roll succeeds, the ghost learns basic information about one of the target's Fetters, including that Fetter's nature, its appearance, its connection to the ghost, its distance from the target and the direction in which it lies. A successful roll also allows a new roll at the same difficulty. If that roll succeeds, the ghost gains information about another of her target's Fetters. Each successful roll gives new information (starting with the target's most important Fetter and working down from there) and allows an additional roll.

If a roll to use this Charm fails, the ghost cannot use Sensing the Delicate Strands against that same target again for one full day.

CHAIN-SHATTERING DISCIPLINE

Cost: 6m, 3wp; **Mins:** Temperance 3, Essence 3;

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Sensing the Delicate Strands

To use this wicked power, a ghost must first use the prerequisite Charm to ferret out information regarding a target ghost's Fetters. Having done so, he physically takes hold of the metaphysical bond between target and Fetter and snaps it in two. Breaking the bond requires a (Strength + Temperance) roll, at a difficulty equal to the sum of the target's Essence rating and the object's Fetter rating.

If the link does break, the object or person is no longer a Fetter for the target. No supernatural effect treats it as such, and the Fetter provides no benefit for the target. The target is instantly aware of this loss, even if she had no supernatural perception of the Fetter active at the time. If the target's player does not succeed on a reflexive Willpower roll when the Fetter

bond is broken, the target becomes catatonic with despair for a number of days equal to the attacker's Temperance rating.

If a ghost is so inclined, he can use this Charm to break his connections to his own Fetters.

WEAVER GUARDS THE LOOM

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

Type: Reflexive

Keywords: None

Duration: One day

Prerequisite Charms: Sensing the Delicate Strands

Once a ghost learns how to sense the bonds of other ghosts' Fetters, she becomes all the more keenly aware of her own. If someone else tries to look in on or manipulate her Fetters with supernatural effects (such as Sensing the Delicate Strands), this Charm makes the intrusion known to her. Weaver Guards the Loom does not grant automatic protection or retaliation against such effects, but it can grant an idea of where the source of the trouble is.

Activating this Charm requires a simple (Intelligence + Awareness) roll. It lasts for one day, after which the ghost can reflexively renew it. While it's active, the ghost's player is allowed a reflexive (Perception + Temperance) roll any time another character attempts to detect or monitor one of the ghost's Fetters. If that roll succeeds in such an instance, the player is allowed a reflexive (Perception + Occult) roll, difficulty 3. If that roll succeeds, the ghost knows who is looking in on her Fetters and gets a rough idea of where that person is. The person doing the spying remains unaware that the ghost is onto him.

FARMER DEFENDS THE UNHARVESTED FIELD

Cost: 5m; **Mins:** Temperance 3, Essence 3;

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Weaver Guards the Loom

When someone attempts to spy on or tamper with the Fetter bonds of a ghost with this Charm, the ghost strikes back viciously. If the ghost has activated Weaver Guards the Loom, and its effect successfully reveals to him that someone is spying on or tampering with the bond between himself and one of his Fetters, the ghost may reflexively activate this Charm in response.

In order to be eligible to use this Charm, the ghost's player must have succeeded on Weaver Guards the Loom's reflexive (Perception + Temperance) roll to detect the intrusion, as well as the subsequent (Percep-

tion + Occult) roll to identify the source. Using this Charm then calls for a (Wits + Temperance) roll. If it succeeds, the ghost inflicts five dice of lethal damage on the offender, which the offender can soak only with his natural, unarmored soak. As a result, the offender's attempt to monitor or tamper with the Fetter bond automatically fails before it takes effect (even if the backlash inflicted no actual damage). Also, blood leaks from the offender's eyes, ears and nose for one minute per level of damage she suffers.

TENACIOUS MERCHANT'S WAY

The economy of the dead is not entirely one of coins and gems. Ghosts also trade in artifacts, relics and grave goods. Most precious to them is Essence, the focus of this commercial Arcanos.

JANGLING COIN POUCH SENSE

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

Type: Simple

Keywords: None

Duration: 10 minutes per success

Prerequisite Charms: None

The ghost cocks his ear and spends a mote of Essence as his player rolls (Perception + Bureaucracy). If the roll succeeds, the character can hear the faintest clinking of coins or rustle of scrip around him. That is, he can automatically detect the presence of nearby money. It can be currency from the living world, official money from the Underworld or "hell money" sacrificed by the living to departed relatives, as well as currency created by other Charms in this Arcanos. The sense lasts for 10 minutes per success on the roll. The character cannot automatically tell how much money exists in a given location, but he can gauge the relative sizes of separate amounts of money.

EARNEST CREDITOR TECHNIQUE

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

Type: Simple

Keywords: Touch

Duration: Instant

Prerequisite Charms: None

This Charm simply allows a ghost to transfer motes from her Essence pool to someone else. She need only touch the target, which might require an unarmed Martial Arts attack if the target resists. Two of the three motes spent to activate the Charm transfer to the target, who can be a ghost, a mortal, a god or an Exalt. The ghostly creditor can transfer only two motes at a time per activation of the Charm.

CAREFUL DEBTOR STANCE

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

Type: Simple

Keywords: Touch

Duration: Instant

Prerequisite Charms: Earnest Creditor Technique

This Charm allows a ghost to take motes of Essence from a willing party with motes to spend. The ghost need only touch his creditor, and the creditor must be willing to allow the ghost to withdraw Essence. The ghost then spends one Willpower point as the player rolls (Conviction + Bureaucracy). For every success on the roll, the ghost may take one mote of Essence.

This Charm fails if the prospective creditor is unwilling to transfer Essence.

BOLD THIEF'S WAY

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

Type: Reflexive

Keywords: Touch

Duration: Instant

Prerequisite Charms: Jangling Coin Pouch Sense

This Charm is similar to the previous one in that it lets a ghost take Essence from another being who has

motes to spend. The “donor” need not be willing for this Charm’s purposes, however. The ghost need only touch the target and spend three motes of Essence as the player rolls (Conviction + Larceny). Touching an unwilling target requires an unarmed Martial Arts roll.

On a successful roll, the ghost takes one mote from the target per success. While this Charm is debilitating to the target, it is not necessarily profitable for the bold thief unless her player rolls well.

REDIRECTED PRAYER PATH

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Jangling Coin Pouch Sense

When a ghost’s living descendants burn certain goods (or paper replicas thereof) as an offering to the ghost’s memory, black jade tokens bearing the ghost’s name appear in the Underworld parallel to the location in the living world where the burnt offerings were made. These coins are known as “hell money.” The ghost whose name is on the hell money can draw Essence and Willpower from it. The amount is determined by the value of the sacrificed object.



GIVING AND TAKING ESSENCE

Since most Essence-using characters have only a single Essence pool, the Charms that allow for the transfer or theft of Essence between parties are fairly straightforward. When a character involved in such a transfer or theft has both a Peripheral and a Personal Essence pool, however, an additional level of distinction is necessary.

When a ghost gives Essence to a character with two Essence pools, that Essence goes into the recipient's Personal Essence pool first, then into the recipient's Peripheral Essence pool when his other pool fills up. When a ghost takes Essence away from a character with two Essence pools, he takes it first from the character's Peripheral Essence pool, then from his Personal Essence pool when the other pool is empty.

A ghost can still draw Essence (but not Willpower) from a hell money coin with someone else's name on it, but not as many motes as he could if the coin were addressed to him.

If a ghost knows this Charm, however, he can appropriate another ghost's burnt offerings as they appear. To do so, he need only be within five yards of the spot in the Underworld where the hell money will appear. While the offering burns in the living world, the ghost spends one Willpower point as his player rolls (Manipulation + Larceny). If the roll succeeds, the hell money appears with his name on it and is his to use to its full potential. The ghost for whom the hell money was originally intended is out of luck.

If more than one ghost wants to appropriate a burnt offering as it's being made, the hell money goes to whichever character's player achieved more successes on the activation roll. In the event of a tie, contesting players should roll again. Characters are not aware when their use of this power is contested, but that fact is usually self-evident to the loser. If a ghost with this Charm has reason to suspect that someone else is trying to appropriate his legitimate burnt offerings, he can use this power himself to try to make sure his hell money goes where it's supposed to.

CANNIBAL CALL

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

Type: Reflexive (Step 10)

Keywords: Touch

Duration: Instant

Prerequisite Charms: Bold Thief's Way

This Charm allows a ghost to steal from a victim not Essence or offerings, but that victim's very corpus. The attacker grapples her target and devours as much of his ghostly flesh as possible, replenishing her corpus at her victim's expense. For every two health levels of damage the attacker inflicts on her target with a bite, the attacker can heal one level of damage to her own corpus.

Unless the attacker has had her jaw and teeth reshaped to allow for a reasonable attack, biting a victim is not a very effective combat maneuver. A bite attack from a normally shaped human mouth has the following traits: Speed 6, Accuracy -2, Damage +0L, Defense -, Rate 1. Attacking with a bite also reduces the attacker's Dodge DV by two, rather than the standard -1 DV penalty for a normal Attack action.

An attacker must inflict at least two health levels of damage with a bite before she can activate this Charm. (She must inflict damage in multiples of two in order to recoup multiple health levels.) If she inflicts only one level of damage, or none at all, she need not activate the Charm, hence its reflexive nature.

SECRET IMPERIAL MINT TECHNIQUE

Cost: (2m per dot), 1wp; **Mins:** Temperance 3, Essence 3;

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Bold Thief's Way

This Charm allows a ghost to crystallize his Essence into coins of local currency, whether he's in the Underworld or Creation. (He must be fully physically manifested to create money in Creation, though.) To use this Charm, the ghost's player rolls (Intelligence + Larceny) as the character spends one Willpower point and a variable amount of Essence. If the roll succeeds, the ghost creates enough money for a single purchase at a level of Resources equal to one dot per two motes spent. That is, if the roll succeeds and the ghost spends two motes, he creates money sufficient for a single Resources • purchase. That's enough for, say, a good short sword. The ghost can create only an effective number of Resources dots equal to or less than his Temperance rating.

The money this Charm creates is real, legitimate local currency. The ghost can keep it for as long as he pleases. Until he spends it all or otherwise gets rid of it, however, he cannot use this Charm again to create more money.

TERROR-SPREADING ART

The dead did not give this Arcanos its name, for its Charms are not designed for the singular purpose the name implies. Mortals who have suffered at the hands of furious masters of this Arcanos, however, would attest that no other name does this collection of Charms justice.

CORPSE-FED RADIANCE

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

Type: Simple

Keywords: Obvious, Pandemonium

Duration: One scene

Prerequisite Charms: None

Forcing back the heartless darkness of the Underworld, the haunter emanates a wan light from his body. This light can be pale white or any single color at a time, and it shines with the intensity of late dusk in a clear sky. If two ghosts shine light of the same color, the intensity increases to that of early dusk. The more ghosts who work together, the brighter the light is. When up to seven ghosts shine at the same time, their light is as bright as midday in the trackless desert.

A ghost can use this Charm in the Underworld, the living world or shadowlands. The haunter need not be physically manifested for the light to be visible.

BLACK BREATH OF THE ABYSS

Cost: 8m; **Mins:** Conviction 1, Essence 2;

Type: Simple

Keywords: Obvious, Pandemonium

Duration: One scene

Prerequisite Charms: Corpse-Fed Radiance

As the ghost spends the Essence to activate this Charm, eerie blackness pours out of her mouth and nose and runs from her eyes like tears. This blackness is as empty and dark as the space between the stars, and it extends in a pulsing, quivering sphere 10 feet in radius around the ghost. Ghosts can see through this darkness clearly, but no actual light can move in or out of it. Anyone caught inside the radius of effect suffers a -2 external penalty to all rolls to take physical actions, and ranged attacks from one side of the boundary of darkness cannot be made against targets on the opposite side. Only time (i.e., a scene), choice (namely the ghost's) or the manifestation of a Solar's anima banner can dispel this cloud of darkness.

Normally, the bubble of darkness remains in place for the duration and affected characters can move out of it after a successful (Wits + Awareness) roll, which suffers the -2 penalty imposed by the darkness. If the

haunter spends a Willpower point when she activates this Charm, though, she can move the cloud of darkness around as she desires as a miscellaneous action. She can move the center of the cloud as far as her natural Move distance per miscellaneous action.

PAINTING THE SUNSET PICTURE

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

Type: Simple

Keywords: Illusion, Obvious, Pandemonium

Duration: One scene

Prerequisite Charms: Black Breath of the Abyss

This Charm allows a haunter to hone his control over light and darkness into an ability to create detailed illusions. Such illusions are somewhat basic: they tend to periodically flicker or blur slightly, and they appear translucent in strong light. Nonetheless, they are three-dimensional images with a full color palette, and they can be as large or as detailed as the haunter desires.

Creating an illusion with this Charm requires a successful roll of (Wits + Craft [Pandemonium]). (See p. 116 for a full description of that new Craft Ability.) The difficulty of a basic illusion, such as an image of the haunter as a young man, is 1. A more complicated image, such as a re-creation of the scene where the haunter was murdered, is difficulty 2. A huge and richly detailed image, such as a faithful re-creation of a Solar's palatial manse, is difficulty 3. At the end of the standard duration, the character can spend one Willpower point to maintain the illusion for an additional hour. He can do so again and again as each hour elapses. The ghost may also create as many individual illusions as he wishes, though doing so requires a separate activation of the Charm for each illusion. Finally, the haunter may create these illusions in the Underworld, shadowlands or Creation. If he's in Creation, he need not manifest physically to create an illusion. The Essence for each illusion is committed until the illusion dissipates.

MIDNIGHT CANVAS UNFURLED

Cost: 5m, 1wp (5m per additional sense);

Mins: Conviction 3, Essence 2; **Type:** Simple

Keywords: Illusion, Obvious, Pandemonium

Duration: One scene

Prerequisite Charms: Painting the Sunset Picture

Like its prerequisite, this Charm allows a ghost to create a convincing illusion. The roll is the same, as is the range of difficulty based on the complexity of the image. Where Painting the Sunset Image creates only an immobile image, though, Midnight Canvas Unfurled

creates an image capable of moving at the haunter's command. The haunter can either cause the image to slide across the landscape in three dimensions just as if she were lifting and repositioning a model, or she can cause it to appear to move under its own power. Illusions created with this Charm move as fast as their creators wish. The ghost can "program" the illusion at the moment of its creation to take a set of repetitive actions, or she can micromanage its movements with consecutive miscellaneous actions.

The illusion lasts for one scene, and the duration can be extended by spending one Willpower point per hour of extension. While the image exists, it normally affects only the sense of sight. For every five additional motes the haunter spends to activate the effect, however, she can cause the illusion to affect one additional sense. She could, for instance, make it talk or emanate a horrid stench. She could even grant it an illusory solidity and texture, though she could not cause it to inflict damage.

As with Painting the Sunset Canvas, the ghost can create illusions in the Underworld, a shadowland or Creation, and she need not be materialized in order to do so. The Essence required to create the illusion remains committed for as long as the illusion exists.

THE ICHOR CAULDRON

Cost: 6m; **Mins:** Conviction 3, Essence 2;

Type: Simple

Keywords: Obvious, Pandemonium

Duration: One hour

Prerequisite Charms: Midnight Canvas Unfurled

An old standby of ghostly pranksters and specialists in spreading terror, this Charm allows a haunter to summon up liquids from nowhere. These liquids can be any harmless substance from water to blood to ink to dribbling phlegm. Powerfully deleterious substances such as acid, poison or flammable oil are not allowed, but less immediately harmful substances such as weak wine or slippery grease are fine.

When the ghost activates the power, he can summon up to 10 gallons per dot of Conviction he has. The liquid comes from any place in the ghost's line of sight, seemingly out of thin air, and its flow cannot be blocked. It lasts for one hour, drying, clotting, evaporating and conforming to the shape of its container just as is normal for the substance. When the hour is done, the substance disappears as if it were never there. Nonetheless, any damage it might have caused, such as ruining a sand sculpture or making a document illegible, remains.

MESSENGER OF THE GRAVE

Cost: 4m, 1wp; **Mins:** Conviction 3, Essence 2;

Type: Simple

Keywords: Obvious, Pandemonium

Duration: One hour

Prerequisite Charms: The Ichor Cauldron

With a momentary exercise of will, the haunter creates vermin to carry out her will. She can create a scarab, rat, spider, snake or other creature of similar size, with all the basic traits and capabilities of a normal animal of the same type. The creature follows her mental commands to the best of its ability, and while it can't do anything a normal creature couldn't do, it is smart enough to understand and follow her orders. Vermin created thus can have (and use) fangs, claws or stingers like any other member of their species, but they carry no venom and are completely sterile.

Creating vermin with this Charm requires a successful (Wits + Craft [Pandemonium]) roll. (See p. 116 for a full description of that new Craft Ability.) Creating an insect or other very small creature is difficulty 2. Creating a creature the size of a rat is difficulty 3 and is the limit of this Charm's capability. The animal lives for one hour, though the creator can extend this duration by additional hours by expending one additional Willpower point per hour. When the duration expires, the animal dies on the spot, leaving a perfectly natural corpse.

The ghost need not be physically manifested to create vermin in the lands of the living. She need only be present there. Essence used to create the vermin remains committed until the creature dies.

SIX PLAGUE SUMMONS

Cost: 20m, 2wp; **Mins:** Conviction 3, Essence 3;

Type: Simple

Keywords: Obvious, Pandemonium

Duration: One hour

Prerequisite Charms: Messenger of the Grave

While this Charm's prerequisite creates only a single verminous specimen, Six Plague Summons calls forth a horde of them. Creatures summoned thus are ravenous and excitable, which makes them less able to follow complex or subtle orders. Of course, this power isn't exactly an expression of subtlety in the first place.

To activate the Charm, the haunter spends the required Willpower and motes as the player rolls (Wits + Craft [Pandemonium]). (See p. 116 for a full description of that new Craft Ability.) The ghost chooses the type of creature before the roll, which sets the difficulty. Creating mice or smaller creatures is difficulty 2.

Creating larger vermin up to the size of rats is difficulty 3. After achieving the difficulty, the threshold successes determine how large the horde is, as follows:

Threshold Successes	Number of Creatures
0	10
1	50
2	250
3	1,250
4	6,250
5+	So. Damn. Many.

As with vermin created by Messenger of the Grave, these creatures can have their normal fangs, claws or stingers, but they carry no venom and can conceive no offspring. Unlike that Charm, they can carry out only one set of simple orders, such as "Devour him!" or "Destroy these crops!" or "Swarm over everyone in this village!" If they manage to carry out their orders completely before the duration of the Charm expires, they run wild, obeying the dictates of their ravenous hunger. At the end of the hour, they die off rapidly, leaving tiny carcasses strewn all over the place.

A haunter can use Six Plague Summons in the Underworld, a shadowland or Creation. He need not be physically manifested to create a horde in Creation; he need only be present.

HAND OF THE WIND

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

Type: Simple

Keywords: Pandemonium

Duration: Instant

Prerequisite Charms: Corpse-Fed Radiance

This Charm allows a haunter to perform a physical action that affects the world while she is not physically manifested in it. (It works only in Creation or during the day in a shadowland.) Without manifesting, she goes through the motions of taking the action, spending three motes of Essence and one Willpower. Her player then makes a roll appropriate to the action. If the roll succeeds, the action occurs just as if the ghost were fully physically manifested, although the haunter remains invisible and intangible.

Hand of the Wind allows a ghost to affect the world with only one action, though that action can include a necessary preliminary effect. The haunter could, for example, snatch a dagger off the floor and throw it as one action. She could dip a quill pen in a handy pot of ink and write a simple sentence with it as a single action. She could step in front of a beloved living descendant who's under attack and punch the attacker in the face as a single action. Alternatively,



she could snatch that descendant's weapon out of the mortal's hand and use it to parry a single attack directed at that mortal.

Actions the ghost takes with this Charm rely on the ghost's normal traits just as if she were corporeal and taking the action physically. They also provoke any reactive traits onlookers possess (such as DVs or reflexive Charms). Any action the haunter takes thus is considered unexpected, however, unless onlookers can somehow accurately sense her while she is intangible and invisible.

STRIKE OF DEAD HANDS

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

Type: Permanent

Keywords: Pandemonium

Duration: Instant

Prerequisite Charms: Hand of the Wind

Having this Charm permanently enhances a ghost's ability to use Hand of the Wind. When a haunter uses the prerequisite Charm, he may spend five additional motes of Essence and one point of Willpower to activate this enhancement. In so doing, he doubles his Strength for purposes of affecting the physical world while he is incorporeal and invisible. This increase in power lasts for only the single action granted by Hand of the Wind, and he cannot activate it except when he's using Hand of the Wind. If he's attacking someone with Hand of the Wind and using this Charm's effect, the damage is automatically lethal, and the haunter cannot pull his punch or otherwise soften the blow in any way.

FLYING TIME TECHNIQUE

Cost: 8m, 1wp; **Mins:** Conviction 3, Essence 2;

Type: Extra Action

Keywords: Pandemonium

Duration: Instant

Prerequisite Charms: Strike of Dead Hands

When a haunter uses this Charm, she suddenly seems to flit back and forth from place to place faster than the eye can follow. To the ghost's perception, people around her seem to move sluggishly, like drowning men or dreamers trapped in hellish nightmares.

To use this Charm, the haunter spends the requisite motes and Willpower as her player makes a reflexive (Intelligence + Craft [Pandemonium]) roll. (See p. 116 for a full description of this new Craft Ability.) The character receives one extra action per success on the roll, up to a maximum limited by her Essence rating. This Charm is a normal extra action Charm per the description on page 182 of **Exalted**.

STAGGERED DARK STARS MOVEMENT

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

Type: Simple

Keywords: Pandemonium

Duration: Instant

Prerequisite Charms: Flying Time Technique

Flying Time Technique allows a haunter to compress indefinable instants of time in such a way that he moves faster than everyone else; this Charm allows him to manipulate the Calendar of Setesh such that he is completely separate from the flow of passing time. When the ghost activates the Charm, he feels momentarily lighter than air as the landscape around him blurs indescribably. An instant later, the sensation fades. The ghost remains in the same place where he activated the Charm, but much more time has passed than he experienced. To onlookers, the haunter seems to disappear, only to reappear in exactly the same spot much later in exactly the same condition he was in when he left.

Using this power requires a successful (Intelligence + Occult) roll. For every success the roll garners, the character may disappear for up to 30 minutes. He determines up front the entire amount of time he'll skip, and he has no knowledge of what happens in the intervening time. The ghost cannot use this power to move backward in time, only forward. Also, since this Charm relies on the ghost's connection to the Calendar of Setesh, he cannot use it anywhere but in the Underworld.

HOURS LIKE AUTUMN LEAVES

Cost: (6m + 1wp) per person; **Mins:** Compassion 4, Essence 5; **Type:** Simple

Keywords: Pandemonium, Touch

Duration: Instant

Prerequisite Charms: Staggered Dark Stars Movement

This Charm functions exactly like its prerequisite except for the cost and one key difference. Now, not only can the haunter move herself forward in time by separating herself from the Calendar of Setesh, but she can also move other ghosts forward with her as well.

To use this Charm, the haunter must spend six motes of Essence and one point of Willpower for herself and that same cost again for each additional ghost she wants to take with her. (She must skip ahead with the group, or the Charm fails.) The player then makes the same roll as for Staggered Dark Stars Movement, and successes determine how far ahead the group can skip. Every member of the group skips



ahead the same amount of time. The ghost using this Charm must be touching everyone she wants to take with her who is unwilling to skip ahead. (Those who are willing need not be touching her, but they must be within 10 yards of her.)

As with Staggered Dark Stars Movement, this Charm functions only in the Underworld.

EBON GRASP OF OBLIVION

Cost: 30m, 3wp; **Mins:** Conviction 3, Essence 3;

Type: Simple

Keywords: Obvious, Pandemonium

Duration: One scene

Prerequisite Charms: Black Breath of the Abyss, Strike of Dead Hands

As the haunter activates this horrid power, darkness flows from his eyes, ears, nose and mouth, coating his body in the impenetrable black that exists at the event horizon of the Abyss. This blackness completely obscures the character's features, though it clings to his body and trails faint streamers in its wake as the character moves.

For the rest of the scene, dozens of jet-black tendrils lash out from the character's tenebrous body in a five-yard radius to attack anyone nearby. The haunter's player rolls a single (Strength + Martial Arts) attack, against which every character in the radius must defend him- or herself. (These tendrils do not distinguish between friend and foe.) Each such attack roll counts as a (Speed 6, DV -1) action. A successful attack inflicts (Strength + 2) levels of lethal damage. If such an attack strikes a victim down to Incapacitated or below, several of the tendrils wrap around the fallen target in the next action and drag

her toward the attacking ghost's black body. Doing so takes two independent miscellaneous actions (meaning the other tendrils continue to attack as normal). A character can attempt to pull a downed comrade free of the tendrils, engaging in a contested Strength roll with the haunter—all while dodging the other tendrils' attacks, of course. If someone does not rescue a fallen character in the space of two miscellaneous actions, the fallen character is dragged into the attacking ghost's body as if that ghost's silhouette were a hole in space itself. If the victim is pulled through that hole in space, she is cast into the Abyss.

While a haunter uses this Charm, he's not entirely in control of himself. He becomes an extension of the death wish of the Neverborn who orbit the threshold of dissolution, wanting only to pull in and devour anything that resists the call of Oblivion. The most he can do of his own will is cover distance at his normal Move or Dash speeds. Otherwise, he cannot attack targets himself, nor can he defend himself. Although the tendrils' attacks use his traits, they act only on the blind idiot volition of the Neverborn. Fortunately, although the ghost cannot dodge or parry attacks made against him, the tenebrous shell of Oblivion that surrounds him adds 6L/12B to his soak and a like amount of Hardness. Also, if a weapon is not made of one of the magical materials or is not otherwise supernaturally enhanced, it inflicts bashing damage against the character using this Charm. (Note, the *weapon*, not the attack, must be supernaturally enhanced.)

If a ghost is destroyed while using this Charm, he implodes and plummets into the Abyss.

This fifth of **Exalted's** five Books of Sorcery explores the nature and powers of the myriad of ghosts and demons that have endangered Creation since the Primordial War. Eschewing the Cycle of Reincarnation, ghosts are an affront to the natural order, bringing more power to the Neverborn through their very existence, and even more so through the ancestor cults, which promote ghost worship. Demons, meanwhile, are the spawn of the imprisoned Yozis, called forth from Malfeas to do the will of powerful sorcerers or escaped into the world where they might cause havoc and do the will of their trapped progenitors. Will the returned Lawgivers succeed in curbing these spirits' effect on Creation, or are even the Solars endangered by the machinations of these beings and their dire masters?

This book includes:

- An examination of the art of demon summoning
- Stats for a myriad of demons
- Complete rules for playing heroic ghosts, including their unique Charm sets, the Arcanoi

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