LUNARS
FANGS AT THE GATE

Compiled Kickstarter Manuscript

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Intro

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

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

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

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

"Pish. I've seen you fight. Two of them would be dead before they saw you draw. Then you'd realize I'd already killed the other three. Think of the tale: 'While searching for a new Lunar, Sazay Shadow-Dancer and Azu Tegama Asarkon defeated five Dragons, simply to pass the time.'" She tore into the rabbit like it was one of the Dragons' throats, and Tegama laughed. They both knew she was boasting; such a battle would never be so easily won.

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

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

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

I hope they do. But not until Tula was ready. Sazay and Tegama had a plan, and they needed her to help carry it out. "Do you think we can convince her to join?"

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

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

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

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

"Tula! Tula! Please, I'll —"

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

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

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

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

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

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

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

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

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

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

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

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

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

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

“She has help. Found me herself.” The nautilus-Lunar peered between Tegama and Sazay.

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

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

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

“Not gone. Sleeping.” They regarded Tegama curiosly. “You know my name?”

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

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

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

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

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

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

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

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

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

They ought to be part of this, too.

“I’m going to spark a rebellion.”

Introduction

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

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

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

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

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

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

This Book at a Glance

Chapter One: The Lunar Exalted introduces the Chosen of Luna, their transformations throughout history, how they experience Exaltation and Essence fever, and their relations with their enigmatic patron.

Chapter Two: The Silver Pact discusses the mutual aid organization under which the Lunar Exalted have largely united to prosecute their vendetta against the Realm, including a number of the Pact's noteworthy leaders and luminaries.

Chapter Three: Lunar Dominions depicts societies shaped by the Silver Pact to make war against the Dragon-Blooded.

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

Chapter Five: Traits includes new Merits and other mechanics relevant to Lunar characters, including shapeshifting, anima powers, the Tell, and moonsilver tattoos.

Chapter Six: Charms presents the unique supernatural powers available to Lunars.

Chapter Seven: Martial Arts and Sorcery offers several unique new Martial Arts styles, as well as a variety of new sorcerous initiations and spells.

Chapter Eight: Wrought from Moonsilver presents a number of artifacts, each with its own set of Evocations.

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

Lexicon

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

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

Casteless: A *Lunar* who hasn't received *moonsilver tattoos* to define her Caste.

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

heart's blood: Literally the blood flowing through the heart of the Lunar's prey, which she must consume during the *Sacred Hunt* to claim its shape.

Luna: The shapeshifting Incarna whose blessing empowers the *Lunar Exalted*. They personally visit each Lunar at the moment of Exaltation.

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

moonsilver tattoos: Magical tattoos that let a *Lunar* choose her Caste, and protect against unwanted magical transformation. Offered to *Casteless* Lunars by the *Silver Pact*.

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

Sacred Hunt, the: The ritual hunt by which a *Lunar* acquires her prey's *heart's blood* for purposes of shapeshifting.

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

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

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

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

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

Tell, the: A distinctive feature that a Lunar possesses in every one of her shapes, by which a percipient observer might recognize her.

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

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

Suggested Resources

Classics

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

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

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

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

Fiction

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

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

Nonfiction

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

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

Movies

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

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

Television

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

Manga

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

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

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

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

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

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

The sight horrified Vanamaithri, and thrilled them.

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

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

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

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

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

"No."

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

"*No.*"

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

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

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

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

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

Chapter One
The Lunar Exalted

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

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

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

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

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

The Usurpation brought an end to the First Age and a new transformation for the Lunar Exalted. The mass death of the Solars, and the foul murder of Lunars who fought beside their Solar mates or were deemed too dangerous to the usurpers' plans to let live, awoke a keening fury in the souls of Luna's Chosen, a rage not witnessed since they first hunted the enemies of the gods. The early Wyld Hunts perpetrated by the nascent Dragon-Blooded Shogunate and its Sidereal benefactors solidified the Lunars' vendetta, ensuring the usurpers would never know peace while one Lunar yet drew breath.

As the First Age's wonders unwound and crumbled into ash, the Lunars remade themselves to survive and thrive in the Age of Sorrows. Over many years, they performed an unparalleled

mystical endeavor, dissolving the five castes that dwelt in their Essence and creating new castes. Henceforth, the Lunars would be ferocious warriors slaying the usurpers' legions, wicked tricksters testing society and plunging it into chaos, and wise-eyed witches beckoning night's mysteries.

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

The Silver Pact has become the single greatest force arrayed against the Dragon-Blooded and the Sidereals. The Realm's borders fall where they do because the Silver Pact has denied them the lands beyond. The Sidereals of the Bronze Faction desperately coordinate Wyld Hunts because they know they cannot maintain the status quo they sacrificed so much for if the Lunars are unchecked. In the Time of Tumult, the Pact's final victory may be at hand… or its best-laid plans might fall apart through the intervention of unforeseen foes.

Civilization and Barbarism

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

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

Lunar Exaltation

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

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

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

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

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

The moment of a Lunar's Exaltation is euphoric and transformative, a rush of divine power and protean Essence that suffuses her body, mind, and soul. Her Caste Mark shines upon her brow, her anima banner roars to full iconic splendor, and her spirit takes shape as a beast that embodies her truest self. For many, Exaltation comes at a time of great peril, turmoil, or stress, giving them the might and will they need to overcome whatever trials they face.

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

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

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

The Spirit Shape

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

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

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

Essence Fever

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

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

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

The Moon-Touched

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

Luna of Many Faces

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

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

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

Blessed Transformation

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

Many Lunars are neither wholly male nor female, expressing qualities of multiple sexes or perfect androgyny. Some eschew gender altogether; others are fluid. The Silver Pact has no prejudices against this — after a century or two of being able to casually assume any shape, many Lunars consider gender just another aspect of fashion. Some Threshold cultures consider

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

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

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

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

The priest nodded and placed a warm, dry hand on the small of Weyna's back. "Shall we?"

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

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

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

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

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

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

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

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

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

"Pick your favorite. Both of you."

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

“I’m fond of the wife-stealing story,” Names-the-Wind said.

Raski made a disapproving noise. “Keep the needle parallel to the meridians, or the process won’t take.”

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

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

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

Chapter Two
The Silver Pact

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

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

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

Founders, Leaders, and Heroes

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

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

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

The philosophers and lovers **Marquin Vol** and **Horizon Shrike** were among the Silver Pact's most prominent voices in its earliest days, debating how the nascent group should operate and structure itself. Vol espoused a theory of long war waged over centuries, while Horizon Shrike argued that vengeance was meaningless unless enacted against those actually guilty, pushing for immediate and final action

against the Shogunate, no matter the risks. When Shrike launched an ill-fated offensive against the Blind Daimyo, Vol died saving his beloved — his final, and most effective argument. Blood Shrike would go on to embrace Vol's philosophy, helping ensure the Pact's long-term focus.

History of the Silver Pact

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

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

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

After the Usurpation — wherein many Lunars perished, some dying to defend Solars, others slain by the usurpers, and a few fighting against the Solars — the Lunar host's upper echelons were divided over how to react. They splintered amid infighting born of divergent ideologies and personal animosities, leaving them vulnerable to the Wyld Hunt and an expanding Shogunate.

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

Pact Organization

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

Shahan-ya: Elders and Mentors

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

The structure of these schools varies. Most often, adherents live apart from the shahan-ya, visiting intermittently to study, discuss strategy and politics, take on new tasks and responsibilities, or socialize. Such shahan-yas occasionally gathers their adherents en masse to discuss matters of mutual import.

In other schools, some or all adherents reside with their shahan-ya. This is especially common for newly Exalted Lunars, still coming to grips with their supernatural powers and mastering their Essence fever. More experienced disciples remain close to study the finer points of specific fields — such as sorcery or asymmetric warfare — under the shahan-ya's tutelage, or to collaborate in the administration of a dominion or the prosecution of a military campaign. Sometimes the relationship becomes personal, where the adherent turns into a lover, a surrogate child, or simply a close and intimate friend. Even rarer cases exist: a shahan-ya with but a single adherent, or a pair of shahan-yas living and teaching together.

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

Adherents may be loyal or devoted, but never slavish. Each is a hero and champion, not a servant at her shahan-ya's beck and call. An adherent may sever her relationship to a shahan-ya at any time without fanfare, and vice versa. Prestigious shahan-yas can leverage the value of their patronage to demand that adherents toe the line, but even so, most accept varying degrees of dissent lest they drive adherents away.

> Heroes of the Second Age
>
> In the days after the Silver Pact's founding, numerous Lunar heroes forged their legends against the Shogunate's war machine and its mysterious Sidereal backers.
>
> **Dances-Between-Raindrops** was a trickster and master of impersonation who sipped the heart's blood of daimyos, generals, ministers, and abbots. Wearing their faces, he sparked rivalries, blood feuds, and civil wars among the Shogunate's highest offices. Eventually, he overreached by stealing the shogun's face, reigning only nine days before the Sidereal elder Seven Doves uncovered his ruse. The two slew one another in a battle that demolished half the palace and left the government in disarray.
>
> An advocate of maintaining and repairing the First Age's miraculous infrastructure, the artificer **Gadhaj Winter-Wheel** sought to dissuade their peers from destroying the Shogunate's cache of powerful artifacts and manses. Instead, they led covert missions to the Blessed Isle, tampering with these wonders and installing mystical backdoors that could subvert them. However, their agenda never gained prominence, and many of these compromised wonders were unwittingly destroyed by other Pact members' offensives. Embittered, Gadhaj left the Pact — but in their last days, they once again joined forces with old friends against the Fair Folk invasion, hijacking a long-dormant Thousand-Forged Dragon to fight off the faerie onslaught.

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

When Silver Cracks

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

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

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

Pact Argot

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

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

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

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

Uf-ya: "Student." A shahan-ya's adherent.

Urrach-ya: "Lost." A Lunar cast out of the Pact.

Lunar Generations

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

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

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

Fourth Generation: Children of Sorrows

The majority of living Lunars were born after the Realm's rise. No other generation is as active in the world, nor as diverse. Though stemming from a broad range of cultures, all were born into a world beneath the Scarlet Empress' heel. As such, their strongest commonality is opposition to the Realm's imperialistic colonialism.

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

Third Generation: Survivors of the Contagion

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

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

Unlike other generations, the Contagion era spanned but a fraction of a mortal lifetime, giving its members more in common than any other generation in the Pact. Though originating from many cultures, all lived as mortals through the same era and endured the same trials — often side by side with other members of their age cohort. While these survivors are largely independent in disposition and difficult to motivate, successfully soliciting the aid of one can bring many of her peers to the cause.

Survivors and Champions

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

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

Mourning a family lost to the Fair Folk invasion, **Bhagaval Iron-Hand** spent decades spent infiltrating and dismantling faerie courts whose power remained intact after the Scarlet Empress deployed the Sword of Creation. This gave mortal societies near the bordermarches the chance to rebuild and recover. Her knowledge of the raksha served her well in later forays against the Realm, exacerbating patches of Wyld taint that bordered on satrapial infrastructure and baiting hungry fae to the doors of powerful Dynasts.

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

Second Generation: Warriors against the Shogunate

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

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

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

First Generation: Elders of the First Age

Only a handful of First Age Lunars survive. To younger Pact members, these are legendary figures, creatures of astonishing prowess and unfathomable desires. But, by and large, they do not rule the Pact. Having attained divine might ere the Usurpation, and having outlived the

Shogunate, First Age Lunars are accustomed to taking the long view. Most prefer to focus on their own long-term agendas and plans rather than the Pact's politics, content to let the Shogunate's children lead.

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

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

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

> Generation Zero
>
> Of those Lunars who fought in the Divine Revolution, none survive. The few who lived through the Usurpation perished in the Pact's early days. Only stories of their prowess remain.

Aims of the Pact

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

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

Realm caravans traversing the Black Shale Road through the North fall to lightning raids launched by the dread Spider King. In the Hundred Kingdoms, Blackpetal Mothwing and her Circle sabotage both the Realm's and Lookshy's diplomatic efforts and trade negotiations wearing stolen faces. Amatha Kinslayer haunts the Realm's Southern satrapies, assassinating Dragon-Blooded and fomenting rebellion. In the West, the Black Lion leads his beastfolk armies in open war against the Realm.

A Den for Cubs

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

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

Recruiting new Lunars to the Pact requires finesse and subtlety, not coercion. Lunars compelled into membership have little loyalty and may nurse grudges, while those who join freely lend their full strength to the cause. Most Pact members believe that a few years or decades will show any Lunar the value of the Pact, and that when they join, they'll bring useful knowledge and experience acquired while operating on their own.

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

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

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

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

Trading Favors

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

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

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

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

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

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

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

Shahan-ya Councils

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

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

Typically, one shahan-ya serves as host, offering her dominion's hospitality to her peers and their adherents. This may include elaborate banquets, vast quantities of intoxicants, savage beasts to hunt, willing bed-partners, sophisticated conversation, music, storytelling, or elaborate gifts. Failing to supply adequate hospitality may incur disdain, and perhaps snubs in future councils, though guests making unreasonable demands may experience the same consequences. The greater one's prestige, the more leeway one has in such matters.

The specifics vary by shahan-ya and the circumstances of the council. Leviathan offers luxurious accommodations within Luthe's Sunken Hall, albeit aimed at water-breathers — the few available air-filled chambers reek of algae and damp, and the seafood, though delectable, is raw. Sinuous eelfolk dancers and virtuoso octopusfolk percussionists offer entertainment, and Leviathan himself occasionally leads guests to hunt siaka, giant squid, or other sea-beasts in kelp jungles and abyssal crevasses. Meanwhile, Amatha Kinslayer hosts each gathering in the palace or manor of a different Threshold grandee whose face she's stolen. The council coincides with a luxurious banquet and gala attended by local aristocrats, musicians, and entertainers, all of them ignorant of the many Anathema in their midst.

> Storytelling Councils
>
> Player characters are most likely to attend councils as proxies for their shahan-ya or part of their shahan-ya's retinue, meaning they'll likely have a political or social goal to achieve. Recreation and entertainment are more than just luxurious indulgences; they're an opportunity to meet other guests and get a sense of their agendas, desires, and politics with read intentions and profile character actions.
>
> When it comes to convincing a council to take action, it's typically easier to use bargain actions rather than persuade actions — the council will likely have a wide range of Intimacies, but the Pact currency of favors holds broad appeal. Even if player characters won't have an opportunity to address the council, they can still use social influence to advance their shahan-ya's agenda (or their own personal goals) beforehand, interacting one on one with attendees whose voices will carry weight with the council.

Civilities of the Pact

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

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

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

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

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

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

War Against the Realm

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

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

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

> Assassination
>
> Experienced Lunars have many advantages when infiltrating Dynastic compounds to assassinate generals, ministers, and matriarchs, while even young Lunars are more than a match for inexperienced Dragon-Blooded. Nonetheless, this isn't a common practice.
>
> Despite the usefulness of shapeshifting and other deceptive magic, it's no guarantee against being overmatched — where's there's one Dragon-Blood, there's likely to be more. Prominent Dragon-Blooded might employ well-trained guard animals, complex passwords, protective artifacts, sorcerous wards, and other defenses against shapeshifting infiltrators. Even if a Lunar assassin succeeds, such flagrant action risks calling down a Wyld Hunt. An assassination may be worth these risks, but all too many Lunars who've repeatedly dared the odds have paid the ultimate price.
>
> Additionally, Dynastic Dragon-Blooded generally pay little heed to Realm-Lunar conflict in the Threshold, focusing instead on politics and hedonistic pursuits. Blatant strikes at their kin and their properties can change this, inciting Wyld Hunts

that may kill Lunars uninvolved with the original act. Thus, most shahan-yas discourage overt assaults against minor targets, advising students to make such attacks count.

Blood Moon Rising: Lunar Victories

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

Across the Threshold, Lunars strike at Realm interests not to kill, but to wound. Piracy, raiding, rebellion, and civil war turn satrapies from obsequious sources of wealth to thorns in the Realm's side. Sabotage, theft, and assassination strip away precious assets and undermine efforts at political reform. Harassment exhausts Imperial defenders and auxiliaries, leaving them all the more vulnerable. Only at critical junctures wherein the Realm is overextended does the Pact strike with overwhelming force.

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

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

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

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

Three Approaches to the Realm

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

Many-Headed Beasts

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

While individual Lunars are largely dedicated to the Pact's overarching cause, interpretations of that cause differ. Moreover, personality conflicts and ideological disagreements can drive wedges between participants in any given front against the

Realm. This doesn't paralyze the Pact as a whole, but can disrupt specific theaters of operations.

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

The First Approach: Attrition

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

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

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

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

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

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

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

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

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

In the Field

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

Shapeshifting is the Lunars' most distinctive tool. One might become a tyrant lizard to tear through enemy battalions, sink triremes as a kraken or great whale, infiltrate strategy sessions as a mouse or spider, poison a prince's meal in her own chef's guise, or steal a guardsman's face to open a city gate to Lunar forces. Even the Dragon-Blooded aren't entirely safe in their palatial estates, nor the Sidereals in Heaven. Shapeshifting has power beyond its immediate effects. When every animal, every person, might be a disguised Lunar, who can you trust? Faced with such uncertainty, military morale dwindles, fleeing citizens become refugees, and merchants take their wealth and investments to safer lands.

Mysticism and sorcery are another powerful weapon. Spirits can be influenced or conjured for espionage or direct intervention; sorcery can scry on or curse enemies, convey warbands, ruin crops, sink fleets, and more; stranger wonders still might be beckoned from the Wyld or other realms.

Still, the Lunars aren't unopposed. The Dragon-Blooded, though weaker, are nonetheless puissant heroes whose might, wit, and skill cannot be disregarded. The Sidereals, though

occupied with other concerns and wary of their own safety, can see through many Lunar tricks and perform many of their own.

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

> Occult Warfare
>
> While real-world strategy and tactics provide an invaluable guide to warfare at the gaming table, the supernatural must also be taken into account. The Exalted aren't the only actors on Creation's stage. Mortal sorcerers, thaumaturgists, and god-blooded may lack the Chosen's might, but can still prove powerful allies or significant complications.
>
> Though not omnipresent, spirits are sufficiently prevalent to impact conflicts that draw them in. Even minor gods possess a few supernatural powers, including the ability to spy while immaterial. Ghosts are typically less puissant, but more knowledgeable about mortal ways — especially in regard to their own cultures.
>
> Artifacts, manses, and hearthstones can be invaluable infrastructure, whether increasing the land's fertility, speeding travel, ameliorating disease, or the like. They're tempting targets for Lunars to steal or sabotage, and require satrapies to dedicate resources to their defense.
>
> Creation's also home to unpredictable, poorly understood forces: ancient sorcerous workings, wandering behemoths, First Age ruins, strange beings from beyond the world, and more, any of which can be potent enough to give the Exalted pause. The Pact boasts an edge over the Realm in uncovering and learning about these, giving them the opportunity to employ them for their own advantage or let the Realm stumble unwittingly into such perils.

The Second Approach: Defensive Withdrawal

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

While such defenses may be purely nonmilitary — inaccessible isolation, extreme mobility, sorcerous safeguards — this approach typically incorporates force of arms. A dominion focused on securing its own defense may maintain regular military forces — armies, fortifications, and the like — to repel Realm legions. A Lunar protector's knowledge, leadership, and magic often enrich dominions to the point where they can maintain professional standing militaries.

Such dominions also benefit from the mechanisms of irregular warfare. Scouts and raiders spot invading forces long before they reach a dominion, harrying them en route to ensure they can't breach the borders at anything close to full strength. Spies and saboteurs interfere with Realm

agents and encampments in adjoining lands. Assassins cut down neighboring princes and merchants allied with Realm forces.

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

The Third Approach: Open War

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

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

Not every Lunar dominion can assemble a force capable of matching satrapial garrisons and auxiliaries on the battlefield, let alone a Realm legion. Training large-scale professional armies and sustaining them in the field requires enormous wealth. Few peoples can afford such costs without themselves pursuing imperial conquest.

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

Now, in the Time of Tumult, the Empress no longer wields the legions as an invincible sword. That sword has been broken, with each Great House gripping a handful of shards. With the houses withdrawing their forces from the Threshold, a dominion's armies can muster with little fear of retaliation from the Blessed Isle. Likewise, without immediate fear of Imperial retaliation, dominions can forge open alliances with neighboring peoples.

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

The Pact's Endgame

Each individual shahan-ya and her school has their own vision of the future of a Creation without the Realm. Some dream of rebuilding the Old Realm's glories under a Lunar Deliberative; others wish for a world free from all empires and tyrannies. Many would see the Scarlet Empress' bloodline extirpated in vicious pogroms, yet some envision the Dragon-Blooded redeemed as divine soldiers of the Pact. Thus far, the Silver Pact has largely focused on the destruction of the Realm, not what comes after. For most of its history, the Realm's downfall has seemed distant enough that it made no sense to invite internal turmoil by squabbling over what to do after. But with the Time of Tumult accelerating the Pact's timetable, many Lunars believe their endgame must be determined now.

Shahan-yas

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

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

Ma-Ha-Suchi

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

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

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

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

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

Pact Relations

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

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

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

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

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

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

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

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

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

Mentorship

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

Ma-Ha-Suchi has much to offer students. Some train in warfare, gaining firsthand experience leading beastfolk armies against Realm interests. Others learn the finer points of social engineering and intrigue. Ma-Ha-Suchi treats students brusquely, though not poorly, rarely showing emotion or forming personal connections.

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

Despite his reclusive and taciturn manner, Ma-Ha-Suchi has several political backers within the Pact that have no personal ties with him. His opinions remain well-known even if he rarely speaks of them; Eastern Pact members who favor the rise of a Lunar Realm largely back his voice in council, even on unrelated issues, while more distant confederates advocate for his goals as far away as the Caul.

Adherents of Note

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

Tall and powerfully built, with fists that strike like a horse's hooves, Kathaka has pledged herself to Ma-Ha-Suchi and considers herself, if not his daughter, something close to it. She rarely

lingers long in the Nameless Lair, devoting herself to fighting the Realm on countless fronts, but always marks her visits by recounting her triumphs to her shahan-ya, hoping to earn his praise.

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

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

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

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

Anja Silverclaws cares little for Ma-Ha-Suchi or his politics, but is willing to espouse his line in council to get what she wants. An expatriate from Thorns, she's dedicated herself to opposing the Mask of Winters and his proxy regime, and views the shahan-ya as a potential asset. While she doubts Ma-Ha-Suchi would lead his forces directly against Thorns, she urges him to put pressure on neighboring regions that trade with Thorns through a combination of beastfolk raids and diplomatic intervention and take other indirect actions in opposition to the Deathlord. In exchange, she backs him in political matters, provides occasional training, and reports everything she learns of Thorns and its dark master to him.

Ma-Ha-Suchi isn't entirely disinterested in Anja's reports out of Thorns, but the Mask of Winters takes lower priority for him that the Empress' disappearance and the Solars' return. He does consider her fixation with Thorns a distraction from the Pact's main aim; were it not for her lack of interest in cultivating personal ties with him and her knowing better than to ask him to solve her problems outright, he likely wouldn't assist her at all.

Raksi

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

With her allies and adherents, Raksi is only somewhat more open. Only her closest confidantes understand how much of her depraved self-indulgence and unflinching cruelty is just an act. Yet

even her staunchest enemies within the Pact admit that most within her dominion prosper under her guidance and sorcerous blessings. She's worshipped as a goddess by the mortal peoples who dwell in the many nations and clans that make up the Thousand Fangs Army Total Control Zone, and rewards their devotion with wonders and miracles.

In the First Age, Raksi was a skillful but uncelebrated occultist and philosopher, contemplating the mysteries of Essence, the soul, and other rarefied concepts. It was the Usurpation that created the Queen of Fangs, pushing Raksi to become the monster she is today. She won acclaim with the Silver Pact early in its existence for the crucial part she played in both the reshaping of the Lunar Castes and in the creation of the moonsilver tattoos, together with other mystics, artificers, and sorcerers. She also won glory for the terrors she inflicted on the usurpers — creating sorcerous abominations, unearthing nightmares buried since history's dawn, and drawing forth countless curses from the pages of the Book of Three Circles, that vast repository of sorcerous lore. She doesn't regret what she's become, nor question what might have been had things happened otherwise. Raksi revels in being Raksi.

Pact Relations

Despite her age and power, Raksi's influence within the Pact is limited. After her feud with Ma-Ha-Suchi, she largely withdrew from Pact politics and personal involvement in attacks on Realm territory to focus on ruling her dominion and furthering her arcane studies. In the long term, she aims to see the overthrown Realm replaced by countless Lunar dominions spread across Creation, each ruled by an independent Lunar autarch-prince unbeholden to any other.

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

Raksi expects any Pact member passing through her Total Control Zone to visit her court at Mahalanka, and greets them with decadent pleasures, sorcerous prodigies, and monstrous delights. She reserves the most gruesome displays for rival shahan-yas and their adherents: vivisection of Dragon-Blooded prisoners of war, live infants served on platters to these guests of honor, blood sport between apefolk champions and demon slaves. This isn't mere sadism on her part; unnerving or enraging her most formidable political opponents distracts them from the pursuit of their agendas and deprives them of calm and level-headed clarity.

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

Her most notable political allies among the shahan-yas are Ül the Burning Eye and the sybarite Wings of Ivory, who share her desire for Lunar princes to hold absolute authority over their dominions. Other Eastern shahan-yas are mindful of her political power even if they disagree with her, treading carefully around her allies. She also maintains an ongoing correspondence with Rukhsara-Who-Remembers, who recalls occult secrets unknown even to Raksi.

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

Mentorship

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

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

Adherents of Note

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

Three of the dominion's clans — the Red Scars, the Get of the Tigress, and the Devil Braids — have begun worshipping the Full Moon as a living god, second only to Raksi, and Dark Eyes enforces his will alongside his shahan-yas' among them. By his decree, the practice of taking slaves in war is forbidden, and slavers are to be killed on sight. He's unsure whether he should tell Raksi of this, not knowing whether she'd view it as insubordination or a promising show of initiative. In truth, the ingenuity he's shown in winning over the clans and transforming their cultures is a trait Raksi prizes highly, but if she learned of his deeds because of an obstacle posed by the clans united under Dark Eyes, her wrath might outweigh her respect.

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

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

The raitonwoman **Tangaxoan**, once a priest of Ixcoatli's theomilitary (**Exalted**, p. 92), is a political devotee of Raksi. She's wholeheartedly embraced Raksi's autarchic agenda, and is enamored of the shahan-ya's ruthlessness and drive. Driven by Essence fever, she's no longer content to abide the atrocities of the empire she was born into. She and a coalition of fellow Ixcoatli rebels seek to drive the theomilitary out of conquered territories to establish a new Lunar dominion, free of the rigid hierarchies that oppress slaves and members of the lower castes.

Sha'a Oka

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

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

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

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

Pact Relations

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

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

For his part, Sha'a Oka gladly plays politics to strengthen his hand, and maintains ties with more traditionalist shahan-yas throughout the South and West. When his adherents decide to move on, he encourages them to join other shahan-yas who've supported him in council, while discouraging them from associating with his more outspoken political opponents.

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

Mentorship

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

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

Adherents of Note

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

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

The enigmatic **Skathra Venomchild** is only tenuously a member of the Silver Pact, but a close friend of Sha'a Oka's. Their affinity is born of shared strangeness — Skathra embraces ectastic madness in reverence of Luna, leaving them perhaps the Lunar best suited to empathizing with the Black Lion's incomprehensible experiences on the Caul. No other adherent sees such warmth or humor from Sha'a Oka, and no one else has shown greater kindness or understanding to the

Venomchild. Skathra revels in all manner of violence and terror, and is glad to visit them upon the Realm to help their friend and shahan-ya.

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

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

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

Leviathan

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

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

It was when the Realm began to sail the West in earnest that Leviathan finally took notice. His will had been reforged over the centuries, and now the usurpers trespassed on his sacred dominion. A thousand years and more of rage and hate, held back only by the dam of melancholy, burst free, and the Realm has lamented the beast Leviathan, terror of the West, ever since.

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

Pact Relations

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

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

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

Mentorship

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

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

Adherents of Note

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

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

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

Amatha Kinslayer

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

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

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

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

Pact Relations

A savvy politican from childhood, Amatha's leveraged her successes against the Realm to earn her peers' admiration, but struggles under the shadow of her Dynastic birth. Few question her loyalty, but many in the Pact find it hard to overlook her blood ties to the hated usurpers. A handful of younger Southern shahan-yas, such as Smiling Zamisha (p. XX) and Blood Nail, maintain relations with the Kinslayer, but many older Lunars have yet to acknowledge her as a shahan-ya. While it'd be more pragmatic to fall in line with her elders, Amatha's pride and resentment at her ill treatment manifest as all manner of cruelty and trickery in councils.

Mentorship

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

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

Adherents of Note

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

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

The former slave **Strength-of-Many** cares little for the Silver Pact's ancient vendetta, but has a common cause with Amatha when it comes to repelling House Cynis' advances and slave-taking missions in the South. An experienced warrior in his own might, and more peer than student to the young shahan-ya, he's devoted to ending slavery across Creation, and frequently trades favors with members of Amatha's school for assistance in undermining the Guild and slaver kingdoms.

Rukhsara-Who-Remembers

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

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

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

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

Pact Relations

Now approaching her hundredth year, Rukhsara is a respected figure within the Pact. Even among those much older, whenever Rukhsara speaks, there is silence until she's finished. But respect is neither trust nor love. Those who knew Mashaha and endured her rivalries, jealousies, and petty treacheries remain watchful lest Rukhsara retains those traits.

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

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

Mentorship

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

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

Students of Note

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

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

The fearless explorer and shaman **No Trouble Zhang** cares little for Rukhsara's politics, but is willing to support her agenda in exchange for the knowledge of the Wyld and the Fair Folk she shares with him. The No Moon spends much of his time in the Northern bordermarches and beyond, searching for artifacts lost to the Wyld or fae monsters that might be bound into service

against the Realm. While in Creation, he spends much of his protecting mortal communities — and now the Kathaashi in particular — from the predation of the Winter Folk (**Exalted**, p. 113), that they might preserve their strength to resist the Realm.

Other Shahan-yas

The following are among the Silver Pact's dozens of other shahan-yas.

The tower of the sorcerer **Aqadar** rises from the very heart of the satrapy of Fajad (**The Realm**, p. XX). Self-centered and arrogant, his cold, calculating exterior masks the volcanic depths of his fury, born out of the Shogunate's massacre of his people and their clan god. He pays little heed to the Realm's agents just beyond his doorstep — the Fajadi are not his people, and he cares little for their plight — though any Dragon-Blood who crosses the threshold invites swift death, and any concerted effort at ousting him would see the behemoth Pyrevein freed from imprisonment beneath his tower. Aqadar believes in long, laborious preparation and utterly overwhelming overkill, researching sorcerous lore to destroy the Realm in one fell swoop. He has few adherents — both because of his ruthless single-mindedness and the peril of reaching his tower — but will share the full breadth of his sorcerous knowledge with Lunars willing to contribute to his labors.

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

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

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

Tanisa Ring-Eater and **Seven Obsidian Leopard** hold their school upon death-ridden Mount Namas north of the Dreaming Sea. The serene, calculating Tanisa is a master of intrigue, working within the Dreaming Sea's various powers to sabotage any diplomatic or mercantile overtures from the Realm, while the brooding Leopard is a puissant necromancer and a mystic

well-versed in the Sea's mysteries. For centuries, the two were of one accord, but the emergence of Prasad (**The Realm**, p. XX) has created a schism between them and within their school. Leopard sees Prasad as merely an extension of the Realm's imperialist mission, and believes it should be ground down by his armies of necromantic horrors, while Tanisa believes it could be guided into opposing the Realm and Lookshy, splintering the Dragon-Blooded host against itself further.

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

Allies and Enemies

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

Independent Lunars

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

When conflict does break out, it's usually over personal grievances or individual feuds. Competition over territory, resources, or artifacts can breed long-standing grudges, as can conflicting agendas, inadvertent mistakes, or interpersonal friction. Without shahan-ya councils to intervene and resolve such grievances, these tensions flare more intensely in independents' dealings with Pact Lunars and with one another. When the Changing Moon merchant prince Hibiscus Cutter slew one of Yena's Daughters (**Exalted**, p. 108) to defend his caravan, Yena Bone-Breaker declared vendetta against him, killing every member of his trade company, and only sparing his life in deference to the Pact's civilities.

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

Dragon-Blooded

While the Dragon-Blooded successors to the Shogunate are the Silver Pact's foremost enemies, only its most extremist members extend this to all the Terrestrial Exalted. Dragon-Blooded societies that don't claim descent from the hated Shogunate or engage in imperialist ventures are considered a different breed, and though they may not be fully trusted, they can be valuable allies to the Pact. Individual Pact members have had occasional peaceful dealings with groups like the the Wanasaan and the Forest Witches, though these rarely beget long-term alliances. Lone outcastes are also potential allies, valued equally for their supernatural puissance and their ability to infiltrate the Realm; some have even joined Lunar Circles or shahan-yas' schools. Such alliances may draw skepticism or opposition from other Pact members, but this rarely progresses into full-on violence

In the River Province, the Grass Spiders (**Dragon-Blooded**, p. 126) have proven useful allies in the past, allowing Pact members to launch assassinations without risking revealing their involvement and calling down a Wyld Hunt. The Seven Storms Brotherhood (**Dragon-Blooded**, p. 131) remains a contentious, if minor, issue for Southern Pact members: Some feel that it could be a valuable ally against the Realm's satrapies with the proper inducement, while others think it's too volatile and unpredictable to use as more than a catspaw.

Sidereals

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

But not all Sidereals are complicit in this agenda; some even work actively against it. While not all Lunars are sufficiently well versed in heavenly politics to draw these distinctions, those who do — often First Age elders — occasionally find common cause with independent Sidereals. When the Cult of the Violet Star summoned the demon Nubkhaes unbound into Creation, Raksi partnered with Naj the Hellbinder, one of Jupiter's Chosen, to banish it and purge the cult.

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

The newly resurgent Gold Faction has made diplomatic overtures to a number of shahan-yas they believe will be sympathetic; negotiations remain in progress. However, not all Lunars agree with the Gold Faction's agenda of aiding the returned Solars, and some still distrust the Sidereals. Even the most trusting are wary of the potential for the Bronze Faction to intercept their communications with the Gold Faction.

Solars

Throughout most of the Second Age, the Silver Pact has held mixed opinions on the few Solars spared from whatever foul magic imprisoned their Exaltations. The Lunars bonded to them have typically — but not always — been staunch allies to their mates. Others viewed these handful of Solars as anything from potential allies to unpredictable liabilities to useful stalking horses for baiting the Wyld Hunt. The Bull of the North's burgeoning empire drew the Realm's attention

and broke House Tepet's military hold on on its satrapies, allowing the Pact's ventures elsewhere in the North to flourish

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

Abyssals

While some of the Pact's mystics had heard rumors of the deathknights, it wasn't until the Mask of Winters conquered Thorns that their speculation was confirmed. Most Lunars aren't certain what to make of them, and little consensus has emerged; a Lunar's views on Abyssals are most likely determined by her individual experiences with them. Complicating the matter is the fact that some Lunars have felt their Solar Bond stir to life in a deathknight's presence, and concluded that they must be Solars somehow tainted by the Underworld.

Anja Silverclaws, staunch adversary of the Mask of Winters, was shocked when she crossed blades with one of his deathknights only to see her Solar mate's soul unquestionably shining from behind the Abyssal's eyes. While the duel ended in a draw, she tells herself that the discovery can't undermine her commitment to killing the deathknight, though the truth of her feelings may be more complex. While the Pact as a whole has yet to accept the connection between the Abyssals and the Solars, it's a question they'll have to reckon with in determining whether the deathknights are allies or enemies to their vendetta against the Realm.

Infernals

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

Exigents

The Exigents are too varied in nature, agenda, and allegiances to draw easy generalizations. Some have proven worthy allies to Pact members: Bazidara, Chosen of Amoth City-Smiter, fought by Ma-Ha-Suchi's side in many storied battles of the Shogunate before falling to a Wyld Hunt, while the god-admirals of Cabochon engage in trade with Sunken Luthe. Others are enemies of the Pact, either because they serve the Realm's Immaculate Order, or because their own goals run counter to the Pact's.

Liminals

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

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

Getimians

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

The Guild

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

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

Spirit Courts

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

Many Lunar shamans and witches maintain longstanding ties with specific spirit courts, working to indebt gods and elementals in order to call upon them later for favors. Aqadar trades favors with the spirit prophets of Fajad's Abhari creed; in exchange for their assistance in his sorcerous

labors, he's dedicated considerable energy to covertly opposing the Immaculate Order's attempts to suppress their worship. Smiling Zamisha (p. XX) maintains good relations with the clan gods of the Eskari by subduing or killing any spirit that contests their position as chief deities of the nomadic people.

Gods associated with Luna's own spirit courts — their portfolios including such domains as the tides, purity, illness, nocturnal beasts, and dreams — are particularly sought out for this purpose. Some shamans feel spiritually elevated by such dealings, while others hope to leverage these gods' shared affinity for Luna to more easily bargain with them. These gods include such luminaries as Tethys on the Untrammeled Path, god of the lost; Merevin the Fever-Dream; and Kama-Soth, the god-bat of lunar eclipses.

The Dead

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

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

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

The Fair Folk

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

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

Local Powers

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

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

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

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

On the prow of a gleaming warship, Lukha Palash regarded a city about to fall.

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

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

“They’re all across the city. What are they burning?”

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

Lukha had spotted the first wisps of smoke shortly after the fleets engaged. More and more had appeared, the longer the fighting went on.

“Ahh, I see,” Kamezi marveled. “It’s the storehouses, isn’t it?”

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

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

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

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

The lieutenant wrestled with this in silence.

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

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

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

Chapter Three
Lunar Dominions

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

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

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

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

> Lunar Territories
>
> The Charm Boundary-Marking Meditation (p. XX) lets Lunars claim regions of land as their territory, designating three particular qualities of the region, e.g. fertile, isolated, or menacing. Sidebars throughout this chapter describe the qualities of various dominions. If one of these qualities supports an action within a territory, it counts as an applicable specialty; in a quality opposes an action, it imposes a −1 penalty. The territory's master can deny these benefits to her enemies, or exempt her allies from these penalties. Boundary-Marking Meditation is limited in how large a region it can claim as territory; thus, a Lunar who rules a large dominion might have multiple distinct territories.

The Mountain of the Spider King

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

Nestled high into the North and towering above the Black Shale Road, the Mountain has few visitors, though it overlooks a busy trade route. Guild members offer tithes of silver and are circumspect about the movement of slaves in order to maintain use of the road as they travel

between Whitewall, Gethamane, and Grieve. Independent peddlers and smaller merchants often pay much lower rates, though they too risk being killed if they offend the Spider King.

The Mountain is a warren of caves, caverns, and tunnels, some natural, some carved over countless centuries; some so tiny only a child can crawl through, others large enough to hold entire towns. In islands of warm firelight within these cold, dark caves, Aum-Ashatra, the Spider King, makes his home and watches over his people. Few Realm merchants can safely see their caravans across the Black Shale Road; many choose longer, safer routes instead. Other merchants unable or unwilling to brave the White Sea must tithe to the Spider King in return for safe passage or risk being made an example for future travelers.

Aum-Ashatra, the Spider King

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

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

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

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

Life in the Mountain

Two centuries ago, Aum-Ashatra established his dominion within the Mountain, accompanied by a handful of Lunar adherents, his Moon-Touched children, and mortal bandits and raiders who'd pledged their loyalty to the Spider King. Their descendants make up most of the Mountain's populace, though refugees and exiles who've come to the Mountain seeking shelter over the centuries have contributed to its numbers as well.

Food is a constant concern in the Mountain. While its denizens tend edible fungi in the Mountain's depths and venture outwards to hunt, fish, and tend crops in its foothills, this is inconsistent at best. The tithes paid to the Spider King by merchants passing along the Black

Shale Road, as well as the spoils of raiding Realm caravans, are traded with neighboring peoples and bandit groups in exchange for food to supplement what the Mountain's people can supply themselves, and for other goods they can't produce themselves. When these trade relations can't supply enough — particularly in harsh winters — raiding bands venture forth from the Mountain to pillage the food their neighbors are unwilling to trade. In such times, Aum-Ashatra's mandate of hospitality is often a contentious issue, and opinions of refugees and exiles sheltered in the Mountain grow sour.

Crime in the Mountain is harshly punished, with minor offenses often met with branding, exile, or execution, while more serious crimes are met with gruesome fates such as slow poisoning or being cast out unclothed into the snows of the Black Shale Road.

> Aum-Ashatra's Territory
>
> The Mountain is dark, well-defended, and labyrinthine.

Families of the Mountain

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

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

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

> Origins of Beastfolk
>
> Beastfolk are humans with animalistic mutations. A bearwoman might have an ursine head, shaggy fur covering her body, and sharp claws; the centipede folk of a Wyld-tainted forest might have multiple limbs, a chitinous exoskeleton, and venomous fangs, while a clan blessed by an insect-god might have human upper bodies and the lower bodies of centipedes. Beastfolk mutations are usually heritable, although they may diminish or disappear entirely from a bloodline over multiple generations. While they may face social stigma among some cultures, beastfolk are human in every meaningful sense — including the capacity to Exalt.
>
> Lunars can transform mortals into beastfolk, most notably by using Beast-Soul Crucible Awakening (p. XX) to create sacred testing grounds that will endow those who overcome their trials with traits of the Lunar's spirit shape. Additionally, any

child a Lunar sires or conceives while using Hybrid Body Transformation (p. XX) will inherit their parent's animalistic mutations.

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

The Lay of the Mountain

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

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

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

The Spider King's Pets

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

War on the Realm

The Realm first turned its eye towards the centuries-old Black Shale Road when the sorcerer-king Bagrash Köl's nascent empire threatened its control of the Northern satrapies. The legions planned to use the road as a supply route in the event of a war with Köl. Forewarned of these plans, Aum-Ashatra — then living a false life in Dynastic society — retreated to the Mountain, establishing it as a bulwark against Realm movements. After years of losing scouts, supplies, and caravans along the Road, the Realm traced the raids back to Aum-Ashatra. Their sieges of the Mountain have been protracted, bloody, and frustratingly unsuccessful — even when the Dragon-Blooded triumph over the Mountain's forces in the field, they've never managed to force the Spider King from his lair.

To travelers, the Mountain offers deceptive safety. Low tunnels seem easy refuges from the rains that drench the Black Shale Road, but conceal deadly traps and giant spiders. In winter, the

Mountain dwellers build fires that can be glimpsed from cave mouths, luring in frostbitten travelers.

In open battle, Aum-Ashatra favors misdirection, using feints, feigned weakness, and traps to disorient, divide, and scatter his opposition. He only takes to the battlefield himself when his warriors face Dragon-Blooded opposition, or when he wishes to provide his few surviving enemies with tales of a terrifying six-armed god whose fangs drip death.

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

Prominent Figures

Arisahvta, chief of the Ariha family, is a stern woman with a constant expression of disappointment. Young but brilliant, her management of the family's food reserves during a harsh famine saw her handpicked by her predecessor, though some Ariha still debate her merits as a leader. She has a sharp tongue and quick temper, and lacks patience with those who cannot match her vast intellect. Refugees and adoptees find themselves especial targets of her ire, as Arisahvta thinks that hospitality is an unnecessary drain on already tightly stretched food supplies.

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

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

Neighbors

A few day's journey west of the Mountain, the satrapy of **Tantara** nestles in a sheltered bay. Much of the white-towered old city, rising above the bay on a hill, is abandoned and overgrown. But the city has seen a renaissance since the Imperial Navy established a presence in the port a few decades ago, maintaining a base for anti-pirate operations so that White Sea shipping can more safely bypass the Mountain. Today, herring fisheries and Guild-backed trading companies thrive in the lower city, and new construction sprawls out along the shore.

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

Spray is the largest and oldest of the many fishing hamlets carved into the cliffs above the White Sea, small communities united by their worship of a pantheon of seabird-gods. The fisherfolk,

who enjoy the protection of the Spider King for as long as they keep their end of an ancient bargain, provide a trade outlet for the Mountain. But more than one village has been razed in retribution for selling information to the Realm. Others have been torched by the Imperial Navy for piracy — whether for their own raids on coastal shipping, or for harboring infamous White Sea pirates such as Broken Spear Mokraj.

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

Skandhar-Bhal

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

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

The Moon-That-Fell

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

Heaven sent nine puissant gods to guard the Moon-That-Fell. They traveled to Skandhar-Bhal with a throng of lesser spirits, and found worshipers among wanderers who stumbled into the valley. Their disciples built a sacred village around the stone. Skandhar-Bhal was a settlement of sages and hermits, united in their desire to pray and to learn.

Some acolytes eventually left the valley, marking the path and spreading the legend of Skandhar-Bhal so that future pilgrims might find it. New blood and new ideas flourished as newcomers brought knowledge of architecture, agriculture, and other practical skills to the valley, sharing such gifts freely in the atmosphere of communal learning and teaching.

Today, the Moon-That-Fell is enclosed by an ornate stupa, tended by one of the valley's monastic orders. The egg-shaped rock itself is nearly ten feet tall and over half that in diameter, shining a beautiful silver color that reflects even the faintest light with a glow like the full moon.

Centuries ago, anyone could look upon the Moon-That-Fell whenever they pleased, but now it's kept locked behind ornate silver doors outside of coming of age rites and special festival days The valley's Lunar master believes this helps conserve its numinous power, and encourages citizens to view the relic of Luna with the appropriate reverence.

Vanamaithri Mirror-Soul

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

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

A Sacred Valley

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

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

While the valley's orders notionally coexist in harmony, friction and feuding between individual members can escalate into conflicts that draw in entire monasteries. These disputes typically originate among lower-ranking members of the orders: monks of neighboring monasteries clash over the allocation of a garden's crops; a drunken novice publicly slanders the teachings of another order; a personal feud ends in battery or murder.

Many orders tend to close ranks around accuser wrongdoers amid their number, preventing the easy resolution of personal wrongs or simple crimes.

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

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

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

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

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

> Vanamaithri's Territory
>
> Skandhar-Bhal is *hidden*, *sacred*, and *peaceful*.

Daily Life

While most in Skandhar-Bhal pursues a monastic path, many put off their vows until late in life, and others serve the temples in a lay capacity. Over the centuries, pilgrims settled as farmers and craftsmen, children were born, and a lively community flourished.

Secular residents live further from the center of the valley. Large thatched buildings of local white stone each accommodate several generations of family members. A shallow mine to the northeast yields base metals for tools and silver for bells, and the valley's warm summers and short winters make self-sustaining agriculture possible despite the surrounding mountain climate.

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

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

Though there's no official hierarchy between the valley's monastic and secular populations, it's generally understood that those who live in the temples are closer to Heaven and thus more capable, knowledgeable, and wise. This goes double for abbots and other high-ranking monks, who've generally taken monastic orders in their youth, rather than entering the cloister later in life as most of Skandhar-Bhal's people do. Some families gift offspring not needed for agriculture or trade work to the temples to become acolytes.

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

Skandhar-Bhal lacks a formal code of laws, nor does it possess a constabulary or judiciary. Petty crimes such as brawling, slander, or theft are seen as symptoms of a mind that's strayed from the path to enlightenment, and remedied with rigorous reeducation within the community and hours of public prayer. The culprits of graver crimes are confined to a small cell in one of the valley's monasteries, provided with food, educational scrolls, and the company of monks until the monastery's leader releases them.

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

Prominent Figures

Dancing Ceryneika is Scarlet Doe's god-blooded daughter, and leads her divine mother's temple. Nearly half a century old, she still looks like a young maiden, and is said to act with youthful impetuousness. Ceryneika ruthlessly tamps down on any behavior she deems violent or

aggressive — whether drunken brawls or feuds between families — skeptical of even the martial arts training that other orders encourage to center mind and body. She even encourages congregants to discipline children who participate in competitive games, lest such play inspire a bellicose mindset in adulthood. While coming to blows over enforcing her philosophy would go entirely against her purpose, she and her monks have other means of getting their point across, such as refusing medical treatment in Scarlet Doe's temple to a fight's aggressor.

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

The god **Jade Eagle** finds himself bored with the valley's serenity. A keen-eyed hunter with no intruders to hunt, he's developed other occupations over the years to assuage his dissatisfaction, flying off for weeks at a time to gossip with other gods or harry passing air elementals. Many of his fellow divine guardians see him as unreliable or even a troublemaker, so although the valley's mortal residents revere him as both warrior and psychopomp, many also regard him with unease. His temple offers a safety valve for others who don't quite fit into Skandhar-Bhal's society, training them to survive in the mountains and scout for intruders and predators. A close friend of Vanamaithri's, he's long been concerned that the elder's allowed himself to become too pacifistic and detached from emotion, but worries what might happen should the floodgates of their youthful bloodlust reopen.

The Touman Clans

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

In their travels, the Touman eventually crossed paths with Wake, a Southern Lunar who, being likewise far from home, named them kindred spirits and joined their company. With Wake aiding them as their divine champion, the clans' might grew, and their ambition with it. As years passed, they were no longer content to raid White Sea settlements, and turned their armies to the conquest of the riverine city-state of Carnelian.

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

The Touman clans have changed since they conquered Carnelian, but their original political structure remains largely intact. Each of the several clans is led by a knez (plural: knezi), a leader

elected for life from among the previous knez's offspring by her kin. The voivode, elected from the clan bearing the royal bloodline of the Touman Prince, holds council with the knezi and makes decisions on matters bearing on the clans as a whole. Voivode Sangerel, the clans' current leader, holds court amid the palace of what was once Carnelian's wealthiest aristocratic family, while the knezi have claimed the estates of lesser aristocrats.

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

Wake

Wake is not of the Touman, nor does she rule them, but she has intertwined her life with theirs for decades. Originally hailing from the South, the Full Moon spent her early years fighting the Realm, but fell into despair at the losses her wars inflicted on her countrymen. Her time among the Touman has been a reprieve. She joins clansfolk on the hunt, drinks and feasts with wealthy nobles, and spars with young children, all the while forcefully refusing to take on any authority. Yet Wake remains a force to be reckoned with on the battlefield, and will not hesitate to unleash her full divine might to aid her adopted people.

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

Wake's spirit and willingness to fight the Realm have been renewed since the disastrous losses of her youth, yet her closeness to them has bred uncertainty and delay over whether to turn the Touman against the Dynasty, or seek out a new people and raise her dominion among them. The Scarlet Empress' disappearance has forced Wake's hand; if she is ever to strike at the Realm, this crucial moment of weakness is the time. Sooner or later, she must press the Touman elders toward abandoning Carnelian and raiding the satrapies beyond the White Sea.

Touman Culture

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

Social life revolves around Meets, communal festivals of relaxation and negotiation that range from a single evening to several days of festivity. Drink flows generously, deals are struck over richly seasoned food, and clansman join together in whirling dances and wrestling bouts — a perfect way to navigate social disputes before they give rise to violence. Once held in large tents designed to stay warm amid the Northern cold, Meets are now held in Carnelian's lavish estates.

Voivode Sangerel hosts regular Meets for her council of knezi, plying their goodwill with marijuana and drink.

Carnelianer Culture

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

Carnelianer culture emphasizes the cycle of seasons. Winter is marked by bonfire festivals, where attendees dance dressed as spirit of fire and wood. Spring is celebrated with circle dances and processionals of praise for the city-state's pantheon. Wealthy Carnelianers indulge in the communal pastime of burning imported marijuana to fill an enclosed chamber with soporific smoke, emerging to eat smoked and pickled delicacies.

The Touman's presence has had a marked influence on Carnelianer culture; colorful fabric and flowing garments are in fashion, and artists emulate the stylized iconography of Touman wagons. The Touman, in turn, have been shaped by their subjects, incorporating many aspects of Carnelianer celebrations into their Meets, and consuming vast quantities of smoked fish and pickled vegetables.

Religion

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

Not all of the Touman dead persist as ghosts. Those who do are most often those whose families had wealth enough to afford lavish sacrifices for their funeral pyre and a stately interment for their bones. Yet with the shifting of fortunes over centuries, the poorest Touman might be guided by a long lineage of ancestral spirits, while one newly come into wealth and prestige might have none.

The Touman clans carried their ancestors' bones with them on the journey north in grand ossuaries built on ox-drawn carts and hauled across miles of snow and ice. Upon conquering the city, Wake led the ancestors spirits in ousting the Carnelian gods from their temples. There the Touman interred the bones of their fallen, both to honor those who died conquering Carnelian and to lay ascendancy over the native deities. The ancestors have been drawn into the political divide between wealthy and penurious Touman, motivated by concern for their descendants or the tending of their own bones. They still counsel the knezi, but where they traditionally spoke with one voice, ancestors of the same clan may propose diametrically opposite futures.

While no other divinity is as revered as the ancestors are, the Touman have worshipped other spirits, the gods of the lands they've passed through. Most such syncretisms are short-term affairs, lasting only as long as the clans remained in a spirit's territory, though some minor rural deities follow in the clans' wake, abandoning or uprooting their original cults. Most of Carnelian's native pantheon have struck such bargains with the Touman, though some holdouts detest the conquerors too much to ever acquiesce to them — and as such, must contend with their cults being proscribed, and even the attentions of Wake should they grow too forceful in their discontent.

The Immaculate Order had sent missionaries to Carnelian with some success ere the Touman conquered it. Soon after the city's fall, Wake led a warband in tearing down Immaculate shrines, and her animus informs the Touman's views of the Immaculates. The Order's made occasional efforts at renewing its presence to little avail. Wake and a Touman honor guard managed to subdue a recent Wyld Hunt sent to drive out the Touman ancestor cult and its rumored Lunar leader, but not without dire losses. The Immaculates continue sending occasional missionaries, forcing Wake to maintain a low profile lest the Order realize she survived the Hunt.

At a Crossroads

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

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

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

Meanwhile, Voivode Sangerel dreams of building an empire to rival that of the old Touman Prince. She pushes the knezi to support her plans for war with Thetra, largest and richest of Carnelian's neighbors. She argues that elder clansfolk unfit for battle or uninterested in further glory can remain in their opulent palaces, leaving the front rank open to younger warriors seeking to prove themselves in battle and claim Thetra's treasures for themselves. Sangerel's plan would be good for everyone, save of course Thetra, and it frustrates her to no end that the council won't commit.

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

The Clans

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

Notable Clans

The **Diamandri**, who trace their lineage back to the legendary Touman Prince, rule the Touman clans by virtue of political skill and royal blood. For generations, every voivode elected has been Diamandri, and the duties of the clan knez have been subsumed into the voivode's office. The clan's prestige is backed by tremendous wealth; they claimed the finest manors and lands upon conquering Carnelian, and married into the aristocratic and mercantile families that hadn't fled the city.

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

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

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

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

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

Some see the **Nevaz** as Touman in name only. Their ancestors were not Medoans, but neighboring peoples who'd allied with the Touman Prince, and refugees drawn into the clan over the long journey north. While many clans have foreign blood in their lineage, the Nevaz haven't assimilated into Touman culture: their clothing and manners are strange, their features and

accents unfamiliar, and they worship foreign gods alongside their ancestors. Their outlandish ways often render them pariahs among their kinsfolk. Some earn a living in Carnelian's less affluent quarters as artisans, peddlers, and actors; others maintain herds on the outskirts of Touman lands.

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

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

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

Minor Clans

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

The **Iron Flame**, renowned for compounding herbal medicines and brewing strong beer, are one of the few clans who've paid any heed to the Immaculate missionaries that visit Carnelian. With few ancestor ghosts of their own, and long memories of the maladies and afflicted set upon the clans by wrathful gods during their journey, they see the appeal of the protection the Order offers. Visiting monks typically reside with the Iron Flame for their stay, and they've begun to adopt the Immaculate prayer calendar alongside their ancestor worship.

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

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

Prominent Figures

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

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

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

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

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

The Nevaz knez, **Qori**, is a seasoned diplomat and translator who quickly made a place in Carnelian by marrying into one of the less prestigious merchant families. His standing in the voivode's council has made him a favorite of prominent Carnelianers, who see him as a sympathetic voice willing to advocate on their behalf, and he's profited considerably thereby.

Never well-liked by his fellow knezi, he's only exacerbated their ire, to the point that assassination wouldn't be unthinkable.

Iarda White-Glove is high priest of Carnelian's city father, the Queen of the First Vault, a proud god who refused to submit to the conquering Touman. Iarda has led the Queen's cult underground, and conducts negotiations with both Carnelianer nobles and deities, seeking to turn them against the clans. Iarda has become a hero to common folk opposed to Touman rule — a firebrand and revolutionary whose following may soon outstrip the Queen's.

The faeblooded Guild factor **Tearshape Love** is the most successful slaver in the region, and profited greatly from the Touman conquest of Carnelian. Her supply of slaves has waned over the years, but she reckons war will yield plenty of refugees to prey on, and fans the voivode's expansionary ambition whenever they meet.

Neighbors

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

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

The Touman sacked the twin port cities **Solida** and **Snow Bay** before moving west to conquer Carnelian. Continuing raids of the cities under the previous voivode have evolved into demands for tribute under Voivode Sangerel, preventing the cities and the surrounding lands from recovering. The common folk struggle against poverty and famine, merchants risk bankruptcy, and even aristocrats must tighten their belts somewhat.

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

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

Iscomay, the Empire of the Bear

Great timber-walled forts stand guard at the borders of imperial Iscomay. Every few years, new ones rise from the earth of the Northwestern taiga, marking new expansions and fresh

annexations. Beyond their painted walls, auroras waver in the night over miles-long lines of standing stones, drawing the eye toward the empire's rich, fertile heartlands — the grand glacial basin of the Oma Valley.

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

Valley of Bounty

The Oma Valley lies between the shoreline of the Fang Lakes and the dense forests of the deep Northeast. Centuries ago, Iscomayari geomancers erected great pillars along the region's dragon lines, redirecting flows of Fire and Wood Essence into the Oma Valley. Generations of Iscomayari have cultivated the warm, fertile soil, turning it into a cornucopia. The valley's rivers are thick with trout and salmon, and its woods attract all manner of wild game. While its neighbors may fear the lean months, Iscomay's citizens eat well, even in winter – and its crown is increasingly eager to use its bounty as political leverage.

Many of Iscomay's cities began as forts or outposts. The nation's capital is the massive, timber-walled city of High Sila — it's far from the oldest Iscomayari city, but it's served as the royal house's seat of power for almost two centuries. Grain, gourds, currants, corn, root vegetables, and other staples fill its markets, and nearby quarries and lumberyards produce stone and wood to feed the nation's expansion. Many of High Sila's citizens — especially those of an artistic or scholarly bent — come from nearby nations, attracted to Iscomay by its wealth and security. Others had little choice in the matter.

Empire Ascendant

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

Under their rule, the kingdom's grown into an empire, and its influence has spread across the Northeast. Siladar's rulers forged treaties with the kingdom's neighbors, trading food for iron, precious stones, jade, and slaves. As Iscomay's coffers grew full, it amassed more and more military might, and began deploying its armies in aggressive conquests against weaker neighbors. After a several years of famine-stricken winters, they were able to coerce even their most powerful neighbors into becoming tributaries, subduing those who resisted in a series of bloody military campaigns. Now, Iscomay is a mighty empire, and many of its trading partners are sovereign powers in name only.

Conquered territories are incorporated into the Empire as *provinces*. The local prince or governing body is ousted or executed, and an Iscomayari governor loyal to House Siladar is installed. She oversees the governance and administration of the province, including the collection of taxes — which are more often agricultural produce or other resources than hard currency — the consolidation of military power, and the enforcement of Iscomayari religion and

law. Iscomayari geomancers scour the provinces in search of demesnes that might serve as the site of new manses, extending and empowering the geomantic network that ensures Oma Valley's hospitable clime. The construction of manses is slow work, often lagging far behind the Empire's expansion.

In recent years, Iscomay has allowed nomadic groups to shelter in its valleys during the winter, as their favorable geomancy renders them hospitable even during the harshest part of the year. In exchange, the Iscomay request tribute, which often comes from the ransacked caravans of those who wish to trade outside of the auspices of the crown.

Legions of the Bear

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

The Iscomayari military hierarchy is organized geographically; each province of the Empire has a *bey*, to whom all janissaries in that region report. The janissary forces consist of infantry, cavalry, and a riverine navy, all trained in swords, daggers, shields, spears, axes, and bows. After a term of twenty-five years, janissaries may retire, claiming a military pension and a grant of farmland — often in newly conquered territories.

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

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

The Book of the Bear

The Iscomayari still value the ancient ways their ancestors relied upon to survive. The nation's laws are codified in the Book of the Bear, written three centuries ago by Iscomayari shamans who recorded their people's oral epic tradition. Scholar-priests called khojas assist the citizenry in applying the Book of the Bear to day-to-day matters, and make religious rulings on the Book's nuances and interpretations. There is no formal hierarchy among the khojas; one's standing and the degree of authoritativeness attributed to one's doctrinal interpretations depends entirely on how she's regarded by other khojas and the community at large. Becoming a khoja requires receiving tutelage in the Book from an established khoja over a span of years, culminating in a rite of passage in which the aspirant must enter a bear's den and commune with the totem beast without being harmed. Many khojas are selective about choosing students, taking only those

from prominent or wealthy families, or who display exceptional talent as savants, geomancers, or mystics.

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

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

Society and Culture

Iscomay's urban architecture is highly sophisticated, a consequence of the geomantic tradition founded by True Voice. Houses of nobles and merchants rise up to five stories high, and the palatial estates of the House of Siladar dwarf even these. Rural and impoverished urban Iscomayari live in humbler abodes, although many cities have begun to replace poorer quarters and slums with sprawling tenement complexes. When building palaces, fortresses, or madrasas, it's auspicious to have a khoja ritualistically entomb a bear's remains beneath the structure's foundation, so that the honored totem beast might lend its strength to stones raised atop it.

Iscomayari art places great emphasis on sculpture and carving. Miniature sculptures depicting bears, plants, traditional scenes, and historical figures are common ornaments, carved from bone, wood, and porcelain. The homes of the wealthy and prominent have elaborate carved facades, depicting allegorical episodes from the Book of the Bear and triumphs from Iscomay's military history. Great stelae erected in city centers are engraved with the sacred laws, so that any citizen can freely read them. Nobles, celebrated janissaries, and merchants wealthy enough to afford it are interred beneath stone pillars reciting their deeds and family lineage.

The Iscomayari traditionally dress in lighter clothing than their neighboring peoples, owing to the Oma Valley's supernatural warmth, but as the Empire has expanded, heavier garments have come into fashion for those traveling outside the valley. The pelts, claws, and fangs of bears may only be worn by members of the House of Siladar, and the strict religious regulation of when bears may be hunted means that only a minority actually wear them.

The meat from bear hunts is likewise reserved for the royal bloodline, and only after diners undergo rigorous ritual purification. For the most part, the Iscomayari nobility and wealthy merchantry's diet consists of pork, mutton, goat, and horsemeat, supplemented by the wide variety of crops the Oma Valley sustains. Poorer Iscomayari go without many of these meats, but still eat pork on a daily basis. The Empire's expansion has brought new dishes and spices to Iscomayari tables, with the wealthiest taking the first share.

True Voice

The laws and teachings recorded in the Book of the Bear were first spoken by True Voice, the No Moon whose efforts led to Iscomay's rise to power. Five hundred years ago, the people who would become the Iscomayari eked out a meager existence in a single valley, farming during the brief summer and sheltering in caves during the long, cold winter. True Voice was one of their number, a young khoja who earned Exaltation. Armed with wisdom conferred by Silver Pact elders and worldly spirits, True Voice gave the Iscomayari the secrets of the dragon lines, begat the House of Siladar, and conspired to raise up the Empire of the Bear as a weapon against the Realm.

True Voice departed Iscomay centuries ago, content with its development and eager to found new dominions closer to the hated Realm. Despite her familial ties, she feels little affinity for her ancestral homeland, having found a deeper kinship in the Silver Pact. Now that the Realm teeters on the brink of civil war, she's returned, planning to unleash the Iscomayari against the hated Dynasty along with the rest of the cultures she's shaped. However, the House of Siladar has grown beyond her initial designs, and pushing it away from its imperial ambitions to wage war against Realm interests has proven more difficult than she'd expected. She cites ancient precedents she wrote into the Book in anticipation of this eventuality, only to find that the leading khojas' interpretations of these passages differ starkly from her original intent.

Imperial Holdings

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

Foreign artists, savants, and philosophers have thronged to the capital over decades, bringing their outlandish ways with them, much to the khojas' consternation. While attempts at enforcing orthodoxy have succeeded in driving heretical views underground for the time being, the Iscomayari monarch's gaze is too focused on expanding the empire's borders to notice the potential firestorm brewing beneath.

The former capital of **Karaqa** dates back to Iscomay's first centuries, but has sat largely unused since the early years of Iscomayari military expansion. The royal family and the bulk of Iscomay's governmental functionaries and administrators deserted it to rule their new empire from the more central locale of High Sila — along with large numbers of commoners, forcibly transported to work High Sila's fields. Its unused administrative buildings and districts became home to squatters, artisans, bohemians, and criminals of all stripes, which venal officials publicly decried while privately enjoying the city's sybaritic social scene and active black market. With Iscomay's ascendancy, aristocrats and nobles seek to reclaim the city, squabbling over how best to do so. The army is poised to conduct a city-wide purge of squatters to make way for peasant farmers relocated from other parts of the Empire.

All that remains of **Burdock** are ruined keeps and scattered, lonely ghosts. Twenty years ago, the Iscomayari king demanded extra tribute in exchange for Burdock's monthly quota of grain and vegetables. Burdock's ruling council, already under strain from ever-increasing demands and an angry populace, reneged on the deal. That fall, the crops failed, and famine followed in its wake;

merchants from other nations swept in to offer food at exorbitant prices. Those with the means to leave did; while those who did not perished. Iscomay picked up the pieces, integrating them into itself — but the territory where Burdock once stood is still haunted, literally and figuratively, by the specters of those who starved.

The port city of **Spur** is Iscomay's most crucial connection with the coastline of the Fang Lakes, and it is jealously guarded. Centuries ago, Iscomay conquered the city and drove out its tyrant, the raksha queen Meliash of the Emerald Mask. Spur's ships now carry Iscomay goods across the Fang Lakes and into the White Sea, and bring back all manner of Northern goods — from ivory, furs, fish, and slaves to such exotic products as Haslanti mechanisms, feathersteel, frozen lightning, and unmalting ice. Nevertheless, rumors persist that Meliash never left, and in the wake of failed uprisings over high taxation and Iscomay's oppressive religion, the city's more rebellious citizens have adopted the once-feared raksha as an unlikely symbol of defiance.

The **Storm's Breach** mining colony sits on an estuary of the Fang Lakes, sending silver and jewels back to High Sila to line the pockets of the merchants who funded it. The outlying region is bitterly cold and plagued by foul weather, an unintended consequence of Iscomayari geomantic engineering. The miners come from the ranks of the poorest and most dispossessed, accepting harsh toil to survive, but few are happy with their lot. A Northern Guild factor has initiated talks with the mining town's leaders, promising a better life if they'll aid in wresting control of the silver mines away from Iscomayari merchants.

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

Prominent Figures

Emperor **Ajurai Siladar II** is still a youth, but his Moon-Touched gifts are stronger than have been seen in a generation: he's followed everywhere by his familiar, a ferociously loyal grizzly, and has eerie insight into the spirit world. Despite this puissance, he's still naïve, and heavily influenced by his councilors, court, and personal khoja in matters of governance. The boy-emperor is unaware of how various interests are manipulating him to maintain Iscomay's expansion — and now True Voice has set her sights on him, aiming to use him to turn the Empire of the Bear's military might against the Northern satrapies.

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

Bey **Isipho Spear-Grace** commands the janissary forces of High Sila proper. Lean and dark, scarred from many battles, she was a respected captain even in Ajurai's mother's time, though she's remembered today more as historical figure than modern leader. Despite her lofty rank, her ambitions have fallen by the wayside, overshadowed by beys of frontier provinces whose forces

expand the empire while hers put down bandits and rebels. Meanwhile, her children and grandchildren — who've achieved high standing as ministers, merchants, and khojas — have ambitions of their own. Now she schemes with her son Najukkan to put his wife, the royal cousin Wawarai Siladar, on the throne.

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

Neighbors

Sulat rebelled against Iscomayari control after an increase in taxes, murdering the Iscomayari governor and tax collectors in a mass uprising. Now governed by a descendant of their old royal family, Sulat has begun the difficult task of rebuilding. Emperor Ajurai's councilors disagree on whether the rebel state should be brought to heel in an overwhelming show of force, or whether the Empire's military is better used to expand into and occupy more profitable territories.

The nomadic **Urma** have sheltered in the Oma Valley every winter for decades in exchange for tribute. Through the rest of the year, they hunt and gather amid the Northeastern forests, Previous chieftains were content to gather tribute through fur-trapping and raiding passing caravans. But the current leader, Spear of Evening, believes the Urma should keep their plunder for themselves, and has begun furtively raiding Iscomayari merchants and military supply lines. Sulat has approached Spear in hopes of recruiting the Urma to protect them from Iscomayari attempts at reconquest.

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

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

The Nameless Lair of Ma-Ha-Suchi

Deep in the Southeastern jungles, in an area called the Tangle, lies a temple of enormous proportion and prodigious age. It is the domain of the great Lunar elder Ma-Ha-Suchi.

Ma-Ha-Suchi's dominion is a treacherous and dangerous land, made to cull the weak and temper the strong. It sits just at the Scavenger Lands' southern edge, to the north of the Southeastern empires with all their wealth and splendor. The Nameless Lair is a bulwark between Realm expansion from its coastal satrapies into these lands, though it's not uncommon for the dominion's inhabitants to raid their neighbors. Attempts at brokering treaties with Ma-Ha-Suchi have historically been fraught, though the Changing Moon is a consummate negotiator, and not averse to peace on his terms.

The Chante-Sa

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

The Chante-Sa shunned Ma-Ha-Suchi when he first encountered them centuries ago, treating him as a monster to be avoided. In his efforts to win their goodwill, Ma-Ha-Suchi turned to their gods, the Three Mothers. In exchange for driving away a swarm of soul-eating beasts that'd forced them from their ancient temple-demesne, the Threefold Womb, and dealt them terrible wounds that would not heal, the goddesses proclaimed Ma-Ha-Suchi their prophet and champion, the Hand of the Mothers. The Chante-Sa accepted him not only as an ally and god-king, but as family, their beloved "Undying Uncle."

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

> The Three Mothers
>
> **Gap'Inan**, the Hungry Mother, who claims the bodies of the dead, making art of bones and vines.
>
> **Chuwe'Inan**, the Lavish Mother, whose transfixing beauty — bright as orchids or jungle frogs — can be lethal.
>
> **Mahni'Inan**, the River Mother, whose turbulent, turbid waters both drown and nourish.

Chante-Sa Culture

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

Each band is led by an *inan*, a leader chosen by the band's totem god. An inan assembles a council of trusted advisors to whom she delegates matters of administration and governance beyond her capacity to resolve alone, though specifics vary between bands. The inan's appointment by one of the Three Mothers invests her with spiritual authority, but her claim is not

exclusive; a bands' priests and shamans may contest her in religious matters. Ma-Ha-Suchi and his beastfolk disciples are respected by the bands, but not slavishly obeyed — as the Hand of the Mothers, Ma-Ha-Suchi is an inan's equal, not her superior.

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

The Chante-Sa worship the Three Mothers through communal prayer, and offer up sacrifices ranging from a beautiful flower found in the Tangle to a great beast felled in the hunt. Chante-Sa art is largely religious: music, dance, mystery plays, and tattoos are all seen as a form of homage to the Three Mothers. Chante-Sa funereal rituals involve the consumption of the dead, so that the living may partake of a fallen elder's experiences, and Gap'Inan may see her soul to the next life. They don't eat the flesh of outsiders; to do so is a grave blasphemy, punished by exile or death.

The Three Bands

The cave-dwelling band known as the Gap, or **Band of Bones**, revere Gap'Inan and live mostly in the caves in the Tangle's eastern edge. Therein they have built elaborate towns carved into the interior of the cave walls. These caves are found typically on the foothills hidden beneath the jungle growth, but the towns proper extend beneath the earth as well. The caves keep them safe from the dangerous beasts and tribulations of the Tangle. The caves are illuminated, typically by bioluminescent fungi, insects, and roots of vines that extend into the roof of the cave from above. The cave walls are adorned with skulls that have been painted with a mixture that causes glowing fungus to grow on them.

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

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

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

The semiaquatic Mahni, or **River Band,** pray to Mahni'Inan. They make their living along the western edge of the Tangle in the river called Mahni'Inan's Blood that runs north to south through the jungle. The river has a strong reddish color that comes from the mud of the banks, and is believed to be the menstrual flow of their matron deity, while the mud is the cast-off from her womb.

To the Mahni, the river's waters and mud are the stuff of creation. From the mud they build their riverside houses and craft the elaborate, labyrinth-patterned pottery that's ever-present in their settlements. Meanwhile, their great houseboats move up and down along the river as they hunt and fish. The houseboats gather in port towns that spill out into the surrounding banks. The people living in the ports supplement their farms and fisheries by hunting and gathering from deeper in the jungle — and by raiding neighboring peoples outside the Tangle.

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

The Blood Seasons

Before the coming of Ma-Ha-Suchi, the three bands feuded endlessly over matters ranging from trade and war to forbidden romances and ill auguries. As one of his first acts as Hand of the Mothers, the Lunar instituted the Blood Seasons to bring peace to the Chante-Sa.

Every fourth new moon, the bands come together and each Inan declares how she shall provide for the people. She names four champions of her band, who will go out into the world and bring back her will. This squad then heads out into the world to perform seven tasks proclaimed by the Three Mothers by the next full moon: slaying great beasts, retrieving rare herbs that only grow in the Threefold Womb, raiding a neighboring people to bring back valuable resources, playing a trick on Ma-Ha-Suchi, and the like.

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

Ma-Ha-Suchi's Lair

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

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

The Chante-Sa regard the Nameless Lair with a holy dread. It is to be approached only in the direst of times, when they must petition Ma-Ha-Suchi for aid directly. He does not resent such petitions, nor does he rebuke Lunar visitors to his Lair, but he has little patience for any others who'd trespass on his home. Realm legions sent against him rarely make it through the Tangle, but more than one Wyld Hunt has reached his doorstep, forcing him to fight in defense of the Nameless Lair.

Beastfolk of the Tangle

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

At the Path's end, those who survive are granted a transformation. They speak of it as a sacred death and rebirth in which Ma-Ha-Suchi is both doula and psychopomp, pulling them screaming and bloody from the Threefold Womb, splitting their soul's caul lest it smother them, and granting them a place in his beastfolk legion. They no longer belong to the band of their birth, for they have been reborn into a higher calling.

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

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

> Ma-Ha-Suchi's Territories
>
> The Nameless Lair is *isolated*, *well-defended*, *terrifying*. The Threefold Womb, a separate territory, is *uplifting*, *holy*, and *arduous*.

Prominent Figures

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

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

The philosophically stoic **Greenheart** leads the Band of Bones by virtue of her wise judgments and thaumaturgical gifts, a blessing from the Hungry Mother. Under her leadership, the Gap have undertaken increasingly numerous and daring raids of neighboring peoples, bringing back skulls to offer to Gap'Inan and riches to adorn their cave homes. This has led to friction with eastern River Band clans, who see the Gap's raiding as infringing on their dominance over those neighbors and access to their wealth.

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

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

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

Neighbors

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

Once the site of a prominent civilization north of the Tangle, **Amajul** now stands largely abandoned, its peoples driven away by centuries of Chante-Sa raids. Only wild animals and

ancient spirits dwell amid its empty stone ziggurats now, along with the occasional traveler desperate enough to take refuge in the ominous ruins.

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

Mahalanka

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

But such a traveler would be hard-pressed to escape with her life, for in Sperimin's shadow stands Mahalanka, City of a Thousand Golden Delights. Mahalanka is home to the sorcerous devil-empress Raksi and her Thousand Fangs Army, and the lands around — the Thousand Fangs Army Total Control Zone — serve as their staging grounds. Even the Realm dares not trespass on this distant, mighty Lunar stronghold.

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

City of a Thousand Golden Delights

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

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

Mahalanka's construction is as sophisticated as any of Creation's great cities. Vast stepped cisterns provide running water, while wastewater is redirected for irrigating and fertilizing the surrounding fields. Broad, even roadways extend into the forest, conveying goods to markets and government storehouses. Some of this is sophisticated engineering, but sorcery also plays a part

— ever-flowing fountains drive mills and waterwheels; foundries and glassblowers boast furnaces housing bound fire elementals; wards etched in varicolored glyphs repel vermin and disease from crops and granaries.

At street level, it's a vibrant and thriving city. Residents and visitors alike — clad in vividly patterned coats, skirts, and trousers — throng twisting streets fronted by elaborately carved and painted façades, flooding in and out of plazas packed with merchants hawking all manner of foodstuffs, textiles, and finished goods. At evening, red paper lanterns with traditional black and silver markings shine everywhere.

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

The city has a mixed economy. Raksi's bureaucracy exacts a share of all grain, textiles, and ore, which is collected and redistributed at need. But workers also earn wages that can be spent on luxuries or additional staples.

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

Old Sperimin, the Devil-Queen's Garden

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

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

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

Raksi welcomes her most honored guests — whether adherents or visiting Lunars — to seek guest quarters in the Sanctum Concordant, whose vast glass-walled art galleries and concert halls once drew audiences from across the East. Here, ancient automatons maintain a handful of

luxurious suites. The rest of the tower is carpeted with dust, tracked through with the footprints of visitors' explorations of forgotten sculptures or empty ballrooms and theaters.

The Paper Fortress

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

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

> The Golden Fang Triad
>
> Dread Arbiter **Eskrin Fal** is both Mahalanka's high judge and the chief enforcer of its laws. She also supervises academics, religious affairs, and civil examinations. A passionate scholar of the law, Eskrin is frustrated by Raksi's anarchic whims, and has done her best to constrain their effects by codifying and reforming Mahalanka's legal code without contradicting the Queen of Fangs outright. Rigorous in her enforcement of criminal laws and somewhat less willing to be bribed than past Dread Arbiters, Eskrin is unpopular with many, and surrounds herself with hired bodyguards, poison tasters, and the like.
>
> Beloved Guardian **Jakun Qobal** oversees all commerce and finance within Mahalanka, and sees to the welfare of its people, from festivals to public works to their basic dole of food, clothing, shelter, and tools of the trade. Having studied Sperimin's archives under Raksi, the youthful minister seeks to apply First Age political and economic theories to Mahalanka: replacing both slavery and paid labor with bound demons, abolishing families to make way for a planned societal structure, and more. But his agenda clashes with the conservatism of fellow Triad chancellors and subordinate ministers, who argue they risk undermining not only Mahalanka's ancient traditions but its readiness for war against the Realm.
>
> The elderly Thousand Fangs General **Feroz Kutari** directs the Army's military operations, and is Raksi's chief spymaster. A logistical mastermind, he's spent much of his term tinkering with the structure and supply lines of the Thousand Fangs Army's military to maximize its efficiency. He's a common object of mockery for apefolk soldiers, who deride him as the Toy Soldier General, all unaware of his counterintelligence agents lodged in their midst.

Thousand Fangs Barracks

An entire district of Mahalanka serves the needs of Raksi's standing military. It centers around the **Devil's Maw Citadel**, a First Age tower that once housed a school of military history, and around whose base a massive stone fortress has grown across the last several centuries. Here,

apefolk train to join the Thousand Fangs Army's officer corps, studying leadership, strategy, tactics, and use of weapons.

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

The Smoke-Coils

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

The district's productivity would astonish visitors from other lands. With their enormous physical strength, individual apefolk workers carry loads and employ tools for which ordinary mortals would require teamwork or mechanical assistance.

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

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

The Roaring Market

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

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

The Road of Idols

A broad boulevard snaking between tenements, the Road of Idols is where apefolk who come to Mahalanka raise shrines and temples to the gods of their people. Here can be found the altars of almost every god worshipped throughout the Total Control Zone: the perpetually disemboweled harvest god Xachapal, Chain Sky of the lapis lazuli mask, the blind forge-tender Sogáme, and more. It's also home to the temples of Mahalanka's own gods, such as the ancient city father Leshka; the deified apeman hero Sagarin Rabul, war-god of the Thousand Fangs Army; and the feline granary-guardian Amber Agunda.

No shrines to Raksi stand here. She demands to be worshipped in person, and rarely deigns to visit the Road of Idols. When she does, it's usually to oblige gods to perform some service on her behalf, whether to increase the crops' fertility, aid the military in war, or the like. More rarely, she must intervene in power struggles between temples, reminding the Road's spirits of the true god-queen in their midst.

Outer Mahalanka

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

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

Only a small proportion of Outer Mahalanka's populace consists of apefolk, who make up the leadership of local ministries and garrisons. Still, most extended families can name at least one relation who's passed Raksi's mystic trials. Such apefolk often visit home now and again to see blood kin; they're fêted and laden with gifts by relatives enthralled by their proximity to their beloved and feared devil-queen.

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

The Thousand Fangs Army

The beastfolk who serve Raksi and her adherents are collectively known as the Thousand Fangs Army. In Mahalanka, almost all are apefolk — both those who've passed Raksi's trials, and their descendants. Other beastfolk predominate elsewhere in the Total Control Zone; though rarely seen in Mahalanka, they're treated with similar respect to apefolk.

Apefolk form an elite caste atop Mahalanka's hierarchy. Each wears an elaborate badge indicating her role and rank, whether as a warrior, bureaucrat, scholar, or priest. Mahalankan law empowers the beastfolk to punish non-beastfolk at their discretion for a wide swath of crimes,

include disobeying the lawful orders of apefolk. Such punishments are sometimes cruel and flamboyant to publicly enforce the apefolk's authority. However, their cruelty is mitigated somewhat by the knowledge that if Raksi happens to find a punishment excessive, they'll meet the same fate as their victim.

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

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

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

> Thousand Fangs Apefolk
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> Raksi's apefolk have one-dot Fangs (**Exalted**, p. 165), Hideous (**Exalted**, p. 162), three-dot Mighty Threw (**Exalted**, p. 164), and two-dot Unusual Hide (**Exalted**, p. 166).

The Total Control Zone

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

Yet Raksi enjoys playing the part of monster, and uses the terror she evokes to instill her ways in the cultures of the Total Control Zone. To some, she is a flesh-eating devil who delights in the taste of sinners and liars; others speak of her turning men into lowly beasts and cursed spirits for breaking her laws; yet more warn their children they'll be given to Raksi if they misbehave. Swearing oaths by the Queen of Fangs is a nigh-universal custom, for few would be so foolish as to break such a vow.

In times of peril or calamity, the Total Control Zone's peoples have the right to petition the Queen of Fangs for intervention. Exacting strictures govern such requests — a clan or kingdom must send a single messenger to Mahalanka, who must present herself at Old Sperimin's gates to seek a meeting with Raksi. Apefolk courtiers ensure the petitioner has food, water, and whatever

else she might need to remedy the hardships of her journey before they see her, but she has only an hour to make her plea.

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

Peoples and Places of the Total Control Zone

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

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

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

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

Beyond the Total Control Zone

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

Oloqui is a tributary of the Ixcoatli empire (**Exalted**, p. 92), near enough to the Total Control Zone to engage in commerce and raiding with its peoples. The city's serpentfolk governor has encouraged increased raiding to meet demand for tribute and slaves, though of the raitonfolk

lieutenants stationed in Oloqui are wary of the Thousand Fangs Army's strength, and believe negotiation to be the best course.

The Eskari

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

Eskari Kinship

In their nomadic life, the Eskari became herders, gaining great renown as camel masters. They learned how best to build a relationship with the sands, moving from water source to water source, dwelling in yurts and great tents. A single community is made up of interwoven families and their camel herds, amounting to around 500 people and at least triple that in camels. This is about the maximum that can quickly pick up and move, allowing them to avoid depleting local resources of land and water.

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

Mamas organize household duties and are the primary decision-makers. They arrange marriages for their sons, prioritizing connections with wealthy and prestigious families. Men are expected to engage in herding, raiding, and trading camels far from their home, the two husbands alternating who tends the camels and who tends the home duties. If a mama dies, her eldest daughter takes up her role. If no daughter is available, then a sister steps in, absorbing the family into hers.

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

Culture

The flight from Eskaridam lies at the heart of the clans' culture. Fear of Realm persecution runs deep in their bones, and has long made them reticent to settle permanently in any one place, preferring the safety of the nomadic lifestyle. Even those clans who stray from this norm can't escape the fear that the Realm will return to destroy them — Varoniikh settlements are heavily fortified, while the Vevyehn in their riverside towns remain in an almost perpetual state of readiness to flee should it be necessary.

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

Herd animals play a vital role in Eskari culture. Unmarried youths and husbands spin the hair of camels and goats into fabric for clothing, art, and trade goods; when a woman marries again, her first husband passes these responsibilities to the second. Milk from goats, camels, and yeddim, is drunk as a beverage, and is incorporated into other dishes as butter, yogurt, and kashk. The meat of all three animals is prized, although they're typically only slaughtered at the appropriate season or for celebrations, and yeddim meat is almost always served heavily spiced to mask its gamy smell. Animal foods are supplemented with purchased flour and wild greens, alliums, grains, and dates.

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

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

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

Smiling Zamisha

Smiling Zamisha, a Changing Moon trickster-queen and Silver Pact zealot, encountered the Eskari only after they'd grown accustomed to a pastoral lifestyle. Zamisha was born into the oppression of a Realm satrapy. She Exalted leading an insurgent raid against the satrap, and fought ferociously to liberate her homeland, but her newfound power couldn't match the prowess of the Wyld Hunt called down to slay her. She barely escaped with her life, found in the nick of time by a Silver Pact envoy, and wept when she learned of the mass crucifixions that followed her failed uprising. Her homeland's tragedy has made her a staunch devotee of the Pact's cause. She's willing to become a devil and a monster to destroy the Realm.

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

has stoked the old flames of Eskari resentment against the Realm and militarized their culture, empowering martial leaders over the traditional rule of clan elders.

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

Governance

Seven clans encompass all of the Eskari extended families, each overseen by a matriarch. The clans form a loose confederation headed by a *gyula* elected from among the clan matriarchs. The gyula directs overall Eskari military campaigns, passes judgment over disagreements between clans that can't otherwise be reconciled, declares laws by edict, and can overturn a matriarch's decisions if she deems them against the interest of the Eskari as a whole. In theory she rules for life, but most abdicate when they feel too old to lead in battle, and an unpopular gyula can be pressured by the matriarchs to resign. She maintains an itinerant court, moving at intervals between the various clans along with her entourage.

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

Smiling Zamisha seems fond of the kundus, considering them easily manipulated. She often visits them with enticing visions or dire prophecies to bring to the gyula. She also, on occasion, appears to young women respected within their community. This has led also to instances of younger women being chosen to be gyula because they manifest the mark of Zamisha somewhere on their body, akin to a birthmark that looks like the eye of a cat.

> How Things Were
>
> In days of old, the gyula was a temporary position, assigned by the clan matriarchs during wartime; the kundus formed a council separate from her, meeting with the clan matriarchs to discuss issues of importance to the people. When resources were low, the gyula and her husbands would assemble war parties to ride out and raid.
>
> Generations ago, when Smiling Zamisha began to subvert the Eskari in earnest, a gathering was called and a gyula was chosen to prosecute the war against Realm merchants and their escorts. There has been a gyula in place ever since. Every so often, some Eskari discuss returning to the old council system, but there's little political will to do so.

Eskari Clans

Dzhenifa

Wary of bad luck and witchcraft, the Dzhenifa place great stock in their augurs. Dzhenifa children receive names based on omens surrounding their birth, and take on additional names

from other omens throughout their lives. Pursuing vocations in line with these omens is traditional; opposing the omens is perilous but not condemned, unless one's own ill luck harms one's neighbors. These traditions trace back to ancient intermarriages with Varangians, though today's Dzhenifa refuse to acknowledge any kinship with those hated enemies of the Eskari.

Matriarch **Dzhenifa Olanka** has long argued that only Dzhenifa augurs can divine the site of a new Eskaridam — whether that means building a new city or renaming some captured settlement — and that the other clans must unify around this decision. She's won over almost all her clansfolk, despite the augurs not having yet reached a consensus on what locale would be most auspicious. She aggressively lobbies Gyula Zita through their shared husband, kundu **Dzhenifa Magan**, but if Zita can't be convinced, Olanka is willing to go to war with the Leila clan to replace her.

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

Leila

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

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

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

The ambitious matriarch **Leila Kamila** knows she's too old to be gyula, but believes the next best thing would be replacing the youthful Zita with her daughter, **Borbala**. She schemes to arrange the gyula's death or humilitation to make way for Borbala.

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

Razhiin

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

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

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

The Razhiin tutelary deity, the shade-goddess **Olomu**, was unknown in Eskaridam, instead coming to the clan as they wandered the steppe. Though she's always encouraged Razhiin openness toward foreign peoples, she discourages foreign worship. Her relationship with **Sundog Woman**, god of the Kazhur people with whom the Razhiin heavily intermarry, is tumultuous at best.

Szonia

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

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

Matriarch **Szonia Idoska** is more diplomat than warrior, and has entered into negotiations with the neighboring Prasadi tributary Seven Wells, offering an end to Szonia raids in exchange for an end to its aggression against the Eskari. The clan's warriors mislike this prospect, but Seven Wells' retributive counterattacks have grown increasingly devastating.

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

Tezelyke

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

But for the growing Tezelyke revanchist faction, the clan's purpose is not just to preserve the past, but to reclaim it from the Varang usurpers and their Realm backers. Revanchist war parties gather under charismatic leaders, traveling north to raid Varangian settlements, Many now ride alongside the Leila in battle.

Matriarch **Tezelyke Morikhaad** is a staunch traditionalist, refusing to hear dissent against the gyula and harshly suppressing the revanchists, whose fixation on old Eskaridam undermines Vita's ambitions of founding a new Eskaridam. But her rule has been challenged by **Tezelyke Eszter**. She's young, but Eskari from many clans throng to hear her recount dreams and visions in which Falcon's Dream, the long-lost city father of Eskaridam, speaks to her of how the city might be reclaimed. Her stories are fabrications, but she does have a divine patron — the mirage-god **Hafatun**, whose cult in Oonai was shattered by the Immaculate Order. Hungry for vengeance, he sacrificed himself to empower Eszter as an Exigent to fight against the Realm.

Vilyat of the Agate Eye, god of Eskaridam's courtrooms and tombs, is the Tezelyke tutelary deity. However, the revanchists reserve their prayers for Falcon's Dream. This schism remains a source of quiet tension, occasionally breaking into fisticuffs or worse. Vilyat has searched for Falcon's Dream but found nothing; he has no idea of Eszter's masquerade.

Varoniikh

Adapting to the hills and mountains of their chosen territory, the seminomadic Varoniikh lead their flocks to high ground in summer and to the lowlands in cooler seasons. A militant, isolationist clan, their settlements are as much war camps as towns, barely hospitable even to other Eskari. Merchant caravans traveling through the Bluecoal Pass must guard well against Varoniikh raiders.

Varoniikh lands are perilously close to Varang's border, and their camps suffer from military aggression when Varangian astrologers deem such raids auspicious. Southern merchants have begun bribing astrologers to arrange for these raids to occur more frequently in order to clear Varoniikh resistance to their carvans.

Matriarch **Varoniikh Sebest** is devoted to holding the line against the Varang and the Imperial soldiers that occasionally march alongside them, even to the point of recklessness. She overcommits warriors to those encampments closest to the border, even as the clan suffers losses it can't withstand for long. Her aggressive rhetoric is popular among her clansfolk, but some among the Varoniikh — some even within her own household — speak of taking desperate measures to save their clan from Sebest's blindness.

Damet, the cat-headed god of Eskaridam's granaries, now serves as the Varoniikh tutelary spirit. His blessing cleanses the herds of parasites; wildcats hunt vermin among the clan's storehouses and hunt at its raiders' heels.

Vevyehn

Least nomadic of the Eskari, this clan's riverside towns remain populous year-round, their inhabitants subsisting on agriculture and fishing while their kinfolk lead Vevyehn herds to seasonal grazing areas. Unlike the Varoniikh, Vevyehn towns welcome Eskari and outsiders alike to their markets, which deal in all manner of goods — especially iron.

Iron-rich sands gather in the Vevyehn rivers, supplying the needs of the clan's renowned blacksmiths. Broad expanses of such ore smolder beneath the sun in dried-up rivers and lakes south of their territory. The Vevyehn have long since considered this ore their birthright, and their warriors clash more and more with iron-harvesting laborers from nearby Jasper and expeditions by Guild merchants.

Calling their lands the new Eskaridam, the Vevyehn encourage other Eskari clans to dwell among them and share their bounty. But their wealth makes their towns into tempting targets for banditry and for raiding by rival peoples such as the Paliq, who looted and razed the towns of Puraval and Old Nezhek a generation ago. Some other Eskari also resent them for cultural or religious reasons, misliking the idea of entrusting Eskaridam's name to a people so sedentary and open to foreign ideas.

Matriarch **Vevyehn Ruz** holds little power compared to the matriarchs of other clans; since the Vevyehn settled along the river, political authority has largely devolved to the towns' leaders. The matriarch arbitrates disputes between towns, performs religious rituals, and represents the Vevyehn to the gyula, but is a figurehead in most other respects. Ruz opposes the gyula's militaristic agenda, believing it a threat to Vevyehn prosperity, and has forged a widespread consensus among the townships, but finds few allies among the other clans.

The Vevyehn worship **Loksha**, the many-handed god of old Eskaridam's marketplace. Since the razing of Puraval, Loksha has relocated to the thriving town of Nezhek-of-the-Lapwings, where many Razhiin families had settled. The Razhiin refuse to worship the Vevyehn god, whose jealousy is raising tensions between the two clans.

Neighbors

The Varangian city-state of **Haqad** fought alongside Eskaridam against the Realm, but betrayed it when their astrologers predicted inevitable defeat, becoming a satrapy rather than meeting the same fate. Enriched by farmland and other resources that once belonged to Eskaridam, Haqad has become the most prominent representation of the Realm's power and influence to the Eskari and neighboring peoples. They're reviled by the clans, but their sizable military and formidable Imperial garrison have proven all but insurmountable.

The **Kazhur** people frequently raid and rustle Eskari herds, but they're regarded more as trading partners than as foes. Their customs demand that they make repayment for any stolen property if its owner confronts them with the deed, and the Eskari have found it both less dangerous and more profitable to extract payments of flour, wood, and incense from the raiders instead of fighting them off. The Razhiin have intermarried heavily with the Kazhur, but they're not the only clan to have mingled their blood as a result of this unusual trade arrangement. However, when the Kazhur launch raids in times when food is hard to come by, or against herdsmen unfamiliar with their customs, violence can still break out.

Dying Eskari warriors often volunteer for their cremated ashes to be scattered at the edges of the foreboding **Sands Where No Man Walks**, in hopes that their ghosts will help contain the horrors which dwell within. Wrathful shades lure in unwary travelers with illusionary oases;

swirling ash-storms born from mass deaths by fire seek to fill the lungs of the living; vulture-headed phantoms feed on ghosts too weak to evade them. All these spill forth from the ancient shadowland at the Sands' center, where a vast tree of smoke stretches skyward, its branches said to house the palaces of gyulas who've passed into the next life. On those rare occasions when an Eskari shaman dreams of a relative's ghost caught in the grip of the Sands' predatory specters, her friends and family may mount the dangerous quest into the Sands to free her.

The Bronze Tide

Bells ring out over the city of Steep, the warning pealing from the top of every temple.

The defenders on the walls stand ready, as they have since the lookouts first spotted sails on the horizon. They wait, with bows and spears in their hands and dread clogging their throats. Their eyes sting from the smoke of Steep's burning fleet while foreign galleys glide into the harbor: a score of them, bird-prowed and golden-beaked.

Lean-limbed warriors crowd the decks, polished armor catching the sun. They hurl insults and challenges at Steep's defenders and laugh as their own echoes roll back to them over the water. No one laughs on the wall; no one flings an insult back.

The Bronze Tide has come to shore, and none can withstand it.

Bells ring out over the city of Steep, no longer a warning, but a death knell.

Echoes

Far to the southwest lie the Cinder Isles. Scores of nations call the vast expanse home, though unease spreads from the Isles' easternmost locales. Rumors speak of a force sweeping northward and westward, called the Bronze Tide by those who whisper of it.

Many diverse peoples once populated the sprawling Gray-Eye Peninsula at the Cinder Isles' eastern periphery: the Mygdons with their love of wine; the Issyk, whose skirling reels only they could dance to; the Yensei with their fondness for gold; and dozens of others. Their dealings with the islanders could turn on a whim. Often, mainlanders sailed to the isles with holds full of goods to trade. When an island city-state or petty empire needed soldiers for conquest or protection, it hired them from the mainlanders' formidable mercenary companies. Yet from time to time, those same formidable warriors went raiding off the coast, invading weaker settlements.

Nations formed and fell over the centuries — the Forty-Fourth Immortal's elemental empire; the mercantile Fourport League; Prince Caracal's militant dynasty; the swift-navied Sayfar Domain. New sea lanes changed fortunes and rewrote borders. Cultural exchanges brought fresh ideas to ancient art styles, and gods once only known on the mainland found new worshipers on distant islands.

Half a century ago, the mainland peoples' trading and mercenary work slowed to a trickle. Coastal city-states' populations swelled as those driven from nations farther inland sought refuge. Not all of the newcomers came asking for aid; many were bent on conquest, seizing control of vulnerable cities in their peoples' paths.

Out of the Wyld

Living so close to the bordermarches, the mainland peoples dealt with incursions from the Wyld much the same way the islanders dealt with the mainlanders. Sometimes strange beings arrived

with wondrous goods to trade; sometimes nightmares boiled out of the deserts, and raksha raiders left destruction in their wake.

But when Spear-Empress Bhadri came in her cloak of green, with twelve dread companions at her side and a numberless army at their back, traditional defenses and old alliances proved insufficient to the task. Mightier than any Wyld-born force seen in the region since the Great Contagion, the invaders came only to conquer: subduing peoples in their path, infiltrating their ranks, and suborning even the most righteous among them.

The Spear-Empress showed no desire to bargain, and all who stood in her way — even Exalted champions — either fled or fell to her soul-devouring legions. Her territory fans out from world's edge, closer to the coast with every passing year. Enslaved peoples work the land and harvest Wyld-tainted crops, though the raksha prefer to take sustenance from the humans themselves.

The seas seem unlikely to stop Spear-Empress Bhadri's advance: witness accounts tell of impossible crafts sailing inland rivers, Fair Folk captains at their helms. However, the coasts largely remain unconquered, and some interior cities have managed to hold off the raksha advance — either by clever martial strategies, or striking loathsome bargains with Spear-Empress Bhadri's companions. Rather than be utterly subsumed by the chaos-driven horde, many nations ceded their homelands to Spear-Empress Bhadri and migrated northward. What began as a trickle swiftly became a tide as leaders recognized the futility of standing against the Fair Folk.

Some nations left their gods behind, confident they could forge new covenants with other powers. Many spirits and ancestors followed their people into new territories. Others fled to Heaven or the Underworld, or defended their posts until the Wyld twisted them into horrific echoes of themselves or destroyed them utterly.

Initially, the mainlanders fought one another as Spear-Empress Bhadri's first targets sought to claim new mainland territories closer to the coast. But with the Fair Folk conquest showing no sign of stopping, the mainland peoples have reached a tentative truce in order to survive. They've swept over the islanders like a tsunami, spilling across cities in a tide of blood and bronze. There's no withstanding it, no power that can hold it back or stop its relentless course. The Bronze Tide — the massed war-fleet of the assembled mainlander peoples — devours cities, and leaves only ruins in its wake.

Lukha Palash

Amidst the tumult, the warrior Lukha Palash rallied his people. Raging at what they'd lost, he vowed to lead them to the safety of the neighboring islands by conquest. His impassioned speech met Luna's ears, and the Incarna gifted him with their blessing, appearing above him in the aspect of a bloody-taloned cormorant, a victory-omen.

The Changing Moon is both war-chief and god-king to those who sail with the Bronze Tide. He places himself at the front of every battle, the sight of his cobalt hair a beacon for his warriors. Though Lukha is young, eager, and hungry for glory, he's no fool. He's surrounded himself with a small council of leaders from among the nations, and asks for their wisdom and advice.

For his enemies, the sight of that bright-plumed figure at the prow of a ship brings despair.

Culture

The mainlander peoples comprising the Bronze Tide have been loosely related for centuries. Likewise, after the Contagion most labored together under the yoke of the empire of the Forty-Fourth Immortal, from whose collapse the region has yet to recover. Thus, while each people has its own culture, they maintain many overarching similarities.

Mainlander clothing tends toward elaborately patterned caps, cloaks, tunics, and trousers. The specifics of the cap vary most between peoples, from the Mygdons' wolf-ear caps to the Issyks' raiton-feather caps. Metalwork tends toward expressive detail. Armor, cutlery, and jewelry all bear iconography of mythic heroes and savage beasts.

Largely pastoral, the mainlanders traditionally herded sheep and cattle, while slaves taken as prisoners of war raised barley, wheat, tubers, greens, and other crops. They supplemented this by raiding other mainlander peoples and the Cinderians for animals, crops, finished goods, and precious metals. With the mainland herds largely abandoned when crossing to the Cinder Isles, cattle and horse ownership have become an even greater mark of status than before.

The mainlander peoples have always been fractious, tending toward raids and feuds over land and herds, with personal and familial vendettas often spiraling into larger wars. A powerful and charismatic leader can woo the chiefs of other peoples for a time, but mainlander resentment of foreign rule — a persistent theme since the Forty-Fourth Immortal's day — ensures that such alliances don't last.

Even now, despite Lukha Palash's importance to the Tide, mainlander chiefs stand ready to splinter away, or to jockey for control should he perish in battle. Likewise, rivalries and enmities held in abeyance during the flight from the mainland still flare up from time to time, and Palash and his loyalists must rein in factions and separatists, keeping them in line.

Strategy

Few city-states in the Bronze Tide's path have survived. Most lie in ruins, their once-grand buildings burned, their monuments toppled. Weeds grow amidst charred rubble; moss and vines cover remnants of shattered statues. In the harbors, blackened pilings jut from the waterline like broken teeth.

Warriors of the Bronze Tide practice a hefty bit of psychological warfare. As they approach an enemy port, they stream onto their ships' decks, brandishing weapons and making as much noise as they can to unnerve defenders and terrify civilians. Damaged ships and injured men are as costly for them as for their foes, and while they won't shy from a fight, the faster the enemy breaks, the better.

While defenders are mercilessly slaughtered and a resisting city-state's leaders are put to the sword, the invaders enslave the more desirable civilians — shipbuilders and other artisans being especially prized — and allow the rest to flee. The city is then put to the torch, reinforcing the cost of resistance and leaving survivors no place to linger. The streams of refugees arriving in neighboring territories are a dire notice to that city's leaders: They might be the Bronze Tide's next prize.

Only a few city-states have had the armies, resources, and tactical advantages to withstand the Bronze Tide's onslaught. Some rebuffed the invaders purely through combat. Others dug in, well-provisioned enough to wait out a siege, until the Tide moved along. Why should the mainlanders break swords on a city's walls and waste precious food stores when there's easier

targets along the coast? In these cases, the Bronze Tide sweeps around the besieged city like water flowing around a stone, and leaves it be. Resisting nations have retained their sovereignty for the time being, though if the Bronze Tide doesn't return for another try, Spear-Empress Bhadri's forces will reach them eventually.

Life Among the Tides

Though the Bronze Tide's influence stretches into the Cinder Isles, the bulk of its people are concentrated on the mainland. Outsiders view the Tide as a conglomerate, but in truth it's a hundred disparate nations held loosely together by common needs and a shared enemy. Leaders emerge on the battlefield; when one falls another seasoned warrior takes her place, adding to the Tide's reputation for relentlessness.

The Bronze Tide encompasses hundreds of distinct cultures and traditions. Communication between distant groups is slow and unreliable, leaving each wave to govern itself individually. Formerly separate nations have had to reconcile conflicting laws or draw up new ones to keep the peace among their people. The Tide's leaders work to prevent infighting among its peoples, many of whom were frequent foes before Spear-Empress Bhadri appeared. Now, they direct those hostilities toward other nations and the Fair Folk.

The Tide celebrates its individual cultures, and doesn't hold any supreme over the rest, though this is partially due to careful influence from Lukha Palash and his advisors keeping a gimlet eye out for such dangers. Though Lukha himself hails from Mygdon, as a war-chief of the Bronze Tide he acknowledges the others' traditions and, when invited, participates in their rituals.

Over twenty years of increasing unity and mingling of the mainlander peoples, the Tide as a whole has syncretized some customs. For example, the Issyk practice of bringing milk, wine, honey, and water as offerings to sacred places has spread. Since many peoples of the Bronze Tide had to leave their own gods behind, the Issyk approach seemed wise when approaching new ones: first impressions matter, after all.

The Bronze Tide's gods view its expansion as a chance to increase their own power, driving away the gods of conquered lands and usurping their sanctums and cults. Sometimes a god takes on the name of a bested deity to more easily claim his cult; other times, she'll seek to win conquered peoples over to the modes of worship she's traditionally enjoyed. Gods unable to fully subdue indigenous deities may negotiate a truce in which the two merge their cults.

Artists and storytellers task themselves with keeping not only the memories of their mainland homes alive, but also recounting the places they've been and the peoples they've conquered. The ballads of their defeated enemies are part boast, part oral history. Along the way, some bold artists have integrated their vanquished foes' art styles into new pieces, though this is a point of contention among the elders. Does this practice highlight the Tide's triumph over that people? Or does it celebrate an aspect of a culture the Tide has very pointedly burned away to nothing? Debates on the subject continue on to this day.

> Peoples of the Bronze Tide
>
> The raucous **Mygdons** have been driven from their wealthy coastal city-states, but the martial tradition passed down for generations has only grown in importance to them now that their survival depends on conquest. Longstanding rivalries between city-states have fallen away before the Fair Folk's existential threat, but still simmer

beneath the surface, and some former Mydgon princes resent Lukha Palash for usurping their authority.

The **Issyk** say that they lived amid the remote wooded valleys of Mount Ulim since the First Age, worshipping strange gods of the wilderness. The diaspora has caused a great cultural upheaval — their homeland is lost, their pantheon fallen before the Spear-Empress, and now they live at sea, despite having no seafaring tradition. Their shamans have formed pacts with a number of minor gods dislocated by the Fair Folk's advance, forming the beginnings of a new Issyk pantheon.

Famed equestrians and poets, the **Pelith** clans are stubbornly independent, having never unified under a single leader. They fear Lukha Palash, for in ancient times, they were driven out of a principiate of swan-headed nobles, and their vendetta against beastfolk still burns — but they fear Spear-Empress Bhadri more, and are willing to ally with a devil for now to escape the annihilation she brings.

The **Yensei** are merchants and talented metalworkers, renowned for smithing gold into embroidery, filigree, inlays, jewelry, and ornaments. They've little love for the Mygdons, who've been military and mercantile rivals for time out of mind before the diaspora. They've accepted Lukha Palash's command out of necessity, but often complain that it had to be a Mygdon who Exalted.

Lukha Palash's Council

Lukha Palash relies on a handpicked advisory council to keep him abreast of happenings within the Tide, advocate for their peoples' concerns, advise him on battle strategies, and monitor the whereabouts of Spear-Empress Bhadri and her armies. The council currently has six members, though its composition changes as advisors gain or lose favor with Lukha, or need to return to responsibilities elsewhere.

Jural Three-Trees, a masterful storyteller and voracious knowledge-seeker, was sent to recruit Lukha to the Silver Pact by his shahan-ya, Skathra Venomchild. Lukha accepted his offer, but refused to abandon his people, and Jural was won over by the Changing Moon's ferocious dedication. He mentors Lukha regarding the nature of the fae and Silver Pact politics, and counsels the Bronze Tide in strategy. He's also become Lukha's lover. Jural has his own designs on the Spear-Empress Bhadri; Skathra derives both pleasure and mystic power from devouring live fae, and the No Moon came with every intention to bring Bhadri in iron chains to the Caul. Having witnessed her strength firsthand, however, he's come to doubt his ability to achieve it alone.

The Mygdon outcaste **Leja**, a brilliant shipwright and gifted admiral, oversees logistics and repairs for Lukha's fleet. Though her service is invaluable, she's a troublesome presence in council. Spear-Empress Bhadri defeated her some years ago, and worse than the physical scars was losing her husband and children in the battle. She's grown surly and erratic, drinks to excess, and can't remember the last time she got a full night's sleep. Even when the Tide has settled for a while, she stays in her cabin aboard the *Kiara's Bane*, ever alert for Bhadri's laughter carrying across the waves. And in her dreams, she sees her eldest son leading a Fair Folk contingent, a changeling warrior thirsting for his mother's blood.

Sufek is an Issyk bard. The war-chief counts on his detailed recall when it comes to delicate matters of state. He views himself not only as the Issyk's historian, but that of the Bronze Tide as

a whole. A clever politician, on several occasions he's written sharp-tongued, anonymous poems to undermine his rivals or those who question Lukha's strategies and decrees.

Where Lukha is young and hot-blooded, the Yensei strategist **Parav** is the voice of caution on the council. But that's not to suggest she's a coward; she's *smart*. Nearly seventy, Parav was a raider before the Fair Folk came, with more trophies of war than anyone else. Her tactics have been the key to several victories, but she's no mere warrior; her years at sea also yielded her valuable contacts and influence among other nations' leaders within the Bronze Tide.

Neighbors

The city-state of **Argidos**, with its cyclopean statues and great lighthouses, sits directly in the Bronze Tide's path. The island nation's ruler has sent messengers begging for help from nearby powers for when the ships inevitably begin to sail, but thus far has received no response. Fifty years ago, Argidos waged war on its neighboring islands and hired a fleet of Mygdon mercenaries to lay siege to their ports. Memories run long in the Cinder Isles, and the other nations are happy to let Argidos fall. It buys them time to shore up their own defenses.

Melanthes and Ipera are joined by a narrow sandbar that's hidden at high tide. The lush islands, which have enjoyed centuries of peace between them, are resource-rich, with abundant farms and forests whose trees make perfect hull material. Much of Ipera's wealth came from supplying Mygdon with lumber, and more than a few Mygdon princes took Iperan husbands. As the Bronze Tide presses towards the cities, some Mydgons argue against conquering the people who, for some, are their blood kin.

Tenai has seen the sterns of the Bronze Tide's ships as they sailed away, a feat few others can claim. The high-walled city of many temples stands whole, though the slaughter on both sides opened a small shadowland within the fields outside. Tenai suffered heavy casualties over three days of battle, but in the end turned back the ships besieging their island. The people have spent the last year picking up the pieces, the lookouts warily watching the north in case the invaders return for another try. Unfortunately for them, the true threat will come from the south.

Many-pillared **Sayfar** overlooks a broad, trireme-filled cove from atop an unassailable promontory. Its people claim descent from ancestors beneath the sea, and its whirling oracles glimpse visions of past and future as they dance to exhaustion in sacred sea-caves beneath the city.

For close to a century, Sayfar's princes ruled a petty empire that, at its height, encompassed one-quarter of the Cinder Isles. But when Sayfar's navy stymied early Tide forays, some subject city-states used the mainlanders' attacks as cover to break free from the empire, only to find themselves overwhelmed by the Tide. Only a bare handful of Sayfar's tributaries remain loyal, believing that their combined fleets will serve them better against the Tide than standing alone.

> The Spear-Empress' Court
>
> Mighty even among the ranks of raksha nobility, **Spear-Empress Bhadri** is a terrifying avatar of violence. Calculating and ruthless, she will not — cannot — cease her pursuit of the Bronze Tide; it is not in her nature to end a hunt before it's complete. Terrible are her deeds. With a word, she beckons hobgoblin legions forth from the earth and whips her enemies into panicked frenzies. A shrike perches on her shoulder, rending and mutilating the souls of those who fall against her. And

when she throws her dreaded spear of ash wood with its sapphire blade, those in its wake shrivel and fall like autumn leaves.

Bhadri's twelve companions in her hunt include such terrors as:

The warrior-admiral **Prince Zalak of the Wave-Cutter Chariot** is much dreaded by the Bronze Tide. She rides a mare of living fog over land and sea alike, and her triple-bladed daiklave of ivory and pearl calls monsters from the deep. She's endlessly capricious and fickle, but her loyalty's unquestionable, for Bhadri bested her in a duel and extracted an oath of service from Zalak. Were it not for the wanderlust that occasionally draws her away from their ships, she might be a more terrifying foe than even Bhadri.

The poet-blacksmith **Prince Gelyb, the Song of Fire** exists to burn all that's ugly and impure from the world. Envy and vainglory are his ruling passions, but his meticulous focus in pursuit of his craft is unshakable. When his fellow hunters rest, he sings pavilions and fortresses of cold fire and fragrant smoke into being for a night and a day. When he falls upon the Bronze Tide, he wreathes his fists in crimson flame, burning ships to cinders.

Sunken Luthe

No sunlight filters down to Luthe in the Western ocean's depths, consigned to perpetual twilight cast by luminescent seaweed. The City of a Thousand Gods' diamond domes shattered centuries ago in battles between usurpers and loyalists, and spires snapped like twigs as the sea pulled them under. Luthe teeters on the precipice of a deeper abyss, which swallows a little of it every passing year.

Peoples of the Depths

The cataclysm that sank Luthe killed the vast majority of its population — though some survived, sheltering in air-filled chambers. Over the centuries, sea-dwelling beastfolk have thronged to Luthe, repopulating and recreating it. The first aquatic immigrants sought out Luthe for protection, taking shelter in its walls and under Leviathan's watch. It's grown to become one of the sea floor's greatest economic and cultural centers, drawing in ever more new citizens. Luthe's original inhabitants have largely interbred with beastfolk to the point of indistinguishability, although a rare few air-breathers still call the city home.

For most of Sunken Luthe's history, Leviathan has cared little for rulership, taking no action save to defend the city's populace from outside threats. The Luthian Council arose as a governing body in his absence, originally made up of elders and clan leaders from the first peoples to immigrate to the city. Over time, it's evolved from an informal assembly that mediated disputes and enforced the peace into a formal political body that promulgates Luthe's code of laws.

Council membership has largely remained in the original families. Each councilor is entitled to name her successor, but these appointments can be overturned by vote of three-quarters of all Luthe-born citizens, allowing the council to nominate and vote on a new member. The most notable such occurrence saw Leviathan's Moon-Touched daughter, the warrior-queen Blood-Dimmed Deep (p. XX), appointed. Her celestial lineage has blessed her with a greatly extended lifespan, and she's had time to consolidate significant political power.

Leviathan's newfound involvement complicates Luthe's politics. He's let the council retain its formal authority and seeks to avoid undermining it as a matter of principle, but in practice, he can effectively veto the council's decisions and overturn existing law by decree. He's instated mandatory military training to all citizens and expansion of the city's standing military without consulting the council. Some on the council grumble at this, though Blood-Dimmed Deep favors her father's newly militaristic agenda, and has thus far shut down any attempts at questioning his decrees.

Luthian culture is a mélange that draws from the countless aquatic clans and peoples who've immigrated there. This intermingling of cultures — and the safe haven the city provides — have allowed art, philosophy, and literature to flourish, and almost every citizen engages in some amateur creative works. Depictions of Sunken Luthe's history are a popular theme, as are fantastical fictions of Luthe before it fell.

While most of its immigrant populations still worship their ancestral gods, some ancestral practices have spread across clans and ethnicities. Many Luthians also worship the gods to which the city's countless sunken First Age temples are dedicated, often syncretizing them with their own peoples' traditional deities. Leviathan is widely worshipped as a guardian deity. Luthian cuisine encompasses nearly every form of seafood that can be found in Western waters (almost always served raw), along with various foodstuffs prepared from kelp, algae, and other aquatic plants.

Luthe's citizens care little for silver or gems. Luthe's currency, the deben, exists only in the form of credits and debits, deriving from a First Age coinage that's been out of circulation for centuries. Only a handful of Luthian merchants convert travelers' coin to deben credit and back.

Materials difficult to craft underwater, such as glass — which is knapped to create knives and spearheads — are valuable in trade. Iron, bronze, and other corrodible metals have little value, though the wealthy use gold for jewelry alongside shell, sea ivory, and precious stones. Plates of gold or lead, imported from surface lands, serve as writing tablets, though most Luthians etch their records into seashells or scrimshaw. Clothing is near-worthless, as Luthe's people go naked, but bags or belts to hang items from trade well. With Luthe's new war footing, much of its economy has been converted to manufacturing weapons, armor, and other materiel, funded by a vast outpouring of debens from Leviathan.

The Sunken City

Luthe was a marvel of the First Age. Now, its old wonders have fallen into disrepair. Leviathan is no artificer, nor does he care enough to recruit those who are. The former admiral sees the value of battleships and weapons, but what good are statues and art against the Realm's oppression? He lets Luthe's new inhabitants chart their own path, watching over them as a massive shape amid the deep sea. Meanwhile, the city's aquatic denizens recreate Luthe in their image, and from their hands rises a new city wreathed in seaweed and coral.

> Leviathan's Territory
> Sunken Luthe is *aquatic*, *fortified*, and *martial*.

The Drowned Quarter

Several of old Luthe's buildings survived the cataclysm largely intact. But the city's aquatic inhabitants prefer to live in the ruined districts, leaving intact ones as slums for the poor and unwanted; stairs are useless underwater, while doors and corridors are designed to be traversed by walking rather than swimming. Smashed buildings offer them the best of both worlds: the bare essentials of walls and fortifications, with ample opportunity to fit them to their own needs.

The largest such district is the Drowned Quarter, the thriving center of Luthian life. Leviathan himself rarely visits the Drowned Quarter in person, though he watches over it from a distance and lauds Luthe's inhabitants for their resourcefulness in making the city their own.

Buildings in the Drowned Quarter are grown from kelp and coral, braided between crumbling walls to form small pods that serve as domiciles. Once the initial pod is firmly tethered to an old wall, inhabitants add rooms at need: homes grow up and out on stalks of titan kelp, swaying and breathing in the water. The choice of coral or kelp, or indeed of adhering closely to crumbling marble walls, is aesthetic. A squidwoman may prefer a cozy ball of braided kelp, while a lobsterman might choose sturdier walls grown from coral. Aesthetics also plays a part in the choice, and coral comes in a broader, brighter range of colors than kelp.

Coral tunnels crisscross the Drowned Quarter, lit by luminescent algae that provides illumination for those unable to see in the dark. The main tunnels are high-ceilinged enough to let whalefolk pass. Meanwhile, some offshoot tunnels narrow until they're only accessible to soft-bodied cephalopodfolk, shapeshifting Lunars, and the tiny tetrafolk. No larger than human children, the tetrafolk maintain most of the quarter's coral and kelp structures, a crucial task funded by the council.

In the center of the Drowned Quarter stands the Palace of the Luthian Council. A tall, massive structure encrusted with living branches of sharp red coral, the palace intends to impress as well as offer fortification. It's also the headquarters of the Siaka Guard, a battalion of elite beastfolk soldiers led by Blood-Dimmed Deep that serves as the city's police force and standing army.

> Luthian Language
>
> Luthe's common tongue is a unique sign language derived from the various languages of its immigrant cultures, used for communication underwater. Some beastfolk employ other forms of communication — the sonorous spoken dialect of whalefolk and dolphinfolk, the bioluminescent flicker-speech used by anglerfish-folk and some jellyfish-folk — but even they typically learn the sign language.

The Sunken Hall

The former Hierophants' Hall, once a meeting place for the city's First Age priest-kings, dominates Luthe's geographical center. Towering statues still line the building, although time and currents eroded any distinguishing features. Members of the Silver Pact assemble here, far from any spies the Realm could hope to send. Several of the Hall's rooms and wings still stand; the Silver Pact most often meets in the war room, which holds a grand artifact map of the Western ocean. The black jade map is outdated, depicting the West frozen at the First Age's end, but its ability to track fleets across the ocean makes it an invaluable resource against the Imperial Navy.

The Sunken Hall is most often used for meetings of Leviathan's adherents, although it occasionally hosts councils attended by shahan-yas from the West and beyond. Leviathan

himself attends all meetings, sometimes content to let others speak, but more often dominating the proceedings.

Leviathan occasionally invites members of the Luthian Council to meet with him and his adherents, either to discuss matters of the city's politics or his greater plans against the Realm. He most often meets with Blood-Dimmed Deep, both as his daughter and as leader of the Siaka Guard. She argues for shifting Luthe's military stance to open war, but Leviathan and his Pact allies remain unswayed. While she's willing to support Leviathan in the Luthian Council, she personally grows increasingly frustrated with him.

The Thousand Temples

The Temple District's streets and buildings, intended to be seen from above as travelers arrived by airship, are laid out to form a map of Creation. Serried black-roofed shrines form rivers and seas, while rows of red jade monuments comprise fiery mountains ranges. Temples to the Celestial Incarnae line the cosmos-gardens at the district's eastern edge. Most temples still stand in varying degrees of repair, though Leviathan smashed temples dedicated to the Elemental Dragons in his rage at the Usurpation. Mantafolk lay intricately woven kelp wreaths on the malachite altar of Baxishun, Lord of the Surf; shoals of pale fish swim through the temple-orrery of Pallian-Azar, Prince of the Star of the Golden Door; melancholy hymns pervade the pagoda of long-dead Urquan, god of storms and efficacious talismans. Luminescent coral encrusts the most frequented temples, which stand as flecks of light against the dark ocean.

A temple to Luna, broken in the Usurpation, has long since been rebuilt into the Shrine of the Drowned Moon, a coral-encrusted fantasia for undersea folk, its domed roof pierced by many portals through which congregants swim in and out. Any Lunar is welcome to pray and meditate, as Leviathan does during the full moon nights. A family of anglerfish-folk priests tend the temple, the descendants of Monanki the Sage, a long-deceased adherent of Leviathan's who began the temple's rebuilding centuries ago. They view it as their sacred duty to tend the Shrine, though they resent Leviathan, who's said to have driven Monanki from Luthe for some long-ago offense.

Despite the Luthians' best efforts, the temple district's western border slowly crumbles into the abyss a little more each year. Some algae-lit temples have already been destroyed, casting their surroundings into darkness. While most believe this a result of oceanic pressure and the passage of time, the truth is that the seafloor fissure that the Temple District is falling into opens into the Wyld, and is home to a Fair Folk court that craves the echoes of worship that suffuse the temples.

The Poet's Court

Once a ball court where Exalted played sacred games, Luthe's aquatic denizens have repurposed this arena as a hall for poetry recitals, a keystone of Luthe's artistic culture. Poets recite verse in the dozens of beastfolk dialects that make up Luthe's patois, occasionally accompanied by tonal sounds, grunts, and body movements. Listeners share sea grapes and drink synesthesia-inducing hallucinogens. Occasionally theater troupes command the stage, but most of Luthe's citizens consider acting unorthodox.

The Poets' Court also hosts a market at irregular intervals, organized by the Pterois family of lionfish-folk. Visitors can find anything from kelp biscuits (easy to make, but hard to make well),

to weapons carved from whale bone, to pretty shells, and even the occasional artifact or First Age relic salvaged from Luthe's ruins or the ocean floor.

Haven of the Air-Breathers

Some of Luthe's domes and towers remained impervious against the ocean depths even after the city sank, while others have been drained of water by Silver Pact artificers or city residents. Collectively known as the Haven of the Air-Breathers, these structures house Luthe's few non-beastfolk residents, and are occasional stopping points for orcafolk and others who must occasionally breathe air. (Though this does not include Leviathan, who long ago mastered every aspect of the seas). Visiting Lunars may take up residence in sumptuously adorned chambers if they'd prefer not to spend all their time in aquatic shapes. A variety of means are used to renew and purify the Haven's air, varying from structure to structure based on the status of their residents: a Silver Pact envoy's residence might be purified by a blue jade mandala, while a slum where impoverished dolphinfolk visit to breathe might rely solely on the malodorous alchemical filters devised by the city's original inhabitants shortly after its fall.

The Outposts

Numerous small undersea settlements exist beyond Luthe's walls, connected to the city by the deepways, a labyrinth of coral tunnels. Some of these settlements gather resources to trade in Luthe, such as the mining colony Knifetooth Trench and the fishing village Lophia. Others exist as sources of low-income housing for citizens too impoverished to afford homes within the safety of Luthe's walls, along with the occasional bohemian artist. The Siaka Guard patrols the Outposts for signs of danger, though they focus their efforts most heavily on those settlements wealthy enough to pay their bribes.

Prominent Figures

The warrior-queen **Blood-Dimmed Deep**, one of Leviathan's Moon-Touched orcafolk progeny, leads the Siaka Guard and is a prominent member of the Luthian Council. While her lineage confers considerable status upon her in the eyes of many Luthians, she despises the thought of holding authority solely by virtue of being her father's daughter, and has gone to great lengths to demonstrate her worthiness through physical might and strategic acumen. She's a de facto member of the Silver Pact and Leviathan's school, although her calls for open war find little purchase among his adherents. She's toed the line so far, waiting for a chance to find political allies who'd support her aggressive posture.

The genderfluid poet **Inanja** is one of Luthe's most influential cultural figures. They belong to the family of anglerfish-folk that tends the Shrine of the Drowned Moon, from whom they've inherited hair of dancing anglerfish lures and rows of needle-teeth spilling out of their mouth. Inanja abandoned shrine life after coming of age, much to their family's displeasure, but the wealth provided by their numerous patrons affords them a luxurious lifestyle. Luthe's elite and even members of the Silver Pact throng to their performances at the Poet's Hall, both to hear their poetry, and for the chance to speak with Leviathan, who's fond of Inanja's soul-soothing verse.

Gevan Batahul is one of the few descendants of Luthe's original populace that hasn't intermarried with Luthian beastfolk, though few call him an airbreather — as a Water Aspect Dragon-Blood, he's the only member of his family capable of leaving Luthe's air-filled domes to mingle with the larger populace. An esteemed businessman, legal savant, and fixer, he offers his

services, both legal and illegal, to clients ranging from impoverished laborers to members of the Luthian council. Visiting Silver Pact members often regard him warily, despite him having never heard of the Usurpation or the Realm, but Leviathan ensures his guests don't harm Gevan, as even he has uses for the Dragon-Blooded fixer.

The ghost of one of Luthe's First Age priest-kings, **Lady Forever-Drowning** has become an object of worship herself. She spent long decades haunting the Temple District, reciting prayers to each of the city's thousand gods, until she was discovered by beastfolk immigrants. After years teaching them the names and practices of Luthe's gods and guiding them throughout the city, she's come to be worshipped as a wisdom-goddess and an intercessor between Luthe's faithful and those gods that dwell above the sea.

Neighbors

Led by Storm Father Halid, one of the West's youngest storm mothers, **the Hollow Court** convenes in great undersea hall of mother-of-pearl, attended by beastfolk shrine maidens and enslaved water elementals. Halid is clever and ambitious, but impatient, and works with an inner circle of sea-gods to expand his political power in the celestial bureaucracy. In further of this, the court's struck a treaty with Leviathan, raising storms against Imperial ships in exchange for the sacrifice of any captured sailors. It's a mutually beneficial arrangement, but one that would risk the wrath of Fakharu, Censor of the West (**Exalted**, p. 521), were the elemental dragon to discover it.

A vast kelp forest conceals **Galbadan**, a settlement built among the decaying ribs of a graveyard of wrecked ships. Here the ghosts of drowned sailors mingle with aquatic beastfolk who've taken shelter amid the wrecked hulls — often those exiled from Luthe for high crimes. While most Luthians know Galbadan solely as an exporter of flint, glass, and intricate sculptures, those in the know can retain the services of assassins, ghostly spies, poisoners, and all manner of criminals here.

Dolaron, a small island satrapy, is peopled by descendants of refugees from the First Age collapse of Luthe. Though their oral history has become heavily mythicized over the centuries, its demonization of the Dragon-Blooded remains clear, which has made satrap Peleps Nahini's work here difficult. Leviathan works against the Realm's hold here, sending adherents to sabotage Realm ventures and provide support to the native peoples. The satrap's caught wind of this covert activity, and has undertaken undiscriminating purges against anyone she suspects may be involved.

Unlike Luthe, which was built on titanic scale to impress humans, **Obsidian** was built to the massive scale of the eldest Spoken, those extinct Niobraran Exalted. Today its beastfolk inhabitants, as varied in species as Luthe's, almost disappear against alien black spires that hold neither doors nor windows. Sometimes patterns in blue light appear on the spires: writing in the ancient Niobraran tongue. Power-hungry priests claim to see divine omens in the words, frequently inciting religious upheavals, some of which spread to other undersea communities. While the Siaka Guard — and, at times, Leviathan — have repelled every attempt by Obsidian zealots to conquer the Temple District, their apostate creeds have at time found fertile soil in Luthe, especially among its poorest inhabitants.

The Caul

Born of Gaia's dream of her lover, Luna, the Caul is a strange and numinous place where the real and unreal meld — sometimes wondrously, often uncomfortably. To the Lunars, the Caul is a sibling, the eldest of the elders and closest to Luna, appearing to them in dreams to speak strange and cryptic pronouncements through the wind rushing through the ruins of Sekima, the roar of water beneath Melilune, or the crackle of Houshou's embers.

But the Caul is also the sacred home of the Dragon-Blooded, who worked hand-in-glove with their Lunar contemporaries to anchor the Caul to reality, lest the beautiful dream be lost forever. For a time, it seemed that hope had failed, for the Caul ceased to be, only to be rediscovered some five centuries ago. The newly fledged Realm and its mighty Empress moved to seize the continent as a religious duty.

It is no small wonder that the Lunars war so ferociously upon the Realm for the Caul's sake — when they look upon the Imperial fortifications, upon Immaculate zealots treading sacred land, upon pilgrims drawing from the sacred shrines to birth new heirs to the usurpers, they see a beloved family member held hostage, abused, and degraded. Driven by the fury at the Realm, they could hardly see it any other way.

> The Realm's Perspective
>
> For more on the Caul, including the Dragon-Blooded's military presence and pilgrimages to Feng-Yi, see **The Realm**, p. XX.

The Black Lion's Army

The Caul is sacred, but it is also a place of war. Every Lunar who dwells in the Caul is counted part of Sha'a Oka's army. Such is his esteem among the Silver Pact and so sacred is the Caul to them that few will shirk the duty of defending it under his banner — even if their contribution is a token gesture, they contribute in some way.

The war in the Caul rarely takes the form of legions maneuvering against legions; that is not Sha'a Oka's way. Instead, he directs his fellows to war on the Realm in a thousand ways, a prod here, a jab there, conducting an asymmetric offensive that never quite flags but often heats up. Lunar raiders haunt the road between Faxai and Garianghis, the better to make Dynasts feel unsafe the moment they stepped outside their walls of earth and stone; signposts in the Pass of Sekima often go missing or are obscured by scrub growth or snowdrifts, leading convoys and even legions astray. Only rarely — such as five years ago, when the Empress vanished — does he lead his forces in great numbers against Realm-held cities.

The Realm's fortifications have held back the Black Lion, bar successes here and there. Before the recent and wildly successful offensive, the Dragon-Blooded controlled much of the pilgrimage road between the shrine cities. Sha'a Oka's offensive stripped all but one of these — Faxai — from the Realm, but Faxai's walls have endured for time out of mind. Between outcaste veterans, mercenaries, and martial orders, even the legions' absence has not wholly denuded the final shrine city's defenses.

Each of the other shrine cities lies under the control of one of Sha'a Oka's generals (p. XX). Some welcome guests to fight alongside them, but others prefer their solitude, though they grudgingly abide the Pact's customs of hospitality. Even Third Daughter of the Leaves, for all that she's hardly spoken to another living soul since she seized Garianghis five years ago, has ordered her turtlewolves to admit Lunars into the city should they be sufficiently persistent.

The Caulborn

From the earliest days of the Caul's return, mortals have dwelt among its jungles, the slopes of its mountains, its coasts, and its ancient and strange cities. Descended from fisherfolk from the Western archipelagoes and the far Southwestern coast, the Caulborn know the Caul like no other, possibly better than the Black Lion himself.

There are innumerable clans of Caulborn, with rituals and taboos varying according to geography, feuds with other clans, or disagreements over the order in which sacred stories are to be told. None know for certain how many Caulborn there are, and outsiders who haven't lived among them struggle to tell which clan any individual Caulborn hails from.

Caulborn live in sprawling clans, primarily matrilineal, generations upon generations working to raise their young in common. Caulborn peoples have found their way into every corner of the continent's piebald terrain. These include the Uroa of the hills, who carry their hearth-fires on their back each day and rekindle a high flame each night; the Zeryesh of the deep forest, who wear nothing but peat and mud in summer; the Sukba of the outlying islands, who raise their children in sheltered lagoons where they learn to swim before they walk; the Caligo, who mount their war-howdahs atop tremendous apes of the Caul's wilderness; and many more. Men and women typically live apart, meeting only at their labors (divided not by gender but by ritual) and at mealtimes.

The Caulborn speak a local tongue unrelated to the great language families of the Threshold, with many regional dialects so divergent as to be mutually unintelligible. Most who dwell in Faxai, Asura, and other ports speak Seatongue passably. Among themselves, Caulborn women speak in a secret tongue, spread across the island in half-a-dozen dialects; their men once had a secret language of their own, but traded it for a god's aid during a lengthy famine centuries ago.

Most Caulborn are insular to a fault. The majority will not speak to outsiders unless they must. They are, as a rule, evasive and noncommittal in what little conversation can be extracted from them. Only among those the Caulborn has ritually named as kin (for reasons that run from saving a Caulborn's life to offering to share shelter during a cloudburst), or among those rare folk born of outsiders on the soil of the Caul, will the Caulborn be direct with, but unless they consent to leave the outside world behind and join their true kin, even they will generally be held at arms length, not quite an outsider but certainly not Caulborn.

Caulborn living in Faxai or otherwise separated from their clan are often cut off from their traditional ways of life. Most try to follow their traditions and taboos as best they can, but others can't freely practice their ways without incurring punishment, whether from Immaculate monks or members of other Caulborn clans. Some simply never had the chance to learn the fullness of their clan's traditions.

Caulborn Beliefs

The Caulborn largely worship the Caul itself, treating gods and spirits as aspects of the continent rather than full-fledged divinities to be worshipped. Much of this faith revolves around observing taboos, with each clan having its own sacred bans said to ensure the Caul's vitality and purity, and to avoid the dangers of its wilderness. The Amoda spurn the sun's light, waking and working by night. The Tancoli don't speak the names of living clansfolk, only those of the dead. The Sukba won't walk over the footprints of any animal. Talking to one's self in the wilderness is seen as dangerous, as is speaking to something one isn't sure is another person — the Caul is

always listening, and its answers are unpredictable. Almost all clans abhor the notion of interring their dead in the earth, employing sky burial or giving their dead to the sea instead.

The Caul's ancient architecture is sacred to the Caulborn, and even so much as leaving marks on it is desecration and blasphemy. Such marks tend to wander and change, sometimes meaninglessly, sometimes malignantly. The Yazi clan tells the tale of Ragara Dolara, who carved his name in a marker along the pilgrimage road despite his guide's warning. For the remainder of his pilgrimage, his name repeated itself in surface after surface — first faithfully, then increasingly jumbled, as Dolara's personality experienced similar erratic shifts. He persisted in his pilgrimage, but when he came to Melilune, he found his reflection holding a sharpened stone knife. Without a word, Dolara cut the double's throat, carved nonsensical symbols into its flesh, and vanished into nothingness.

Caulborn in Faxai or otherwise separated from their clan are often cut off from their traditional ways of life. Most try to follow their traditions and taboos as best they can, but others can't freely practice their ways without incurring punishment, whether from Immaculate monks or members of other Caulborn clans. Some simply never had the chance to learn the fullness of their clan's traditions.

Caulborn and the Realm

The Caulborn have no love for the Realm or the Dragon-Blooded who've descended in droves upon their home for centuries. Only pilgrims who've progressed along their quest through the shrine cities enjoy true respect and openness from the Caulborn, with those who complete their pilgrimage through the Way to Feng-Yi being accounted kin. Caulborn often act as guides for pilgrims, evasive and standoffish at first but gradually warming over the course of the pilgrimage as the Dragon-Blooded ties her Essence further and further to the Caul.

The Caulborn have traditionally enjoyed a certain lenience from the Realm by comparison to the populations of other satrapies, a lenience that's only grown with legions' withdrawal. Imperial decree forbids enslaving the Caulborn (mainly intended to ensure a continuing supply of guides for pilgrims), and restrains the Immaculate Order's hand on the Caul. Its monks must permit the Caulborn most of their less blasphemous rites, and limit their proselytization to Faxai and the pilgrimage route, lest they inadvertently turn the Caulborn into willing soldiers of the Lunar Anathema. However, these decrees aren't always observed, particularly since the Empress' disappearance — Immaculate monks have long suppressed Caulborn rituals in Faxai, and missionaries have begun visiting Caulborn clans near Faxai.

Caulborn and the Silver Pact

Few Caulborn have dealings with Lunars, and most Lunars are content to leave the Caulborn to their own devices, seeking their assistance only when necessary. At best, they're regarded as honored denizens of sacred land; at worst, acceptable collateral damage in the war against the Realm.

Pact members new to the Caul are often cautioned against treating Caulborn cruelly or disrespectfully, yet not all do so. Sha'a Oka is nigh universally revered by the Caulborn, but other Lunars are feared or hated by the Caulborn clans who've encountered them, such as Third Daughter of the Leaves, who seems utterly without compassion for the indigenous people, and Jangar Lai, who was killed by the Yazi clan's poisoners after inadvertently violating a paramount taboo while courting their favor. And some, like Lintha Haquen Fia-Shaw Flowers Unbending in

the Storm, simply haven't invested time or effort into cultivating relations of any sort with Caulborn clans.

Some Lunars rally Caulborn followers to their cause, sending them forth to call as many of their kin as they can to their banners, while a Lunar wishing to better understand the mysteries of the Caul might spend years winning the trust of a Caulborn clan until she can study their rituals and taboos. The callow martial artist Roaring Storm was made blood kin to the Caligo clan after defending their stone ape-idol from Immaculate missionaries. The spiteful Nuljan Wasp-Tongue stole the shape of a child of the Zeryesh, and has spent years learning its witches' many curses. A handful of Caulborn clans have formed permanent alliances with the Silver Pact or sworn fealty to individual Lunars, such as the Ninga hawkfolk who are Sandswept Garda-Empress' family. Some do so out of mutual enmity towards the Realm; others revere Lunars as living avatars of the Caul, like the esoteric cult of Skatha Venomchild.

Beastfolk of the Caul

Most prominent among the Caulborn clans allied with the Silver Pact are those who've been transformed into beastfolk, great lineages blessed by Luna's Chosen.

The **Kongar** lionfolk have dwelt alongside Sha'a Oka longer than any other, descended from the first Caulborn to encounter him after he returned to Creation. They don't worship him, but attest to his divinity. Naming him the Soul of the Caul, they record the strange omens that precede his passage in their complex ideographic script. Skillful metalworkers and carpenters, they have numerous settlements within the Caul's jungles, chief among them the city Morovath.

The **Ninga** hawkfolk of the Pass of Sekima have been Sandswept Garda-Empress' surrogate family since she first came to the Caul. They dwell amid the mountains in shelters woven from branches, leaves, wood, and cloth, living and hunting in common. They speak a twittering, keening language that can be heard for miles, though certain words or phrases are forbidden to be spoken at certain times or seasons. Sandswept Garda-Empress still lives among them, both a living goddess and a matriarch of the clan.

The **Yamalu** boarfolk lost their Lunar patron, the warrior Paren Thorn-Tusk to an Immaculate's spear, but have continued to embrace her teachings on martial virtue. Young boarfolk train strenuously with spear and shield from an early age, hoping to be chosen as the clan's leader in its yearly games of strength, wits, and courage. But the Yamalu's traditions are much older than Paren's martial creed — their taboo against eating meat and reverence of the silence that follows songs are as old as their bloodline.

Other beastfolk inhabit the Caul, unaffiliated with the Silver Pact. The xenophobic toadfolk of the Guchol swamp drag trespassers into the water to drown; the Enisi sturgeonfolk forswear all violence, living in lakebed monastaries; the roving, nocturnal Amoda clan of mothfolk chart the movements of the stars and believe the sun does not exist. Some beastfolk clans ascribe their nature to a divine blessing; others to twisting taint of the Wyld. Some recount legends of how drinking from a certain spring or witnessing a legendary beast transformed their long-ago ancestors. The protean touch of Luna lies heavy upon the Caul, and such miraculous transformations are not unknown.

Beast-Soldiers of the Black Lion

Kongar lionfolk have one-dot Claws (**Exalted**, p. 165), Imposing Features (p. XX), and two-dot Unusual Hide (**Exalted**, p. 166). Ninga hawkfolk have a Musical Voice (p. XX) and five-dot Wings (**Exalted**, p. 167). Yamalu boarfolk have Pain Tolerance (**Exalted**, p. 164) and two-dot Unusual Hide (**Exalted**, p. 166).

Morovath, City of a Thousand Faces

Deep in the Caul's jungles, set in a hidden valley only whispered of by outsiders, lies the ancient city Morovath. Like the moon, Morovath shifts slowly through phases, reshaping itself by night, buildings flickering from one place to another just out of sight, or between one eyeblink and the next. The Morovath of the full moon has tall, gleaming towers and shines with a light all its own; the Morovath of the new moon is a somber and forbidding place whose grim cloisters seem to eat light. Between those two extremes, districts of the city shift through light and darkness. Shining turrets unfurl as the moon waxes, until at half-moon the city divides itself perfectly into two halves; as the moon wanes, the towers slowly dwindle like shadows at midday, the city's glow fading slowly until only a small skein of districts at the edge still echo the full moon's glory.

Morovath is Sha'a Oka's personal headquarters for his war against the Realm. The Palace of the Moon's Light, a massive amphitheater-manse of shining shone, is where his generals lay plans and debate strategy — debates sometimes as raucous as the war itself, with so many Lunars from so many disparate cultures drawn together in a single cause.

Its origins shrouded in myth, Morovath was a bustling metropolis ruled by Lunar and Dragon-Blooded princes during the First Age, shattered in the Usurpation. When Sha'a Oka's lionfolk clan rediscovered it centuries ago, it was an empty shell. But it's grown cosmopolitan like few others on the Caul, peopled by a dozen Caulborn clans, not to mention visiting Lunars and their Moon-Touched children.

Today, Morovath is governed by its own people, who meet in the Forum of the Waxing Peace to judge disputes and take plebiscites on matters of public import — on those rare occasions when issues become truly acrimonious, the Forum fills to capacity, and the sound of voices echoing off the walls grows cacophonous. By Sha'a Oka's decree, the lionfolk keep the peace; others approach them to arbitrate disputes, and their word carries great weight, such that it often swings votes in the Forum.

Morovath's art and culture follows the changing phases of the moon. As the city's architecture and lighting waxes and wanes, its inhabitants don new garb to better blend in or stand out. The same songs are sung no matter which moon lights the sky, but their performance changes drastically by phase — a stirring battle anthem by the full moon might be a mournful dirge under the waning moon.

Having been on a war footing for centuries, Morovath has myriad forges, smiths, bowyers, and the like. Its many shrines and temples, dedicated to Luna's myriad aspects of Luna, host the armories and training grounds of the Black Lion's army. Every blade forged in Morovath, every arrow fletched, every technique taught, bears Luna's blessing.

The Dragon-Blooded know of a hidden city somewhere in the jungle, but have never pinned down its location. The jungle itself poses a significant obstacle to their efforts, as do sorcerous

workings that turn away unfriendly scouts, urge the trees to shuffle closer together to cut off paths, call down storms or plagues of biting insects, or worse.

> Sha'a Oka's Territory
>
> Morovath is *hidden*, *martial*, and *ever-changing*. No Lunar claims the Caul's shrine cities as their territory; to do so risks interfering in their sacred geomancy and incurring the Black Lion's wrath.

The Shrine Cities

When the Dragon-Blooded hold the Caul's five shrine cities, they may undertake the sacred pilgrimage that opens the Way to Feng-Yi, attaining the unequaled miracle of ensuring a child will Exalt. The shrine cities are no less important to the Lunars, the fivefold heart of their sacred sibling-continent, but they know not what might happen were they to hold all five and pass into Feng-Yi.

Since the Caul's return, the Realm has kept the Silver Pact out of Faxai; before it vanished, the contentious wars of the Shogunate prevented the Pact from ever holding all five cities. If such a pilgrimage occurred in the First Age, none of the surviving elders can reliably say what wonders it wrought.

The walled city of **Faxai** has long been a thorn in the Pact's side, the Realm's seemingly unshakable foothold on the Caul for centuries. Here, every building must be elevated above the sacred soil on thick pillars; here lies the Earth Shrine, where every pilgrimage must begin.

With the Great Houses withdrawing their legions in preparation for civil war, Faxai's defenses are left to zealots and outcastes, yet still Faxai endures. Some Lunars have tested its defenses in recent years, but even with their numbers diminished, the might of the Dragon-Blooded is formidable when unified against a common foe. The Black Lion has yet to besiege Faxai's crumbling defenses, keeping his own counsel and scheming in silence.

The plant-choked city **Garianghis** is built around the Wood Shrine, overgrown by a vast tree that has engulfed the shrine's architecture. The last shrine city wrested from the Realm by the Silver Pact, it now belongs to Third Daughter of the Leaves and her monstrous brood of chimeric turtlewolves.

Dragon-Blooded pilgrims must pass through the gates of Garianghis' Wood Shrine in dreams; for Lunars who sleep in it, the entire city is a sacred gateway to a dream of the Caul as it was in the first days of Creation, untouched by human hands — the purest expression of Luna and Gaia's love. Luna is said to walk this dream-Caul each night, and many Lunars roam it in hopes of meeting them a second time. Reclusive and inhospitable as she is, Third Daughter doesn't bar fellow Lunars from this grace. She cares little for it herself, being more concerned with obscure rituals she believes could use Garianghis' power to imprison every Dragon-Blood on the Caul in ceaseless nightmare.

Every night, **Houshou** burns itself to the ground. Every morning, it reappears, unscathed. Few Lunars live there — though Skathra Venomchild, the shahan-ya entrusted with the city, and other Lunars of similar vitality, can endure these deadly flames — residing instead in the stone structures erected outside the city by the Realm during its occupation of Houshou. Some Realm

refugees still occupy these structures; hunting them is considered high sport by Skathra's adherents.

Of the Pact-held shrine cities, Houshou is the least visited; even those who can withstand the flame are unnerved and disquieted by the eccentric Venomchild. The ancient order of Caulborn monks who guard the Fire Shrine's gates, though less unsettling, are likewise uncanny; each has burned alive every night for years, only to return unharmed, and they've come to terms with pain and mortality. Caulborn and foreign pilgrims alike have been known to seek illumination in the monks' wisdom.

Sekima is a ruin of a city, long since scoured entirely from the Caul. But, like Dragon-Blooded pilgrims, Lunars who enter the ruins begin to remember a life lived within the city as it was before it was destroyed. Unlike Dragon-Blooded, that memory is malleable, and Lunars see evidence of each other's passage through the city. The changes they make are normally small — a tea house changes ownership after a Lunar seduces away the heir, or the words of a ceremony differ once a Lunar suggests a new methodology.

Sandswept Garda-Empress means to use the memory of Sekima as a weapon against the Realm, and has spent more time within it than any other. The deeper her connections to the people of Sekima grow, the more she lays her plans against whatever future pilgrims may trespass here. Woe betide such unfortunates, for if she is successful, the memory of Sekima will be as a nightmare, aggressive and unwelcoming.

Melilune is a city of reflection, its spires reflected in the lake beneath. During the new moon and eclipses, Lunars may pass freely into the reflected city — though it extends no further than the shrine city's boundaries, streets folding in on themselves to turn the visitor back inwards — and speak with the living reflections left behind by pilgrims to the Water Shrine.

The Black Lion entrusted Melilune to his adherent Fia-Shaw, but she spends too much time pursuing the Pact's foes by sea to hold it. Instead, she's entrusted it to her student, the choleric seeress Vidatha Riverfisher, who's dwelt in that reflected city for years, learning the secrets of every Dragon-Blooded pilgrim ever to pass through it.

> Caulborn and the Shrine Cities
>
> Each shrine city has been home to generations of Caulborn, and their understanding of the shrines rivals that of the Silver Pact and the Realm.
>
> Uravé fishers explore Melilune's caverns, snaring blind cave fish and pale softshell crabs, and telling stories of the reflections that live in the water.
>
> Caulborn voyage to Sekima to meet friends and lovers once more in its memory; some families live on both sides of the Sekima that is and the Sekima that's remembered.
>
> Houshou is regarded warily by most clans, but its ashes are venerated for their sacred power, used in tattoos and medicine.
>
> Garianghis is home to the Dreaming Grove, a Caulborn cult that seeks auguries and enlightenment in the city's dreams, though Third Daughter of the Leaves has denied this to them.
>
> In Faxai, the Caulborn must be subtle to escape the watching eyes of Immaculates, but perform quiet midnight rituals that echo through eternity.

The Wilderness

The Caul is more than shrine cities and the pilgrimage road, more than Morovath's shifting streets. The massive island-continent possesses diverse flora and fauna across grasslands, forests, jungles, mountains, lakes, rivers, and more. Along the pilgrimage road, landmarks and locations are mostly reliable, but the wilderness beyond the road's ancient way stones is difficult to navigate at the best of times, shifting when one looks away or leading unwary travelers into danger. No journey in the wildlands is ever *safe*, but only those who know the Caul's ways — those who've lived there long enough to gain some sense of it — can reliably get from one place to another.

Even then, no path in the Caul's wilderness is entirely trustworthy. The Caulborn travel with bags of seeds, casting them ahead as they go, sometimes stopping waiting for an hour or more to consider how one seed fell before moving on or turning aside. Travelers who don't heed their guides may find themselves swept into a river that wasn't there a moment before, stumble into an ancient and forgotten temple laden with deadly traps, or lose their bearings only to find themselves a hundred miles from where they believed themselves to be.

Spirits and Fae of the Caul

When the Caul vanished, it took with it not only mortal denizens, but spirits as well. Elementals have repopulated the continent in the centuries since its reappearance, springing forth from the sacred land in far greater numbers than anywhere else in Creation. Yu-Shan's attempts to reinstate a terrestrial hierarchy of gods on the Caul has met with less success, owing both to bureaucratic infighting in Heaven over the continent's destiny and to the Silver Pact's ouster of any gods they encounter, lest their reports provide the Bronze Faction with actionable intelligence on the Caul. All told, gods make up the minority of the continent's spirits.

The Wyld makes its presence known in sporadic bordermarches within the Caul's wilderness, from which raksha have emerged and ordered themselves in courts — though if the Caul has birthed a truly powerful raksha noble, she has yet to make her presence known. Shadowlands, conversely, seem almost unable to open on the Caul, though some Caulborn ghosts still haunt the night, and a scant handful of ghosts of Realm citizens can be found in Faxai or along the pilgrimage road. Unbound demons roam the Caul's wilderness, having slipped free of their hellish durance and found respite on land that is not fully Creation.

The wild and untamed divinities of the Caul can be perilous to unwary Dragon-Blooded. They lack the fear of the Immaculate Order that most Threshold spirits do, and are thus more likely to escalate conflicts to violence than submit to self-assured Dragon-Blooded. The Caul's spiritual landscape is less threatening to Lunar visitors. The Silver Pact's witches and mystics have forged pacts with many of the continent's rogue pantheons and feral divinities, allying against the Immaculates who threaten both. But others, especially the Fair Folk, — have no truck with Luna's Chosen, and the land grows even more trackless, deceptive, and threatening within their areas of influence.

Other Dominions

Black Winter Boneyard

This icy shadowland is perilous and inhospitable to the living, but it teems with the undead monstrosities raised by the necromancer Smiling Rat. Frostbitten zombies shamble an eternal

patrol around its borders, spectral raitons perched on their shoulders to report back to the dominion's master. Those who brave this perimeter face phantasmal beasts, skeletal war-engines, and inhuman monsters dredged from the Underworld's depths.

Smiling Rat makes his warren at the shadowland's heart, honing his necromantic prowess through asceticism and self-mortification. He enjoys few students since the schism that turned much of the Northern Pact against him, but is glad to pass his knowledge on to young necromancers, even those not affiliated with the Pact.

The Shattersea Bastion

The Shattersea Bastion, a chain of decrepit Shogunate fortresses, sprawls across a series of small, rocky islands along the White Sea's northern shore. The port city it once guarded is now a blasted ruin where no living thing dwells. The master assassin Shadow-Rending Razor dwells in this desolate fastness, commanding a cult dedicated to Luna in their aspect as the Bloody Huntress. Her fanatical students pact with moon-gods from Luna's own courts, weighting their souls with dark blessings before departing to sow chaos and terror throughout the North. The nearest mortal settlement, a fishing village on the isle of Ironfell, has no idea Razor's school exists, though they worship many of the moon-gods that pact with the school.

New Dakuo

Set amid wooded Northeastern foothills in the Saber River valley, New Dakuo is among the Shadow Fang Vanguard's (p. XX) oldest and most settled dominions. After the Contagion, a renegade detachment of the Shogunate's Bitter Justice Legion helped a Lunar Circle defend the city of Dakuo from the Fair Folk; the survivors forged a covenant to protect the region's surviving mortals together.

Today, New Dakuo's gray stone walls overlook the old city's diminished shadowland. New Dakuo is a fortress, its citizens drilled in warfare to serve in the ranks of the Vanguard's military. Roads lead to outlying fortified towns, from which Dakuin soldiers ride out to drive off bandits, slay wild beasts, and engage in war games with other Vanguard dominions.

As part of the covenant, the Changing Moon Rises-With-Fire and the eldest Dakuin Dragon-Blood served as duumvirs, with the city's Vanguard members exempting the Bitter Justice Legion's descendants from their vendetta. But with Rises-With-Fire recently slain by a Wyld Hunt, Exquisitely Violent Axe, a young Vanguard member has sought to take charge of the dominion, only to find the Dakuin unwelcoming.

The Eye of the Killing Storm

Horse nomads of the Southeastern steppes meet in The Eye of the Killing Storm — the sacred city from which they take their name — to feast, negotiate treaties, and revere their divine patron, Blood Nail. The Killing Storm has long raided Prasad's southern satrapies, among other neighbors, but Prasad's expansion has brought them into conflict. Not only do Prasadi soldiers clash with Killing Storm riders, but the Pure Way's monks have learned of their sacred city, and plan to end their Anathema worship.

Mount Namas

Few locales in Creation have seen as much history as Mount Namas. Spirit courts of war and death have met atop its peak since prehistory, while a glorious city of many names grew and

spread in its shadow across the First Age. Warring Shogunate factions laid waste to that city, much of which fell into a shadowland. After the Contagion, Tanisa Ring-Eater and Seven Obsidian Leopard established themselves in the ruins, worming their way past First Age defenses that the Shogunate never successfully dismantled.

Leopard spends much of his time amid the death-gods at the mountain's peak and the ghosts of the shadowland city. Tanisa is more often found among the peoples who dwell among its foothills, who believe Mount Namas is where the souls of the dead gather to ascend to the afterlife as stars.

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Luz Liura

Amid a rocky plain within the Burning Sands stands an island of green, a bordermarch wherein a river flows in a circle without source or egress. Within that circle stands Luz Liura, the bordermarch dominion of Klesamra Lotus-Seed. Villages of mud-brick houses encircle Klesamra's central palace-city, staffed by her entourage of hermit crabfolk and hobgoblins.

Klesamra has made deals with several Southern Fair Folk, causing consternation and controversy within the Silver Pact. Three Fair Folk nobles — Tethian Lion-Eye, Vespania of the Singing Wind, and the Red Tatterdemalion — maintain temples in Luz Liura and serve as Klesamra's agents plenipotentiary. At her behest, they and their fae minions raid the Realm's southernmost holdings, sowing terror as they sup on victims' souls.

The Fortress of the Fulgurite Spire

Dark and twisted, the Fortress of the Fulgurite Spire rises from the islands west of Bluehaven. This self-contained fortress-city, its walls encompassing farms and armories alike, is home to Ül the Burning Eye and a thousand komodo dragonfolk followers. Each season, Ül unleashes new strains of diseases among his dominion's populace, though sorcerous safeguards and pacts with disease-gods prevent fatality and cure the ill once Ül's concluded his experiments. The shahan-ya extends these protections to visiting guests, but intruders find themselves assailed by plagues horrid beyond imagining.

Despite its proximity to the Realm's borders, the Fortress has never been successfully assaulted by the Imperial legions or the Wyld Hunt. Beyond its array of ancient weaponry and sorcerous defenses, the fortress itself *moves*, dissolving into wind and lightning at the heart of a storm, then arcing dozens of miles to a new island.

The Star Jasmine Pavilion

On a height above the Western port of Eldaj rise the stately, flower-wreathed domes and turrets of the Star Jasmine Pavilion. Here the shahan-ya Wings of Ivory — admired for his mastery of medicine, music, and social graces — dwells in luxury as a god, worshiped and fêted by the

Eldaji. Occasionally he ventures forth to graciously fulfill some petition from the local prince or the people, such as ameliorating a plague, driving off pirates or Fair Folk, or conducting negotiations with a neighboring isle. Otherwise he remains in his manse amid wealth and luxury, his every whim tended to by his retinue of ternfolk attendants and all manner of visiting entertainers.

Wings of Ivory never truly cared about the war with the Realm, and traveled West to escape both the Wyld Hunt and the Silver Pact's pressure to get involved. Today he grows wroth at Houses Peleps and V'neef for bringing that conflict to his doorstep. Their captains are learning to give his territory a wide berth.

The only things that thrived in Nexus' polluted rivers were catfish, and even they more crawled than swam through the grime below the water's surface. Yet even in the mud with the bottom feeders, Seven Devil Clever could see the Immaculate's anima, a dark and shimmering current that flowed against the river and illuminated a place the moon's light never touched.

A Dragon-Blood's searching eyes would only see a fish, however. Seven Devil Clever risked waggling a fin at the Immaculate as he floated in the river. With any luck, he'd give up the search with the two other shikari waiting above the water, and she'd have a bit more breathing room in the city for at least another day.

With a single deft motion, the Immaculate opened a pouch on his belt, thrust his hand in, and made a sweeping motion. Seven Devil Clever flinched, but then she caught the scent of corn and crawfish as the fragments floated to the bottom. Realization dawned too late, as all the bottom feeders suddenly swarmed, and the Immaculate caught sight of the one fish who apparently wasn't hungry.

Seven Devil Clever twisted in the muck, shimmering silver inside and out, until she was a river dolphin that she'd hunted far upstream from Nexus. Fear twisted in her gut, but the rage was there under the surface too, closer than catfish to the water's surface. She surged forward, crashing her argent-shining snout against the Immaculate's nose with a crunch that was as satisfying physically as it was spiritually.

For a brief moment, she considered fighting, swimming rings around him until she could land a telling blow. Then he reached out with a shining hand to slap a pressure point beneath her slick skin. Her rage sputtered out as her lungs filled with water, and Seven Devil Clever decided to go with her original plan of swimming the hell away.

With two powerful movements of her tail, Seven Devil Clever broke the surface and leaped high into the air. She took an arrow in her hide — the Wood Aspect had also caught up, it seemed — thorns erupting from the barb and digging deep into her ribs. She snarled and shifted again, landing on Nexus' dirt streets as a fox.

She bit down on the arrow's shaft, winced at the taste, and yanked it out, along with a gob of her own flesh. When she looked back, the Immaculate stood on the bridge over Nexus' district river, still shining faintly. He bowed stiffly out of respect, then assumed some graceful and elegant stance. The Water Aspect's anima flared, while a stream of pure, fresh water ran from his feet to trickle and foam into the fetid rushes.

Right. Stick to the plan.

The early morning crowd parted easily for her, or perhaps for the three robed demigods charging in her wake. No matter how quickly she ran, they were faster. But this was her city, and no fox ever ran straight in a chase.

Seven Devil Clever's razor-keen eyes swept the streets for an escape route, finding a stack of crates climbing to a low roof. She raced up and over them, bounding across rooftops shrouded with early-morning mist. She could see every step, every perch, every route before she took it, and within minutes she was at her den, bursting through a third-story window and frightening every crook and petty thief within.

A query from her lieutenant was silenced by a bloodied finger. She waited and watched the window, and none dared move for an hour. Finally, Seven Devil Clever breathed, and every one of her Band of the Fox breathed with her.

"Well," she said, standing gingerly. This wasn't defeat. She could feel her Essence growing each day, and more and more of the city's spirits agreed to her pacts as the Immaculates made their presence known. The gods' blessings would strengthen her gang, assuming the ruffians survived.

"Tyo, Shaina, Vere," she said, beckoning. "I've got a task for you. We're going to hunt the hunters."

Chapter Four

Character Creation

Step 1: Concept and Caste

Start character creation by talking with your Storyteller about her plans for the game, and discussing character concepts with your fellow players. Think about your character's origin, personality, skills, and the heroic archetypes that inspire them. Once you have a rough idea of the details, sum up in your *concept* — a brief description of your character.

Once you have your concept (or while you're still figuring out the details), determine which of the three Lunar Castes (p. XX) fits it best — or whether you wish to begin play as a Casteless Lunar. Decide whether your Lunar belongs to the Silver Pact, and whether she's affiliated with a shahan-ya.

Step 2: Spirit Shape and Tell

Each Lunar has a spirit shape: an animal form that symbolizes that character's truest self. Choose your character's spirit shape. It might embody one of her strongest traits, express an important facet of her personality, or hold a deep personal meaning for her or her culture.

Additionally, each Lunar has a Tell (p. XX), a distinctive characteristic that's present in any form she shapeshifts into. It may be a marking like a scar or tattoo, an unusual physical quirk, a trait of the character's spirit shape, or a subtle supernatural display like an oversized shadow. Pick your character's Tell.

Step 3: Attributes

Each Lunar Caste embodies a different form of excellence. Choose two Attributes from the appropriate list as your Caste Attributes, unless your character is Casteless

- **Full Moon:** Dexterity, Stamina, Strength
- **Changing Moon:** Appearance, Charisma, Manipulation
- **No Moon:** Intelligence, Perception, Wits
- **Casteless:** Casteless Lunars don't choose Caste Attributes

In addition to your Caste Attributes, pick any two others as Favored Attributes.

Each Attribute (**Exalted**, p. 148) begins with one dot. Next, of the categories of Attributes — Physical (Dexterity, Stamina, Strength), Social (Appearance, Charisma, Manipulation), and Mental (Intelligence, Perception, Wits) — choose one as primary, another as secondary, and the third as tertiary. **At least one of your Caste or Favored Attributes must be in the primary category, and at least one must be in the secondary category.** For Casteless Lunars, only one Favored Attribute needs to be in the primary category.

Distribute nine dots between your primary Attributes, seven dots between your secondary Attributes, and five dots between your tertiary Attributes. Attributes can't be raised above five.

Step 4: Abilities

Divide 28 dots among your Abilities (**Exalted**, p. 149). Each starts with zero dots, and they can't be raised above three dots without spending bonus points. Abilities can't be raised above five.

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

Step 5: Merits

Choose ten dots of Merits (**Exalted**, p. 157).

> The Solar Bond
>
> Some Lunars have a deep spiritual tie to a Solar (p. XX) — or, in the Time of Tumult, an Abyssal or Infernal. At character creation, you may decide that your Lunar definitely has a Solar Bond, or that they definitely don't. Alternatively, you can leave it up to the Storyteller to decide. Let the Storyteller know your choice, so they can plan accordingly.

Step 6: Charms

Choose fifteen Charms (p. XX). Most Lunar Charms require a minimum rating in their associated Attribute — if you don't have enough dots to qualify for one, you'll need to raise that Attribute's rating with bonus points.

You may choose Martial Arts Charms or Evocations in place of Lunar Charms. If you choose Terrestrial Circle Sorcery as one of your starting Charms, you may also learn spells in place of Charms.

Step 7: Intimacies and Limit Trigger

Choose Intimacies (**Exalted**, p. 170) to represent your character's beliefs and relationships. Intimacies can represent a Lunar's motivations, religious beliefs, worldview, friends and enemies, moral code, personal idiosyncrasies, or other important parts of her life. Many Lunars have Intimacies expressing their rage, and Ties relating to Luna, the Silver Pact, their shahan-yas, and the inhabitants of any Lunar dominions they dwell in or have frequent contact with.

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

Additionally, choose a Limit trigger — a circumstance that exacerbates your Lunar's Great Curse (p. XX).

Step 8: Bonus Points

You have 15 Bonus Points that can be spent at any point during character creation to raise your character's traits.

<begin table>

TRAIT	COST
Caste or Favored Attribute	3 per dot
Non-Caste, Non-Favored Attribute	5 per dot; 4 per dot if Casteless

Ability	2 per dot
Specialty	1
Merits	1 per dot
Caste or Favored Charm	4
Non-Caste, non-Favored Charm	5
Spell (Intelligence Caste or Favored)	4
Spell (Intelligence non-Caste, non-Favored)	5
Evocation	4
Animal Latent Ability	3
Willpower	2 per dot

<end table>

It's most cost-effective to use Bonus Points to raise Abilities or Caste and Favored Attributes, while using them to buy Charms, Evocations, or spells is the least efficient option.

Lunar Exaltation

A mortal player character (**Exalted**, p. 125) that Exalts as a Lunar in the course of play gains the following benefits:

- Her player selects two Favored Attributes (one of which must be a primary Attribute).
- All Lunars are Casteless upon Exaltation, but the Silver Pact seeks to find them and provide them with caste-fixing tattoos. If this happens, her player chooses two Caste Attributes (one Caste or Favored Attribute must be a secondary Attribute).
- The player chooses a spirit shape, Tell, Limit trigger, and ten Charms the Lunar qualifies for, and calculates her Essence pools.
- At the current story's end, the Lunar gains five Charms and two dots of Willpower for free, and assigns three dots among primary Attributes, three dots among secondary Attributes, and two dots among tertiary Attributes.

Step 9: Finishing Touches

You begin at Essence 1. Lunars have (15 + Essence) personal motes and (34 + [Essence x 4]) peripheral motes, for a total of 16 personal motes and 38 peripheral motes at Essence 1.

You begin with five Willpower (**Exalted**, p. 169), which can be raised by spending Bonus Points.

You begin with seven health levels (**Exalted**, p. 171): a −0 level, two −1 levels, two −2 levels, a −4 level, and an Incapacitated level. You may purchase additional health levels by learning Ox-Body Technique (p. XX).

Grizzled Veterans

The rules above are for creating Lunars who've been Exalted for less than a year. For games featuring more experienced Lunars, make the following changes to the default character creation:

- Your starting Essence is 2.
- Choose thirteen dots of Merits.
- Choose twenty Charms.
- Spend eighteen bonus points.

Character Creation Summary

Step 1: Concept and Caste

- Consult with the Storyteller and other players, and come up with a concept for your character.
- Pick a Caste, and note its anima powers.

Step 2: Spirit Shape and Tell

- Pick an animal as your spirit shape.
- Pick a Tell.

Step 3: Attributes

- Select two Caste Attributes from the relevant list (or none, if Casteless).
- Select two Favored Attributes, which can't be the same as Caste Attributes.
- Place one dot in each Attribute.
- Divide 9 dots among primary Attributes, 7 dots among secondary Attributes, and 5 dots among tertiary Attributes.

Step 4: Abilities

- Divide 28 dots among all Abilities. None may be raised above 3 without spending bonus points.
- Assign three specialties.

Step 5: Merits

- Select 10 dots of Merits.

Step 6: Charms

- Select 15 Charms.

Step 7: Intimacies and Limit Trigger

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

Step 8: Bonus Points

- Spend 15 bonus points.

Step 9: Finishing Touches

- Record Essence rating (1), Personal Essence (15 + Essence), Peripheral Essence (34 + [Essence x 4]), Health Levels (−0/1x2/−2x2/−4/Incapacitated) and Willpower (5).

Castes

Full Moon: Warriors, athletes, rugged survivors, and warlords who use physical prowess to triumph over enemies and surpass all obstacles.

Caste Attributes: Dexterity, Stamina, Strength

Changing Moon: Tricksters, thieves, leaders, and schemers who use their silver tongues to persuade, deceive, seduce, and terrify.

Caste Attributes: Appearance, Charisma, Manipulation

No Moon: Witches, savants, healers, and craftsmen who use mental acuity to outwit rivals and devise solutions to the most difficult puzzles.

Caste Attributes: Intelligence, Perception, Wits

Casteless: Lunars who've yet to choose a Caste, or have rejected the choice altogether.

Caste Attributes: None

Bonus Point Costs

<begin table>

TRAIT	COST
Caste or Favored Attribute	3 per dot
Non-Caste, Non-Favored Attribute	5 per dot; 4 per dot if Casteless
Ability	2 per dot
Specialty	1
Merits	1 per dot
Caste or Favored Charm	4
Non-Caste, non-Favored Charm	5
Spell (Intelligence Caste or Favored)	4
Spell (Intelligence non-Caste, non-Favored)	5
Evocation	4
Animal Latent Ability	3
Willpower	2 per dot

<end table>

Tula wheeled through the air above a snow-covered forest valley, not far from her secret encampment. From her vantage she measured the flaws in her small army's hit-and-run wilderness exercises. As soldiers, they were green as her wings, distrustful of their arms, armor, and comrades. Still farmers at heart. If they relied on muscle instead of maneuverability to fight the Realm garrison, Cathak soldiers would scythe through them without slowing.

Tula remembered well.

She issued an "exercise halt" command by birdsong, but words were better for lecturing. So she swooped down to the treeline to find a perch, and traded feathers for leathers and beak for mouth. Tula allowed them no time to goggle at her transformation; there weren't enough hours left in the season.

"Gather close!" she commanded, noting who was slow to obey. She addressed her squads as they came within easier shouting distance, calling out flaws in their teamwork. "Vahi, look before you break cover. Maccus, you got to keep moving. Shreya and Lali, stop running ahead of Calder." Tula pointed to the vulnerable straggler. "Your squadmate. Probably caught or killed. Never..."

Never going home to his family. Tula wasn't sure it was what they needed to hear. It wasn't what she'd meant to think. But she thought it all the time.

She'd helped Calder's family herd cattle more than once. The women who'd just let him "die" were his cousins. They'd been pranksters when they were younger. Now they were so serious. Now they looked at her like someone new. Someone with the power and experience to stand against the tax collectors and their cruel Imperial enforcers. Tula wasn't sure she wanted to be someone new.

She still cared, like they did. She still felt like a farmer at heart, with hands itching for honest work. She was still as young, hopeful, even stubborn, as she'd ever been, as they all were. The difference was that, unlike her, none of them had ever really been alone.

Tula remembered what it was like.

She remembered the roar of flame and the crack of lightning. She remembered the panic in her comrades' eyes, the tense silence of once-boisterous bandits, the rank smell of fear in their hideout. Tula wished she could remember Ajit's smile as well as she could remember his blood-drenched grimace. She'd have given anything to taste Karu's cooking again, instead of the smoke that billowed from her flesh. It was hard to recall Blue Spring's courage and leadership instead of her begging and wailing, cut short with a meaty chop while Tula squeezed her eyes shut.

She remembered being alone, too afraid to call out. She remembered being trapped, and wishing for freedom. She remembered her fear and shame bleeding away as her heart beat faster, louder, demanding that she become —

Tula was someone new, now. The sweaty, mud-spattered recruits in their hand-me-down leather armor didn't need Tula the Rider or Groundbreaker or Brewer. They needed the Reaver, and the Reaver would use them all up if it meant cutting a hole in House Cathak. The Reaver would rest when the battle was done, and Tula would console their families, one by one. But she couldn't think of them now. There weren't enough hours left in the season.

“...Never forget, your job’s not winning,” she said, improvising a speech, projecting her voice and confidence across the camp. “Your job’s losing less than the enemy, every time. Don’t be aggressive; be protective. Don’t be greedy; be stingy. Your squadmates are part of you, now. Never let them out of sight. You’ll never forgive yourself if you do.”

Chapter Five

Traits

New Merits

Heart's Blood (• to •••; +•) — Story

Prerequisite: Lunar Exalt

This Merit depicts a Lunar with several animal forms at character creation, in addition to her spirit shape. One dot provides the shapes of around half a dozen relatively weak animals, comparable to one-dot Familiars (**Exalted**, p. 161), and two or three stronger animals, comparable to two-dot Familiars, from a single environment.

Two dots provide the shapes of one to two dozen weaker animals, half a dozen stronger animals, and one or two extremely powerful animals, comparable to three-dot Familiars, from a single environment.

Three dots provide the same benefits as two dots, plus the shapes of two to three additional stronger or extremely powerful animals.

For an additional dot, the Lunar can select her animal forms from any number of environments, depicting a far-ranging hunter.

Stolen Faces (• to •••••) — Story

Prerequisite: Lunar Exalt

This Merit depicts a Lunar who's taken human shapes at character creation. Each dot can provide five human shapes with no significant social standing — a peasant farmer, local bandit gang member, dock worker, street urchin, etc. — or a single human shape whose social, economic, or political status is a valuable asset, e.g., a Dynast, Guild merchant prince, revered clan elder, queen's favored daughter, etc.

> Existing Merits
>
> **Allies**: A Lunar's Solar mate (p. XX) is a five-dot Ally.
>
> **Backing**: Good standing in the Silver Pact provides Backing, letting Lunars leverage renown into support from fellow Chosen.
>
> **Command**: Lunars commonly lead beastfolk armies, which possess Might 1 (**Exalted**, p. 207). Such battle groups cost an additional dot.
>
> **Mentors**: Pact Lunars often have a shahan-ya as a Mentor, typically a three-dot mentor. In games where all players are students of one shahan-ya, the Storyteller might give them this Merit for free.
>
> **Retainers**: Many Lunars retain the services of Moon-Touched (p. XX) — whether their own kin or those of a Silver Pact ally — which are two-dot Retainers.

Supernatural Merits

Antennae/Snaketongue (•) — Innate

Prerequisite: Enhanced Sense (Smell)

Twitching feelers, a flickering tongue, or similar appendages let the mutant discern her prey's location by scent. She ignores penalties for being unable to see characters within close range as long as she can smell them.

Bioluminescent (0 or •••) — Innate

The mutant radiates light, equivalent to a glowing anima banner (p. XX). She can suppress this for a scene with a miscellaneous action.

With the three-dot version, the mutant can create a blinding flash once per scene as a miscellaneous action, rolling (Appearance + Presence) against the (Wits + Awareness) of everyone within close range. Characters who fail are blinded (**Exalted**, p. 168) until their next turn's end.

Bounding Legs (•••) — Innate

The mutant's powerful legs add two dice on jumping-based rolls. This only applies to combat movement if she leaps to a position at least one range band higher or lower.

Burrower (••) — Innate

The mutant can dig through earth with spadelike paws or similar adaptations. She adds two dice on feats of strength related to tunneling or excavating. She can take cover (**Exalted**, p. 199) with (Strength + Athletics) by digging into soil or loose earth, even in completely open terrain, gaining light cover and providing the concealment needed for Stealth. Tunneling through the earth takes too long to accomplish in combat; she must resurface to take move actions.

Carapace/Shell (••) — Innate

Prerequisite: Unusual Hide ••

The mutant has bulky armor of bone or chitin, a turtle's shell, or pangolin-like armored plates. The soak bonus from Unusual Hide is doubled, but counts as armored soak. She also gains (Unusual Hide/2, rounded up) Hardness.

Drawback: The mutant is always treated as wearing medium armor, and suffers a −1 mobility penalty.

Centaur (••) — Innate

Prerequisite: Extra Limbs

The mutant has a horse-like lower body or similar anatomy. She always enjoys the attack and Defense bonuses for fighting mounted, and can make impaling attacks with lances (**Exalted**, p. 203). If ridden by another character, she provides a +2 Speed Bonus.

Drawback: The character's Extra Limbs can only benefit movement actions.

Constrictor (•••) — Innate

The mutant has clinging tentacles, a strangling tail, or similar features. She doesn't lose rounds of control over a grapple when her victim attacks her, though she still does if he damages her. She can spend a round of control to drag her victim with her move actions even if she doesn't restrain him that round.

Deadly Weaponry (•) — Innate

Prerequisite: Claws/Fangs/Hooves/Horns

This mutation depicts especially dangerous natural weapons: long claws, piercing tusks, stinging tails, etc. One of the mutant's natural attacks gains one of the Balanced, Chopping, Disarming, Flexible, Piercing, or Smashing tags. With four-dot natural weaponry, she applies two of these tags.

> Natural Weapons and Martial Arts
>
> Natural weapons don't count as unarmed attacks for Martial Arts styles, but may be compatible if the Storyteller deems them similar enough to a style's weapons. An eaglewoman could practice Tiger style with claw-like talons, and a mammoth-man might use his tusks as spears with White Reaper style.

Echolocation (•••) — Innate

Prerequisite: Enhanced Sense (Hearing)

The mutant can echolocate like a bat or dolphin. She can "see" out to short range using hearing instead of vision, ignoring penalties or increased difficulties due to blindness, darkness, poor visibility, etc. However, she can't discern color or fine detail, and solid obstructions like walls block echolocation.

An alternative version of this mutation only functions while submerged in water, but extends to medium range.

Enhanced Toxin (Varies) — Innate

Prerequisite: Poisoned Body *or* Venomous

This Merit may be re-purchased multiple times.

The mutant applies one of the following to the toxins produced by her mutations:

Blinding (••): Characters damaged by the poison while crashed are blinded for one day.

Hallucinogenic (•): Crashed victims don't take lethal damage, instead losing Willpower equal to the successes on the damage roll. A character reduced to zero Willpower this way gains the Madness Derangement (**Exalted**, p. 168) at Minor intensity, or strengthens existing Madness by one step.

Paralytic (••): Crashed victims can't take move actions while suffering the poison's effect.

Potent (••): The poison's base duration is increased by two intervals, and can't be reduced below one interval by opposing rolls unless enhanced with magic.

Necrotic (••): A poisoned character must also roll to avoid exposure to a flesh-rotting disease with virulence 3, morbidity 3, and a one-week interval.

Entangling Limbs (•••) — Innate

The mutant has grasping tentacles, prehensile hair, or other appendages capable of ensnaring her prey. She can flurry while grappling a foe. If she uses a savaging attack to perform a gambit, the Initiative roll's difficulty is reduced by one.

Extreme Adaptation (••)—Innate

Prerequisite: Tempered by the Elements

The mutant has thick blubber, a water-storing hump, or similar environmental adaptations. She adds two dice on rolls against the environmental hazards and poisons of the environment she's adapted to, and reduces the damage of such hazards by one die.

Fins (• to •••••) — Innate

The mutant has fins, webbed hands, or a fishlike lower body. She adds dice equal to this Merit's value on movement rolls while swimming, and ignores difficult terrain from poor swimming conditions.

Drawback: The mutant suffers a penalty of half this Merit's value, rounded up, on land-based movement. With three or more dots, she treats all land as difficult terrain.

Frightening Voice (••) — Innate

The character has the paralyzing cry or growl of a born predator. She ignores penalties for flurrying threaten rolls with attacks.

Hypermobility (••••) — Innate

Flexible joints let the mutant contort and compress her body. She adds one die on rolls to squeeze through tight spaces, establish or resist control of a grapple, or Dexterity rolls where squeezing into tight spaces benefits her, such as taking cover or establishing concealment within a tight space.

Imposing Features (•••) — Innate

The mutant has a majestic crest, mane, plume, or similar feature. Characters that can see her and have no Tie towards her suffer −1 Resolve against her instill rolls to create Ties toward herself.

Inhuman Visage (•••) — Innate

Prerequisites: Hideous

The mutant has distracting facial markings or an unreadable, inhuman face. She gains +1 Guile. She loses this bonus against characters that have spent at least a season interacting with her, or that have a specialty relevant to understanding her moods.

Drawback: The character's unreadability inflicts a −1 penalty on rolls to instill positive Ties towards herself or convince others of her honesty.

Ink Sacs/Smokescreen (••) — Innate

The mutant can blind pursuers with ink sacs, an acrid spray, or similar diversions. Once per scene, when she makes a disengage roll, she can release this diversion. If successful, each enemy that opposed her is blinded (**Exalted**, p. 168) until he clears his eyes as a miscellaneous action.

Long Reach (•••) — Innate

The mutant has unnaturally long or extendable limbs. Her unarmed attacks or one of her natural weapons gain the Reaching tag. She can use it to attack an enemy at short range by paying two Initiative and incurring a −1 Defense penalty until her next turn.

Lure (•) — Innate

The mutant has an anglerfish-like lure, bushy tail, startling eye-markings, or similar features. She can roll distract gambits against enemies at close range with ([Appearance or Manipulation] + Larceny). The beneficiary of such gambits receives an additional point of Initiative.

Musical Voice (•) — Innate

The mutant's voice has the inhuman timbre of a songbird, trumpeting elephant, or rattling snake. Any penalties from noisy environments on her influence rolls are reduced by two. Her voice counts as an exceptional instrument (**Exalted**, p. 580), and she ignores multiple target penalties for Performance-based inspire rolls made through song.

Drawback: The character suffers a −3 penalty on efforts to disguise her voice or mimic others' voices.

Natural Missile (••; +0, •, ••, or •••) — Innate

The mutant has acid spit, barbed hair-darts, an elastic tongue, or a similar ranged attack. This is a light weapon with the mutant's choice of the Archery (Short) or Thrown (Short) tags, along with the Bashing and Natural tags. The Subtle tag can be added for free, the Lethal tag can be added for one dot, and the weapon's range can be extended to medium for two dots.

Natural Shield (••) — Innate

Bony plates, enfolding wings, or similar features let the mutant fend off attacks. Her unarmed attacks or one of her natural weapons gains the Shield tag, and she ignores the Defense penalty for flurrying full defense actions.

Night Vision (••) — Innate

The mutant's eyes are adapted to darkness, halving any penalties or increased difficulty, rounded down, due to darkness or low-light environments.

Pheromones (• or •••) — Innate

The mutant exudes potent pheromones. With the three-dot version of this mutation, characters within close range suffer −1 Resolve against her inspire rolls to create a specific emotion, such as lust, fear, or joy. The one-dot version only affects a single species.

Prehensile Tongue/Trunk (••) — Innate

The character has a prehensile trunk, tongue, or similar appendage, which acts as a fully functional limb, though it suffers a −1 offhand penalty. It has light weapon traits (Accuracy +4, Damage +7, Defense +0, Overwhelming 1), with the Bashing, Brawl, Disarming, Flexible, Grappling, and Natural tags.

Serpentine (••••) — Innate

Instead of legs, the mutant has a serpentine lower body or similar anatomy. She ignores penalties for being prone.

Drawback: The mutant suffers −2 penalty on jumping-based movement actions.

Silent Movement (•••) — Innate

The mutant's soft paws, velvety feathers, or similar adaptations muffle her movement. Rolls to detect her purely through hearing suffer a −2 penalty.

Slippery (••) — Innate

The mutant secretes slime or mucus, adding two dice on rolls to oppose being grappled or escape from physical restraints.

Drawback: The character suffers a −2 penalty on rolls to establish control of a grapple.

Spinnerets (•••)—Innate

Like a spider, the mutant can spin lines of adhesive silk. These are exceptional equipment (**Exalted**, p. 580) for weaving, climbing, laying rope traps, swinging between handholds, or similar actions. They're also exceptional equipment for lifting or suspending heavy objects, a feat of strength rolled with (Stamina + applicable Craft), using the mutant's (higher of Stamina or Craft) in place of Strength to determine if she qualifies to attempt the feat.

The mutant can make ranged attacks with her webbing. They're light weapons with the Bashing, Thrown (Short), Disarming, Flexible, Grappling, and Subtle tags. If she's grappling an enemy from beyond close range, she can only take restrain or drag actions, and a character can sever the thread and end the grapple with a difficulty 3 gambit.

Thermal Vision (•) — Innate

Prerequisites: Enhanced Sense (Vision)

The mutant's specialized sensory organs can perceive heat. She converts the dice from Enhanced Sense to successes on vision-based rolls to detect something significantly hotter or colder than its surroundings, whether tracking an assassin's movements through pitch blackness or distinguishing a concealed zombie from the mortals surrounding it.

Toxin Sacs (••) — Innate

Prerequisite: Venomous

The mutant generates (Stamina) doses of venom per day. If she rolls Join Battle with no doses remaining, she immediately gains one.

Vibration Sense (•) — Innate

Prerequisite: Enhanced Sense (Touch)

The mutant can sense nearby vibrations. She applies the benefits of Enhanced Sense on rolls with any sense to detect concealed characters within medium range moving on the same surface as her (or within four range bands, to detect Legendary Size characters).

[BEGIN TWO-PAGE SPREAD]

Full Moon Caste

The moon's radiance pierces night's depths, illuminating unspeakable horrors that stalk their prey under cover of darkness. Though monsters may skulk in the shadows' safety, the Full Moons will hunt them down wherever they cower, dragging them into the cold light of Luna's judgement. Implacable hunters and terrifying warriors, the Full Moons are Creation's ultimate survivors and the warlords of the Silver Pact, their mighty bodies empowered by divine fury. No matter what shape they wear, they triumph over any obstacle in their path, whether rending foes limb from limb as a river dragon, scaling sheer cliffs with a mountain goat's hooves,

assassinating tyrants with a scorpion's venom, or wielding a daiklave with superhuman might and speed in their own human shape.

When the Lunars remade their castes, they knew there'd be much bloodshed in the coming age, and made the Full Moons a caste of peerless warriors with the might, speed, and endurance to slay any foe and guard the Lunars against those who'd hunt them. Full Moons are often their Circle's greatest combatants, leading them in battle and protecting Circlemates from harm.

Those who choose to become Full Moons are often warriors, hunters, athletes, bodyguards, hired killers, couriers, nomads, and others whose mortal livelihoods depended on physical prowess. Others aspire to the warrior ideal the caste embodies, coming from the ranks of revolutionaries, generals, zealots, strategists, or bold but untested youths.

Spirit Shapes: Full Moons tend towards spirit shapes symbolizing physical prowess, ferocity, or martial excellence. Often these are predators — bears, wolves, mustelids, birds of prey, sharks, snakes, great cats — but prey animals of immense size, endurance, or fearlessness, like aurochs and elephants, also find a place under the Full Moon.

Anima Banner: Full Moon Caste Marks are brilliant silver disks. Their anima banners begin as a steady, constant glow limning them in soft white or silver light, growing brighter and fiercer as they rise in intensity. Their iconic animas might depict their spirit shapes or monstrous forms derived from them, mighty weapons, vast silver-fanged maws, stylized war-banners, countless limbs radiating outwards, or similar displays.

Anima Effects: Mighty warriors, the Full Moons' animas suffuse them with physical power, bolster their will against fear, and grant incredible battle prowess (p. XX)

Caste Attributes: Full Moons hone their bodies unto physical perfection, choosing Caste Attributes from Strength, Dexterity and Stamina.

Associations: The season of summer, the element of fire, the color white, the Maiden of Battles

Sobriquets: Children of the Indominable Moon, Luna's Champions, Nightfangs, the Frenzied (derogatory)

Concepts: Slave rebellion leader, former gladiator, master assassin, shipwrecked survivor, merciless warlord, orphan seeking vengeance for her murdered parents, bandit chief, dauntless hunter feeding a starving village, benevolent warrior-queen, sagely martial artist.

> The Frenzied
>
> In Immaculate fables, the Full Moons are monsters drunk on power stolen from the moon, rampaging through villages and cities slaughtering man and beast alike to gorge on their heart's blood. Only the mighty Dragon-Blooded stand between the innocent and the savage hungers of these inhuman abominations, driving them back into the tainted lands whence they came. For their insatiable hunger and lunatic rage, these Anathema are called the Frenzied.

"You've made a mistake, Dragon. This fight was over the second I drew my blade."

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Changing Moon Caste

The moon's brilliance shifts as it wanes and waxes, showing a different face each night. Ephemeral moonlight fascinates and enraptures the unwary, promising mystery and denying revelation. Luna's Tricksters take their divine patron's lessons to heart, triumphing over enemies with honeyed tongues, magnetic personalities, and mysterious duplicity.

The Changing Moons are silver-tongued devils, beautiful seducers, inspiring warlords, and sly charlatans. They slip unnoticed through tightly-guarded checkpoints in the skins of trusted couriers or animals beneath the sentries' notice, infiltrate their enemies' courts wearing the stolen faces of confidantes and conspirators, and whisper into the ears of princes and tyrants in the guises of trusted advisors, beloved spouses, or favored children. Few can match their cunning, ingenuity, or charm, and many have fallen prey to their tricks without ever realizing it.

When the Lunars remade their castes, they knew it would take subtlety and subterfuge to undermine the hegemony of the Shogunate and its Sidereal patrons. They made the Changing Moons a caste of tricksters, spies, and seducers to bedevil the usurpers and sow chaos amid whatever order they tried to establish from their stolen thrones. Some Changing Moons act as their Circle's envoys to mortal society; others keep to the shadows, assisting Circlemates through subterfuge and deception.

Those who choose to become Changing Moons are often diplomats, chieftains, con men, merchants, libertines, demagogues, spies, artists, and anyone else whose tongue was their most formidable asset in mortal life. Others are drawn to the allure of becoming a divine trickster: criminals, dissidents, contrarians, misfits, and cynics.

Spirit Shapes: Changing Moons tend towards spirit shapes symbolizing grace, beauty, deception, and cunning. Serpents, birds, sleek cetaceans, and svelte cats such as cheetahs and panthers are common, as are the more graceful and clever ruminants, mustelids, reptiles and insects.

Anima Banner: Changing Moon Caste Marks are glittering silver crescents. Their anima banners shift between bright silvers, dark blues, and shadowy purples, growing brighter and changing more rapidly as they grow in intensity. Their iconic animas might depict their spirit shapes, eye-catching displays of rainbow fire, whirling silver masks, choirs of beast-headed spirits singing exultant psalms, or similar displays.

Anima Effects: Cunning tricksters, the Changing Moons' animas lend captivating allure, cloak them in mystery, and let them insinuate themselves into the good graces of even their staunchest foes (p. XX).

Caste Attributes: Changing Moons rely on social graces, choosing Caste Attributes from Charisma, Manipulation and Appearance.

Associations: The season of spring, the element of air, the color purple, the Maiden of Serenity

Sobriquets: Children of the Shifting Moon, Luna's Tricksters, Night-thieves, the Face-Stealers (derogatory)

Concepts: Eloquent ambassador, escaped slave, respected courtesan, rabble-rousing firebrand, plucky street rat, wandering skald, folk hero, king of thieves, scheming courtier, master spy

The Face-Stealers

In Immaculate fables, the Changing Moons are masters of deception and betrayal, fomenting chaos and turmoil, and insinuating themselves into society with foul shapeshifting. Only the wise Dragon-Blooded can see through their lies to put an end to their destruction of lives and theft of souls. For their atrocities committed in the skins of the innocent, these Anathema are called the Face-Stealers.

"Let me tell you a story about how a terrible monster stole your true love's face and poisoned your heart with lies, and how you never found out until she'd already put a knife in your back."

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No Moon Caste

The moon turns its face away, plunging Creation into deep darkness that teems with inscrutable mysteries. None can say where its light falls on the night of the new moon; does it illumine the Wyld that laps at Creation's edge, or the invisible world of spirits? Luna's Shamans are seekers of knowledge, uncovering wisdom hidden by the night and traveling beyond the world to learn the secrets of spirits and monsters.

No Moons are lorekeepers and storytellers that learn and pass on the collective wisdom of both mortal societies and the Silver Pact, as well as mystics and shamans that intercede with gods, demons, and stranger things on humanity's behalf. They travel Creation and beyond on hooves, wings, or fins borrowed from countless beasts, offer guidance to chieftains and princes in the guise of trusted advisors or wandering wise women, and petition gods with the voices of their favored priests.

When the Lunars remade their castes, they knew that even the brightest minds could not recreate the fallen First Age's lost glories. Instead, they made the No Moons a caste of mystics, shamans, and witches who would plumb the Age of Sorrows' darkness to unearth the secret wisdom they needed to survive. No Moons guide their Circles with sagacious insight, using their skill as healers, sorcerers, and artificers to aid their Circlemates.

Those who choose to become No Moons often come from mortal origins that revolve around the life of the mind: savants, philosophers, midwives, artisans, monks, physicians, and seers. Others become Nightwitches to master forbidden wisdom: heretics, iconoclasts, infernalists, visionaries, charlatans, and those whose curiosity outweighs their caution.

Spirit Shapes: No Moons tend towards spirit shapes symbolizing wisdom, mystery, or communion with spirits and otherworldly forces. Serpents, turtles, insects, cats, owls, raitons, and creatures from the ocean depths are common.

Anima Banner: No Moon Caste Marks burn as empty circles, glittering with silver light. Their anima banners are dreamlike veils of dark blue and purple, tinted with silver radiance at their edges. As a banner's intensity rises, the blues and purples grow darker while the silver grows brighter and more prominent. A No Moon's iconic anima might depict her spirit shape, congeries of alien eyes, whirling mandalas of silver runes, vast shadows of uncertain form, or similar displays.

Anima Effects: Mystics and witches, the No Moons' animas lets them shroud themselves in shadows, sense places of spiritual significance, and channel great power into their mental or sorcerous prowess (p. XX).

Caste Attributes: No Moons excel in mental acumen, choosing Caste Attributes from Perception, Intelligence and Wits.

Associations: The season of winter, the element of water, the color blue, the Maiden of Secrets

Sobriquets: Children of the Hidden Moon, Luna's Shamans, Nightwitches, the Ogres (derogatory)

Concepts: Master storyteller, clan shaman, medicine woman, ingenious craftsman, a local god's favored priest, scavenger prince, enigmatic advisor, exorcist, devotee of Luna, seeker of lost lore, wandering prophet.

> The Ogres
>
> In Immaculate fables, the No Moons are hideous, grotesque beasts so twisted and disturbing that they can only work their evil in the darkest nights. Driven by an insatiable lust for power, they forge pacts with demons and forsaken gods so terrible their names can't be spoken in any but the brightest light without fear of summoning them. Only the righteous Dragon-Blooded can root these deformed creatures out of their fetid swamps and twisted groves, ending their threat to the innocent and the pure. For their demonic magics and blasphemous dealings, these Anathema are called the Ogres.

"No one living knows the demon's secret name, they say? How rude; they seem to have forgotten about me."

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Casteless

The full moon, the new moon, and every phase in between are all the same moon, each a different aspect of Luna's glory lighting the night sky. It is with this protean potential, inchoate and manifold, that Luna blesses Casteless Lunars. Theirs is the freedom to discover who they truly are, and decide who they will be.

Every Lunar is Casteless when she Exalts. Some are found swiftly by the Silver Pact and receive the moonsilver tattoos that let them define their caste. For them, Castelessness is a brief and transitory period, though still a meaningful one.

Others remain Casteless much longer, even until the end of their lives, embracing it as their true nature. Some go undiscovered by the Silver Pact, or refuse its envoys' entreaties. Others forgo the chance to take on the moonsilver tattoos, wishing to reflect fully on their innermost nature before making a decision that will be forever written on their souls. Some simply refuse the choice, dissatisfied with the threefold roles of warrior, trickster, or witch.

The prowess of Casteless Lunars isn't defined by any archetype; all can attain excellence in whatever endeavors they devote themselves too. Lacking the focus of a Caste, they cultivate wider breadths of talent with greater ease.

Spirit Shapes: The Casteless show no tendency towards any spirit shape.

Anima Banner: Casteless Lunars' Caste Marks are inconstant, shifting with the moon's phases. Their anima banner are chaotic swirls of blues, purples, silvers and whites, growing both more vibrant and more intermingled as their intensity rises. Their iconic animas can display a wide variety of manifestations; for some, this changes after they are tattooed and choose a Caste.

Anima Effects: Shifting and unconstrained, the Casteless' animas ease their transformations. They can also call upon the Lunar Castes' anima powers, transitioning between the moon's phases (p. XX).

Caste Attributes: The Casteless lack Caste Attributes, but have greater aptitude at mastering unfavored Attributes.

Associations: The season of autumn, the element of wood, the color gray, the Maiden of Journeys

Sobriquets: Children of the Unfettered Moon, Luna's Wanderers, Nightwalkers, the Moon-Mad (derogatory)

Concepts: Young chieftain, Silver Pact iconoclast, thrill-seeking explorer, farmgirl fleeing the Wyld Hunt, scapegoat for another's crimes, exiled Dynast, child of two cultures

> The Moon-Mad
>
> In Immaculate fables, the Casteless are Anathema new to their wickedness, those who give in to moral weakness or an impious character and practice forbidden rites to steal a measure of Luna's divinity. They still seem human, but their souls are gone, devoured from within by the devil that wears their face. In time, they might succumb to the terrifying rage of the Frenzied, the insidious urges of the Face-Stealers, or the blasphemous ambitions of the Ogres. Only the pious Dragon-Blooded can stop these lunatic souls before they grow in power and wickedness. For their unthinkable transgressions and the inhuman evil they've unleashed, these Anathema are called the Moon-Mad.

"I've worn poverty and hunger like chains. All my people have. From now on, we live free."

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Anima Banner

A Lunar's anima banner blazes forth into visibility as she expends Essence. **For every five motes of Peripheral Essence she spends in an instant, her anima banner rises one level.**

<begin table>

Anima Level	Effects
Dim	The Lunar's anima is invisible. This is the default level at which it resides when she's not spending Essence.

Glowing The Lunar's anima outlines her body in glowing light. Her Caste Mark appears on her brow, shining through anything placed over it. Her Tell (p. XX) becomes obvious to all who see her. Attempts at stealth or disguise suffer a −3 penalty.

Burning The Lunar's anima shines in an argent aura around her. Objects that come in contract with her anima may be left damp and warped, as if exposed to the night air and elements for many days. Her Caste Mark is subsumed into her anima, but may reappear at dramatic moments. Stealth becomes impossible.

Bonfire/Iconic The Lunar's anima ignites into a brilliant bonfire that stretches high into the sky, visible for miles around. Upon reaching this level, and at suitably dramatic moments, her anima manifests an iconic display of personal symbolism: a stylized depiction of her spirit shape, a quicksilver mirror depicting warped reflections, whirling blades inlaid with an intaglio of luminous runes, phantasmal limbs holding symbols of her power, etc. Her anima completely illuminates her surroundings within short range. Stealth is impossible.

<end table>

It takes fifteen minutes for the Lunar's anima banner to recede from bonfire to burning or from burning to glowing, and half an hour for her glowing anima to recede to dim.

Anima Effects

By spending one mote, a Lunar can:

- Make her Caste Mark appear for as long as she desires.
- Make her Tell apparent to all onlookers for as long as she desires.
- Discern the moon's phase and the precise time of day.

Full Moon

- For five motes, the Full Moon adds (Essence, maximum 5) non-Charm dice on movement rolls and feats of strength and gains (higher of Essence or 3) natural soak until her next turn. This power is free at bonfire anima.
- An indomitable warrior, she adds (highest physical Attribute / 2) Resolve against threaten rolls and other fear-based influence as a non-Charm bonus.
- Once per day, when she lands a **decisive** attack that resets her Initiative, she may pay ten motes and one Willpower to roll Join Battle with (highest physical Attribute) non-Charm dice.

Changing Moon

- For five motes, the Changing Moon lends her words hypnotic allure, guaranteeing anyone who perceive her will hear her out as she makes a single influence roll, adding (Essence/2, rounded up) non-Charm dice. A character who wishes to leave or interrupt her before she's finished must spend one Willpower to resist for the scene. This power's cost is Mute, and is waived at bonfire anima.
- While at dim anima, she gains +1 non-Charm Guile and adds (Essence/2, rounded up) non-Charm dice on Stealth and disguise rolls.

- Once per day, she can pay three motes and one Willpower when she makes an influence roll to ignore any negative Ties her targets have towards her (or her current shape). They can't be used to bolster Resolve or in Decision Points.

No Moon

- For five motes, the No Moon shrouds herself in a shadowy penumbra until her next turn. Vision-dependent rolls made against her suffer a −2 penalty until her next turn. This power is free at bonfire anima.

- For three motes, she senses the location and general nature of a nearby place of power or occult significance — a demesne, manse, spirit sanctum, shadowland, Wyld zone, otherworldly gateway, sorcerous working, or similar. She adds (highest mental Attribute) non-Charm successes on rolls to navigate towards it. The Storyteller should choose not the closest place of power, but the one that's most interesting and narratively relevant.

- Once per day, while her anima is at bonfire, she can expend it completely to either gain one Willpower, add (Essence + [highest mental Attribute]) sorcerous motes to a spell she's shaping, or add a free full Excellency on a mental Attribute-based roll other than Join Battle.

Casteless

- At dim anima, the cost of shifting into human shapes is discounted by two motes.

- At bonfire anima, the cost of shifting into animal shapes is discounted by two motes. This doesn't apply to Charms like Towering Beast Form or Emerald Grasshopper Form.

- Once per day, she may use the once-per-day power of any Lunar Caste. Once she's done so, she can't use it again until she's used the powers of all three Castes, or the session ends — e.g., a Casteless who uses the Full Moon power must use the Changing Moon and No Moon powers before she could use the Full Moon power again.

Shapeshifting

The Lunars are peerless shapeshifters, clothing themselves in the skins of fierce beasts or stolen faces. Their protean power evinces their predatory nature; before a Lunar can take a human's or animal's shape, she must consume its heart's blood in the ritual called the sacred hunt (p. XX).

A Lunar may enter an animal or human shape she possesses as a miscellaneous action, committing four motes for the transformation's duration. This can be flurried, but not with attack actions. She may reflexively revert back to her true human form by releasing this commitment.

Note that these rules depict Lunars' baseline potential. Individual Lunars may take Charms that refine or expand their shapeshifting prowess.

> What Are Animals?
>
> Lunars are limited to taking human and animal forms — they can't take become magical beasts, elementals, demons, or other strange creatures. However, Creation is home to many animals extinct or fictional on Earth, and the difference between them and magical beasts isn't always obvious. If not specified, the Storyteller determines whether a creature is an animal. Any intrinsic supernatural power, like a fogshark's ability to swim through mist, is disqualifying. Beyond that, the Storyteller's decision should be guided by whether she can envision the creature

existing in the real world (possibly in some prehistoric era). If she thinks it's plausible, it's probably an animal.

Animal Shapes

Taking an animal shape has the following effects:

- The Lunar's Essence, Willpower, base Initiative, health levels, Attributes, Abilities, Resolve, and Guile are unaffected.
- She loses any mutations she possesses intrinsically (but not those granted by Charms), with the exception of mutations tied to her Tell (p. XX).
- When she takes an action the animal has a listed dice pool for, she may use its dice pool. Any dice over her own base (Attribute + Ability) pool count as Charm dice and are subject to her dice cap (p. XX), potentially preventing her from using a form's full dice pool. If the animal's pool is lower than hers, or it has no listed pool, she may use her own dice pool, although the Storyteller may assess penalties if her shape is ill-suited to that action.
- She may use the animal's natural weapons, including their listed dice pool and damage value. (Note that she uses the same pool for **withering** and **decisive** attacks). Any dice over her own base (Dexterity + Brawl) count as Charm dice, but damage doesn't count against the amount she may add with the Strength Excellency. If her (Dexterity + Brawl) pool is higher than the attack pool for a natural weapon, her **withering** attacks with it gain +1 Accuracy.
- She may attempt any feat of strength that the animal is capable of performing. If the animal's effective Strength rating is lower than her own, she's limited to the lower value. If the form doesn't list a Strength rating for the purpose of feats, it's assumed to have Strength 1.
- She may use the animal's Evasion and Parry instead of her own. Any amount over her own base values counts as a Charm bonus.
- She may use the animal's natural soak and Hardness ratings instead of her own. This isn't a Charm bonus.
- She gains the animal's innate special abilities and Merits. Dice or successes added by these count as Charm bonuses.
- She may unlock an animal shape's mundane latent abilities (but not magical abilities) for six experience points or three bonus points each. Once she's unlocked a latent ability for one form, it's unlocked for all forms capable of using it. She doesn't need to unlock latent abilities to use the distract, disarm, and unhorse gambits in animal forms.
- Her ability to communicate is limited by the animal's anatomy. Most are incapable of speaking human languages, forcing her to rely on body language and whatever noises she can make (**Exalted**, p. 221).

Most Lunars can't change into the shapes of animals with Legendary Size or Minuscule Size. Doing so requires Towering Beast Form (p. XX) or Emerald Grasshopper Form (p. XX), respectively. Note that a Lunar lacking these Charms can still take the shapes of such animals, or choose one as her spirit shape, though she must learn the appropriate Charm before she can take its form.

Mutant Forms

Lunars can take the shapes of humans or animals warped by the Wyld or other strange powers, like beastfolk and Wyld mutants, gaining their Supernatural Merit mutations herself. However, this requires her to commit additional motes equal to the total point value of Supernatural Merit mutations that form possesses.

Human Shapes

A Lunar who takes on a human's shape perfectly duplicates her prey's semblance; she can't be distinguished from him unless her Tell is spotted or an effect such as Eye of the Unconquered Sun (**Exalted**, p. 273) is used against her. Taking human forms doesn't alter her traits. Shapeshifting into a wandering strongman would give her the appearance of hulking muscles, but she must rely entirely on her own Strength; taking the form of a beautiful noble is of less use if she lacks the poise and self-confidence represented by a high Appearance to leverage his looks. She doesn't gain her prey's knowledge, memories, or magic.

In human forms other than her own, the Lunar loses any mutations she possesses intrinsically (but not those granted by Charms), with the exception of mutations tied to her Tell (p. XX).

Shapeshifting and Guile

Characters that can't see through a Lunar's shapeshifting might still notice when she's acting out of character for the person or animal she's impersonating. The read intentions and profile character actions can let characters discern information that contradicts the Lunar's semblance, which might lead them to believe that something is wrong — not necessarily that he's been replaced by a shapeshifting impostor, but possibly that he's suffering profound trauma, keeping a secret, afflicted by a curse or madness, or some other explanation for her behavior.

Acquiring Forms: The Sacred Hunt

A Lunar begins with her own human shape and her spirit shape, and may take the Heart's Blood and Stolen Faces Merits (p. XX) to begin play with additional forms. Gaining new forms in play requires a sacred hunt.

The hunt begins when the Lunar's player declares her intention to take a specific human's or animal's shape. She must then hunt down and kill her prey. There's no minimum time she must spend hunting, but she must declare her intention beforehand — she can't declare a sacred hunt against an enemy she's in the midst of fighting. Others may assist her, but she must deal the killing blow herself, either directly through an attack or indirectly, with traps, poison, etc. Once her prey is killed, she may take its form by drinking its heart's blood — the blood that flows through its heart, or the nearest analogue.

When a Lunar performs the sacred hunt to take a human's shape, she must form a Tie towards that individual at the conclusion of the hunt, if she doesn't have one already. She doesn't need to keep this Tie to retain access to his shape, but taking human forms isn't done lightly or without emotional consequences.

Bear in mind that the Storyteller can always choose to skip combat (**Exalted**, p. 212), and is encouraged to do so when a Lunar performs a sacred hunt against prey that can't offer

meaningful resistance. Likewise, the Storyteller may let a Lunar perform sacred hunts over downtime to take new forms that pose no obstacle to her.

Drinking heart's blood is the most common sacred hunt, but not the only one. Some Charms grant access to alternative sacred hunts. These have different requirements for taking the target's form, although all require a declaration of intent beforehand.

> Hunters Hunted
>
> When a Lunar successfully performs a sacred hunt on a fellow Lunar and kills him, she claims all his human and animal shapes. If she uses a Charm that lets her perform sacred hunts without killing her target, she only takes the shape her Lunar prey is in when she concludes the hunt. The same is true of other shapeshifters capable of taking on human or animal shapes, such as powerful Moon-Touched (p. XX).

The Tell

Every Lunar has a Tell, a distinctive mark that appears in any form she takes. It might be an animal feature, like a leopard's tail or a ram's horns; a distinctive physical trait, like a blind eye or a prominent scar; a non-visual trait, like a pungent scent or a songbird-like voice; or a subtle supernatural display, like a shadow that moves independently. If a Tell is inappropriate to a specific animal form, it might shift into a more suitable appearance while remaining distinctively identifiable, e.g., if a Lunar whose Tell is goat-like eyes becomes an eyeless animal, she might manifest distinctive eye-like markings.

The Tell's nature is to conceal itself. Nontrivial characters can attempt a difficulty 7 (Perception + Awareness) roll to notice a Lunar's Tell. Characters who've previously detected the Lunar's Tell receive three bonus dice. Magic that enhances attempts to see through disguises applies on this roll. Success lets them notice the Tell, or, if they've noticed it before in a different form, identify her as the same individual. On a failure, that character can't attempt the roll while the Lunar remains in her current shape. If a Lunar behaves inconsistently with one of her animal or human shapes, witnesses knowledgeable enough to recognize the discrepancy may roll to detect her Tell again with 1-3 bonus dice. The Storyteller should award higher bonuses for more egregious discrepancies, and for onlookers who verify their suspicions with read intentions or profile character actions.

While circumstances may impose penalties on rolls to notice a Lunar's Tell, she can never render it completely impossible to detect unless she knows Subtle Silver Declaration (p. XX). Once the Lunar's anima reaches the glowing level, her Tell becomes obvious.

A Lunar whose Tell is a physical feature may take a mutation, such as Gills or Unusual Hide, to represent it. The Tell's innate concealment doesn't prevent onlookers from noticing her mutation, but they must still roll to connect the Lunar with other forms they've observed with the same Tell.

Shapeshifting Complications

Equipment

When a Lunar enters animal form, any items she's wielding, wearing, or carrying that she can't use in that animal's shape vanish Elsewhere. This includes almost all artifacts, although moonsilver armor reshapes itself to accommodate any form the Lunar may take, and some other artifacts possess comparable powers. Banished items return once the Lunar takes a shape that's compatible with them.

Martial Arts

Martial Arts are incompatible with animal shapes. Lunars can't use Martial Arts to attack or parry in animal forms or use Martial Arts Charms. Any Martial Arts Charms active when they enter an animal shape end.

Damage and Debilities

Changing shapes doesn't heal levels of damage, nor does it undo crippling injuries, diseases, poisons, shaping effects, etc. A Lunar who loses an arm in one form will lack that limb in any shape she enters.

Size and Space

Changing shapes requires adequate space to complete the transformation. If a Lunar's confined to a space that can't accommodate the shape she wishes to take on, she must flurry her shapeshifting action with a feat of demolition (**Exalted**, p. 229) to create the necessary room. If she fails, or such a feat is impossible, she can't shapeshift.

If a Lunar finds herself inside a character, she can't change into a shape larger than he is, or otherwise harm him by shapeshifting inside him (though she can attack from within).

> Shapeshifting and the Orichalcum Rule
>
> Storytellers can and should ignore or alter rules interactions that are detrimental to enjoyable gameplay (**Exalted**, p. 182). If some combination of animal traits and Charms or other effects is overpowered or just plain not fun, the Storyteller should change it to fit their game's needs.

The Solar Bond

In the First Age, the Lunars forged soul-deep bonds between themselves and the Solars. Not all Lunars have Solar mates, but for those who do, the experience of meeting one is unmistakable — the Lunar instantly recognizes him as her bonded mate, and forms a Minor Tie towards him with an emotional context chosen by her player, if she doesn't have one already. Lunars' feelings for their Solar mates run the gamut of human emotions, but they're all passionately felt. If a Lunar's Tie for her Solar mate is fully eroded, either voluntarily or with social influence, she forms a new Minor Tie towards him with a player-chosen context at the scene's end. Many Lunar Charms expand upon the Solar Bond, protecting the Lunar's Tie against unwanted influence or empowering her when acting in accordance with it.

A player who wants to guarantee her Solar mate will be a prominent and positive figure in her Lunar's life should take the Allies Merit (p. XX). Otherwise, his appearances and role are up to the Storyteller — Solars mates can be friends, rivals, enemies, lovers, and more.

If a Lunar's Solar mate dies, he still counts as her mate for purposes of the bond and related Charms until she meets his next incarnation. In the Time of Tumult, some Lunars have

discovered their mates reincarnated as Abyssals or Infernals. This doesn't change the Solar bond's effects, though it often complicates the Lunar's relationship with her reborn mate.

Moonsilver Tattoos

When the Lunars remade their Castes, they devised the moonsilver tattoos as a means of protection and self-determination. When a Casteless Lunar is tattooed, she chooses her Caste, aligning her Essence with that aspect of Luna. She exchanges her anima powers for that Caste's, and chooses two Caste Attributes. (If she wants to choose an Attribute she already has Favored, and then pick another Favored Attribute, that's fine). The experience point discount for Caste Attributes and their Charms doesn't apply retroactively to purchases she's already made; likewise, the Casteless discount on non-Favored Attributes isn't retroactively lost.

Lunar tattoos take a variety of forms — spiraling geometric patterns, rough-hewn angular runes, markings patterned after animals, and more. In addition to fixing the Lunar's Caste, they render her immune to exposure to the Wyld and shaping magic that would alter solely her body, such as a demon's petrifying gaze or a curse that turns men to swine. A Lunar can commit one mote to conceal her tattoos indefinitely, rendering them unnoticeable as long as her anima remains dim.

Moonsilver tattoos aren't artifacts, and can't grant Evocations. Giving tattoos to a Casteless Lunar usually doesn't require a roll — if the tattooing Lunar has the moonsilver and the knowledge of how to work it, it simply happens. The Silver Pact teaches the art of tattooing freely to any interested Lunar; mastering it doesn't require spending experience points. In high-pressure situations where failure could have interesting consequences — like fleeing from a Wyld Hunt — Storytellers might require an (Intelligence + [Craft or Occult]) roll, with failure indicating the tattooing process hasn't been completed and will take more time.

Character Advancement

Lunars earn five experience points at each session's end.

<begin table>

Trait	**Experience Cost**
Non-Caste, Non-Favored Attribute increase	current rating x4 (–1 if Casteless)
Caste/Favored Attribute increase	current rating x3
Ability increase	current rating x2
New Ability	3
Specialty	3
Purchased Merit	new rating x3
Willpower	8
Non-Caste, Non-Favored Lunar Charm	10 (9 if Casteless)
Caste/Favored Lunar Charm	8
Martial Arts Charm	10
Spell	10 (8 if Intelligence is a Caste/Favored Attribute)

Evocation	10
Animal Latent Ability	6

<end table>

Lunar Experience

In addition to experience awarded at a session's end, Lunars have the opportunity to earn Lunar experience. Lunar experience can be spent to gain any trait (or on any other experience point cost, such as a sorcerous working's) *except* Lunar Charms.

Players can earn one Expression Bonus and one Role Bonus per session, each of which grants two Lunar experience, for a maximum of four Lunar experience per session.

Expression Bonus

Players can gain 2 Lunar experience once per session by:

- Expressing, supporting, or engaging a Major or Defining Intimacy such that it reveals something about the character, develops her personality, or provides a character moment that everyone at the table enjoys.
- Facing significant challenges, danger, or harm in the course of protecting or upholding a Major or Defining Intimacy.
- Being significantly impeded, endangered, or harmed by a Flaw (**Exalted**, p. 167).

Role Bonus

Players can gain 2 Lunar experience once per session by:

- Intentionally ceding the "spotlight" of a scene's focus to another player character so that he can express his Caste's role in a cool and dramatic fashion, or directly supporting him in such a moment.
- **Full Moon:** Defeating a powerful enemy; removing a major impediment to her or her Circle's goals through physical prowess; traversing hostile environments or enduring great physical abuse for a Major or Defining Intimacy's sake; protecting or rescuing someone she has a Major or Defining Tie for from violence or physical peril.
- **Changing Moon:** Inflicting a significant setback or defeat on an adversary by influencing him or those around him; exploiting a cultural tradition or legal system in furtherance of a Major or Defining Intimacy; advancing her or her Circle's goals by fundamentally changing, or teaching a significant lesson to, a culture; accomplishing a major character or story goal by solving a problem she created.
- **No Moon:** Learning something that helps advance a Major or Defining Intimacy; banishing, binding, purifying, or curing a harmful or dangerous supernatural force; creating a lasting and meaningful work of magic, such as an artifact or sorcerous working; resolving a meaningful dispute or conflict between mortals and supernatural creatures or forces.
- **Casteless:** Overcoming a significant enemy or obstacle in a way that reveals something new about the character or leads her to learn something about herself; advancing or protecting a Major or Defining Intimacy by completing a sacred hunt; removing a major impediment to her or

her Circle's goals through shapeshifting; protecting a Major or Defining Intimacy to an institution or community she's made a place for herself in.

Training Times

Raising traits with experience points isn't instant. These training times are rough guidelines that assume characters spend significant portions of their time training or gaining significant practical experience through the application of their skills. Characters can train multiple traits at the same time if it makes sense.

The listed training times can be reduced for characters trained by talented mentors or devoting their time fully to training.

<begin table>

Non-Caste, Non-Favored Attribute	(new rating) months
Caste/Favored Attribute	([new rating + 1]) weeks
Ability	(new rating) weeks
Specialty	two weeks
Purchased Merit	(new rating) weeks
Willpower	one month
Lunar Charm	(Attribute + Essence minimum) days, or (Attribute minimum) days if Aspect/Favored
Martial Arts Charm	(Martial Arts + Essence minimum) days
Spell	two weeks
Evocation	(Essence minimum x 4) days
Animal Latent Ability	one week

<end table>

Raising Essence

A Lunar's Essence rises as she grows and matures, increasing automatically once she's earned and spent a certain amount of experience. (Lunar experience doesn't count towards this total). Once she's done so, she must generally seek enlightenment through seclusion or meditation in the wilderness, otherworldly lands, or places sacred to Luna before gaining a dot of Essence. At the Storyteller's discretion, her Essence may increase instantly in a dramatic, character-defining moment.

Lunar characters made using the default character creation rules (p. XX) must attain the following totals to raise their Essence:

<begin table>

Essence Rating	**Experience Points**
Essence 2	50
Essence 3	125

Essence 4	200
Essence 5	300
Essence 6+	Only available at Storyteller's discretion

<end table>

Characters made using the rules for experienced Lunars (p. XX) reduce these values by 50 points.

The Great Curse

The death-curse laid upon the Exalted by the slain enemies of the gods slumbers in the Lunars' hearts. When they face great stress and strain, the curse whispers to all that is monstrous in them, setting it free. The Great Curse's mounting influence is measured by Limit; once a Lunar gains 10 Limit, she enters Limit Break. As a Lunar's Limit rises, dark passions haunt her heart; she grows keenly aware of how easily she could embrace monstrosity. This is solely a matter of roleplaying until she reaches Limit 10. Lunars gain Limit in the following ways:

- Once per scene, when a Lunar acts against a Major Intimacy, she rolls one die, gaining Limit equal to the successes (unless she's already rolled for acting against a Defining Intimacy). Voluntarily weakening an Intimacy or spending Willpower to resist influence it supports counts as acting against it.
- Once per scene, when a Lunar acts against a Defining Intimacy, she rolls two dice, gaining Limit equal to the successes (or one die, if she's already rolled for acting against a Major Intimacy).
- Each Lunar has a Limit trigger, a specific condition under which she gains Limit. When the trigger is met, she rolls three dice, gaining Limit equal to the successes.

A Lunar loses one Limit when she accomplishes a legendary social goal (**Exalted**, p. 134). Her Limit resets when she comes out of a Limit Break.

Limit Triggers

A character's Limit trigger is a situation she finds especially stressful, frustrating, or traumatic. Lunar Limit triggers often, but don't always, relate to their rage — things that rouse the Lunar's anger, or a consequence of rage.

Sample Limit Triggers include:

- The Lunar destroys, abandons, or sacrifices something precious or valuable to her.
- Someone insults, belittles, or deliberately frustrates the Lunar.
- The Lunar discovers a significant obstacle that prevents her from achieving one of her or her Circle's goals when success seemed almost certain.
- The Lunar offers advice, guidance, or wisdom, but is not heeded.
- The immorality or transgressions of others hinder or defeat the Lunar.
- The Lunar drives away someone she cares for.
- An adversary exploits the Lunar's mercy or compassion.

- The Lunar must endure deprivation, poverty, or extreme physical hardship due to an adversary, or to achieve one of her or her Circle's goals.
- Someone the Lunar wishes would pay attention to her rejects, humiliates, or deliberately ignores her.

Monstrous Urges

When the Lunar reaches Limit 10, she's overtaken by a Monstrous Urge. This may occur immediately, or might be delayed until a suitably dramatic moment, at the Storyteller's discretion. The Storyteller can choose a Monstrous Urge from those below or create a new one, although she should discuss the choice with the Lunar's player to ensure it sets the Lunar up for dramatic moments and character development.

All Monstrous Urges share the following features:

- Each compels the Lunar to behave in a certain way. This is treated as a Defining Intimacy.
- If the Lunar's Monstrous Urge could let her treat influence as unacceptable (**Exalted**, p. 220), she must do so.
- The Monstrous Urge is as cathartic as it is horrific. Once it ends, the Lunar's current Willpower resets to a value equal to her permanent Willpower.
- Each Monstrous Urge lasts either for one scene or one session of the game, although they may end early if a specific condition is met. If a Monstrous Urge occurs towards the end of a scene or session and wouldn't have an opportunity to impact the game, the Storyteller can have it spill over into the next scene or session.
- Once a Monstrous Urge ends, the Lunar's Limit resets to 0.

Avaricious Hoard-Beast Craving

The Lunar casts off all limitations that fetter her needs and desires. Her player designates some type of object that she values, craves, or wishes to amass — currency, precious jewels, liquor, artwork, burnt offerings, hard drugs, etc. She seeks these out at every opportunity, and takes them whenever she has the chance. No matter how much she amasses, she must always seek more. If someone attempts to part her from her hoard, she must defend it with violence, and will employ force to retrieve any piece of her hoard stolen from her.

Duration: Session. Avaricious Hoard-Beast Craving ends prematurely if the Lunar harms someone she has a positive Tie towards as a result of it.

Bellowing Tyrant Proclamation

The Lunar swells with overbearing pride. Anyone she can perceive must be made to acknowledge her authority or superiority. Those who don't, or who fail to make their understanding of their own inferiority sufficiently explicit, must be convinced otherwise. This can take many forms — verbally berating someone, challenging him to a duel or competition, flaunting one's power or wealth, or loudly proclaiming oneself a Lunar could all suffice, so long as they cause others to submit.

Duration: Session. Bellowing Tyrant Proclamation ends prematurely if the Lunar suffers a significant defeat or setback as a result of trying to prove her superiority.

Enraged Behemoth Rampage

The Lunar's rage boils over into violent fury at the slightest provocation. If she encounters a physical obstacle in the way of her goals — a locked door, the guards of a noble she wishes to court, a booby-trapped corridor — she'll attack it until it no longer impedes her. If she experiences a sensory stimulus she finds unpleasant, she'll lash out until it ceases. She can refrain from physically harming anyone or anything she has a positive Tie towards, instead attempting to intimidate them into obedience.

Duration: Scene. Enraged Behemoth Rampage ends prematurely if the Lunar sees that her actions have caused a Storyteller character she has a positive Major or Defining Tie towards to fear or reject her.

Laughing Devil Spirit

The Lunar destroys illusions of stability and security, a trickster-mentor revealing harsh truths. She conveys these lessons by intervening in the lives of Storyteller characters to sow discord, create problems, encourage conflicts, or otherwise incite chaos. If she has multiple potential victims to choose from, she'll begin with those whose power or privilege afford them the greatest sense of safety or stability — wealthy merchant princes, mighty warriors, and powerful sorcerers are more satisfying to humble than impoverished peasants or slave laborers.

Duration: Session. Laughing Devil Spirit ends prematurely if the Lunar's interventions inadvertently create a significant obstacle to her or her Circle's goals.

Sinner-Devouring Judgment

The Lunar embodies divine retribution, a creature out of cautionary tales. If she witnesses someone engaging in any activity that she deems immoral based on her Principles, or violating the customs of a culture she belongs to or has a positive Tie towards, she must punish them. She's free to choose the form the punishment takes, but its severity must be at least commensurate to that of the violation, and it must come rapidly, before the Limit Break ends.

Duration: Session. Sinner-Devouring Judgment ends prematurely if someone the Lunar seeks to punish convinces her that her own actions have violated one of her Major or Defining Intimacies.

Stalking Barghest Omen

The Lunar's predatory instincts fixate on someone unfortunate enough to catch her interest, watching his every movement from the shadows. Her player designates a Storyteller character who's either present or nearby. The Lunar devotes herself to pursuing that character and observing him from a distance with as much stealth and subtlety as possible, and making him fear whatever pursues him. She can't directly interact with him, except to menacingly reveal her presence at suitably ominous or dramatic moments, but she can indirectly intimidate him by leaving hints or signs of her hunt. If the Lunar's prey evades her, she must continue pursuing him. If the Storyteller deems it infeasible for the Lunar to catch him again, or simply uninteresting, he may have the Lunar's player designate a new character as her prey.

Duration: Session. Stalking Barghest Omen ends prematurely if the stalked character confronts the Lunar and either defeats her in combat or causes a significant setback or complication for her.

Terror-Spreading Cruelty

The Lunar's cruelty runs rampant, an unbound embodiment of horrific monstrosity. She pursues goals in the manner most likely to terrorize as many people as possible. Should she fight off a bandit gang to protect a village, she will inflict as much pain and fear on them as she can, and will leave their mutilated corpses as a warning to future raiders. If she courts a prince's favor by training his soldiers, she'll browbeat them while training them in demoralizing strategies, possibly spreading rumors of their horrific devil-might throughout the prince's kingdom and neighboring lands.

Duration: Session. Terror-Spreading Cruelty ends prematurely if the Lunar is confronted by a significant enemy who seeks to defeat her because of the terror she's spread.

Untamed Primal Hunger

The Lunar's hunger drowns out all else. Her player chooses a category of living creature — a species of animal, all animals whose heart's blood she lacks, Dynasts, anything currently bleeding, etc. She's driven to hunt her chosen prey and devour it completely (killing it first is optional). If someone attempts to prevent her from hunting or protect her prey, she'll violently subdue them. She can refrain from physically harming individuals she has positive Ties towards, but a Tie towards a group isn't sufficient.

Duration: Session normally; scene if there are enough of the chosen prey in the current scene that devouring them all is narratively engaging. Untamed Primal Hunger ends prematurely if a character the Lunar has a positive Major or Defining Tie towards comes to harm as a result of her insistence in the hunt, or her feeding on prey instead of protecting him.

Vainglorious Siren Promenade

A living divinity, the Lunar craves the worship and adulation she's owed by right. Everyone she sees must adore, love, or obsess over her. Those who don't, or who fail to sufficiently fawn over her, must be won over by whatever means she chooses to employ — artistic performances, lavish gifts, seduction, demagoguery, healing ailments, destroying hated edifices, working spectacular miracles, etc.

Duration: Session. Vainglorious Siren Promenade ends prematurely if the Lunar's attempts to win over a significantly dangerous adversary give him an advantage over her or her allies.

Sazay wasn't herself tonight. She was attending an extravagant party in Kulinth's royal palace, and to suit local fashions she'd worn the complacent face of a man named Glimmering Shroud, who had "earned" the title of dewan by managing the kingdom's treasury. Sazay could have replaced someone less well-protected to fit in, but she couldn't resist hunting down someone so self-important and hateful, or claiming such an appropriate name. Sazay imagined that when she recounted the tale of Kulinth's liberation from the Realm, the palace's roaring fireplaces would provide a pleasing contrast to the dewan's shivering, bloody death on the ice of Mare's Tail Lake.

The Realm's most powerful representative, satrap Cathak Vanida, was enjoying the warmth of the prince's palace and the company of a small salon of Kulinthian luminaries. Kulinth's own Prince Asmund wasn't part of the salon, which was how they both liked it. Glimmering Shroud wouldn't be speaking with either of them directly; Vanida was too sharp and Asmund too hot-tempered. Instead, Sazay delved into the affairs and gossip that passed for entertainment among the rich and comfortable.

In life, Glimmering Shroud had collected enemies and lackeys aplenty. To the former, Sazay let slip "accidental" hints of loyalty to Vanida or Asmund, morsels that would polarize the jackals eager to oppose the dewan. To those who loved Glimmering Shroud — or at least his wealth and influence — Sazay showed hints of vulnerability, even fear. They loved the dewan more for it, and would cry for vengeance upon discovering his death.

To finish, Sazay searched for a rarity: the honest aristocrat, brave and true. She wasn't hard to find, standing alone near the snow-blotted windows. Castellan Mitali Vogl was cousin to a local Guild factor, with none of her cousin's business acumen. Yet Vogl was well-bred and eternally loyal to Asmund.

Vogl saw Glimmering Shroud reflected in the window and turned, wary. "Ah, dewan. I hope the evening finds you well. Your outfit seems little protection against the snow."

"The snow's out there," said Sazay, smiling coyly. "You're still in cloak and bracers. Expecting a battle to break out in the sitting room?"

Vogl coughed, embarrassed. "No, no. Just...comfortable in them."

"I don't blame you." Sazay lowered Glimmering Shroud's voice. "If I were close to the prince, I'd watch my back around Vanida's people."

Vogl frowned. "...I've heard of you, dewan, and your games. Peddle your rumors elsewhere."

"Of course," said Sazay, and bowed, before backing out of sight.

As she left, Sazay took with her the memory of her presence, fading into the evening buzz of half-recalled gossip and inconsequential conversations. She left behind only the seed of suspicion, planted by a forgettable hand. She gave Vogl a few minutes to digest the gossip, then returned with a forced-looking smile.

"Ah, dewan," said the castellan, less wary than before. "I hope the evening finds you well. Your outfit seems little protection against the snow."

"I dress to fit in with Vanida's clique," Sazay said, with a touch of fear, clear even to Vogl. "If I didn't..."

Vogl frowned. "...do you have reason to watch your back around them?"

Sazay flashed Glimmering Shroud's glassiest smile and asked, "Can I trust you, castellan?"

Vogl rested a hand on Glimmering Shroud's shoulder. "Of course, Shroud. What do you need?"

"I fear I've uncovered something...something the satrap doesn't want anyone to know. No, don't ask me. Come and...meet me at Mare's Tail Lake," begged Sazay. "Please. As soon as the blizzard ends."

And before the ice melts, she thought, giddy with secret laughter.

Chapter Six

Charms

Excellencies

The simplest manifestations of Lunar power are Excellencies. Lunars can add dice to an (Attribute + Ability) roll for one mote each with that Attribute's Excellency. She may also use Excellencies to raise her static values — Evasion, Parry, Resolve, and Guile — paying two motes per +1 bonus.

Normally, Lunars can't add more than (Attribute) dice to a roll, or (Attribute/2, rounded down) for static values. Automatic successes count as two dice towards this limit. However, a Lunar can increase her dice cap with stunts, adding her rating in a second Attribute — one appropriate to the stunt — to her rating in the one the action uses to determine her total dice limit. If she stunts a Dexterity roll for a footrace by describing how her striking looks catch rivals off guard, she could add up to (Dexterity + Appearance) dice. If she stunted Guile by describing how her logical thinking reveals no emotion, she could raise it by up to ([Manipulation + Intelligence] / 2). As always with stunts, the Storyteller must approve the player's description (**Exalted**, p. 187).

Furthermore, the Strength and Stamina Excellencies have additional uses. The Strength Excellency can be used to add dice to a Strength-based **withering** damage roll before soak, while the Stamina Excellency can be used to raise soak. This costs one mote per damage die or point of soak, maximum (Attribute / 2, rounded down). While damage rolls and soak can't be stunted, players can still raise the dice caps for these with a suitable description per the usual stunt rules, although this doesn't add any benefits of stunting. This limit only applies to Excellencies, not to other magic that adds damage or soak. Players must still declare such Excellency usage before rolling, as usual.

Gaining Excellencies: A Lunar automatically gains the Excellency of each of her Caste or Favored Attributes that she has rated at 3+, *or* for which she knows at least one Charm. For each other Attribute, she must either have it rated at 5 or know two Charms to unlock its Excellency.

> Stunts and Storytelling
>
> The use of stunts in Lunar Excellencies warrants some Storyteller guidance. The stunt requirement isn't meant to be overly restrictive — as long as the player's description of how they work a second Attribute into their action makes sense, it's valid. Storytellers should be generous in assessing this, especially with players who're unfamiliar or uncomfortable with stunting. However, players shouldn't always be adding their highest Attribute to their dice caps regardless of whether it makes any sense.
>
> Playgroups that don't use the stunting rules can still use Lunar Excellencies as-is: as long as a player describes what their character does in a way that supports adding the second Attribute and isn't boring the table, she can raise her dice cap.

Restrictions

Lunar Charms can generally only enhance actions or static values based on their associated Attribute, unless otherwise indicated. When a Simple or Reflexive Lunar Charm creates an action, it must usually be rolled using that Charm's Attribute. A Charisma Charm that enhances persuade rolls can't benefit Manipulation- or Appearance-based persuade rolls, unless it says otherwise.

Some exceptions exist. If a Charm enhances or creates an action or static value that's normally not rolled with that Charm's Attribute — Strength Charms that enhance the damage of a Dexterity-based attack roll, or create a clash — it can be used with the Attribute normally associated with that action or value. Additionally, some Charms allow the Lunar to substitute one Attribute for another for certain actions. They can enhance such actions with Charms of both Attributes.

Lunar Charms can be freely combined with Martial Arts Charms and Evocations.

New Keywords

Protean: A Protean Charm gains greater power when the Lunar uses it while shapeshifted into certain animal or human forms. (Her own human shape doesn't count.)

Totemic: Lunars with certain spirit shapes may learn a Totemic Charm as a Charm of a different Attribute than it normally belongs to, using different minimum Attributes and potentially enjoying Caste or Favored Attribute discounts. Totemic Charms usually have alternative prerequisite Charms from this second Attribute, unless they have no prerequisite Charms, or their prerequisites are Totemic themselves. This extends to the Attribute minimums of any automatic upgrades or repurchases of the Charm, but not to any dice rolls or other calculations involved.

Universal

Chimera-Soul Expression

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Lunar's true self transcends definition, manifesting itself as a chimerical combination of beasts. She permanently alters her spirit shape by granting it aspects of a second animal, applying six dots of mutations based on that animal. These mutations also automatically apply when she uses Hybrid Body Transformation. The Lunar treats both animals as her spirit shape for Totemic Charms.

> Mutations
>
> Mutations are Innate or Purchased Merits (**Exalted**, p. 158), mundane or supernatural, that alter or improve a character's physical body, such as Ambidextrous, Giant, or Wings.

Hybrid Body Transformation

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

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

The Lunar shifts into hybrid form, combining her human self and her spirit shape. Upon purchasing this Charm, her player chooses six dots of mutations reflecting her spirit shape. While in her true human form, she may use this Charm to gain all the chosen mutations. This doesn't count as being in an animal form for Protean Charms.

Players can freely describe the visual appearance of their Lunars' hybrid forms — their features might be purely animalistic, such as a tiger's head or dragonfly wings, or indirect reflections of a spirit shape, like multiple arms for a spider or a prehensile neck for a giraffe . Players can include purely cosmetic traits, like changed skin color or animal ears, that aren't included in the mechanical benefits of their selected mutations.

> Giant Proportions
>
> Lunars Charms can temporarily grant or suppress the Giant mutation (**Exalted**, p. 161). If a character loses Giant, damage contained in its −0 health level goes with it. If she regains Giant, that damage remains in that health level. Natural or magical healing still apply to this damage while Giant isn't active. The same's true for other effects that work similarly, such as combining Changing Phases Transformation and Ox-Body Technique.

Shifting Beast Nature

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Hybrid Body Transformation

The Lunar's spirit shape expresses itself in myriad forms. Upon purchasing this Charm, her player designs an alternative hybrid form, selecting another set of six points of mutations reflecting her spirit shape. When she uses Hybrid Body Transformation, she can enter either of her hybrid forms, and can change between them as a miscellaneous action while that Charm's active. She may switch between hybrid forms reflexively upon using Deadly Beastman Transformation (p. XX).

Life of the Hummingbird

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

Type: Reflexive

Keywords: Mute

Duration: (Essence) hours

Prerequisite Charms: None

Sipping blood from a fresh kill, the Lunar briefly borrows its skin. After killing a human or animal, she temporarily takes on its shape as though she had its heart's blood. This Charm ends if she leaves that shape.

With an Essence 2 repurchase, she can use this Charm after drinking fresh blood from a live human or animal (potentially after wounding it with a **decisive** attack).

Many-Faced Moon Transformation

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar wears ten thousand faces, yet she's always herself. She alters her current form's appearance: increasing or reducing her height by 10 inches; increasing or decreasing her weight by up to 10%; altering her apparent age; changing or removing sexual characteristics; changing skin tone, eye color, and hair color and length; and/or cosmetic changes like adding scars or birthmarks. She can alter both human and animal forms.

The Lunar can conceal her identity with this transformation. She makes a disguise roll instantly, ignoring penalties for lacking equipment or disguising herself as someone of a different race, sex, or body type. However, she can't imitate a specific individual.

Changes made with this Charm are permanent. A second use, whose Willpower cost is waived, can undo such changes.

Quicksilver Second Face

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

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: None

Reveling in protean grace, the Lunar dances between shapes. She shapeshifts reflexively on her turn, without the usual miscellaneous action Defense penalty. She may do so multiple times in one turn, but not in the middle of an action — e.g., she can't make an attack roll in one shape, then shift into another before rolling damage. This isn't compatible with Charms that let her shapeshift into certain forms, like Towering Beast Form or Emerald Grasshopper Form.

An Essence 2 repurchase lets the Lunar reflexively shapeshift outside her turn. Among other things, this can help defend against attacks.

Perfected Hybrid Interaction

Cost: 1m per dot of mutation; **Mins:** Essence 2

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Hybrid Body Transformation

The Lunar mingles many shapes freely. Upon purchasing this Charm, her player chooses four dots of mutations reflecting animal forms she possesses. Using this Charm lets her gain any or all of them for one mote per dot of mutation. Mutations added to animal forms don't count when determining what Protean effects apply.

This Charm may be purchased (Essence) times, with each repurchase granting four additional dots of mutations. The Lunar can replace previously selected mutations with new ones when repurchasing it.

> Upgrading Mutations
>
> A player can upgrade a mutation she already possesses with mutation-granting Charms by allocating dots equal to the difference between her current rating and the new one. If a hawkwoman Lunar uses Hybrid Body Transformation to upgrade her three-dot Wings to five-dot Wings, that only count as two dots of mutation.

Changing Phases Transformation

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Perfected Hybrid Interaction, any five Physical Attribute Charms

The Lunar changes her hybrid form's nature to embody a new manifestation of physical prowess. Upon purchasing this Charm, her player designs an alternate set of Attributes that she uses whenever Hybrid Body Transformation is active, redistributing up to two dots among Stamina, Strength, and Dexterity. A Lunar who normally has Strength 3, Dexterity 3, Stamina 3 might shift them to Strength 3, Dexterity 5, Stamina 1 when she takes on her stealthy hybrid form.

If this lowers an Attribute below the minimum needed for any of the Lunar's Charms, she loses access to that Charm while in hybrid form. Conversely, the Lunar may learn Charms whose minimums she meets only with her shifted Attributes, but can only access them in hybrid form (or if she subsequently raises her true Attributes to meet their minimum).

A Lunar with Shifting Beast Nature may repurchase this Charm to design a new set of altered Attributes for her second hybrid form.

Constant Quicksilver Rearrangement

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

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Quicksilver Second Face (x2)

Unbound by form's constraints, the Lunar unleashes a menagerie against her foes. She waives the cost of changing shapes, and lowers Quicksilver Second Face's cost to one Initiative. This applies only to basic shapeshifting actions, not Charms like Towering Beast Form or Emerald Grasshopper Form.

An Essence 4 repurchase extends this Charm's duration to one day.

Behemoth-and-Flea Mastery

Cost: —(+1wp); **Mins:** Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Constant Quicksilver Rearrangement; Emerald Grasshopper Form *or* Towering Beast Form

Once per scene, the Lunar may pay a one-Willpower surcharge when she uses Quicksilver Second Face to reflexively activate Towering Beast Form (p. XX) or Emerald Grasshopper Form (p. XX). Additionally, while Constant Quicksilver Rearrangement is active, reduce both Charms' costs by four motes.

Waive this Charm's Willpower surcharge and once-per-scene limitation if the Lunar uses Towering Beast Form while already in a Legendary Size shape, or Emerald Grasshopper Form while in a Minuscule Size shape.

Appearance

Heart's Blood

Heart-Drinking Allure

Cost: —; **Mins:** Appearance 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Lunar need not shed blood to taste her lover's heart. When she performs a sacred hunt to take the shape of a human who has a Major or Defining Tie of love or lust toward her (or her current shape), she may conclude it with a voluntary act of physical intimacy instead of killing him.

> Physical Intimacy

Charms that refer to physical intimacy encompass any form of intimate contact, such as a passionate embrace or kiss, in addition to sex. It need not be romantic in nature; platonic expressions of affection count. The Storyteller should "fade to black" if any player at the table feels uncomfortable with depicting explicit intimacy "on screen."

Influence

Glance-Oration Technique

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

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

Through perfect control of her body and demeanor, the Lunar is capable of great expressiveness even without speech. She uses body language to convey an influence roll or a single sentence, denying her targets the Resolve bonus for lacking a shared language (**Exalted**, p. 221). She can convey far more than usual through body language, though highly abstract concepts or complicated technical information remain beyond her.

Argument-Eclipsing Shadow

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

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Glance-Oration Technique

The Lunar needn't speak to voice her disapproval. When she perceives a character making an influence roll, she distracts him with alluring beauty or wordless menace. He suffers a −(Lunar's Appearance − his Resolve) penalty, minimum −1, on the roll. If he botches, he forms a Minor Tie of desire or fear toward her, as appropriate.

Reflection Gazes Back

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Argument-Eclipsing Shadow

Those who seek to understand the Lunar see only what she chooses to reveal. When a character the Lunar's aware of rolls to read her intentions, she reflexively makes an influence roll to threaten him, seduce him, or instill him with a Tie of fear or desire towards her. 1s on the

opposing character's roll add non-Charm dice to her roll. If the opposing character fails his read intentions roll, his 1s also subtract from his Resolve.

Predator-and-Prey Mirror

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Glance-Oration Technique

The Lunar adapts the bearing of predator or prey at her leisure. While using this Charm, she may freely shift between these two postures:

Predator: Characters perceive the Lunar as their natural predator — she seems an auditor to a corrupt bureaucrat, or a bandit to a humble farmer.

Prey: The Lunar presents herself as timid, vulnerable, and valuable. Anyone unfamiliar with her perceives her as an easy mark until she proves otherwise.

Regardless of the option chosen, the Lunar can leverage its impact as though it were a Minor Intimacy.

Perfect Symmetry

Cost: 5m; **Mins:** Appearance 4, Essence 1

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Glance-Oration Technique

The Lunar's posture and body language reflect unassailable self-assurance. She gains a bonus dot of Appearance, which can raise her above Appearance 5. She waives Glance-Oration Technique's cost.

Feral Smile Tactic

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

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: None

The intensity of the Lunar's mien awakens instinctual panic. She doubles 9s on a roll to instill a Tie of fear towards herself (or her current form) or threaten her target.

Protean: Characters with a Tie of fear towards the Lunar's current human or animal shape lose one Initiative (which she doesn't gain) if her roll beats their Resolve in combat, even if they resist with Willpower.

Outburst-Provoking Posture

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Feral Smile Tactic

Strutting haughtily past her rivals, the Lunar drives them to frothing incoherence or stuttering rage. A successful influence roll also instills a Tie of irritation, anger, or disgust towards the Lunar (or her current shape) in targets of her choice. Affected characters suffer a −2 penalty to social and mental rolls for the scene.

Terrifying Bestial Visage

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Feral Smile Tactic

Every detail of the Lunar's bearing radiates predatory menace. She adds (higher of Essence or 3) dice on rolls to threaten others or instill Ties of fear towards herself (or her current form). A character affected by such a roll can't initiate hostilities against her that scene unless another character does or he spends one Willpower. Even then, he suffers a −(Lunar's Essence) penalty to Join Battle.

Protean: In predatory animal shapes, the dice are non-Charm.

Peacock Quill Flourish

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar's elegant calligraphy beckons memories of her radiant visage to her reader's mind, swaying him with the indelible impression she's left. She adds bonus dice from Appearance (**Exalted**, p. 218) on a Charisma- or Manipulation-based influence roll made through writing, the Infallible Messenger spell, or similar means of communicating without being seen. The influence's target must have previously seen the Lunar — either in her true form if she writes as herself, or in the shape of the person she claims to be.

Written Influence

Simple or Reflexive Lunar Charms that create influence rolls are incompatible with written influence unless otherwise noted. Charms that enhance influence apply to both spoken and written influence.

Seductive Moonlit Dream

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

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: None

The Lunar embodies passion, drawing eyes and weakening wills. She doubles 9s on an instill roll to create a Tie of lust or attraction towards herself (or her current form), or a persuade or bargain roll for seduction.

Protean: Characters with Ties of lust, love, desire, etc. towards the Lunar's current human shape treat their Resolve as 1 lower when determining how many bonus dice her Appearance adds (**Exalted**, p. 218).

Alluring Scent Technique

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Seductive Moonlit Dream

The Lunar exudes alluring pheromones, tantalizing those around her. Characters of the same species as the Lunar's current shape within short range (or further, depending on wind conditions) are affected based on what kind of Ties they have towards her form:

No Tie: Affected characters without Ties toward the Lunar are fascinated, and treated as though they had Minor Ties of curiosity toward her.

Positive Tie: The Lunar may leverage the positive Ties of affected characters as though they had an emotional context of desire. Against characters of incompatible sexual orientation, she instead applies the "No Tie" effect.

Negative Tie: Affected characters with negative Minor Ties can't use them to increase Resolve or in Decision Points against the Lunar's influence. Stronger negative Ties are unaffected.

Attention-Demanding Presence

Cost: 5m; **Mins:** Appearance 4, Essence 1

Type: Simple

Keywords: Mute

Duration: One scene

Prerequisite Charms: Alluring Scent Technique

Magnifying her presence, the Lunar stands at the center of attention. Characters that can see her suffer a −(Lunar's Appearance − his Resolve) penalty, minimum −1, on Perception rolls, except those opposing her Stealth. A character that botches a penalized roll forms a Minor Tie of desire or fear, as appropriate, towards the Lunar (or her current shape). However, the Lunar takes a −3 penalty on Stealth rolls. A character that botches a penalized roll forms a Minor Tie of desire or fear towards the Lunar (or her current shape), depending on her approach.

Mysterious Stranger Intimation

Cost: —; **Mins:** Appearance 4, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Alluring Scent Technique

The Lunar exudes enticing mystery and the allure of the unfamiliar, drawing curious stares and fascinated admirers. She gains +1 Guile against characters affected by Alluring Scent Technique. Against characters who don't know her or have any Ties towards her (or alternatively, who don't know or have Ties towards her current shape), that Charm's effect extends to medium range and isn't limited to characters of the same species. Such characters are driven to act on their curiosity, with the exact method depending on the Lunar's presentation and their own Intimacies. If the Lunar enters a teahouse dressed in foreign garb, other patrons might attempt to read her intentions; if she wears a tiger's shape, bystanders might observe from a safe distance. A character may pay one Willpower to resist this effect (but not the effects of Alluring Scent Technique) for the scene.

Divine Paramour's Embrace

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Perfect Symmetry, Seductive Moonlit Dream

Those who have a place in the Lunar's heart are empowered by it. When she rolls to seduce a single target, he may opt not to resist, letting her succeed automatically. If he does, he's comforted and affirmed by the Lunar's affections; following at least a minute of physical intimacy, the Lunar may transfer up to (his positive Tie towards her + 1) Willpower to him.

Once per story, when the Lunar's Solar mate benefits from this Charm, he loses one Limit.

An Appearance 5, Essence 3 repurchase lets the Lunar transfer Willpower instantly, without requiring physical intimacy — her affectionate words embolden her beloved.

> Solar Mates
>
> Charms that refer to a Lunar's Solar mate also include Abyssal or Infernal mates.

Devil-Queen Rapture

Cost: —; **Mins:** Appearance 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Glance-Oration Technique

Creation is a mirror wherein the Lunar is reflected, basking in her transcendental glory. When she succeeds on an influence roll with any Attribute to threaten or seduce one character, she gains motes equal to the number of dice added by her Appearance (**Exalted**, p. 218). This can't exceed the number of motes she spent enhancing the roll, and doesn't stack with other Charms that award motes for successful influence rolls.

Hunted Stag Majesty

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

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Reflection Gazes Back

When the Lunar is ambushed (**Exalted**, p. 203), she reflexively makes an (Appearance + [Performance or Presence]) persuade or threaten roll — a flash of seductive beauty undermines her assailant's nerve, or her fearsome bearing makes him think twice. If successful, the ambush automatically misses. If the attacker's Resolve is beaten but he resists with Willpower, he makes the attack as normal, but this Charm's Initiative cost is refunded.

Irresistible Silver Spirit

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Alluring Scent Technique

Such is the Lunar's effortless allure that she radiates desirability through the most innocuous acts. She conceals her efforts when she makes an influence roll to seduce someone or instill a Tie of love, lust, etc. towards herself (or her current shape). Neither the target nor onlookers will recognize that she attempted to influence her target unless they successfully read her intentions or profile her that scene.

Honeyed Lips Inquiry

Cost: 6m, 1wp; **Mins:** Appearance 4, Essence 2

Type: Simple

Keywords: Mute, Protean

Duration: Instant

Prerequisite Charms: Irresistible Silver Spirit

Enthralled by the Lunar's beauty, her paramours heedlessly reveal whatever she wishes to hear. She makes an (Appearance + [Performance or Presence]) persuade or bargain roll to seduce a single character. If successful, each extra success lets her ask him a question that scene which he must answer completely and truthfully, unless doing so would oppose one of his Defining Intimacies. He may avoid answering questions for one Willpower each, although the Lunar can repeat questions.

The Lunar can only use this Charm on a specific character once per story.

Protean: If the Lunar seduces her target in a human shape he has a positive Defining Tie towards, he can't withhold answers even if revealing them violates a different Defining Intimacy, unless he spends Willpower.

Lion-Mouse Inversion

Cost: 4m, 1wp; **Mins**: Appearance 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Predator-and-Prey Mirror

Trembling in fear before a harmless songbird or confidently approaching a snarling wolf, the Lunar changes the way others perceive it. As she interacts with someone, she makes a special (Appearance + [Performance or Presence]) instill roll with (Manipulation) bonus dice against all characters who witness the interaction, ignoring multiple target penalties. Affected characters perceive the object of the interaction as per the appropriate effect of Predator-and-Prey Mirror (p. XX), and can't spend Willpower to resist. The character the Lunar interacts with gains +2 Resolve against this influence and can resist normally.

Argent Muse Approach

Cost: 4m, 1wp; **Mins:** Appearance 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Reflection Gazes Back

Even as gods and princes speak, all eyes are on the Lunar. When another character makes an influence roll against targets that can see her, she uses her striking looks to assist him, beguiling them with alluring beauty or intimidating them into agreement. The roll gains (Lunar's Essence) non-Charm dice, and rerolls 1s until they cease to appear. A successful roll also instills a Minor Tie of desire or fear, as appropriate, towards the Lunar (or her current shape).

Kneeling Lion Auspice

Cost: 5m; **Mins**: Appearance 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Argent Muse Approach

Who can gainsay a prince to whom even the lion bows? When the Lunar makes an instill roll to give others a positive Tie towards someone she has a positive Tie for, she adds (Intimacy) non-Charm dice. Affected characters treat any negative Ties toward the designated character as one step lower in intensity for the scene.

If the Lunar uses this Charm to benefit her Solar mate, affected characters must enter a Decision Point and invoke an Intimacy equal to or greater in intensity than her Tie for him to resist.

Eye-Catching Appeal

Cost: 5m; **Mins:** Appearance 4, Essence 2

Type: Reflexive

Keywords: Mute, Protean

Duration: Instant

Prerequisite Charms: Attention-Demanding Presence, Reflection Gazes Back

Standing out as the most prominent figure in any room, the Lunar's magnetic allure draws attention away from her allies. When a character that can see her rolls read intentions against another character, she makes a special (Appearance + [Presence or Socialize]) persuade roll opposing him. If successful, she catches his attention, redirecting his read intentions roll to target her unless he spends one Willpower. He's considered to have failed his read intentions action against the original target, and is subject to the reset rules (**Exalted**, p. 223).

Protean: If the Lunar uses this Charm in a human or animal shape that her target has a positive Major or Defining Tie towards, he must enter a Decision Point and call on an Intimacy of equal or greater intensity to resist.

Myriad Graces Appeal

Cost: 3m; **Mins:** Appearance 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Feral Smile Tactic, Glance-Oration Technique, Seductive Moonlit Dream

When the Lunar stunts to add a second Attribute to her Appearance to determine how many Charm dice she can add on an influence roll and applies a full Excellency, she also adds that Attribute to her base Appearance to determine how many non-Charm bonus dice her Appearance adds (**Exalted**, p. 218). This can't raise the Appearance bonus above (higher of Appearance or 5).

Incomparable Paragon Assurance

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

Type: Simple

Keywords: None

Duration: One day

Prerequisite Charms: Myriad Graces Appeal, Perfect Symmetry

The Lunar gazes inward to see her soul's beauty, letting it shine forth into the eyes of others. After five minutes of meditation, she gains a bonus dot of Appearance, which can raise her above Appearance 5. She applies bonus dice from Appearance (**Exalted**, p. 218) on inspire and bargain rolls.

New Friend Aroma

Cost: —(+1m); **Mins:** Appearance 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Mysterious Stranger Intimation

Awash in enticing pheromones, the Lunar draws potential companions into her orbit. When she uses Alluring Scent Technique (p. XX), she may commit an additional mote to alter its effect against characters that don't know her and don't have a Tie toward her. The Tie they're treated as having toward her is one of friendship instead of curiosity. They'll attempt to initiate friendly interactions with her, in a manner consistent with both their own Intimacies and the Lunar's presentation. If she walks through a harbor dock, a brash seafarer might attempt to strike up a conversation, while a shy fishmonger might slip her a note with her cod. In a wild animal's shape, observers might attempt to tame her, though they'll employ appropriate caution. A character can pay one Willpower to resist this effect for the scene (but not the Tie imposed by Alluring Scent Technique).

Obsession-Building Prana

Cost: 4m, 1wp; **Mins:** Appearance 4, Essence 2

Type: Reflexive

Keywords: Protean

Duration: Instant

Prerequisite Charms: Perfect Symmetry

The Lunar's visage lingers in onlookers' memories, whispering terror and temptation. She resets a failed persuade or bargain roll to seduce a single target, or a failed threaten roll against a single target. If the target uses the same Intimacy to bolster his Resolve against her renewed roll that he did against the first roll, its Resolve bonus is reduced by one.

This Charm can only be used once per scene.

Protean: If the Lunar uses this Charm to reset a seduction attempt in a human shape her target has a Major or Defining Tie of lust, love, etc., towards, or resets a threaten attempt in a human or animal shape he has a Major or Defining Tie of fear towards, he also suffers −2 Resolve against the renewed roll.

Perfect Fear Scent

Cost: 6m, 1wp; **Mins:** Appearance 4, Essence 2

Type: Simple

Keywords: Protean

Duration: One scene

Prerequisite Charms: Terrifying Bestial Visage

Embodying the perfect predator, the Lunar's scent awakens deep-seated prey instincts and panic responses. Anyone that can see or smell her suffers −1 Resolve against her threaten rolls, and against fear-based Charms that compare her Appearance to his Resolve. They also suffer a −(Lunar's Appearance – his Resolve) penalty, minimum −1, on rolls to attack or speak against the Lunar.

A character may resist this Charm for a scene for one Willpower and (Lunar's Appearance – his Resolve) Initiative, minimum one.

Protean: In predatory animal shapes, this Charm can be used reflexively upon winning Join Battle.

Inchoate Horror Embodiment

Cost: 4m, 1wp; **Mins:** Appearance 4, Essence 2

Type: Simple

Keywords: Protean

Duration: Instant

Prerequisite Charms: Perfect Fear Scent

The Lunar becomes a rippling dark mirror that reflects the deepest fears of those who gaze into it. She makes an (Appearance + Presence) threaten roll against one character, instinctively shifting through many frightening forms that ensure her influence aligns with the target's strongest fear-based Tie. She needn't be aware of this Intimacy, but neither does she learn what it is. This can target fears other than a person or animal — e.g., a Dynast whose greatest fear is poverty might see the Lunar as a Ragara banker come to collect. If the Lunar's target lacks fear-based Ties, she recoups this Charm's Willpower cost.

If the Lunar's using Shifting Penumbra Stance (p. XX), she may target multiple characters with this Charm. Each sees his greatest fear in her unknowable semblance.

Protean: If the Lunar is already in a human or animal shape that is her victim's greatest fear, the cost of resisting increases by one Willpower.

Wasp-and-Termite Dance

Cost: 5m; **Mins:** Appearance 4, Essence 2

Type: Reflexive

Keywords: Mute, Totemic (Charisma)

Duration: Indefinite

Prerequisite Charms: Perfect Symmetry

The Lunar fosters perfect understanding among comrades, wordlessly communicating with sign language, expressive dance-like motions, or pheromones. She and any number of willing characters within long range can communicate amongst themselves as per Glance-Oration Technique. This transcends language barriers, but characters unfamiliar with each other may suffer penalties on initial communication until they've grown accustomed. The Lunar may reflexively add or remove characters from this group.

Outsiders can only detect the communication if they're specifically watching for it or have superhuman or magically enhanced senses, rolling (Perception + Awareness) against the Guile of a character making a statement. Success lets them notice the communication, but not understand it.

If the Lunar includes her Solar mate, they have the option of speaking directly to each other's souls, extending the range of communication to (Essence x10 miles), which other characters can't detect.

Totemic: Lunars with hive-dwelling spirit shapes may learn this as a Charisma Charm, with Guiding the Flock (p. XX) as its prerequisite.

Moon Beckons Tide

Cost: 5m, 1wp; **Mins**: Appearance 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Attention-Demanding Presence

The Lunar releases a sigh of dreamy silver anima, calling a willing paramour to her side. She makes a special (Appearance + Presence) persuade roll with (Essence) successes against a character with a Tie of love, lust, etc., towards her within (Essence x3) miles, convincing him to seek out the Lunar. She can either specify a known character or reach out aimlessly, letting the Storyteller choose a qualifying character within range, if one exists. Affected characters become aware of her general location and condition, adding (Intimacy) bonus dice on Athletics, Ride, Sail, or Survival rolls to reach her. If no such characters are in range, she recoups this Charm's Willpower cost.

With an Appearance 5 repurchase, the Lunar may describe a companion to attract rather than choosing someone with a Tie towards her. Her description can encompass physical details, skills or talents, particular Intimacies, and social class or profession — "a farmer who resents the Realm's presence," "a beautiful woman at least six feet tall," "a master thief fluent in Flametongue," etc. — but not supernatural ability, membership in particular groups, or other traits. She can't choose a specific character, and the Storyteller should veto descriptions so narrow they could only apply to one person. If no such characters are in range, the Lunar has the

option of calling the character who comes closest to matching her description instead of recouping Willpower.

Resplendent Soul Reflection

Cost: 5m, 1wp (2m); **Mins:** Appearance 4, Essence 3

Type: Simple

Keywords: Mute

Duration: One scene

Prerequisite Charms: Attention-Demanding Presence, Reflection Gazes Back

The Lunar reveals the inner beauty of others, letting them fall in love with themselves. Touching a reflective surface no longer than one range band in any direction, she suffuses it with anima. Treat any character's reflection that appears in the surface as though it were using Attention-Demanding Presence (p. XX) against that character only, with an Appearance equal to the higher of his Appearance or the Lunar's own Appearance.

While using this Charm, the Lunar may make an Appearance-based influence roll against a character via his reflection for two motes. Influence that would create a Tie towards her instead creates a Tie towards the targeted character. She can't be identified as such influences' source.

Totem Beast Embodiment

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

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: Incomparable Paragon Assurance

The Lunar clothes herself in the Essence of one of the beasts that dwells in her blood, assuming its role in a culture. When stunting an influence roll with any Attribute, if her stunt's description invokes an animal whose shape she possesses and its cultural significance to her targets, she adds a free full Excellency. If a nomadic clan fears wolves for preying on their flock, she could enhance a threaten roll by adapting a lupine posture or wolfish grin.

This Charm can only be used once per day.

Protean: If the Lunar's in the shape of the animal she invokes, this Charm's cost is waived.

Divine Terror Avatar

Cost: 4m, 3i, 1wp; **Mins:** Appearance 5, Essence 3

Type: Reflexive

Keywords: Perilous

Duration: One scene

Prerequisite Charms: Perfect Fear Scent

A monster born out nightmares, the Lunar strikes fear even into the hearts of the enemies of the gods. Characters with Ties of fear toward her (or her current shape) as well as trivial opponents can't attack or make threaten rolls against her. In combat, they lose two Initiative at the end of any turn in which they don't move away from her (which she doesn't gain). If most of a battle group's members have a Tie of fear toward her, it suffers a –(Intimacy) penalty on rout checks made while it can see her.

This can be resisted by entering a Decision Point and invoking an Intimacy of equal or greater intensity than the Tie of fear and spending one Willpower. Characters can't do so while crashed.

This Charm's Willpower cost is waived if Perfect Fear Scent is active.

Visage Great and Terrible

Cost: 7m, 1wp; **Mins:** Appearance 5, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Irresistible Silver Spirit, Perfect Fear Scent

Suffusing herself with incandescent allure, the Lunar sears her image into her victim's mind. A successful bargain or persuade roll to seduce one character or a successful threaten roll against one character is reinforced against others' attempts to overturn it (**Exalted**, p. 221). The Willpower cost of initiating a roll to overturn the influence and of rejecting the influence in a Decision Point increases by one. The target ignores Resolve penalties, except those from Intimacies, against rolls to overturn the influence, and 1s on such rolls subtract successes.

Passion-Unbinding Bacchanalia

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Visage Great and Terrible

The teeming throng of humanity isn't so far removed from the panicked stampede or the rutting herd as they might like to think. The Lunar strips away civilization's façade to unleash these primal passions. She makes an (Appearance + [Performance or Presence]) inspire roll with (Essence) successes to create either fear or lust, ignoring multiple-target penalties.

Inspiring fear causes mass panic to break out among affected characters. The object of their terror can be the Lunar, but might be something else, depending on how she stunts. Affected characters flee the object of their terror in a panicked mob, stopping only when they reach extreme long range from it.

Inspiring lust causes affected characters to engage other affected characters who consent in courtship rituals or physical intimacy, ignoring etiquette and social decorum. Someone who can't find a consenting partner instead engages in artistic or athletic displays to attract one. Unlike fear, lust won't cause characters to desist from urgently pressing activities they're already

engaged in, such as combat — instead, they'll wait until that activity concludes before engaging in their affections.

Characters with Willpower 5+ may resist this influence like a normal inspire action. Those with less must enter a Decision Point and invoke a Major or Defining Intimacy to resist.

All-Consuming Obsession

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

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Visage Great and Terrible

The Lunar's presence forces all other thoughts aside. She rolls against one target to instill a Tie of fear or lust toward herself (or her current shape). Success also renders her victim unable to form new memories that don't relate to the Intimacy, reducing his waking hours to a daydream haze or half-perceived nightmare.

This lasts until the instilled Intimacy is fully eroded. However, the victim can't voluntarily erode the Intimacy and gains +3 Resolve against attempts to do so while he can see the Lunar. Even while the Lunar isn't present, he must spend one Willpower to voluntarily erode it.

Eternal Companion's Embrace

Cost: 15m, 2wp; **Mins:** Appearance 5, Essence 4

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Irresistible Silver Spirit, Moon Beckons Tide

Those who've known the Lunar's sweet succor can never find satisfaction in the arms of any other; their hearts belong to her forevermore. She makes an (Appearance + [Performance or Presence]) bargain or persuade roll with (current temporary Willpower) bonus dice to seduce a character with a Tie of love, lust, etc., towards her (or her current form). If successful, she also inflicts the Obsession Derangement (**Exalted**, p. 168) with an intensity equal to that of his Tie for her, even if he resists with Willpower. The Lunar, and physical or emotional intimacy with her, are the object of his obsession. He must immediately make a Willpower roll against the Derangement.

Each time the victim fails a Willpower roll against this Derangement, the Storyteller chooses one of his Ties based on lust, desire, or romantic love to someone other than the Lunar to erode by one step, beginning with Minor Ties and working up. Once all such Ties are gone, subsequent failures create or strengthen a Principle of "I will not share intimacy with anyone but the Lunar."

The Lunar's victim must pay two Willpower each time he wishes to voluntarily erode his Tie of love or lust toward her. Influence rolls to weaken that Tie face the rules for overturning influence (**Exalted**, p. 221). If the victim fully erodes this Tie, he may begin eroding the Derangement at a rate of one level of intensity each month, paying three Willpower each time he does so.

This Charm can only be used against a character once per story.

Soul-Scarring Monstrosity

Cost: 15m, 2wp; **Mins:** Appearance 5, Essence 4

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Divine Terror Avatar, Inchoate Horror Embodiment

The Lunar's dreadful mien evokes unfathomable horror, the face of every monster her victim has ever imagined. And then, when she's gone, he sees that awful face still, leering at him from high in the trees, from dark alleyways, from his wife and children. The Lunar makes an (Appearance + Presence) threaten roll with (current temporary Willpower) bonus dice against one character with a Tie of fear towards her (or her current shape). If successful, she also inflicts the Paranoia Derangement (**Exalted**, p. 169), with an intensity equal to that of his Tie for her, even if he resists with Willpower. Subsequently, the first time he's unable to perceive the Lunar, he must roll Willpower against that Derangement, fearing she could be anywhere.

The victim's paranoia centers around the Lunar, seeing her hiding in every shadow or wearing his friends' and families' faces. Each time he fails a Willpower roll against the Derangement, the Storyteller chooses one of his positive Ties to erode by one step, beginning with Minor Ties and working up, as his ability to trust others is poisoned by his dread certainty that they could be just another disguise for the Lunar. Once all such Ties are gone, subsequent failures create or strengthen a Principle of "I'm never safe."

The Lunar's victim must pay two Willpower each time he wishes to voluntarily erode his Tie of fear toward her. Influence rolls to weaken that Tie face the rules for overturning influence (**Exalted**, p. 221). If the victim fully erodes this Tie, he may begin eroding the Derangement at a rate of one level of intensity each month, paying three Willpower each time he does so.

This Charm can only be used against a character once per story.

Beauty to Break All Hearts

Cost: 10m, 1wp; **Mins:** Appearance 5, Essence 5

Type: Simple

Keywords: Protean

Duration: Indefinite

Prerequisite Charms: Eternal Companion's Embrace

The Lunar embodies a divine cynosure, ever-present in the hearts of those that love and desire her. Characters with Major or Defining Ties of love, lust, etc., toward her suffer –1 Resolve against her instill, persuade, bargain, and inspire rolls with any Attribute (including written influence), and must pay an additional Willpower to resist them. This also applies when such Ties lower their Resolve against seduction-based Charms that compare the Lunar's Appearance to their Resolve.

Such characters suffer a –(Intimacy) penalty on rolls opposing the Lunar or a known ally of hers if they believe the Lunar would disapprove of their action. They can't attack or otherwise harm the Lunar or her allies at all unless they enter a Decision Point and spend one Willpower to do so for one scene.

Affected characters can't voluntarily erode such Ties unless they encounter evidence that the Lunar has directly harmed them or one of their Defining Intimacies. Influence rolls to weaken these Ties fail automatically unless supported by such evidence.

Protean: In a human shape that a character has a Major or Defining Tie of love, lust, etc., towards, the Lunar applies this Charm's effects against him while he can see her.

Devil Body, Terror Face

Cost: 10m, 1wp; **Mins:** Appearance 5, Essence 5

Type: Simple

Keywords: Protean

Duration: Indefinite

Prerequisite Charms: Soul-Scarring Monstrosity

Creation itself shudders as the Lunar casts off the veil of humanity concealing the primal monstrosity coiling at the core of her Essence. Characters with Major or Defining Ties of fear toward her double those Intimacies' Resolve penalties against the Lunar's threaten rolls with any Attribute (including written influence), and must pay an additional point of Willpower to resist them. The increased penalty also applies when these Ties lower their Resolve against fear-based Charms that compare the Lunar's Appearance to their Resolve.

Affected characters suffer nightmares of the Lunar, and must succeed on a (Wits + Integrity) roll at difficulty (Lunar's Essence) each time they sleep to regain Willpower from rest. They can't voluntarily erode these Ties unless they successfully harm the Lunar or cause her to suffer a notable setback or defeat. Influence rolls to weaken these Ties fail automatically unless supported by evidence of such a setback or defeat.

While using this Charm, the Lunar may use Perfect Fear Scent for three motes, and Divine Terror Avatar for two motes and two Initiative.

Protean: In a human or animal shape that a character has a Major or Defining Tie of fear towards, the Lunar applies this Charm's effects against him while he can see her.

Subterfuge

Subtle Silver Declaration

Cost: —; **Mins:** Appearance 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Lunar conceals the marks of her divinity to better walk among humanity. While at dim anima, her Tell (p. XX) is perfectly concealed from characters who've never seen it before. Even magic can't pierce this concealment, excepting Eye of the Unconquered Sun and comparable effects. Characters who've seen the Lunar's Tell before can still roll to detect it, but their 1s subtract successes.

At glowing anima, the Lunar's Tell isn't automatically revealed, requiring a roll to detect. If a character hasn't seen the Lunar's Tell, 1s subtract successes from his roll.

With Appearance 4, Essence 4, 1s and 2s on rolls to detect the Lunar's Tell at dim anima subtract successes. At glowing or above, characters that haven't seen her Tell is are penalized by their 1s and 2s, while those who have are penalized by 1s.

Shifting Penumbra Stance

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Subtle Silver Declaration

Wreathing herself in anima, the Lunar steps outside certainty to enter the lands of mystery. She rolls (Appearance + [Larceny, Presence, or Socialize]) as a special disguise, shrouding herself in a shifting congeries of light. Characters whose (Perception + Awareness) rolls are beaten by her roll can't discern any details about her identity or what manner of creature she is, unsure whether she's a god, demon, or something stranger. Read intentions and profile character rolls can still reveal information unrelated to her identity. Those who beat the Lunar's roll can only tell she's one of the Lunar Exalted — any details of her identity beyond that remain concealed.

Essential Mirror Nature

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

Type: Simple

Keywords: Protean, Totemic (Manipulation)

Duration: One day

Prerequisite Charms: Shifting Penumbra Stance

The Lunar vanishes into the halls of the Scarlet Dynasty and the demon-ridden bowels of Hell with equal ease. Her Caste Mark and anima banner take on an appearance suitable to a different type of Exalt, though she can't mimic effects like a Dragon-Blood's anima flux. Her anima banner doesn't reveal her Tell (p. XX) while disguised. Her iconic anima still displays her personalized imagery, but assumes an appearance suiting the type of Exalt she's mimicking.

Alternatively, the Lunar can manifest supernatural sensory displays, such as seeming to hover inches above the ground or smelling of sulfur, instead of mimicking another type of Exalt. Appropriately chosen displays add (Essence) non-Charm successes on rolls to disguise herself as a spirit, fae, or similar supernatural being.

Burning Eye of the Deliverer (**Exalted**, p. 358) and similar effects that automatically see through magical disguises can't contest this Charm's illusory displays, save for Eye of the Unconquered Sun.

Protean: While in another Exalt's shape, the Lunar waives this Charm's cost if she mimics his anima banner, and its duration's extended indefinitely while she remains in his shape. At bonfire anima, she displays his iconic imagery.

Totemic: A Lunar whose spirit shape mimics the appearance of another animal may learn this as a Manipulation Charm, with One of the Herd and Shifting Silver Masquerade (p. XX) as its prerequisites.

Moon's Hidden Face

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

Type: Reflexive

Keywords: Mute, Totemic (Manipulation)

Duration: Indefinite

Prerequisite Charms: Subtle Silver Declaration

The Lunar wears her humanity like a cloak over her ever-shifting divine monstrosity. One or more of her mutations gain the Subtlety Merit (**Exalted**, p. 166). She may optionally disguise a concealed feature as a garment or accessory while not in use, e.g., disguising Unusual Hide as a fur cloak.

Totemic: A Lunar whose spirit shape has the Camouflage Merit may learn this as a Manipulation Charm, with Inexplicable Mystery Incarnation (p. XX) as its prerequisite.

Changing Plumage Mastery

Cost: —; **Mins:** Appearance 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Many-Faced Moon Transformation

The Lunar shifts her semblance to suit her needs. She may reflexively invoke any of the following benefits:

Faceless Trickster Approach: The Lunar assumes a forgettable countenance, imposing a −2 penalty on Investigation rolls to ascertain her identity. Characters who haven't met her personally but have seen her in passing can't remember doing so, finding her unremarkable.

Ogre-Prince Inversion: The Lunar gains the Hideous Merit (**Exalted**, p. 162). If she already has it, she may instead suppress it.

Seven-Colored Silkworm Flourish: The Lunar alter the appearance of mundane clothing and accessories when shapechanging. This usually requires no roll, though assuming particularly lavish outfits or imitating bespoke clothing might require an (Appearance + Craft) roll. The clothing reverts to its true form if removed.

Stolen Scent Perfume: The Lunar can commit two motes to replace her body's scent with that of any form she possesses. The substitution is perfect, as though she'd changed into that shape (p. XX).

One of the Herd

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

Type: Simple

Keywords: Totemic (Manipulation)

Duration: One scene

Prerequisite Charms: None

Subtly mimicking those around her, the Lunar vanishes into bustling crowds or herds of animals. While she's within short range of a group of four or more characters — a mercenary company, a Dynastic estate's household servants, a wolf pack — and behaves like other group members, observers can't distinguish her from other group members unless they perceive her Tell. This Charm ends if she takes an overt action, including Joining Battle or blatantly displaying supernatural power.

Totemic: A Lunar whose spirit shape mimics the appearance of another animal may learn this as a Manipulation Charm.

Scent-of-All-Nations Attitude

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

Type: Simple

Keywords: Totemic (Manipulation)

Duration: Indefinite

Prerequisite Charms: Many-Faced Moon Transformation, One of the Herd

Though she travels many lands, the Lunar's never a stranger. Anyone who encounters her assumes that she's a fellow member of his polity or ethnicity, inferring significance in subtle aspects of her bearing and overlooking differences in appearance, dress, language, or mannerisms that contradict this impression. She may thus benefit from positive Ties others have towards members of their own culture and evade negative Ties rooted in xenophobia. If a character's successful read intentions or profile character action against the Lunar reveals information that contradicts this belief, he realizes that his first impression was mistaken, although not that she magically deceived him.

Alternatively, the Lunar may appear as a member of a specific nationality or ethnicity to all who see her. This is more difficult to see through; read intentions or profile character rolls that would reveal contradictory information suffer a (Lunar's [higher of Appearance or Manipulation]/2) penalty.

Totemic: A Lunar whose spirit shape mimics the appearance of another animal may learn this as a Manipulation Charm.

Enticing Butterfly Trick

Cost: 5m, 1wp; **Mins:** Appearance 3, Essence 2

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Changing Plumage Mastery

The Lunar trails pheromones like heady perfume, beguiling and distracting pursuers. When she takes a conceal evidence or conceal tracks action, she also makes an (Appearance + Presence) instill roll with (Appearance) bonus dice to create a Tie towards herself (or her current shape), leaving a lingering pheromone trail. Characters casing the scene or tracking her must first contend with this influence. A character whose Resolve is beaten suffers a −(Lunar's Essence) penalty and his 1s subtract successes, even if he spends Willpower to resist.

Subtle Chameleon Practice

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

Type: Reflexive

Keywords: Mute, Protean

Duration: One scene

Prerequisite Charms: Changing Plumage Mastery

The Lunar becomes a living mirror of her surroundings, shifting her skin's color and texture to blend in. She adds (Appearance) dice on Stealth rolls, and doesn't need hiding places to enter concealment. Any situational dice her surroundings add on Stealth rolls become non-Charm successes.

Attacking or moving to a different range band suppresses this Charm's benefits until the end of the next turn in which the Lunar doesn't attack or change range bands. This Charm ends if the Lunar's hit by an attack.

Protean: In animal shapes with the Camouflage Merit, moving between range bands doesn't suppress this Charm's benefit while in that animal's native environment.

Mirror Slip Trick

Cost: 1m, 1wp; **Mins**: Appearance 4, Essence 2

Type: Simple

Keywords: Mute

Duration: Indefinite

Prerequisite Charms: Subtle Chameleon Practice

The Lunar dwells in Creation's secret corners — dreams, shadows, and even reflections. While touching a reflective surface, she can physically enter it, becoming a living reflection. She doubles 9s on Stealth rolls within the mirror. She can perceive the outside world and speak with characters in it, but has no physical presence and can't leave the mirror without ending this Charm. She's vulnerable to attacks capable of striking dematerialized foes.

If the mirror's shattered or damaged beyond usability, this Charm ends; the Lunar's forcefully ejected and loses five Initiative. However, this Charm renders the surface supernaturally durable, adding (Essence) to the difficulty of feats of strength to destroy it.

Alternatively, the Lunar can use this Charm with Instant duration to escape a mirror or similar surface she's been magically trapped in.

With an Appearance 4, Essence 3 repurchase, the Lunar can pay five motes to travel from the reflective surface she inhabits to another such surface within short range (medium range if she has Appearance 5, Essence 5) as her move action. She must be able to see her destination, but doesn't need an unobstructed path. This movement doesn't require a new Stealth roll.

Cuckoo's Nest Hospitality

Cost: 5m, 1wp; **Mins:** Appearance 4, Essence 2

Type: Simple

Keywords: Totemic (Manipulation)

Duration: One day

Prerequisite Charms: Scent-of-All-Nations Attitude

The Lunar is peer to both mendicants and queens, effortlessly insinuating herself into any stratum of society. All observers assume she occupies a specific social role: She might carry herself with the haughty confidence of a prince, swagger with a criminal's disrepute, humble herself into a semblance of poverty, etc. Any contradiction between her appearance or actions and her presumed social role are overlooked or rationalized away. She may leverage this assumption as though it were a Minor Intimacy, in addition to any other relevant Intimacies characters might have.

Rolls to read the Lunar's intentions or profile her suffer a −([higher of Appearance or Manipulation]/2, rounded up) penalty if they'd reveal contradictory information. Characters who succeed on such a roll realize they were mistaken, but not that the Lunar magically deceived them.

Special activation rules: After the first time the Lunar uses this Charm in a day, the Willpower costs of all subsequent activations that day are waived.

Totemic: A Lunar whose spirit shape mimics the appearance of another animal may learn this as a Manipulation Charm.

Fickle Lady's Shifting Star

Cost: —; **Mins:** Appearance 3, Essence 3

Type: Permanent

Keywords: Totemic (Manipulation)

Duration: Permanent

Prerequisite Charms: Essential Mirror Nature

Clothing herself in soul-deep lies, the Lunar outwits the eyes of prophets. While using Essential Mirror Nature, divination, magical scrying, and similar effects can't provide information that

contradicts her disguise, giving false results where necessary. A Sidereal who divines her future can't predict events that betray her true identity; a city father's Charms identify her a resident of his city if she's disguised as such; an enchanted gateway that rejects all but its maker it will open to her if she's disguised as him. Such effects still provide accurate information to the extent they can do so without contradicting the Lunar's disguise. Magic that directly contests disguises is unimpeded by this Charm.

Totemic: A Lunar whose spirit shape mimics the appearance of another animal may learn this as a Manipulation Charm.

Dreams-and-Expectations Stance

Cost: 10m, 1wp (5m); **Mins:** Appearance 4, Essence 3

Type: Reflexive

Keywords: Mute, Stackable, Totemic (Manipulation)

Duration: One day

Prerequisite Charms: Cuckoo's Nest Hospitality, Essential Mirror Nature

Casting off the constraints of selfhood, the Lunar becomes a mirror of Essence, reflecting the unspoken hopes and fears of those who peer into her. She must use this Charm the instant she comes into someone's view, causing him to perceive her as the person he most desires to see then (even if she isn't currently in a human shape). She needn't know the hoped-for individual's identity, nor does she learn it. She reflexively rolls to disguise herself with (Appearance + [Larceny, Presence, or Socialize]), doubling 8s; the target can't roll to contest it unless he has magically enhanced senses *and* the Lunar acts grossly out of character.

Alternatively, the Lunar may choose to appear as the person an observer most *expects* to see when she uses this Charm.

Special activation rules: The Lunar may stack this Charm to appear as multiple different people to different observers. Uses past the first cost only five motes, although these discounted activations end if the original activation ends.

Totemic: A Lunar whose spirit shape mimics the appearance of another animal may learn this as a Manipulation Charm.

Ideal-Made-Flesh Apotheosis

Cost: 5m, 2wp; **Mins:** Appearance 5, Essence 3

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Dreams-and-Expectations Stance, Incomparable Paragon Assurance

Meditating on the boundaries between self and other, and the mysteries that lie between, the Lunar embodies the sublime. After an hour of meditation, she gains a bonus dot of Appearance, which can raise her above Appearance 5. While using this Charm, she waives Incomparable Paragon Assurance's Willpower cost.

Shadow Wisp Sublimation

Cost: 5m; **Mins:** Appearance 4, Essence 3

Type: Reflexive

Keywords: Mute

Duration: One scene

Prerequisite Charms: Enticing Butterfly Trick, Shifting Penumbra Stance

The Lunar may walk undetected through a kennel of watchdogs or lounge safely on a behemoth's tongue. She becomes completely undetectable by smell and taste. Rolls to detect her using only those senses automatically fail, while attempts to track her gain no benefit from superhuman or magically enhanced scenting.

Moon-in-Well Emanation

Cost: 20m, 1wp; **Mins:** Appearance 5, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Mirror Slip Trick

Reaching into a mirror, the Lunar pulls her reflection into reality. After several minutes of meditation in her true human shape, she draws her reflection into existence as an immaterial god that's physically identical to her, but reversed left-to-right. It has the following traits:

- It shares one Minor, one Major, and one Defining Intimacy with the Lunar, chosen by her. She may grant the spirit specific memories relevant to these Intimacies, if she wishes. If she doesn't, it's a blank slate, not retaining any memories of spirits created with previous uses of this Charm.
- It has the Lunar's Attributes, Abilities, specialties, innate Merits, Willpower, and health track.
- It has Essence (Lunar's Essence – 2, minimum 1), and a Personal Essence pool of (50 + [god's Essence x10]) motes.
- It knows Materialize (**Exalted**, p. 509), which costs half its mote pool, rounded up, and one Willpower; and Hurry Home, letting it return to the Lunar if she's within short range of a reflective surface. It can also use Mirror Slip Trick (p. XX) for free.

The first time Moon-in-Well Emanation is used, the Lunar's player and the Storyteller should collaboratively design (Lunar's Essence) additional Charms for the spirit. It gains additional Charms as the Lunar's Essence rises, and one Charm at the end of any story that it was active for the entirety of. Spirits created by subsequent activations retain these Charms, rather than receiving new ones.

While the spirit exists, the Lunar casts no reflection. If it dies, the Lunar doesn't regain her reflection until one week passes or the story ends, whichever comes first. If it's killed by magic

capable of permanently destroying spirits, she doesn't regain her reflection until one season passes or the story ends, whichever comes first. She can't use this Charm without her reflection.

Clover Can't Be Found

Cost: 6m, 1wp; **Mins:** Appearance 5, Essence 4

Type: Reflexive

Keywords: Mute, Protean

Duration: One day

Prerequisite Charms: Shadow Wisp Sublimation, Subtle Chameleon Practice

The Lunar controls how others perceive her, including whether they perceive her at all. When a character rolls opposing the Lunar's Stealth, to see through her disguise, or to spot her Tell, he suffers a −(her Appearance − his Resolve) penalty, minimum −1, and his 1s subtract successes. Those most driven to seek the Lunar are the most blinded to her presence — Ties of fear or lust towards the Lunar and Intimacies that support finding or pursuing her penalize Resolve against this effect.

Protean: In animal shapes with the Camouflage Merit, this Charm's penalty subtracts successes, not dice.

Shifting Constellation Raiment

Cost: —; **Mins:** Appearance 5, Essence 4

Type: Permanent

Keywords: Totemic (Manipulation)

Duration: Permanent

Prerequisite Charms: Dreams-and-Expectations Stance, Fickle Lady's Shifting Star

Clothing herself in unwritten prophecies and uncertain futures, the Lunar confounds the wisdom of seers and augurs. While using Dreams-and-Expectations Stance, she gain the benefits of Fickle Lady's Shifting Star against all divinations, without needing to use Essential Mirror Nature.

Additionally, while using Dreams-and-Expectations Stance, if Fickle Lady's Shifting Star would interfere with a magical effect, the Lunar may opt to have it provide whatever result the opposing character most desires or expects to see, instead of one consistent with her disguise. That character can recognize such results as false with an ([Intelligence or Perception] + Occult) roll against the Lunar's total disguise successes; success reveals the true result.

Totemic: A Lunar whose spirit shape mimics the appearance of another animal may learn this as a Manipulation Charm.

Silver Ripple Mirage

Cost: 6m, 1wp (1m); **Mins:** Appearance 5, Essence 5

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Mirror Slip Trick (x2)

Infinitely elusive and ephemeral, the Lunar sloughs off corporeality and inverts her nature, becoming a living reflection. While using Mirror Slip Trick, she may use this Charm to emerge from a mirror in a dematerialized form. She's quasi-visible, reflected in ripples of air and droplets of water vapor: Material characters can see her (but not perceive her using other senses) without needing magic, but suffer a –5 penalty on Perception rolls against her without magic.

For one mote, a Lunar using this Charm can become tangible for a single action, letting her attack materialized characters or interact with physical objects (but rendering her vulnerable to counterattacks and clashes). Characters who lack magic for attacking dematerialized enemies can still attack her by directing their attack against a reflective surface within close range of her, wounding her but leaving the mirror unmarred. If none exist, the Storyteller should be generous in letting opponents create one with gambits or stunts.

When this Charm ends, the Lunar may reflexively use Mirror Slip Trick for free to enter a reflective surface within close range.

Warfare

Glorious Battle Presence

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

Type: Supplemental

Keywords: Totemic (Strength)

Duration: Instant

Prerequisite Charms: None

The Lunar leads her pack from the front line, inspiring them with her might. She rerolls (Strength) failed dice on an Appearance-based command roll. If this leaves her roll without any 1s and with at least one 10, she gains one Initiative.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Wolf Devours Shepherd

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

Type: Reflexive

Keywords: Totemic (Strength)

Duration: Instant

Prerequisite Charms: Glorious Battle Presence

Chaos breaks across the battlefield as the Lunar comes into view. When an enemy takes a command action targeting a battle group that can see the Lunar, he suffers a −(her Appearance − his Resolve) penalty, minimum −1. If he fails, he loses Initiative equal to the 1s on his roll (which the Lunar doesn't gain) and the battle group suffers a −3 penalty on all actions until its next turn ends.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Panicked Herd Incitement

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

Type: Reflexive

Keywords: Protean, Totemic (Strength)

Duration: Instant

Prerequisite Charms: Wolf Devours Shepherd

Radiating bestial menace, the Lunar sows fear through the ranks. When an enemy battle group that can see her makes an (Attribute + Ability) roll, it takes a −(her Appearance − its Resolve) penalty, minimum −1. If the roll fails, the battle group loses one Magnitude as terrified soldiers break away.

Protean: In human or animal shapes that most of the battle group's members have a Major or Defining Tie of fear towards, this Charm subtract successes instead of dice.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Victorious Beast-King Spirit

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

Type: Supplemental

Keywords: Totemic (Strength), Uniform

Duration: Instant

Prerequisite Charms: Glorious Battle Presence

The Lunar's battle prowess renews the courage of those who fight beside her. If she hits with an attack, she reflexively makes an Appearance-based rally or rally for numbers action, adding bonus dice equal to the 10s on the attack and damage roll.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Diving Hawk Inspiration

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

Type: Supplemental

Keywords: Totemic (Dexterity)

Duration: Instant

Prerequisite Charms: Victorious Beast-King Spirit

Hastening into the thick of battle, the Lunar leads her forces into the fray. Each 10 on her Join Battle roll adds a success to an allied battle group's Join Battle roll. If she wins Join Battle, she reflexively makes an Appearance-based order action targeting that battle group.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Dexterity Charm, with Cunning Beast-Warrior Reflexes (p. XX) as its prerequisite.

Pride-Scattering Approach

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

Type: Reflexive

Keywords: Protean, Totemic (Strength), Uniform

Duration: Instant

Prerequisite Charms: Panicked Herd Incitement

As soldiers look upon the Lunar, they know she's something beyond what they've trained to fight, a monster that will rip through their ranks and devour their hearts. What choice is there but to flee? This Charm can be used before the Lunar or an allied battle group attacks an enemy battle group that can see her, adding one success on the damage roll. If this causes a rout check, it's at +1 difficulty; on failure, rally rolls to avoid dissolution take a −3 penalty.

Protean: In a human or animal shape that most of the battle group's members have a Major or Defining Tie of fear towards, 1s on its rout check subtract successes.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Rank-Sundering Carnage

Cost: 4m, 3i; **Mins:** Appearance 4, Essence 2

Type: Reflexive

Keywords: Perilous, Totemic (Strength), Withering-only

Duration: Instant

Prerequisite Charms: Victorious Beast-King Spirit

Cutting a swath across the battlefield, the Lunar creates openings for her warriors to rush in. After landing a **withering** attack, she can use this Charm to grant an allied battle group a dice bonus on its next damage roll equal to half her successes on the **withering** damage roll, rounded up. This bonus is lost if the battle group doesn't attack on its next turn.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Argent Battle Exemplar

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

Type: Reflexive

Keywords: Totemic (Strength), Uniform

Duration: Instant

Prerequisite Charms: Rank-Sundering Carnage

The Lunar leads the charge, her divine might and boundless courage a beacon to her forces. After landing an attack, she may spend any number of attack roll extra successes to reflexively order a battle group to attack the same enemy on its next turn, using the expended extra successes instead of rolling. Spent extra successes aren't added to **withering** damage rolls or available for other effects.

This Charm's cost is waived if used after attacking a battle group.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Silver-Maned Warlord Glory

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

Type: Reflexive

Keywords: Totemic (Strength)

Duration: One scene

Prerequisite Charms: Argent Battle Exemplar

Shining like a blood moon over the battlefield, the unstoppable Lunar general emanates an almost overwhelming spiritual pressure. She adds (Anima + 1) dice on Appearance-based command rolls, and allied battle groups add (Anima) dice on rout checks. Once per scene, she may reset a rally for numbers action (**Exalted**, p. 210) by expending three levels of anima, calling back even the most far-flung remnants of her forces.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Charisma

Heart's Blood

Debt of Borrowed Skin

Cost: —; **Mins:** Charisma 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Lunar trades favors for faces. She performs a sacred hunt to take a human's shape by performing a serious or life-defining task (**Exalted**, p. 210) on his behalf. Her target must have assented to her doing so and consider it to be equal in value to his heart's blood (along with any other compensation he provides for the task) at the time he does so, though he needn't know of or consent to that aspect of the exchange, and can't later renege on the deal.

If the Lunar fails to accomplish the task or abandons it, the sacred hunt fails, and she can't take her target's shape through this Charm for the rest of the story. She may still attempt sacred hunts against him by other means.

Influence

Argent Songbird Voice

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: None

The Lunar's confidence radiates from her every word, swaying the opinions of crowds or terrifying massed ranks of troops. Her influence rolls with any Attribute ignore multiple target penalties, and she can use Excellencies to add successes instead of dice for two motes each.

Poised Lion Attitude

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Argent Songbird Voice

The Lunar reflexively makes an influence roll with any Attribute on her turn. She can only make one influence roll per turn.

Arrogant Lion Bearing

Cost: —(1m); **Mins:** Charisma 2, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar exudes force of personality, acknowledging no superior. She can use Charisma instead of Wits to calculate Resolve. When a character whose base Resolve is lower than her Charisma attempts to influence her, she may pay one mote to gain +1 non-Charm Resolve.

Beast-King Dictates

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Speaking with natural authority, the Lunar fills her listeners with the urge to obey. She rerolls (higher of Essence or 3) failed dice on a persuade, bargain, or threaten roll.

Protean: In a human shape that holds a superior position over each target of the influence — whether in a formal or informal hierarchy — the Lunar rerolls 1s until they cease to appear before rerolling other failures.

Guiding the Flock

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Beast-King Dictates

The herd of mortal society is at times predictable. The Lunar doubles 9s on a persuade, bargain, or threaten roll to convince her targets to act in a way that aligns with a custom of a culture they belong to.

> Cultures and Customs
>
> When Charms mention cultures, they refer not only to nations and civilizations, but also to the unique cultures of smaller groups — the members of a god's cult, a city's dockside workers, the adherents of a philosophical school, etc.
>
> A culture's customs are the traditions, taboos, mores, practices and rituals that are common to most of its members. Customs needn't be formalized, and often aren't — some are so fundamental to the culture that its members take them for granted. Laws don't count as customs, although they often overlap.
>
> Storytellers can invent customs for cultures they plan to introduce in their game, or note certain behaviors as being customs as they come up in play. Additionally, players can introduce customs with Lore rolls (**Exalted**, p. 237).
>
> Savvy players can attempt to spread customs they can take advantage of with Charms. The difficulty of this depends on the details of the custom they're trying to spread, the size of the culture, and their position within it. Convincing a Threshold village's populace to shun strangers who speak High Realm might require time spent establishing a good reputation and multiple influence rolls with community leaders; convincing the entire populace of the Realm to adopt this custom would be impossible barring world-changing upheavals. Projects (**Exalted**, p. 226) can be useful for handling the spread of customs if focusing on them in a smaller timescale would detract from gameplay.

Herd-Strengthening Invocation

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

Type: Simple

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Guiding the Flock

The divine predator forces the herd closer together. The Lunar speaks on or gives a performance relating to a custom of a culture she has a Tie towards. The specifics depend on her Tie's emotional context. If it's positive, her address reveals the custom's virtues and merit; if it's negative, she speaks against the custom to incite the crowd's outrage against her.

Audience members belonging to the relevant culture are treated as having a Principle embodying the chosen custom for this Charm's duration. Its intensity equals that of the Lunar's Tie to the

culture when she used this Charm. They gain its benefits, but others can't leverage it against them with social influence. They aren't forced to obey it, but lose this benefit if they violate it. If the Lunar completely loses her Tie to a culture, this Charm ends.

This Charm can be stacked up to (Essence) times.

Pack-Calling Cry

Cost: 5m (+1wp); **Mins:** Charisma 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Beast-King Dictates

The Lunar's primal call summons wild beasts. She beckons an animal of a species whose heart's blood she possesses to her side. This Charm costs an additional Willpower if used to call an animal that qualifies as a three-dot Familiar (**Exalted**, p. 161), and requires a (Charisma + [Presence or Survival]) roll against its Resolve. It arrives with preternatural speed — in that scene, unless the Storyteller deems this implausible. If no members of that species are nearby, the Storyteller may have a similar animal answer instead. This Charm costs an additional Willpower if used to call an animal that qualifies as a three-dot Familiar (**Exalted**, p. 161), and requires a (Charisma + [Presence or Survival]) roll against its Resolve.

Once the animal arrives, the Lunar may instruct it to carry out one inconvenient or serious task (**Exalted**, p. 216) without needing an influence roll. Animals that qualify as three-dot Familiars can only be given an inconvenient task without rolling. Depending on how it's treated, the animal may remain with the Lunar or retreat into the wild after completing the task.

Untamed Soul Unity

Cost: 3m (+1wp); **Mins**: Charisma 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Pack-Calling Cry

Standing between wilderness and civilization, the Lunar forges a sacred bond between human and animal. She makes a special (Charisma + [Performance, Presence, or Survival]) instill roll against an animal, ignoring the Resolve bonus for lacking a common language. If successful, it becomes the familiar of a character present in the scene (including the Lunar), forming a Major Tie of loyalty. The animal serves as a familiar until the story's end, but if its Tie of loyalty becomes Defining, it remains permanently. This Charm costs an additional Willpower against animals that would be two-dot Familiars (**Exalted**, p. 161), and can't be used against animals that would be three-dot Familiars or animals that are already someone's familiar.

If the Lunar grants her Solar mate a familiar, it immediately forms a Defining Tie. She waives the Willpower cost to bind a two-dot Familiar, and can bind a three-dot Familiar for a one-Willpower surcharge.

Charismatic Lunar Trick

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar conveys subtle nuances of emotion through vocal tenor and deft word choices. She doubles 9s on an inspire roll or to an instill roll to create, strengthen, or weaken an emotion-based Intimacy. If this influence upholds one of her own emotion-based Intimacies, she adds (Intimacy) bonus dice.

Rapture of the Nightingale

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Charismatic Lunar Trick

Gripped by powerful passions, those under the Lunar's sway reveal their true selves. A successful inspire roll imposes a −2 Guile penalty on affected characters for the scene when they try to conceal information or Intimacies related to the inspired emotion, or when that emotion naturally interferes with their efforts.

Crowd-Inciting Fervor

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Charismatic Lunar Trick

The Lunar gives voice to the fury others bury within their hearts, breaking the chains of fear and restraint. She rolls (Charisma + [Performance or Presence]) with (higher of Essence or 3) bonus dice to inspire rage. Each affected character's player chooses someone or something that his character's rage is directed against, and treats the influence as a successful roll to instill an Intimacy that expresses this rage or to weaken one that opposes it. Resisting this influence requires entering a Decision Point and invoking a Major or Defining Intimacy.

Soul-Baring Testament

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

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: Charismatic Lunar Trick

Drawing upon the profound connection she shares with her Solar mate, the Lunar speaks eloquently of her passions, revealing what the moon knows of the sun. When she makes an influence roll that upholds her Tie to her Solar mate or involves speaking on his behalf, she adds (Intimacy) dice.

If she instills other characters with the same Tie she has toward him, or weakens Ties toward him that have an opposing context, these dice are non-Charm. Additionally, affected characters suffer −2 Resolve against her Solar mate's next influence roll during that scene.

Protean: If the Lunar is in her Solar mate's shape, the Resolve penalty can apply against the next influence roll she makes that scene.

Beast-God Idolatry

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

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

The Lunar's spellbinding artistry beguiles those who gaze upon her works. Upon crafting an object that depicts herself or any shape she possesses with any Attribute, she imbues it with an influence roll to instill a Tie towards the depicted character, rolling (Charisma + [Craft or Linguistics]). A character viewing the object for the first time is exposed to this influence. This influence lingers in the object for (Essence + Charisma) days after this Charm ends.

Shining Moon-Child Mark

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

Type: Reflexive

Keywords: None

Duration: Indefinite

Prerequisite Charms: Beast-God Idolatry

The Lunar lays a sacred brand upon another, proclaiming his place in her heart to all who see it. She can use this Charm after visibly marking someone she has a Tie towards — e.g., applying war paint or a tattoo, placing a ceremonial diadem on his brow, inflicting a crippling injury, etc. All who see the mark recognize that it was left by a powerful supernatural force, and are aware of the emotional context of the Lunar's Tie towards the marked character. Anyone who sees the mark and has Resolve lower than the Lunar's Charisma is treated as having a Minor Tie towards the marked character with an emotional context either identical to the Lunar's or otherwise appropriate: shunning someone who's provoked a monster's wrath, placating a divinity's trusted envoy, etc. This Charm ends if the Lunar loses her Tie or the mark is removed.

This Charm's cost is waived if the Lunar uses it on her Solar mate.

Hard-Nosed Denial Style

Cost: 6m; **Mins:** Charisma 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Arrogant Lion Bearing

Arguing with boundless tenacity, the Lunar refuses to be gainsaid. When a character makes an influence roll targeting only her, she makes a special (Charisma + [Performance, Presence, or Socialize]) instill roll opposing it instead of asserting Resolve. She converts Resolve bonuses, like those from Intimacies and Charms, to automatic successes on the roll.

The Lunar's influence contests her opponent's Resolve before comparing their opposed rolls. If his Resolve's beaten, he's instilled with a Tie of respect toward her, and 1s on his roll subtract successes. Then, if the Lunar's roll beat his, his influence fails.

A Charisma 4, Essence 3 repurchase lets the Lunar pay a four-mote, one-Willpower surcharge to use this Charm against influence with multiple targets. If she wins the opposed roll, the influence fails against her, while other targets add (Lunar's extra successes / 2, rounded up) Resolve. If multiple Lunars contest the same influence, only the highest Resolve bonus applies.

Silver Soul Conviction

Cost: —; **Mins:** Charisma 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Argent Songbird Voice

Eternally true to herself, the Lunar shines with incomparable certainty. When she succeeds on a Charisma-based influence roll that upholds an Intimacy, she gains (Intimacy) motes. This can't exceed the number of motes she spent enhancing the roll.

If the Intimacy upheld is to the Lunar's Solar mate, she treats it as Defining. If it's already Defining, she gains an additional mote.

Lightning-Calling Challenge

Cost: 4m, 1wp; **Mins:** Charisma 3, Essence 2

Type: Simple

Keywords: Perilous, Protean

Duration: Instant

Prerequisite Charms: Crowd-Inciting Fervor

Spouting unforgiveable insults or baseless slander, the Lunar makes herself the irresistible object of her enemy's ire. She rolls ([Charisma or Manipulation] + [Performance or Presence]) against one character to inspire him with rage toward her. An affected character can't attack anyone but

the Lunar that scene. This extends to any hostile effect, even those not modeled as attacks. Area-of-effect attacks can include other characters as long as they also include the Lunar.

If the victim's Resolve is beaten but he spends Willpower to resist, he still takes a −2 penalty on attack rolls against anyone but the Lunar that scene. Both the influence and penalty end if the Lunar's incapacitated, withdraws, or otherwise leaves combat.

Protean: In human or animal shapes that the target has a Tie of anger or hatred towards, he must enter a Decision Point and invoke another Intimacy of equal or greater intensity to resist. Additionally, the attack penalty on attacks increases to (his Intimacy).

Heart-Stirring Expression

Cost: 5m; **Mins:** Charisma 4, Essence 2

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Rapture of the Nightingale

Stoking her audience's passions, the Lunar incites overwhelming emotion. A successful inspire roll grants all affected characters a bonus die on all mental or social actions supported by the inspired emotion, but imposes a −3 penalty on mental or social rolls opposed by it. A warrior inspired with rage would gain a bonus on threaten rolls to intimidate foes or start fights, but suffer a penalty on influence rolls to negotiate his surrender.

Creation-Spanning Passion

Cost: 3m; **Mins:** Charisma 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Heart-Stirring Expression

The Lunar forges emotional bonds that transcend all limits and boundaries. She rolls to instill someone she has a Tie toward with a Tie towards her whose emotional context matches or reciprocates that of hers, adding (Intimacy) bonus dice. If she's strengthening an already-existing Intimacy, she doesn't need another supporting Intimacy as long as her Tie's intensity equals or exceeds the level she's raising his to.

While the Lunar and her target each have these Ties at Major or Defining intensity, they glimpse each other in dreams. When they sleep, each player may ask the Storyteller a question about the other's location, condition, or emotional state. Players can conceal this information, requiring a successful read intentions roll from the other player to learn it. These dreams cease if the Lunar and the target go more than a month without interacting in the waking world.

If the Lunar uses this Charm on her Solar mate, they share dreams regardless of the intensity of their Ties.

Herd-Reinforcement Stance

Cost: 4m (+1wp); **Mins:** Charisma 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Herd-Strengthening Invocation

The Lunar embodies the archetypal Other, set apart from society yet defining it through her presence. When she makes an influence roll against one or more members of a specific culture, she treats each as having a Minor Principle reflecting a specific custom of that culture. She must be aware of the custom she invokes, either appealing to it overtly or subtly phrasing her argument to prey on it.

If the Lunar has a Defining Tie towards the culture in question, she may pay an additional Willpower to instead treat the custom as a Major Principle. Outcasts, dissidents, and any culture members whose personal Intimacies conflict with the custom still only treat it as Minor.

Lion's Voice Command

Cost: 3m, 1wp; **Mins:** Charisma 4, Essence 2

Type: Supplemental

Keywords: Protean, Totemic (Strength)

Duration: Instant

Prerequisite Charms: Crowd-Inciting Fervor

The Lunar's vocal cords shift to amplify her voice, her words rolling forth like thunder. She renders a spoken threaten or inspire roll, or ten seconds of regular speech, audible out to (Essence + Charisma) range bands. She ignores distance-based and environmental penalties, and can be heard over even the loudest noises.

Once the Lunar's used this Charm, she waives the Willpower cost of subsequent activations for the scene.

Protean: In animal shapes with Legendary Size, this Charm's Willpower cost is waived.

Totemic: A Lunar whose spirit shape has a threaten or intimidate dice pool may learn this as a Strength Charm, with Yeddim's-Back Method (p. XX) as its prerequisite.

Moonstruck Reverie Trick

Cost: 5m; **Mins**: Charisma 4, Essence 2

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Rapture of the Nightingale

Whispering into a sleeper's ear, the Lunar fills his dreams with visions of love. She makes a special (Charisma + Presence) instill roll against a sleeping character. If successful, she chooses

a trait a person might possess, such as a physical feature, ethnicity, social class, profession, or similar.

The next time her victim interacts with someone meeting the description, his attention gravitates towards that character, who involuntarily makes a special ([Appearance or Charisma] + Presence) instill roll with (Lunar's Essence) non-Charm successes against this Charm's target. The character isn't aware of this influence. Success instills a Major Tie of love towards that character, though the victim's player chooses whether this is romantic or platonic.

A Charisma 5, Essence 3 repurchase lets the Lunar pay a one-Willpower surcharge to imbue this influence with greater persistence. If an affected character's Resolve isn't overcome by the first individual he meets who fits the description, it recurs the next time he meets someone else fitting this description, up to a maximum number of additional rolls equal to the Lunar's extra successes.

This Charm can only be used on a character once per story.

Silver Thunder Roar

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Beast-King Dictates

The Lunar's ferocity tests the will of even the most courageous. She adds (higher of Essence or 3) dice on a threaten roll or on an inspire roll to create fear. Her targets can't use Intimacies expressing courage or fearlessness to bolster Resolve against the roll or to resist it in a Decision Point.

Snarling Outburst Rebuke

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Silver Thunder Roar

The Lunar's superior force of personality overwhelms opposing viewpoints. She makes an influence roll against one character; if he bolsters Resolve with an Intimacy directly opposing one of the Lunar's own, she adds non-Charm successes equal to the Resolve bonus. She need not be aware of the Intimacy before she makes the roll, though she does not learn what it is.

Endless Nightmare Hunt

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

Type: Simple

Keywords: Psyche

Duration: Indefinite

Prerequisite Charms: Silver Thunder Roar

The Lunar's gaze radiates predatory menace, piercing her prey's heart with the terror of the hunt. She designates a character with a Tie of fear towards her (or her current shape). While she can see him, and for (Essence) hours thereafter, the Resolve penalty from that Tie is increased by −1, and he can't voluntarily weaken it. The target doesn't need to be aware of the Lunar.

If the Lunar spends at least an hour observing her victim sleep, she can make an instill roll to strengthen his Tie of fear. Success also afflicts him with nightmares, preventing him from regaining Willpower from sleep.

This Charm's victim may pay one Willpower to ignore its effects for one scene. Once he's spent (Lunar's Essence) total Willpower this way and fully eroded his Tie of fear, the Charm ends, and he becomes immune to it for the rest of the story.

Songbird's Eternal Refrain

Cost: 4m, 1wp; **Mins:** Charisma 4, Essence 2

Type: Reflexive

Keywords: Protean

Duration: Instant

Prerequisite Charms: Rapture of the Nightingale

The Lunar rouses passions from even the hardest hearts. She resets a failed instill roll to create, strengthen, or weaken an emotion-based Intimacy, or a failed persuade roll that leverages such an Intimacy. If a target bolsters Resolve against the renewed influence with the same Intimacy he used against the original roll, the bonus is reduced by one.

This Charm can only be used once per scene.

Protean: In an animal or human shape that at least one target has an emotion-based Defining Tie towards, the Lunar gains one Willpower if the renewed roll succeeds against any such target.

Unceasing Hunger Affliction

Cost: 5m; **Mins**: Charisma 4, Essence 2

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Heart-Stirring Expression

Eyes flashing with mischievous foxfire, the Lunar incites dangerous obsessions. She rolls (Charisma + [Performance or Presence]) against one character to inspire fascination for a particular good or service — Varangian cuisine, a certain tailor's clothing, a mercenary company's work, etc. Success inflicts the Obsession Derangement (**Exalted**, p. 169) at Minor intensity, fixated on that good or service. Her victim suffers −1 Resolve against bargain rolls offering it to him, in addition to the Derangement's Resolve penalty. The Derangement fades

after (6 − target's Integrity) days, but this duration resets if he fails a Willpower roll against the Derangement.

This Charm can only be used once per scene.

With a Charisma 5, Essence 3 repurchase, the Lunar can pay a one-Willpower surcharge to make the Derangement contagious. When an affected character talks with others or enjoys the object of his obsession, he involuntarily makes a special ([Appearance or Charisma] + [Performance, Presence, or Socialize]) inspire roll against all who hear or see him, slipping his obsession into conversation or radiating delight as he enjoys it. The victim isn't aware of his influence, although his player can enhance it with Charms. Affected characters gain the Obsession Derangement, as above, although it isn't contagious for them.

Argent Revelry Festival

Cost: 3m, 1wp; **Mins:** Charisma 5, Essence 2

Type: Simple

Keywords: Protean

Duration: Instant

Prerequisite Charms: Herd-Strengthening Invocation

The Lunar oversees traditions that bind peoples together, strengthening societies under her protection. When she leads or participates in a culture's custom alongside at least one other character who belongs to that culture, she rolls (Charisma + [Performance or Socialize]) against all participating members of that culture to inspire them with pride for their culture, ignoring multiple target penalties. They can't opt not to assert Resolve against the roll. Each affected character gains a pool of bonus dice equal to the Lunar's extra successes over his Resolve. These can be added to any social or mental rolls a character makes to protect that culture or achieve its goals. They're lost if not used within (Lunar's Essence) days.

Protean: In the shape of an animal that plays a significant role in the custom invoked, the Lunar rerolls 5s and 6s until they cease to appear.

Argent Glyph Enchantment

Cost: —; **Mins:** Charisma 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Shining Moon-Child Mark

When the Lunar uses Shining Moon-Child Mark, she may enhance it with one or more of the following:

Enduring Argent Blazon: The mark can't be removed except by efforts enhanced by magic. This doesn't apply to marks that are objects.

Geas-Brand Affliction: The Lunar specifies a task or condition. If the marked character satisfies it, this Charm ends.

Saga-Scribing Rune: The Lunar imbues the mark with information related to her Tie, such as how she expects her herald to be treated or the crimes committed by a marked enemy. Those who see the mark intuitively discern this information.

Watchful Shepherd's Sign: The mark's meaning can only be recognized by members of a culture or cultures designated by the Lunar.

Taboo-Enforcing Beast

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

Type: Reflexive

Keywords: Protean

Duration: Instant

Prerequisite Charms: Herd-Reinforcement Stance

Speaking harshly against those who'd break sacred traditions, the Lunar deters their transgressions. When she perceives a member of a culture toward which she has a positive Major or Defining Tie attempt to violate one of the culture's customs, she reflexively makes a special (Charisma + [Presence or Socialize]) persuade roll against him. If successful, he must enter a Decision Point — invoking an Intimacy whose intensity is greater than or equal to that of his own Tie to that culture — and spend one Willpower to proceed with that action. If he doesn't, he must abandon the attempt, and can't retry it that scene.

This Charm can only be used once per scene.

Once per story, when the Lunar uses this Charm to reinforce a custom of a society ruled by her Solar mate, she forces her target into a Decision Point without needing to roll.

Protean: In a human shape that holds a position of authority within the culture, or an animal shape attributed special significance by it, the Lunar adds (Essence) successes on the roll. In animal shapes, she ignores the Resolve bonus for lacking a common language.

Captivating Siren Voice

Cost: 7m, 1a, 1wp; **Mins:** Charisma 5, Essence 3

Type: Simple

Keywords: Totemic (Appearance)

Duration: One scene

Prerequisite Charms: Heart-Stirring Expression

The Lunar's voice draws all eyes to her, exerting an overwhelming gravity. She makes a special ([Appearance or Charisma] + [Performance or Presence]) inspire roll against all characters who hear her, ignoring multiple target penalties. As long as she continues to speak or sing, taking no nonreflexive actions, affected characters are compelled to approach as close as possible to her. This fascination can be exploited as though it were a Defining Intimacy. Characters will face risks equivalent to a serious task (**Exalted**, p. 216) to pursue her, but won't take actions that would obviously physically harm them; if no safe path exists, they'll stop and remain where they are. In combat, they must use their move action each turn to follow the Lunar, though they can still take other actions. This influence doesn't prevent them from trying to harm her.

This Charm is only usable once per scene.

With a Charisma 5, Essence 4 repurchase, affected characters can't attack or try to harm the Lunar or her allies. Characters who attack any pursuer lose this protection against all.

Totemic: A Lunar whose spirit shape is a prey animal with the Tiny Creature or Minuscule Size Merits may learn this as an Appearance Charm, with Attention-Demanding Presence (p. XX) as its prerequisite.

Culture-Hero Empowerment

Cost: 5m; **Mins:** Charisma 5, Essence 3

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Argent Revelry Festival

The Lunar raises up sacred heroes to uphold the traditions of their people and guard their ways. Selecting a custom of a culture she has a positive Major or Defining Tie for, she ritually designates a member of that culture as a guardian or enforcer of it. He gains the following benefits:

- Other members of that culture intuitively recognize his position, and his social influence benefits from any positive Ties they have towards the culture.
- He gains +2 Resolve against influence contrary to that custom.
- He adds (Lunar's Essence/2, rounded up) dice on read intentions, profile character, or case scene rolls to detect transgressions of the chosen custom, or intent to do so.
- He adds (Lunar's Essence/2, rounded up) dice on influence rolls to convince culture members who've violated the custom to atone or accept punishment, or to convince other culture members to assist him in bringing transgressors to justice.
- The Lunar can use Shining Moon-Child Mark reflexively with this Charm, waiving its cost.

Once per story, when one of the Lunar's culture heroes undergoes significant hardship or risk to punish or prevent transgression of his appointed custom, she gains one Willpower and loses one Limit. If her Solar mate rules the culture in question, he gains this benefit as well.

Eagle-Among-Sparrows Attitude

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Snarling Outburst Rebuke

Imbuing her voice with divine appeal, the Lunar sways those of weaker passions. She makes a persuade, bargain, or threaten roll that upholds one of her own Intimacies. Resisting this

influence costs an additional point of Willpower, unless one invokes an Intimacy in the Decision Point whose intensity equals or exceeds that of the Lunar's Intimacy.

Goddess Crowned by Horns

Cost: 6m; **Mins:** Charisma 5, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Eagle-Among-Sparrows Attitude

The Lunar's soul shines through her voice, suffusing arguments and entreaties with celestial majesty. When she makes an influence roll that upholds a Major or Defining Intimacy, she separately rolls (Intimacy) dice, rerolling those that initially show failures. Each success adds a non-Charm die to her influence roll; 10s also increase the cost to resist her influence by one Willpower each.

This Charm can only be used once per story, unless reset by upholding the invoked Intimacy through a social action or a chain of events set in motion by one. It doesn't require resetting if the Lunar rolls no successes.

Lion's Roar Rebuke

Cost: 8m, 1wp; **Mins:** Charisma 5, Essence 3

Type: Simple

Keywords: Decisive-only, Totemic (Strength)

Duration: Instant

Prerequisite Charms: Lion's Voice Command

Filling her lungs with thunder, the Lunar roars loud enough to shake the heavens. To use this Charm, she must have Initiative 10+. She makes a **decisive** attack with ([Charisma or Strength] + [Athletics, Performance, or Presence]) against an enemy within long range, which can only be blocked or dodged with magic. An enemy hit by the attack is knocked back one range band, plus an additional range band for every three successes on the damage roll, maximum long range from the Lunar, and lands prone. If an impact with a solid surface prevents her victim from being flung this full distance, he suffers falling damage (**Exalted**, p. 232) as though he'd fallen a number of range bands equal to the amount prevented by the impact. This damage is usually bashing, though some surfaces may inflict lethal damage.

This attack can't be enhanced with Dexterity Charms, but is compatible with Silver-Voiced Nightingale style (**Exalted**, p. 447).

Totemic: A Lunar whose spirit shape has a threaten or intimidate dice pool may learn this as a Strength Charm.

Scathing Lunar Condemnation

Cost: 3m; **Mins:** Charisma 5, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Silver Thunder Roar

Even the enemies of the gods learned to fear the Lunars' enmity. When the Lunar makes a threaten roll or an inspire roll to create fear, if she has a negative Tie towards all targets, she adds (Intimacy) non-Charm dice.

Thousand Throat Howl

Cost: 10m, 3a, 1wp; **Mins:** Charisma 5, Essence 3

Type: Simple

Keywords: Protean

Duration: Instant

Prerequisite Charms: Scathing Lunar Condemnation

The Lunar's anima erupts from her throat as every beast dwelling in her Essence cries out as one. She makes a (Charisma + [Performance or Presence]) threaten roll, compelling targets to put as much distance between themselves and her as possible or find a safe place to hide from her. She ignores multiple target penalties and the Resolve bonus for lacking a common language. This affects all characters who can hear the Lunar and don't consider her an ally, without exception.

A target whose current temporary Willpower is lower than the Lunar's suffers a Resolve penalty equal to the difference. This stacks with penalties from Intimacies, but the combined penalty can't exceed −4. Affected characters suffer a −3 penalty on rolls to do anything but flee or hide from the Lunar, but add one die on rolls to achieve those ends. Trivial opponents and animals (except familiars and magically enhanced animals) can't assert Resolve against this or resist with Willpower.

Protean: In animal shapes that a target has a fear-based Tie toward, the Lunar uses her permanent Willpower against him instead of her temporary Willpower. In animal shapes with Legendary Size, she does so against all targets.

Shattered Yoke Fury

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Hard-Nosed Denial Style (x2)

The Lunar's transgressive presence erodes hierarchy and decorum, freeing those who hear her to express their anger. When she witnesses one or more characters enter a Decision Point, they may form a Major Tie of rage towards the character influencing them, and can invoke it in the Decision Point. If they already have a Major Intimacy opposing the influence, they may instead form a Defining Tie of rage. Affected characters must immediately act to express their newfound rage, as per a successful inspire action (**Exalted**, p. 217).

If the Lunar uses this Charm together with Hard-Nosed Denial Style's repurchase effect, she waives this Charm's Willpower cost.

God-Beast Exemplar Spirit

Cost: —(+9m); **Mins:** Charisma 5, Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Herd-Strengthening Invocation

Embodying monstrosity and divinity, the Lunar shapes societies by her praise or punishment. When she uses Herd-Strengthening Invocation (p. XX), she may pay a nine-mote surcharge to make a (Charisma + [Performance, Presence, or Socialize]) instill roll with (Essence) successes against all audience members with Defining Ties toward her. Affected characters are instilled with a Defining Principle embodying the designated custom. While Herd-Strengthening Invocation is active, they can't voluntarily erode that Principle, and may treat any influence it opposes as unacceptable (**Exalted**, p. 220). Characters can't immediately spend Willpower to resist — instead, they must pay three Willpower each day on (Lunar's Essence) different days to break the influence. This doesn't remove the Defining Intimacy, but lets them begin voluntarily weakening it.

Heart-Affirming Tribute

Cost: 3m, 1wp; **Mins**: Charisma 5, Essence 4

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Culture-Hero Empowerment

The Lunar rewards her champions with puissant gifts, be they jewels plucked from ancient treasure-houses or humble stones etched by her claw. After witnessing another character undertake a difficult or dangerous act that upholds one of her Major or Defining Intimacies, she may empower a mundane object as a talisman. While that character bears the talisman, it grants him one Eclipse Charm chosen by the Lunar, provided he meets its Essence minimum. This can be an existing Eclipse Charm, or a custom one designed by the Storyteller with the Lunar's player. If the recipient is mortal, the Charm should cost Willpower, Initiative, health levels, or other non-mote resources. No character can bear more than one talisman.

The talisman is nigh-indestructible, comparable to an artifact. It has no power in the hands of anyone but the chosen character, but if he witnesses someone else perform a heroic feat that upholds one of his Major or Defining Intimacies, he may transfer the talisman — and its Charm — to that character. The talisman's power fades if this Charm ends, but the Lunar can reactivate a talisman at any time with a second use of this Charm, waiving its Willpower cost.

This Charm's mote cost is waived if the talisman's beneficiary benefits from Culture-Hero Empowerment, though the Lunar must pay it immediately if Culture-Hero Empowerment ends.

At Essence 5, the Lunar may pay a two-experience-point surcharge to make a permanent talisman, requiring no mote commitment on her part.

Special activation rules: The Lunar may pay 10 gold points in place of this Charm's Willpower cost, or 10 white points in place of its Essence 5 experience point cost.

Argent Anglerfish Lure

Cost: —(+8m, 2a); **Mins:** Charisma 5, Essence 5

Type: Permanent

Keywords: Psyche, Totemic (Appearance)

Duration: Permanent

Prerequisite Charms: Captivating Siren Voice (x2)

Such is the Lunar's enthralling allure that fools will follow her through fire or march into the sea after her. When she uses Captivating Siren Voice, she may pay an eight-mote, two-anima surcharge to raise the cost to resist to three Willpower. Additionally, affected characters pursue her regardless of any perils faced in doing so — while they're aware of the danger, the Lunar is so compelling they pay it little heed. They suffer a −3 penalty on rolls against environmental hazards or traps encountered while pursuing the Lunar and on Join Battle rolls. If a character other than the Lunar attacks a victim, it counts a surprise attack

Totemic: A Lunar whose spirit shape is a prey animal with the Tiny Creature or Minuscule Size Merit may learn this as an Appearance Charm.

Divine Monster Judgment

Cost: 10m, 3a, 1wp; **Mins:** Charisma 5, Essence 5

Type: Simple

Keywords: None

Duration: One story

Prerequisite Charms: God-Beast Exemplar Spirit

The Lunar is the beast of judgment out of cautionary tales, the monster that mothers warn their children of and that the pious swear oaths by. The Lunar chooses a custom of a culture that she has a positive Major or Defining Tie towards, or that her Solar mate rules. She embodies divine punishment against those who break it, gaining the following:

- She doubles Resolve bonuses from her Ties to the culture or to her Solar mate against influence that would cause her to violate the custom.
- When she reads a character's intentions to determine if he's violated the custom, intends to do so, or holds an Intimacy contrary to it, she automatically succeeds if her Essence exceeds his Willpower.
- When she makes a persuade or threaten roll against a member of the culture she knows has violated the custom to convince him to remedy the consequences of his transgression or face punishment, he suffers −1 Resolve and the cost to resist is increased by one Willpower.

- When enemies that she knows have violated the custom roll Join Battle against her, they suffer a −3 penalty. If she wins Join Battle and uses her first turn to make a **decisive** attack against such an enemy, it doesn't reset her Initiative.
- Once during this Charm's duration, upon successfully defeating a formidable enemy who she knows has violated the custom — whether in combat, debate, etc. — she rolls (his Essence) dice, gaining Willpower equal to the successes, which can raise her above her permanent Willpower, and loses one Limit for each 10.

This Charm can only be used once per story, unless reset by accomplishing a major character or story goal or legendary social goal that reinforces the custom's importance or benefits its culture.

Warfare

Pack Leader Attitude

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

Type: Supplemental

Keywords: Totemic (Strength)

Duration: Instant

Prerequisite Charms: None

The Lunar roars over the din of battle to lead her forces. She adds (higher of Essence or 3) bonus dice to a Charisma-based command action. With Initiative 12+, she also rerolls 1s until they cease to appear.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Fearless Beast-Warrior Exhortation

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

Type: Supplemental

Keywords: Totemic (Strength)

Duration: Instant

Prerequisite Charms: Pack Leader Attitude

The Lunar's warrior spirit banishes her followers' fear. She doubles 9s on a Charisma-based rally or rally for numbers roll. If the rallied battle group has Might, she adds (Might) non-Charm dice.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Vengeful Beast Triumph

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

Type: Reflexive

Keywords: Perilous, Totemic (Strength)

Duration: Instant

Prerequisite Charms: Fearless Beast-Warrior Exhortation

A foe's seeming victory crumbles to ash as her the Lunar's presence steels her warriors' flagging courage. When an allied battle group fails a rout roll or takes Magnitude damage, she reflexively makes a Charisma-based rally or rally for numbers roll, respectively. If successful, the enemy that routed or damaged the battle group loses (Lunar's Essence/2, rounded up) Initiative, which the Lunar gains.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Lead the Pride

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

Type: Supplemental

Keywords: Totemic (Strength)

Duration: Instant

Prerequisite Charms: Pack Leader Attitude

The Lunar's voice is a pillar of strength to her warriors. She adds a non-Charm success to a Charisma-based order action, and rolls a non-Charm die for every 10.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Unified Pack Tactic

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

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: None

The Lunar's words stoke her ally's fighting spirit. On her first turn in combat, she transfers up to (Essence + Charisma) Initiative to an ally with lower Initiative. If she wins Join Battle, she loses only half the transferred Initiative, rounded down.

Rampage-Unleashing Provocation

Cost: 4m, 3i; **Mins:** Charisma 4, Essence 1

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Charismatic Lunar Trick, Unified Pack Tactic

The Lunar whips an ally into a frenzy with feverish music, stinging taunts, or battle chants. She makes a (Charisma + [Performance or Presence]) inspire roll targeting one willing ally. He must assert his Resolve, unmodified by Intimacies. Success fills him with berserker rage for the scene, granting +1 Resolve against fear-based influence for every two extra successes the Lunar rolled

(minimum +1), and one bonus dot of Strength. However, this frenzy prevents him from fleeing or surrendering. He can spend one Willpower to end the frenzy.

This Charm can also unleash the greater battle-rages of the Chosen. A Lunar with Relentless Lunar Fury (p. XX) may use it if the influence is successful. Other Exalted can reflexively use one Simple Charm that create a battle-rage, like Battle Fury Focus (**Exalted**, p. 378), upon success.

Lessons of the Winter Wolf

Cost: 5m, 1wp; **Mins:** Charisma 3, Essence 2

Type: Simple

Keywords: Totemic (Stamina)

Duration: Instant

Prerequisite Charms: Vengeful Beast Triumph

The Lunar's harsh training flenses fear from her warriors. She spends at least an hour training a battle group of up to Size ([Charisma or Stamina] − 1), or Size (Charisma or Stamina) if it has Might. The next time that battle group fights it gains +2 Resolve, doubles 9s on rout checks, and ignores up to (Essence) points of penalty from deprivation and fatigue. It can benefit from a rally for numbers action made by the Lunar an additional time that scene.

These benefits only last for one battle, and are lost if not used within a week. Only one battle group may enjoy this Charm's benefits at a time.

Special activation rules: When the Lunar uses Wolf-Pack Training Technique, she may use this Charm reflexively, waiving its Willpower cost, to confer its benefits on the trained group until the story's end.

Totemic: A Lunar whose spirit shape has the Berserker Merit may learn this as a Stamina Charm, with Undaunted Berserker Ire (p. XX) as its prerequisite.

Wolf-Pack Training Technique

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

Type: Simple

Keywords: Totemic (Stamina)

Duration: Instant

Prerequisite Charms: Lessons of the Winter Wolf

Under the Lunar's instructions, young cubs untested in battle become grizzled warriors hungry for blood. She spends a month training a battle group of up to Size ([Charisma or Stamina] − 1), or Size (Charisma or Stamina) if it has Might. Completing the training increases the battle group's Drill by one step, and grants its members the following benefits:

- +1 dot of Willpower, maximum 5.
- +1 die on Join Battle rolls, maximum 10.
- +1 die on all attack rolls, maximum 10.

- +1 Parry, maximum 5.

This Charm can't train Exalted, player characters, or other beings whose nature makes them inappropriate for inclusion in battle groups.

Totemic: A Lunar whose spirit shape has the Berserker Merit may learn this as a Stamina Charm.

Crimson Fang Mantle

Cost: 3m, 1wp; **Mins:** Charisma 4, Essence 2

Type: Reflexive

Keywords: Totemic (Strength)

Duration: One scene

Prerequisite Charms: Lead the Pride

Sensing her foe's weakness, the Lunar directs her forces to bring him down. When making a Charisma-based order directing a battle group to attack a lower-Initiative enemy, she doubles 9s. If the battle group has Might, she adds it to her effective Initiative for this calculation.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Battle Anthem of the Lunar Exalted

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

Type: Simple

Keywords: Uniform

Duration: One song

Prerequisite Charms: Rampage-Unleashing Provocation

Her rage too great for a single soul to contain, the Lunar weaves her fury into song. All allies that can hear her add a bonus die on **withering** and **decisive** damage rolls. They treat rage-based Intimacies relevant to the current fight as one level of intensity stronger; Defining Intimacies instead elevate their modifier to +5 or −4. Allied battle groups add (lower of Essence or Performance) dice on attack rolls and rout checks. While using this Charm, the Lunar can't take non-reflexive actions.

Starving Beast Bloodthirst

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

Type: Simple

Keywords: Totemic (Stamina)

Duration: Instant

Prerequisite Charms: Lessons of the Winter Wolf

Having endured the Lunar's grueling regimen, her warriors are fearless and deadly. She gives a speech or performance to a battle group benefitting from Lessons of the Winter Wolf. In its next combat, the battle group enjoys perfect morale (**Exalted,** p. 210) and doubles Resolve bonuses

from Intimacies against fear-based influence or influence that would make it stop fighting. The Lunar's Charisma-based orders commanding the group to attack add dice equal to the dots of Size that group has lost that scene.

Totemic: A Lunar whose spirit shape has the Berserker Merit may learn this as a Stamina Charm.

Raiton's Banquet Assault

Cost: 5m, 2i; **Mins:** Charisma 5, Essence 3

Type: Supplemental

Keywords: Perilous, Totemic (Strength)

Duration: Instant

Prerequisite Charms: Crimson Fang Mantle

The Lunar's ferocious Essence surges across the battlefield like an endless roar, urging her warriors to deliver death-dealing blows. When she makes a Charisma-based order directing a battle group to attack, her successes are added as dice to both its attack and damage rolls.

This Charm can only be used once per scene, unless reset by ordering a battle group to make an attack that incapacitates a nontrivial foe or causes an enemy battle group to lose Size.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Wild Fury Awakening

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

Type: Simple

Keywords: Protean

Duration: One scene

Prerequisite Charms: Pack-Calling Cry, Rampage-Unleashing Provocation

The Lunar beckons savage beasts and ferocious predators, rallying a terrifying horde from the wilderness. She rolls (Charisma + [Presence, Survival, or War]) to call a battle group made up of animals of a species whose heart's blood she possesses from within (Essence) miles. It assembles after (10 – Lunar's successes) rounds in combat, or (20 – Lunar's successes) minutes outside of it. Incredibly swift animals such as hawks assemble in a single round.

The battle group's Size depends on the type of animal called. Relatively weak animals, like squirrels, owls, or cats, form Size 3 battle groups; deadly predators and mighty beasts like tigers, yeddim, or bears form Size 2 battle groups; and super-predators like tyrant lizards and river dragons form Size 1 battle groups. The Storyteller may deem that circumstances like the environment the Lunar uses this Charm in raise or lower the battle group's Size by one. The battle group's Drill is average, unless it consists of pack hunters, in which case it's elite.

In combat, the battle group follows the Lunar's order actions. If she doesn't guide it, it attacks the Lunar's foes and follows her in pursuit of new enemies. Commanding the animals to act outside of combat requires social influence.

This Charm can't summon other characters' familiars, magically enhanced animals, or animals with negative Major or Defining Ties for the Lunar.

Protean: If the Lunar uses this Charm in the shape of the summoned animal, she banks her rolled successes, which can be expended to add them to Charisma-based command rolls targeting the battle group while she remains in that shape.

Invincible Beast-Warrior Empowerment

Cost: 15m, 1wp (2i per turn); **Mins:** Charisma 5, Essence 4

Type: Simple

Keywords: Perilous, Totemic (Strength)

Duration: One scene

Prerequisite Charms: Raiton's Banquet Assault, Wolf-Pack Training Technique

Her voice echoing across the battlefield like countless wolves howling, the Lunar general drives her warriors onwards to inevitable victory. All allied battle groups convert Size- and Might-based bonus dice to attack and damage rolls, dice added by Drill, and dice added by the Lunar's Charisma-based command actions into successes.

If the Lunar succeeds on a Charisma-based command action, the targeted battle group adds (Essence) successes on rout checks. If it has perfect morale, it instead gains +1 Might, maximum Might 2. These benefits last until the scene ends or the Lunar targets another battle group with a command action.

The Lunar must pay two Initiative on each subsequent turn to maintain this Charm. It ends if she's crashed. It's only usable once per scene.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Strength Charm.

Territory

Boundary-Marking Meditation

Cost: 20m, 2wp; **Mins:** Charisma 2 *or* Wits 2, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

Laying her mark upon the world, the Lunar claims a land as hers. She claims a single contiguous region no more than (Essence x 10) square miles as her territory. To do so, she must fully master the land she wishes to claim. She must physically traverse the majority of the region. Any mortal communities living in the territory must accept her presence — they need not make her their leader, but must acknowledge her presence and that they lack the ability or desire to force her out. Finally, if any supernatural beings — such as spirits or fellow Exalted — occupy the region and don't consent to her claiming it, the Lunar must force them to submit by defeating them in combat or a similar challenge. Land already claimed by another Lunar's Boundary-Marking Meditation can't be taken from him unless he voluntarily relinquishes it or dies.

Upon claiming a territory, the Lunar's player chooses three qualities that describe it, e.g. *fertile*, *shadowy*, and *dense* for a thick forest, or *open*, *windy*, and *guarded* for a steppe village. When a character within the territory takes an action that's supported by a quality, like foraging in a fertile woodland, he's treated as having an applicable specialty. When a character takes an action opposed by a quality, like a general enacting a Strategic Maneuver roll to march a large army through the dense forest, each such quality imposes a −1 penalty. The Lunar never suffers these penalties. She can reflexively render a character she perceives immune to her territory's penalties, or deny him its benefits.

Story events may cause a territory to lose qualities — if the forest burns down, it's no longer shadowy or dense. Once per story, the Lunar may change a territory's qualities, replacing lost qualities and potentially swapping existing qualities for new ones as fits the story.

A Lunar can't have more than (higher of Essence or 3) territories. Her control of a territory ends if she voluntarily revokes it, or upon her death.

Special activation rules: This may alternatively be learned as a Wits Charm.

Moon-and-Earth Blessing

Cost: 15m, 1wp; **Mins**: Charisma 4, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Boundary-Marking Meditation

Pacing the boundaries of the land she wishes to bless, the Lunar blazes marks onto trees and stones or carves patterns into the earth, suffusing the landscape's geomancy with fertile Essence. She labors from sunset to sunrise, blessing a region of up to (Essence) square miles, or the entirety of a territory claimed with Boundary-Marking Meditation.

The blessed region's flora and fauna grow more abundant, and even the most barren climes become capable of sustaining life. Rolls to forage, find shelter, navigate wilderness, or endure mundane environmental hazards within it gain two successes. The land is occasionally marked with uncanny strangeness: flowers blooming only at night, will-o'-the-wisps haunting the edges of gardens, owls flocking in greater number than other birds, etc. This blessing lasts a year and a day, or — if used within the Lunar's territory — for as long as she holds dominion over it.

Dream-Shrouded Wilderness

Cost: 5m, 1wp; **Mins:** Charisma 4, Essence 3

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Boundary-Marking Meditation, Creation-Spanning Passion

Whispering to the land's heart, the Lunar suffuses it with dreams of moonlit passion. She makes a (Charisma + Presence) instill or persuade roll, imbuing her influence throughout a territory claimed with Boundary-Marking Meditation. The first time a given character sleeps in the

territory each story, he's subjected to her influence as he experiences the land's dream. This Charm ends if the Lunar goes more than a season without visiting the territory.

If the Lunar knows Moonstruck Reverie Trick, she may use it reflexively with this Charm, committing its mote cost to convey its influence through the dreams this Charm causes. This is incompatible with Moonstruck Reverie Trick's repurchase effect.

King-of-Beasts Sovereignty

Cost: 20m, 1wp; **Mins**: Charisma 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Moon-and-Earth Blessing, Untamed Soul Unity

The Lunar rules over human and beast alike, maintaining peace between her subjects. Within a locale enchanted by Moon-and-Earth Blessing, she forges a bond between all animals of a single species and the mortal inhabitants. After a day in the wilderness, she rolls (Charisma + [Performance, Presence, or Survival]) against (the species' Resolve + 2), or (the species' Resolve + 3) if they qualify as two-dot Familiars (**Exalted**, p. 161). Animals that qualify as three-dot Familiars can't be affected.

If successful, all animals of that species form a Minor Tie of loyalty towards the region's mortal inhabitants, or a Major Tie if used within a territory claimed with Boundary-Marking Meditation. So long as they're treated respectfully, they'll offer protection, labor, and companionship to humans. They return to the wilderness at story's end, though individuals may remain based on their interactions. Even those that leave won't directly harm mortal natives unless provoked.

Songline Legend Runes

Cost: —(10m, 1wp); **Mins:** Charisma 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Boundary-Marking Meditation, Shining Moon-Child Mark

Marking her land with sacred stones and signs, the Lunar spells out her dominion. She can use Shining Moon-Child Mark (p. XX) for ten motes and one Willpower to mark a territory claimed with Boundary-Marking Meditation. In addition to the mark's normal effects, its emotional context counts as an additional quality of the territory, imposing bonuses and penalties as usual.

An individual mortal natives of the territory can mark themselves in emulation of the signs left on the territory to gain Shining Moon-Child Mark's benefits while in the territory, if the Lunar consents. She may revoke her consent at any time, stripping away the mark.

Spirits within the territory are affected by the mark on the land and any marks adapted by mortal natives, regardless of their Resolve, unless they're actively working to oust the Lunar.

Omnipresent Monster's Lair

Cost: —(+6m); **Mins:** Charisma 5, Essence 3

Type: Permanent

Keywords: Psyche

Duration: Permanent

Prerequisite Charms: Boundary-Marking Meditation, Endless Nightmare Hunt

The Lunar lurks everywhere and nowhere within her territory, a primal fear whispering into her prey's souls. While in a territory claimed with Boundary-Marking Meditation, she may pay a six-mote surcharge when using Endless Nightmare Hunt (p. XX) to apply its effects to all characters within that territory with fear-based Ties toward her (including characters that enter the territory after she's used it). While they remain within the territory, the Lunar counts as observing them for that Charm's purposes, and she makes a single instill roll daily that's applied against all victims sleeping in her territory. Leaving the territory frees a character from this effect, and such uses of Endless Nightmare Hunt end if the Lunar leaves her territory.

Nature's Seductive Lure

Cost: —(+8m, 2a); **Mins:** Charisma 5, Essence 4

Type: Permanent

Keywords: Psyche

Duration: Permanent

Prerequisite Charms: Boundary-Marking Meditation, Captivating Siren Voice

The Lunar's lair is a land of untold splendors and forbidden delights, tempting those who wander it. When using Captivating Siren Voice (p. XX) in a territory claimed with Boundary-Marking Meditation, she may pay an eight-mote, two-anima surcharge to cause that Charm to draw characters towards a specific natural feature within her territory, which radiates silver light as per a bonfire anima (p. XX), rather than to her. The Charm's duration increases to (Essence) hours. She makes an influence roll as normal, but need not maintain a performance to sustain its effect. Affected characters within medium range of the feature hear unintelligible whispers in the rustling of the leaves and the songs of birds, drawing them irresistibly towards it. Characters may resist for three Willpower, or as per the usual rules for resisting Captivating Siren's Voice.

Living World Embodiment

Cost: —; **Mins:** Charisma 5, Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Dream-Shrouded Wilderness, Moon-and-Earth Blessing, Nature's Seductive Lure

The Lunar is an avatar of her sacred lands. Her wounds are the land's wounds; her vigor renews the world. Each territory claimed with Boundary-Marking Meditation gains a virtual health track of seven health levels: one −0, two −1s, two −2s, one −4, and one Incapacitated level. When she

suffers **decisive** damage within a territory, she may divert up to half that damage, rounded down, into that territory's health track. Alternatively, she may negate a botch or loss of Willpower from a disease while in a territory at the cost of one level of damage to it.

Damage to the Lunar's territory manifests as withered plants, barren soil, disease-ridden animals, etc. The territory's wound penalty is imposed on Survival rolls to forage or find shelter within it, and Craft rolls to create objects from its natural resources. The territory heals one level of damage each month. If it's enhanced by Moon-and-Earth Blessing, it heals one level of damage each week, but Moon-and-Earth Blessing's bonus successes don't apply while the territory's −1 levels or deeper are damaged.

While in a territory, the Lunar may forgo healing one level of damage in her own health track to heal a level in the territory's health track. At the Storyteller's discretion, this can also undo blights, infestations, or curses upon the land. If a territory's health track is completely undamaged and it's enhanced by Moon-and-Earth Blessing, the Lunar may forgo levels of healing to increase Moon-and-Earth Blessing's bonus to four automatic successes for a number of weeks equal to the levels of healing she forgoes. During this time, her territory evinces supernatural fertility, with plants growing to many times their usual size and animals exhibiting incredible vitality.

Dexterity

Heart's Blood

Nest-Raiding Slyness

Cost: —; **Mins:** Dexterity 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Lunar steals the safety of home, and with it, identity. She performs a sacred hunt to claim an animal or human shape by infiltrating a place her target considers home: a peasant's hovel, a Dynast's estate, a wolf's den, etc. To do so, she must be in the home at the same time as her target, escape without being captured, and do something that reveals the extent of her intrusion — stealing a precious heirloom, carving her name into a wall, leaving a letter scented with her favorite perfume, etc. — such that her victim forms a negative Tie toward her, or whoever he believes she is.

If the Lunar is captured or retreats to avoid capture, the sacred hunt fails, and she can't take her target's shape through this Charm for the rest of the story. She may still attempt sacred hunts against him by other means.

Emerald Grasshopper Form

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

Type: Simple

Keywords: Totemic (Wits)

Duration: One day

Prerequisite Charms: None

The Lunar compresses the fullness of her divinity into the humblest of forms. She changes into an animal shape she possesses with the Minuscule Size Merit.

Special activation rules: If the Lunar uses this Charm to shift from one Minuscule Size form to another, she waives its cost.

Totemic: A Lunar whose spirit shape has Minuscule Size may learn this as a Wits Charm.

Tyrant Mouse Dominion

Cost: —; **Mins:** Dexterity 5, Essence 2

Type: Permanent

Keywords: Totemic (Wits)

Duration: Permanent

Prerequisite Charms: Emerald Grasshopper Form

The Lunar shrinks even the most colossal forms to a grass-blade's size. She may use Emerald Grasshopper Form to grant her current shape Minuscule Size, instead of changing into a different form. Clothing and moonsilver artifacts rescale with her for this Charm's duration, while equipment incompatible with her reduced size is banished Elsewhere. Minuscule Size confers the following:

- She adds +3 Evasion against attacks by larger foes, or +2 Evasion against enemies with the Tiny Creature Merit. This counts as a Charm bonus.
- Larger characters subtract three successes from Awareness-based rolls to notice her, or two successes if they have the Tiny Creature Merit.
- Against enemies without Minuscule Size, the base damage of her **withering** attacks can't exceed (Strength) before adding attack roll extra successes or dice from Charms.
- Against enemies without Minuscule Size, her **decisive** attacks don't deal damage, but can still convey poison and similar maladies.
- She can't grapple characters without Minuscule Size or oppose the control rolls of grapples made by such characters.
- She's treated as having Strength 1 to determine what feats of strength she can attempt, and must use Charms to raise her effective rating in order to undertake a feat.
- If her form has the Tiny Creature or Legendary Size Merits, their effects are suppressed.

Totemic: A Lunar whose spirit shape has Minuscule Size may learn this as a Wits Charm.

Offense

Finding the Needle's Eye

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

Type: Supplemental

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: None

The Lunar's limbs flex and warp along unexpected angles to avoid obstacles between her and her prey. She rerolls (higher of Essence or 3) 1s on an attack roll and ignores a single point of Defense bonus from weapons, cover, or the Full Defense action.

With Dexterity 4, the Lunar may attack a lower-Initiative enemy through full cover with an appropriate stunt, but he receives +3 Defense.

Protean: If the Lunar attacks with an animal shape's tail, tentacles, or similar flexible appendages, she ignores an additional point of Defense bonus.

Coyote-and-Badger Tactic

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

Type: Supplemental

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Finding the Needle's Eye

Wrong-footing her foe with a deft feint, the Lunar creates an opening for her fellow hunters. A successful distract gambit causes her foe to lose half the amount of Initiative she spends, rounded up.

Protean: In animal forms with the Pack Hunting ability, the Lunar's victim loses the full amount of Initiative spent.

Weapon-Snatching Coils

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

Type: Supplemental

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Finding the Needle's Eye

Twisting her joints in directions they shouldn't twist or budding off prehensile tendrils, the Lunar wrests away her enemy's weapon. She imposes a −1 penalty on an enemy's Defense against a disarm gambit, and adds attack roll extra successes as bonus dice on the gambit's Initiative roll.

Protean: If the Lunar attacks with an animal form's tail, tentacles, or similar flexible appendages, she may fling a disarmed weapon out to medium range from its wielder with 3+ extra successes on the Initiative roll.

Striking Mospid Method

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

Type: Supplemental

Keywords: Withering-only

Duration: Instant

Prerequisite Charms: Finding the Needle's Eye

The Lunar feels the flow of Essence through every motion, guiding her inexorably to strike true. She rerolls (Essence) failed dice on a **withering** attack roll, beginning with 6s and moving down.

Foe-Driving Attack

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

Type: Supplemental

Keywords: Dual, Perilous

Duration: Instant

Prerequisite Charms: Striking Mospid Method

Pressing the advantage, the Lunar wears down her foe's defenses with swift, repeated strikes. When she attacks a character currently suffering an onslaught penalty, the penalty is increased by one against her attack. If she crashes him or deals 3+ **decisive** damage, this penalty lasts until his onslaught refreshes (in addition to the onslaught inflicted by the attack).

Many-Armed Warrior Panoply

Cost: —; **Mins:** Dexterity 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Lunar is master of as many weapons as she has hands to wield them with. While she has one full-cost attunement to an artifact weapon, she reduces the attunement cost of further artifact weapons by three motes each. This doesn't stack with other discounts. If she ends her full-cost attunement, she must commit enough motes to bring another attunement to its full cost, or else all discounted attunements end.

Needle Quill Technique

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar hardens a strand of hair into a barbed quill, plucks a razor-sharp feather, or draws a similar projectile from her body. This can be used as bow or crossbow ammunition, or thrown as

a dart (**Exalted**, p. 587). This Charm can't provide ammunition for firewands and other flame weapons.

A Dexterity 3 repurchase lets the Lunar pay a one-Initiative surcharge to reflexively reload a crossbow or similar compatible weapon with the Slow tag. This lets her use it with magic that creates multiple attacks, if she reloads before each attack past the first.

Bombardier Spittle Alchemy

Cost: —; **Mins:** Dexterity 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Needle Quill Technique

The Lunar secretes volatile fluids from her body. Needle Quill Technique becomes compatible with Flame weapons. The costs of Adder Fang Method and Rabid Beast Bite (p. XX) are reduced by one mote when used with Needle Quill Technique.

Stinging Ichneumon Scourge

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

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Needle Quill Technique

The Lunar's living projectiles transform, growing flesh-impaling hooks or flying after their quarry. When she attacks with Needle Quill Technique, her projectile continues to bedevil her enemy, preventing his onslaught penalty from falling below −1. This lasts (Essence) rounds for **withering** attacks, or one scene for **decisive** attacks. The target or an ally at close range can tear out or strike away the projectile with a difficulty 2 gambit, ending this effect.

Sinuous Striking Grace

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

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

Time seems to slow as the Lunar acts on well-honed instinct. This Charm must be used at the start of the round. The Lunar adds (higher of Dexterity or Wits) to her Initiative to determine when she acts. If she uses her turn to attack an enemy who hasn't acted that round, she adds a non-Charm die.

Cunning Beast-Warrior Reflexes

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Sinuous Striking Grace

The Lunar acts with fluid grace and incomparable coordination. She makes a flurry (**Exalted**, p. 195) that includes at least one physical action, reducing the penalty on each flurried action by one and ignoring the Defense penalty.

With Dexterity 5, Essence 3, the Lunar may pay a four-mote surcharge to flurry three actions, although she still can't include more than one of the same action in the flurry.

Wasp Sting Blur

Cost: 2m, 1wp; **Mins:** Dexterity 4, Essence 1

Type: Simple

Keywords: Dual

Duration: Instant

Prerequisite Charms: Cunning Beast-Warrior Reflexes

The Lunar's predatory instincts seize on a flaw in her prey's defense, striking with lightning speed. She makes an attack with (higher of Essence or 3) bonus dice. If this crashes her target or deals 3+ **decisive** damage, she reflexively makes a **decisive** attack against him. She rolls damage equal to the target's current onslaught penalty — counting onslaught inflicted by the initial attack (but not by itself) — and ignores Hardness. This doesn't include the Lunar's Initiative or reset it.

If the Lunar's initial attack incapacitates her target, she makes the reflexive attack against another enemy in range. It still uses her initial target's onslaught penalty to determine damage.

Consumptive Worm Hungers

Cost: —(+3m); **Mins:** Dexterity 3, Essence 2

Type: Permanent

Keywords: Dual

Duration: Permanent

Prerequisite Charms: Stinging Ichneumon Scourge

The Lunar's quills twist within the wounds they inflict, growing spines or secreting corrosive acid. She may pay a three-mote surcharge on Stinging Ichneumon Scourge to inflict ongoing harm. On **withering** attacks, the victim loses Initiative equal to the damage roll's 9s and 10s at the start of each of his turns (which the Lunar doesn't gain). On **decisive** attacks, he suffers one die of lethal **decisive** damage, ignoring Hardness, at the start of each of his turns. This ends when Stinging Ichneumon Scourge's effect does.

Twin Fangs Strike

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

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Coyote-and-Badger Tactic

As the Lunar forces an opening, her allies hasten to strike. A successful distract gambit lets its beneficiary take his turn immediately on the same tick if he hasn't acted this round.

Special activation rules: If this Charm is used with Deadly Wolf-Pack Onslaught or other effects that let a distract gambit benefit multiple allies, its cost must be paid separately for each.

Deadly Wolf-Pack Onslaught

Cost: 6m, 1wp; **Mins:** Dexterity 4, Essence 2

Type: Simple

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Twin Fangs Strike

Cornering their foe, the Lunar's fellow warriors unleash a vicious coordinated assault. She makes a distract gambit, and if successful, each of (Essence) allies receives the full Initiative cost paid. As usual, this Initiative is lost if not used to make a **decisive** attack against the gambit's target on each beneficiary's next turn.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack that resets the Lunar's Initiative against an enemy with a −2 or greater onslaught penalty.

Protean: In animal forms with the Pack Hunting ability, the Lunar can grant Initiative to crashed allies. They still count as crashed for all purposes except making **decisive** attacks against the gambit's target.

Hunter's Eye Precision

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

Type: Reflexive

Keywords: Perilous, Totemic (Perception), Uniform

Duration: Instant

Prerequisite Charms: Cunning Beast-Warrior Reflexes, Striking Mospid Method

Driven by pure will, the Lunar takes aim and fires in the instant that she spots her foe. She reflexively aims; this counts as a turn spent aiming for all purposes, like attacking from extreme range.

A Dexterity 5, Essence 3 repurchase waives this Charm's Willpower cost when the Lunar uses it to aim at a crashed enemy at medium range or further.

Totemic: A Lunar whose spirit shape has a vision-enhancing Merit may learn this as a Perception Charm, with Wolf-Eye Advantage (p. XX) as its prerequisite.

Birds-Fall-From-Flock Targeting

Cost: —(2m, 1wp); **Mins:** Dexterity 4, Essence 2

Type: Permanent

Keywords: Totemic (Perception)

Duration: Permanent

Prerequisite Charms: Hunter's Eye Precision

The Lunar hunts flock and herd, ever-ready to claim her prey. She can aim against all enemies within close range of a single point, instead of an individual. The benefits still only apply to a single attack, but she has more options in whom she attacks.

When she makes an attack that benefits from aiming, she can pay two motes and one Willpower to roll it before choosing which of the enemies she's aimed at to attack. Each potential target must declare defensive Charms before the roll. After rolling, she chooses whom to attack.

Totemic: A Lunar whose spirit shape has a vision-enhancing Merit may learn this as a Perception Charm.

Octopus-and-Spider Barrage

Cost: 8m, 1wp; **Mins:** Dexterity 4, Essence 2

Type: Simple

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Wasp Sting Blur

The Lunar's limbs fly with superhuman speed, raining down blows on those who oppose her. She makes up to (Essence + 1) **decisive** attacks, maximum five, against one or more enemies. She doesn't need to use the same Ability for all attacks, and may reflexively change weapons between attacks. Her Initiative is divided evenly among all attacks, rounded up, and doesn't reset until the final attack's completed, assuming at least one hit. She doesn't lose Initiative for missed attacks unless all of them miss.

Protean: In animal shapes with more than four limbs, each successful attack adds one die to the damage of all subsequent attacks. The bonus from multiple successful attacks stacks.

Unerring Fang Technique

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

Type: Supplemental

Keywords: Withering-only

Duration: Instant

Prerequisite Charms: Striking Mospid Method

Striking with unmatched speed and grace, the Lunar embodies the perfect warrior. When she adds a full Excellency to a **withering** attack roll, she adds a non-Charm success, and rolls a non-Charm die for every 10.

Agitation-of-the-Swarm Technique

Cost: 2m; **Mins:** Dexterity 4, Essence 3

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Cunning Beast-Warrior Reflexes, Weapon-Snatching Coils

Striking with supreme finesse, the Lunar denies her foe a tactical advantage in the same instant she wounds him. After landing a **decisive** attack that deals 3+ levels of damage, she may forgo one level of damage to either disarm her enemy or unhorse a mounted enemy.

With Dexterity 5, Essence 5, the Lunar need not forgo damage to include the gambit effect.

Toothless Pride Tactic

Cost: 7m, 1wp; **Mins:** Dexterity 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Agitation-of-the-Swarm Technique, Octopus-and-Spider Barrage

Moving in a whirlwind across the battlefield, the Lunar deprives her foes of their armaments. She makes a disarm gambit against all enemies within close range, making one attack roll and Initiative roll. The gambit's difficulty is (enemies hit x2, minimum 3), minimum 3. Alternatively, she may use this Charm with a ranged attack to make a disarm gambit against one foe and all enemies within close range of him, using the same rules as above.

This Charm also lets the Lunar make a disarm gambit against an entire battle group, waiving its Willpower cost. The difficulty of such gambits is (battle group's Size, minimum 3).

Deadly Raptor's Flight

Cost: 1m, 2i; **Mins:** Dexterity 5, Essence 3

Type: Reflexive

Keywords: Perilous, Totemic (Perception)

Duration: One turn

Prerequisite Charms: Hunter's Eye Precision

Honing her predatory focus, the Lunar marks her prey for death as she speeds across the battlefield. She may take a move action and aim on the same turn, and can flurry an aim with a rush or disengage. If she moves towards a foe and aims at him with Hunter's Eye Precision on the same turn, she waives its Willpower cost.

Totemic: A Lunar whose spirit shape has a vision-enhancing Merit may learn this as a Perception Charm.

Thousand Claw Affliction

Cost: 4m, 4i, 1wp; **Mins:** Dexterity 5, Essence 3

Type: Simple

Keywords: Perilous, Protean, Withering-only

Duration: Instant

Prerequisite Charms: Octopus-and-Spider Barrage

Moving in time to an instinctive battle rhythm, the Lunar unleashes rapid violence. She makes (Essence, maximum 5) **withering** attacks against one or more enemies. She doesn't need to use the same Ability for all attacks, and may reflexively change weapons between attacks. She can't gain more than (Essence) Initiative from any one damage roll (but still gains the full Initiative awards for hitting or crashing enemies).

This Charm can only be used once per scene, unless reset by incapacitating an enemy with a **decisive** attack that resets the Lunar's Initiative, then reaching Initiative 15+.

Protean: In animal shapes with more than four limbs, the Lunar can gain (Essence + 2) Initiative from each damage roll.

Running Through the Herd

Cost: —; **Mins:** Dexterity 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Thousand Claw Affliction

Urged ever onward by predatory instinct, the Lunar cuts a crimson swath across the battlefield. When she uses Octopus-and-Spider Barrage or Thousand Claw Affliction, she may move one range band towards an enemy, and may do so again after each successful attack. This collectively counts as her move action, and she can't do this if she's already taken one.

Protean: In animal shapes with more than four limbs, this Charm doesn't count as the Lunar's movement action.

Supreme Predator Alacrity

Cost: —; **Mins:** Dexterity 5, Essence 3

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Hunter's Eye Precision, Unerring Fang Technique

When the Lunar wins Join Battle, she receives a one-mote discount on the cost of Finding the Needle's Eye, Hunter's Eye Precision, Sinuous Striking Grace, Striking Mospid Method, and Unerring Fang Technique against lower-Initiative enemies for the scene.

Lightning Stroke Attack

Cost: 6m, 1wp; **Mins:** Dexterity 5, Essence 3

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Supreme Predator Alacrity

The Lunar strikes with blinding speed and impossible precision. To use this Charm, she must have Initiative 15+. She makes a single **decisive** attack, making two attack rolls and taking the higher result. She need only pay the cost of any Charms enhancing the attack once.

Heart-Piercing Instinct

Cost: 3m, 1wp; **Mins:** Dexterity 5, Essence 4

Type: Simple

Keywords: Perilous, Totemic (Perception), Uniform

Duration: One scene

Prerequisite Charms: Deadly Raptor's Flight

Homing in on her foe's weakness, the Lunar looses a perfect shot. When aiming to attack foes within medium range who are crashed or have a −2 or greater wound penalty, she also adds dice from aiming. If she'd normally add dice, they become non-Charm successes.

This Charm ends if the Lunar is crashed.

If the Lunar uses Hunter's Eye Precision on the same turn she uses this Charm, she waives its Willpower cost.

Totemic: A Lunar whose spirit shape has a vision-enhancing Merit may learn this as a Perception Charm.

Twisting Moonsilver Stroke

Cost: 4m, 2i; **Mins:** Dexterity 5, Essence 4

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Agitation-of-the-Swarm Technique

The Lunar outmaneuvers her foe with uncanny speed and finesse. After a successful gambit on her turn, she resets her attack (**Exalted**, p. 255) to make a non-gambit attack against the same foe. This Charm isn't compatible with grapple gambits.

Unhesitant Scorpion Lash

Cost: —; **Mins:** Dexterity 5, Essence 4

Type: Permanent

Keywords: Decisive-only, Protean

Duration: Permanent

Prerequisite Charms: Thousand Claw Affliction

The Lunar builds deadly momentum as she rains down countless blows, culminating in a lightning-swift deathblow. When she crashes one or more enemies with Thousand Claw Affliction, she can reflexively make a **decisive** attack against any one foe she hit. Alternatively, she may reflexively activate Octopus-and-Spider Barrage, although she can only attack enemies she crashed that tick.

Protean: In animal shapes with more than four limbs, if the Lunar incapacitates at least one nontrivial opponent, she gains one Willpower.

Greatest Huntress Mastery

Cost: 7m, 3a, 1wp; **Mins:** Dexterity 5, Essence 5

Type: Simple

Keywords: Decisive-only, Totemic (Perception)

Duration: Instant

Prerequisite Charms: Heart-Piercing Instinct, Lightning Stroke Attack

Warrior, weapon, and soul join in perfect predatory unity as the Lunar unleashes a single unerring strike. Her anima trails behind it, casting off countless after-images of her iconic display that converge on her foe. To use this Charm, she must be aiming at a crashed enemy whose Initiative is at least 20 lower than hers. She makes an unblockable, undogeable **decisive** attack against him.

This Charm can only be used once per scene, unless reset by gaining 20+ Initiative from a **withering** attack that crashes an enemy whose Initiative was higher than the Lunar's.

Totemic: A Lunar whose spirit shape has a vision-enhancing Merit may learn this as a Perception Charm, with Dread Tiger's Eye (p. XX) and Heart-Piercing Instinct as its prerequisites.

Defense

Agile Beast Defense

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

Type: Reflexive

Keywords: Protean, Uniform

Duration: Instant

Prerequisite Charms: None

Reflexes honed by Essence, the Lunar defends faster than her foes can imagine. Successfully defending against an attack grants one Initiative, and she can parry lethal damage barehanded. If her attacker's Initiative is lower than hers or he rolls any 1s, she gains +1 Defense.

Protean: In animal shapes with the Tiny Creature or Minuscule Size Merits, this Charm may be declared after the attack roll.

Bending Before the Storm

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

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Agile Beast Defense

The Lunar moves with impossible grace that only a shapechanger could achieve, shifting her form and stance to close gaps in her defense. She halves all penalties, rounded down, to her Defense. Against lower-Initiative attackers, she ignores all Defense penalties. This doesn't affect penalties from surprise attacks (**Exalted**, p. 203).

Ferocious Guardian Beast Stance

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

Type: Reflexive

Keywords: Uniform

Duration: One scene

Prerequisite Charms: Bending Before the Storm

The Lunar's blade is a quicksilver flash as she defends her charge. She reflexively takes a defend other action (**Exalted**, p. 196). Her protection lasts for this Charm's duration, but the ally must remain within close range to receive it. She treats any character attacking her ward as having lower Initiative than her for purposes of Agile Beast Defense and Bending Before the Storm. This Charm ends if she uses a defend other action on another character.

Golden Tiger Stance

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

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Until next turn

Prerequisite Charms: Bending Before the Storm

Adapting a fluid battle stance, the Lunar moves in perfect synchrony with her enemy's blows. She gains +1 Defense, and doesn't incur onslaught penalties from attacks that miss her. Whenever she uses Bending Before the Storm to successfully defend against an attack, her attacker loses one Initiative (which she doesn't gain).

Coiled Serpent Strikes

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

Type: Reflexive

Keywords: Counterattack, Decisive-only

Duration: Instant

Prerequisite Charms: Agile Beast Defense

The Lunar answers her foe's provocation with unthinking speed. If an attack misses her, she makes a **decisive** counterattack. She may reflexively ready a weapon for the counterattack.

With an Essence 2 repurchase, when the Lunar is attacked multiple times on the same tick, counterattacking with this Charm doesn't reset her Initiative until the tick ends.

Ever-Evolving Defense

Cost: —; **Mins:** Dexterity 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Quicksilver Second Face (x2)

Dancing between myriad shapes, the Lunar is too unpredictable to be caught. If she uses Quicksilver Second Face (p. XX) against an attack that misses her, she gains two Initiative.

With a Dexterity 4 repurchase, she can pay a four-mote surcharge to use Quicksilver Second Face after an attack is rolled, as long as she takes on a form she hasn't previously used that scene. This surcharge is waived while using Constant Quicksilver Rearrangement (p. XX).

Fleet Gazelle Exercise

Cost: 4m, 1wp; **Mins:** Dexterity 3, Essence 2

Type: Reflexive

Keywords: Perilous, Uniform

Duration: One scene

Prerequisite Charms: Bending Before the Storm

Though countless enemies pursue her, the Lunar is the most elusive of prey. She gains +1 Evasion. At the end of each round in which she was attacked but was not hit, she gains one Initiative.

Nimble Squirrel Evasion

Cost: 6m; **Mins:** Dexterity 4, Essence 2

Type: Reflexive

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Fleet Gazelle Exercise

Outmaneuvering her foe with supreme agility and wily cunning, the Lunar forces him into disadvantageous footing. After successfully dodging a **decisive** attack, she can use this Charm, causing her attacker to lose Initiative equal to the 1s on the attack roll (which she doesn't gain), maximum (Lunar's Essence).

Protean: In animal shapes with the Tiny Creature or Minuscule Size Merit, the attacker's 2s also cause him to lose Initiative.

Foe-Baiting Sidestep

Cost: 3m, 1wp; **Mins:** Dexterity 4, Essence 2

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Nimble Squirrel Evasion

The Lunar lures her aggressor into an ill-considered advance, evading his strike and turning his momentum against him. After successfully dodging a **decisive** attack from close range, she may use this Charm to move one range band back from her attacker, who stumbles one range band forward into her former position, if possible. Neither of these count as move actions. If this directly imperils the foe — perhaps she was hovering just off a cliff's edge as a bird — the Storyteller should let him roll to avoid this harm, e.g., grabbing onto the cliff's side with (Dexterity + Athletics).

Gleaming Crescent Block

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

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Coiled Serpent Strikes

Spotting the imperfection in a foe's attack, the Lunar blocks with a perfectly timed parry, creating an opening in her attacker's guard. She may use this Charm after an attack roll against her Parry, causing (Essence) 1s to subtract successes. If she uses this Charm with Coiled Serpent Strike and successfully parries, she she also adds that many dice on the counterattack's damage roll.

Sensing the Deadly Flow

Cost: 3m, 1wp; **Mins:** Dexterity 4, Essence 2

Type: Simple

Keywords: Uniform

Duration: One scene

Prerequisite Charms: Golden Tiger Stance

Essence-honed instincts guide the Lunar; she anticipates every attack, and sees the path she must follow to avoid or deflect them. Her Defense isn't reduced by wound penalties, onslaught penalties, or being grappled. She waives Golden Tiger Stance's Initiative cost and removes the Perilous keyword from it, and lowers Bending Before the Storm's cost by one mote.

Vigilant Mastiff Technique

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

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Ferocious Guardian Beast Stance

Those sheltered behind the Lunar will find no safer refuge. She gains +1 Parry against an attack directed at a character she's protecting with a defend other action. If the attacker beats her Parry, he must direct the attack against her, rather than her ward.

If the Lunar knows Heron Sheds Rain, Vigilant Mastiff Technique lets her parry unblockable attacks against her ward.

Cunning Prey Reversal

Cost: 4m; **Mins:** Dexterity 4, Essence 3

Type: Reflexive

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Nimble Squirrel Evasion

The Lunar is always just beyond her enemy's reach, an untouchable mirage that grows only more distant as he advances. She adds +1 Evasion against a **decisive** attack. If she successfully dodges, she gains any Initiative her attacker loses for missing.

Protean: In animal shapes with the Tiny Creature or Minuscule Size Merit, the Lunar may use this Charm after an attack roll.

Snarling Watchdog Retribution

Cost: 8m, 1wp; **Mins:** Dexterity 4, Essence 3

Type: Reflexive

Keywords: Counterattack, Decisive-only

Duration: Instant

Prerequisite Charms: Coiled Serpent Strikes, Vigilant Mastiff Technique

Any fool with temerity enough to come between the Lunar and her ward must face a divine guardian-beast's unleashed fury. To use this Charm, the Lunar must have Initiative 10+. When an enemy attacks a character protected by her defend other action, she makes a **decisive** counterattack, adding her ward's Initiative to her own to determine damage. A successful attack resets her Initiative, but not her ward's.

Flowing Body Evasion

Cost: 5m (+1wp); **Mins:** Dexterity 5, Essence 3

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Fleet Gazelle Exercise

In the instant she's struck, the Lunar's body becomes fluid and malleable. Blades and arrows move through her flesh without harming it; the tiniest gaps in an avalanche let her fluid form pass; she even seeps through acid and lava unharmed. She can apply Evasion against undodgeable attacks (but not ambushes), or else gain +1 Evasion. If an attack beats her Evasion, she may pay one Willpower to subtract (her Evasion against the attack) successes from the damage roll. If she takes no damage from a non-gambit attack, she's considered to have dodged it.

Alternatively, she may use this Charm, paying its Willpower surcharge, to perfectly dodge a source of uncountable damage, rendering her immune to a recurring source of uncountable damage for a scene.

Heron Sheds Rain

Cost: 5m (+2m, 1wp); **Mins:** Dexterity 5, Essence 3

Type: Reflexive

Keywords: Perilous, Uniform

Duration: Instant

Prerequisite Charms: Gleaming Crescent Block

In an instant of supreme speed, the Lunar's guard approaches infinity. She can apply Parry against unblockable attacks (but not ambushes). For a two-mote, one-Willpower surcharge, she rolls Initiative, adding successes to her Parry as a non-Charm bonus. This resets her to base Initiative. If she uses this Charm with Coiled Serpent Strikes, her Initiative doesn't reset until after the counterattack.

Alternatively, she can use this Charm, paying its surcharge, to perfectly parry a source of uncountable damage without resetting Initiative, rendering her immune to a recurring source of uncountable damage for a scene. She might use her claws to carve out a shelter in which to weather an avalanche, or turn aside a hurricane's winds with a sword-stroke.

This Charm can only be used once per scene, unless reset by gaining 20+ Initiative in an instant.

Shadow-Chased Silver Defense

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

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Sensing the Deadly Flow

Embodying predator and prey, the Lunar impossibly moves away and toward her foe simultaneously, both evading and intercepting. She adds Evasion to her Parry, or vice versa. She can enhance her Defense with Charms that only apply when she uses that form of defense —

e.g., if she added Parry to Evasion, she could enhance it with Heron Sheds Rain. She can't add Evasion against undodgeable attacks, or Parry against unblockable attacks.

This Charm can only be used once per scene, unless reset by successfully defending against three **decisive** attacks from nontrivial enemies.

Becoming Water's Envy

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

Type: Reflexive

Keywords: Decisive-only, Perilous

Duration: Instant

Prerequisite Charms: Flowing Body Evasion

Flowing and transcendent, the Lunar denies the boundary between herself and the world, and so cannot be harmed by anything in it. After a non-gambit **decisive** attack beats her Evasion, but before damage is rolled, she can use this Charm, rolling (current temporary Willpower + her Evasion against the attack), unmodified by any other effects. If the attack would inflict fewer levels of damage than her successes, it's negated entirely, passing harmlessly through her. She's considered to have dodged it. This doesn't apply against attacks that would deal enough damage to incapacitate her.

This Charm can only be used once per day unless reset by dodging every attack made against her, minimum three, in a combat scene involving at least one nontrivial enemy. This can include the scene she used it in, assuming she's dodged every attack prior to using it.

Mobility

Graceful Crane Stance

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: None

The Lunar shapeshifts to lighten her bones and strengthen her footing. She gains perfect balance, and can stand or run on surfaces too narrow or weak to support her normally without needing to roll.

Cat-Footed Grace

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

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Graceful Crane Stance

A fallen Lunar may regain her footing without moving, reshaping her form so that she stands upright. She reflexively rises from prone (**Exalted**, p. 198), rerolling 1s until they cease to appear. This doesn't count as her move action, and can be done outside her turn.

Wind-Dancing Method

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

Type: Reflexive

Keywords: None

Duration: One round

Prerequisite Charms: Graceful Crane Stance

The Lunar unfolds patagia or lightens her body to swoop gracefully through the air. She slows her descent while falling (**Exalted**, p. 232), descending only one range band that round instead of immediately plummeting to the ground. She may move one range band horizontally in the air, which doesn't count as her move action. Range bands she glides through with this Charm don't count toward falling damage.

Instinct-Driven Beast Movement

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

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: None

The Lunar moves in a blur of superhuman speed. She adds a success to a movement action or an interval of a speed-based extended action. Succeeding on an opposed roll in combat grants one Initiative.

Protean: In animal forms with a Speed Bonus, the Initiative awarded to the Lunar for a successful opposed roll is stripped from one of the characters opposing her (her choice).

Spider-Climbing Attitude

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

Type: Reflexive

Keywords: Totemic (Wits)

Duration: Until next turn

Prerequisite Charms: Graceful Crane Stance, Instinct-Driven Beast Movement

The Lunar finds purchase on smooth stone and craggy overhangs, reshaping her body to maintain her grip. She can move up or down sheer vertical surfaces like walls or move upside down on horizontal surfaces like ceilings. If she ends her movement somewhere she couldn't normally stand and doesn't use this Charm on her next turn, she falls as usual.

Totemic: A Lunar whose spirit shape can adhere to and climb sheer surfaces may learn this as a Wits Charm, with Moon-Cloaked Wanderer (p. XX) as its prerequisite.

Wounded Beast Flight

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Instinct-Driven Beast Movement

The Lunar's rage hastens her retreat; she knows she must survive to claim vengeance. She ignores wound penalties on a disengage or withdraw roll, converting them to bonus dice. If her wound penalty is −2 or higher, she doesn't lose Initiative for disengaging.

Swift Killer Style

Cost: 1m, 2i (+1wp); **Mins:** Dexterity 5, Essence 1

Type: Supplemental

Keywords: Perilous, Protean, Uniform

Duration: Instant

Prerequisite Charms: Wounded Beast Flight

The Lunar is a frenetic blur of violence, the momentum of her blows impelling her across the battlefield. To use this Charm, she must move into close range with an enemy and attack him on the same turn. If successful, she reflexively moves one range band in any direction. This doesn't count as her move action.

Protean: In flying or aquatic animal shapes, the Lunar may pay a one-Willpower surcharge to instead ascend or descend two range bands through air or water, respectively.

Shifting Octopus Trick

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

Type: Supplemental

Keywords: Mute, Protean

Duration: Instant

Prerequisite Charms: None

The Lunar renders her body malleable and amorphous, flowing through binding chains or a mighty beast's grasp. This Charm aids in escaping physical restraints on the Lunar's person, like picking the lock on manacles around her wrists or wriggling out of ropes tied around her. Against magical restraints, she doubles 9s and adds (Essence) successes. Against mundane restraints, she escapes regardless of her roll's result — instead, failure means a complication ensues, such as her lockpick breaking as she opens the manacles, or escaping taking long enough that her captors have returned.

Alternatively, this Charm can be used when the Lunar opposes an enemy's grapple control roll, rolling with (Dexterity + [Athletics, Brawl, Larceny, or Martial Arts]) and doubling 9s.

Protean: In animal shapes with the Contortionist Merit, the Lunar doubles 8s instead.

Quicksilver Armor Approach

Cost: 1m (2m); **Mins:** Dexterity 3, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Shifting Octopus Trick

The Lunar's flesh flows into or out of her armor, fitting it as naturally as a second skin. She can complete a minute's worth of effort to don or remove armor (**Exalted**, p. 591) in one turn. Alternatively, she ignores armor mobility penalties on one action. The latter effect costs two motes if used to negate heavy armor's mobility penalty.

An Essence 2 repurchase lets the Lunar use this Charm to assist another character in rapidly donning or removing armor. She can also use it to speed tacking a mount (**Exalted**, p. 204) or to negate her mount's mobility penalty from barding.

Predator Grace Technique

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

Type: Supplemental

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Instinct-Driven Beast Movement

When the hunter falls on the herd, the weak and feeble have no hope of escape. When the Lunar rushes an enemy, she adds his wound penalty as non-Charm dice.

Ferocious Hound Pursuit

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

Type: Supplemental

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Predator Grace Technique

Feral Essence urges the Lunar onwards in pursuit of her prey. A successful rush against a lower-Initiative enemy lets her advance one range band towards her target immediately, instead of a rush's usual effect. This doesn't count as her move action.

Silver Jaguar Pounce

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Ferocious Hound Pursuit

Sensing weakness, the Lunar moves in for the kill. When an enemy within short range is crashed or suffers enough **decisive** damage to increase his wound penalty, she moves one range band towards him. This doesn't count as her move action. If she makes a **decisive** attack against him on or before her next turn, she adds (Essence) dice of damage.

If the Lunar knows Relentless Cheetah Pace, she may use it with this Charm to advance on a foe within medium range, instantly moving to close range.

Shifting Many-Legged Stride

Cost: 4m; **Mins:** Dexterity 3, Essence 2

Type: Reflexive

Keywords: Protean

Duration: Instant

Prerequisite Charms: Graceful Crane Stance, Instinct-Driven Beast Movement

The Lunar's legs change with every footfall, adapting to whatever landscape she traverses. She ignores the effects of non-magical difficult terrain (**Exalted**, p. 199) on a single move action. Alternatively, she raises the difficulty of a gambit that would impede her movement, including grapple and unhorse gambits, by (Essence).

Protean: In animal shapes with a Speed Bonus, the Lunar also adds (Essence) dice on an enhanced move action, or raises a gambit's difficulty by an additional point.

Bounding Hare Evasion

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

Type: Supplemental

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Wounded Beast Flight

Receding from the midst of battle in a blur of speed, the Lunar distances herself from her foes. On a successful disengage, she moves two range bands away from her enemy instead of one, instead of receiving additional movement if her foe pursues her. She can't attack and use this Charm on the same turn.

Cornered Rat Frenzy

Cost: 5m; **Mins:** Dexterity 4, Essence 2

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Sinuous Striking Grace, Wounded Beast Flight

A Lunar who can't escape her pursuers grows even deadlier in her desperation. To use this Charm, she must have Initiative 10+. She adds (Essence) non-Charm dice on a disengage roll. If she fails, she makes a reflexive **decisive** attack against an enemy who beat her disengage roll (losing Initiative for disengaging before she attacks). Each 10 on the disengage roll adds a non-Charm die to her attack roll. If she incapacitates the only enemy who beat her roll, she's considered to have successfully disengaged.

This Charm bypasses Bounding Hare Evasion's restriction on attacking in the same turn.

A Lunar with Thousand Claw Affliction (p. XX) may pay one Willpower after a failed disengage to instead roll a single **decisive** attack against each enemy who beat it, dividing her Initiative evenly among each enemy hit (rounded up) to determine the damage rolled.

Quicksilver Guardian Defense

Cost: —(2i); **Mins:** Dexterity 4, Essence 2

Type: Permanent

Keywords: Perilous, Protean

Duration: Permanent

Prerequisite Charms: Ferocious Guardian Beast Stance, Instinct-Driven Beast Movement

Moving faster than the eye can see, the Lunar interposes herself between her ward and his attacker. When she uses Ferocious Guardian Beast Stance (p. XX), her defend other action extends to short range. When her ward is attacked, she may pay two Initiative to move one range band towards him, if this brings him within short range. This doesn't count as her move action.

If the Lunar protects her Solar mate with this Charm, she regains its Initiative cost if she parries an attack against him or the attacker targets her instead of him.

Protean: In flying animal forms, the Lunar may ascend one range band vertically after moving to protect an ally with this Charm.

Relentless Cheetah Pace

Cost: 5m, 1wp; **Mins:** Dexterity 4, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Ferocious Hound Pursuit

Surrendering to instinct and Essence, the Lunar lets predatory impulse drive her towards her prey at blinding speed. She rushes an enemy within medium range. If successful, she automatically advances one range band toward him on each of his next two turns, in addition to her normal movement, instead of a rush's usual effect. If she uses this Charm together with Ferocious Hound Pursuit, she instead instantly flashes into close range with her target.

Subterfuge

Night Stalker Approach

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

Type: Reflexive

Keywords: Mute, Totemic (Manipulation)

Duration: Instant

Prerequisite Charms: None

Gleaning subtlety from the shadows, the Lunar darkens her soul's light. She mutes all motes spent on a Larceny roll, Stealth roll, or action taken in concealment.

Totemic: A Lunar whose spirit shape has the Tiny Creature or Minuscule Size Merits may learn this as a Manipulation Charm.

Skulking Rat Spirit

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

Type: Supplemental

Keywords: Mute, Protean

Duration: Instant

Prerequisite Charms: None

The Lunar moves without trace, leaving no sign of her presence. She rerolls 1s until they cease to appear on a Stealth roll, conceal evidence roll, or cover tracks roll.

Protean: In animal shapes with the Tiny Creature or Minuscule Size Merits, the Lunar also rerolls 2s until they cease to appear.

Unseen Predator Menace

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

Type: Supplemental

Keywords: Mute, Protean

Duration: Instant

Prerequisite Charms: Skulking Rat Spirit

Shrouding her killing intent in darkness, the Lunar remains unnoticed until she strikes. Her Stealth roll ignores the penalty for concealment in combat. Each enemy whose opposed roll she beats loses one Initiative (which she doesn't gain).

Protean: In animal shapes with the Ambush Hunter ability, each 10 on the Lunar's Stealth roll lets her gain one Initiative lost by an enemy this way.

Snake-Finger Style

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

Type: Supplemental

Keywords: Mute, Totemic (Manipulation)

Duration: Instant

Prerequisite Charms: None

The Lunar's fingers move with supreme precision and fluidity, dipping in and out of a merchant's pocket or teasing a lock's tumblers open from inside. She doubles 9s on a roll to pickpocket a character, pick a lock, disable a trap, cheat at cards or dice, poison a drink, or similar actions. She suffers no penalties or increased difficulty from lacking equipment.

Totemic: A Lunar whose spirit shape has the Tiny Creature or Minuscule Size Merits may learn this as a Manipulation Charm.

Midnight Phantom Movement

Cost: 4m; **Mins:** Dexterity 3, Essence 2

Type: Supplemental

Keywords: Mute, Protean

Duration: Instant

Prerequisite Charms: Instinct-Driven Beast Movement, Skulking Rat Spirit

The Lunar slips unnoticed across the battlefield, weaving out of sightlines and into blind spots. She adds (higher of Essence or 3) dice on a Stealth roll to maintain concealment while moving, and ignores the increased penalty for crossing wide-open terrain (**Exalted**, pp. 203-204).

Protean: In animal shapes with the Ambush Hunter ability, the Lunar can use this Charm to rush from concealment. She adds its bonus on both the rush and her Stealth roll.

Elusive Prey Approach

Cost: 3m, 3i; **Mins:** Dexterity 4, Essence 2

Type: Reflexive

Keywords: Mute, Perilous, Uniform

Duration: Instant

Prerequisite Charms: Midnight Phantom Movement

Adapting to the flow of an enemy's attack, the Lunar moves with it to step into her attacker's blind spot. After dodging an attack, she may use this Charm to reflexively roll to enter concealment, subject to the usual penalties for Stealth in combat.

Thieving Magpie Prana

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

Type: Supplemental

Keywords: Mute, Totemic (Manipulation)

Duration: Instant

Prerequisite Charms: Skulking Rat Spirit, Snake-Finger Style

Creeping unnoticed through palatial treasure-halls, the Lunar walks away bedecked with others' riches. She adds (Essence) non-Charm dice to a Larceny roll, either to pickpocket a character who can't perceive her or to otherwise steal an object unnoticed while in concealment. If

successful, characters who failed to beat her Stealth roll can't notice the theft until (Lunar's Essence) minutes have passed, or circumstances draw attention to it.

Totemic: A Lunar whose spirit shape has the Tiny Creature or Minuscule Size Merits may learn this as a Manipulation Charm, with Snake-Finger Style and Moonlight-on-Mist Puzzle (p. XX) as its prerequisites.

Flashing Steel Reversal

Cost: 1m, 1wp; **Mins:** Dexterity 4, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Thieving Magpie Prana, Weapon-Snatching Coils

In a blur of superhuman speed and shifting flesh, the Lunar relieves foes of their weaponry. She makes a disarm gambit against a lower-Initiative enemy, adding (Larceny) dice on the attack and Initiative rolls. If she has a free hand and is within close range of a successfully disarmed enemy, she may reflexively ready the disarmed weapon. If she steals an artifact weapon attuned by another character, she still suffers the penalties for wielding it unattuned (**Exalted**, p. 594).

With Essence 3+, stealing an artifact weapon breaks its wielder's attunement, and the Lunar may reflexively commit its attunement cost.

Night's Swift Fang

Cost: 4m, 1wp; **Mins:** Dexterity 5, Essence 2

Type: Reflexive

Keywords: Mute, Protean

Duration: One scene

Prerequisite Charms: Unseen Predator Menace

Moving too fast for her prey to react, the shadow-stalker claims her due. If the Lunar is concealed from all enemies at the start of a round, she gains (Essence/2, rounded up) Initiative, and takes her turn before any other character. If this Charm's priority is contested by similar magic, the highest stunt wins. If the Lunar's Initiative was already high enough to act first (after adding this Charm's bonus) and she makes an unexpected attack on her turn, she adds a free full Excellency.

This Charm can only be used once per scene.

Protean: In animal shapes with the Ambush Hunter ability, the Lunar gains (Essence) Initiative instead.

Argent Whisper Cunning

Cost: 3m; **Mins:** Dexterity 5, Essence 3

Type: Reflexive

Keywords: Mute, Protean

Duration: One turn

Prerequisite Charms: Midnight Phantom Movement

Well-versed in subtle ways, the Lunar conducts her midnight works unseen. She flurries a Stealth roll with another action, as long as it's not an attack or other action that would break concealment.

A repurchase lets the Lunar pay a one-Willpower surcharge to flurry a **decisive** attack from concealment with a Stealth roll. If the attack succeeds, she must use her reflexive movement action to enter a new place of concealment (without needing to disengage) and roll Stealth. She can't use this effect with no hiding place to move to. If her attack misses, the Stealth roll automatically fails, but her move action isn't consumed.

Protean: In animal shapes with the Ambush Hunter ability, the Lunar ignores flurry penalties.

Shadow Talon Execution

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

Type: Simple

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Night's Swift Fang

The Lunar is the last thing her unwary prey ever sees. She makes a **decisive** ambush against an enemy, assuming she meets the normal requirements to do so (**Exalted**, p. 203), adding attack roll extra successes as dice on the damage roll.

Protean: In animal shapes with the Ambush Hunter ability, the Lunar doubles 9s on the attack roll.

Silent Swooping Owl

Cost: 3m; **Mins:** Dexterity 5, Essence 3

Type: Reflexive

Keywords: Mute

Duration: Until next turn

Prerequisite Charms: Elusive Prey Approach

Utterly in control of her body's slightest involuntary acts, the Lunar makes no sound save when she wishes to. Any actions she takes with any Attribute become perfectly silent for this Charm's duration, undetectable by hearing-based rolls. Indirect consequences of her action are still audible: If she discharges a firewand, it will make no sound, but her victim's cry of pain or the sound of ignited scenery burning will.

Twisting Penumbra Veil

Cost: 7m, 4i, 1wp; **Mins:** Dexterity 5, Essence 3

Type: Reflexive

Keywords: Clash, Mute, Perilous, Protean

Duration: Instant

Prerequisite Charms: Silent Swooping Owl

As an enemy lunges at the Lunar, she recedes like evening mist, vanishing into the shadows. To use this Charm, she must have Initiative 12+ and be within at short range of a viable hiding spot. She clashes an attack with (Dexterity + Stealth), ignoring penalties for Stealth in combat. If successful, she moves one range band to enter the hiding spot, if necessary, and automatically establishes concealment against her attacker. All other onlookers roll (Perception + Awareness) against her roll to determine if she establishes concealment against them. This doesn't count as her move action. If she loses the clash, she doesn't enter concealment.

This Charm can only be used once per scene, unless reset by landing a **decisive** unexpected attack that resets the Lunar's Initiative.

Protean: In animal shapes with the Tiny Creature or Minuscule Size Merits, those Merits impose their penalty on larger foes' clashing attack rolls as though they were Awareness rolls.

Cryptic Unknown Beast

Cost: 10m, 1wp; **Mins:** Dexterity 5, Essence 4

Type: Reflexive

Keywords: Mute, Protean

Duration: Instant

Prerequisite Charms: Twisting Penumbra Veil

Others glimpse the Lunar for only for a heartbeat before she vanishes, leaving them doubting their own eyes. After other characters have made Awareness rolls opposing her Stealth, she forces them to reroll all dice that show successes.

This Charm can only be used once per scene, unless reset by incapacitating a nontrivial enemy with an unexpected attack and then establishing concealment against all enemies.

Protean: In animal shapes with the Ambush Hunter ability, if the Lunar's roll establishes concealment against all enemies while in combat, she rolls Join Battle.

Swarm

Cunning Anglerfish Decoy

Cost: 5m (1m); **Mins:** Dexterity 5, Essence 1

Type: Simple

Keywords: Mute, Totemic (Manipulation, Wits)

Duration: Indefinite

Prerequisite Charms: Bending Before the Storm, Skulking Rat Spirit

Plucking a hair from her head, shedding a tear, or spitting on the ground, the Lunar transforms a cast-off piece of her body into a duplicate. She creates a copy of her current form within close range, complete with convincing (if non-functional) duplicates of her equipment. It lacks true intelligence or agency, and can't make actions requiring rolls, but it's a realistic imitation of her.

It can't move beyond medium range from the Lunar; doing so causes it to revert to whatever it was created from.

The duplicate uses the Lunar's Evasion, Parry, and Guile. If hit by an attack, it dissipates in a silver flash. Characters with superhuman or magically enhanced senses can roll (Perception + Awareness) against its Guile to identify it as a fake. Additionally, the duplicate's limited ability to carry on conversation means that characters who converse with it for a few minutes can identify it as false with a successful read intentions roll.

Using this Charm lets the Lunar reflexively roll Stealth to enter concealment, even without a hiding place. Enemies whose opposed rolls fail believe she is the duplicate and it is her, although they can see through this concealment if they subsequently identify the duplicate as false.

This Charm can be stacked to create up to (Essence + 5) total duplicates. Activations past the first costs one mote.

Totemic: A Lunar whose spirit shape has the Tiny Creature or Minuscule Size Merits may learn this as a Manipulation Charm with Falling Leaf Distraction (p. XX) as its prerequisite, or as a Wits Charm with Cuckoo's Nest Cunning (p. XX) as its prerequisite.

Thousandfold Wasp Dance

Cost: 5m, 4i, 1wp; **Mins:** Dexterity 5, Essence 2

Type: Simple

Keywords: Perilous, Totemic (Wits)

Duration: One scene

Prerequisite Charms: Cunning Anglerfish Lure, Emerald Grasshopper Form

The Lunar's innards roil and churn as she gathers all her aggression, frustration, and stress, manifesting them as a cloud of vermin. She disgorges a swarm of a Minuscule Size animal whose shape she possesses, which flies or scurries to a location within medium range. This swarm is a difficulty (Dexterity or Wits), Damage (Essence, maximum 5)L/round environmental hazard that affects all characters — friend or foe — within short range of its center. Other characters moving through the swarm must spend one Initiative per round, as though it were a battle group. On her turn, the Lunar may reflexively move the swarm one range band in any direction as her move action.

An enemy with appropriate weaponry, like a firewand, can disperse the swarm with a difficulty 7 gambit. Even if he fails the Initiative roll, reduce the difficulty of subsequent gambits by his successes.

Totemic: A Lunar whose spirit shape has Minuscule Size may learn this as a Wits Charm.

Ant-and-Starfish Trick

Cost: —(3m, 1wp); **Mins:** Dexterity 5, Essence 3

Type: Permanent

Keywords: Totemic (Manipulation, Wits)

Duration: Permanent

Prerequisite Charms: Cunning Anglerfish Decoy

Dividing her Essence among multiple bodies, the Lunar unfolds an aspect of her myriad selfhood. She may use Cunning Anglerfish Decoy for three motes and one Willpower to create a replica with full-fledged personhood and agency, immediately rolling it into battle if used in combat. It has the following traits:

- It's fully independent, capable of acting and making decisions for itself. If the Lunar creates a replica of a human form, it has her Attributes, Abilities, specialties, and Innate Merits. If she creates a replica of an animal form, it uses that animal's traits except as noted below. She can't create replicas of Legendary Size or Minuscule Size animals.
- It has the Lunar's Tell, Willpower, health track, and Intimacies. It gains a Defining Tie of loyalty towards the Lunar, which can't be weakened or altered.
- It can travel up to (Essence) miles from the Lunar before dissipating.
- It has Essence 1, no mote pool, and can't shapeshift or use Charms, anima powers, spells, Evocations, etc.
- It carries functioning copies of any equipment the Lunar has, although artifacts are replaced by superficially identical but mundane equivalents. These dissolve if separated from the replica for more than a scene.
- Observers can't identify the replica as a duplicate with read intentions actions unless enhanced with magic or benefitting from superhuman senses.
- The Lunar may touch a replica and end this Charm to absorb it into herself, gaining its memories. If she ends this Charm without doing so or a replica is killed, she doesn't gain its memories.

Replicas enhanced with this Charm count towards the maximum the Lunar can have, but don't benefit from the discount for multiple activations.

Totemic: A Lunar whose spirit shape has the Tiny Creature or Minuscule Size Merits may learn this as a Manipulation or Wits Charm.

Living Hive Transformation

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

Type: Simple

Keywords: Counterattack, Decisive-only, Totemic (Stamina)

Duration: One scene

Prerequisite Charms: Coiled Serpent Strikes, Cunning Anglerfish Decoy

The Lunar's flesh twists and writhes, portions of her body transforming into small animals or parts of larger creatures. Skin unwinds into serpents; hornets burrow out of her flesh; sharp-fanged maws open across her body. When an enemy successfully attacks her from close range, she can make a **decisive** counterattack with an unarmed attack or natural weapon. This deals (Essence) dice of lethal damage, ignoring Hardness. It doesn't include or reset the Lunar's Initiative. She adds (Essence) dice of damage to counterattacks made with Coiled Serpent Strikes (p. XX) from close range using unarmed attacks or natural weapons.

While clinched, counterattacks enhanced with this Charm ignore penalties for being grappled, and the Lunar can respond to her enemy's restrain, drag, release, or other non-attack grapple actions with counterattacks. If she controls a grapple, she may make one reflexive **decisive** attack on each of her turns against her victim, which functions identically to this Charm's counterattacks.

Special activation rules: When the Lunar uses Deadly Beastman Transformation (p. XX), she may reflexively activate this Charm.

Totemic: Lunars with a hive-dwelling spirit shape may learn this as a Stamina Charm, with Salamander's Tail Feint (p. XX) as its prerequisite.

Hungry All-Consuming Cloud

Cost: —(4m per turn); **Mins:** Dexterity 5, Essence 4

Type: Permanent

Keywords: Totemic (Wits)

Duration: Permanent

Prerequisite Charms: Ant-and-Starfish Trick, Emerald Grasshopper Form

Taking on the shape of a vast swarm, the Lunar unleashes the multitude of herself. When she uses Emerald Grasshopper Form to become a Minuscule Size animal, she may become a swarm. She must pay four motes on each subsequent turn to maintain this. Her swarm-shape loses Minuscule Size's effects (p. XX), gaining the following instead:

- She gains (lowest of Dexterity, Stamina, or Wits) temporary −0 health levels. These temporary levels are the first to be filled when she takes damage, and vanish when filled.
- She gains a swarming attack with light weapon traits (Accuracy +4, Damage +7, Defense +0, Overwhelming 1) and the Lethal, Brawl, Flexible, Grappling, Natural, and Piercing tags. Swarming attacks apply to all enemies within close range, using one attack roll. On **withering** attacks, only the highest damage roll awards Initiative. On **decisive** attacks, she divides her Initiative evenly among all hit enemies (rounding up) to determine the damage rolled against them. On gambits, she likewise divides her Initiative evenly among hit enemies (rounding up) for Initiative rolls, though she need only pay the gambit's Initiative cost once. Grappling has additional rules, detailed below. Swarming attacks are incompatible with Simple Charms.
- On a successful grapple, she makes one (Strength + Brawl) control roll opposing each enemy she succeeded on the Initiative roll against. On each turn of the clinch, she may either restrain all foes, expending two rounds of control over each of them; make one **withering** or **decisive** savaging attack against all clinched foes, as described above; or release all foes.
- She can't use Parry to defend. She gains +3 Evasion; halves the minimum damage of **withering** attacks against her, rounded down; and subtracts one level of damage from **decisive** attacks against her. These benefits don't apply against weapons with the Flame or Siege tags, attacks enhanced by magic capable of striking multiple enemies or an area of effect, or other effects the Storyteller deems capable of harming the entire swarm. She's immune to grapples, unless enhanced with magic that could feasibly constrain her swarm-self.

- Human-sized or smaller characters suffer a −3 penalty on rolls opposing her rushes or disengages, and rolls to disengage from her. They must disengage to move away from her while at short range or closer to her.

Totemic: A Lunar whose spirit shape has Minuscule Size may learn this as a Wits Charm.

Locust-and-Starling Legion

Cost: 15m, 1wp (1i per turn); **Mins:** Dexterity 5, Essence 5

Type: Simple

Keywords: Perilous, Totemic (Wits)

Duration: One scene

Prerequisite Charms: Hungry All-Consuming Cloud

The Lunar becomes the legion, the horde, the pack, the stampede. She splits off countless copies, becoming a virtual battle group with Size (Essence/2, rounded up) and base Magnitude 10 (regardless of her total health levels). She adds (Size) dice on attack rolls and **withering** damage rolls, +(Size) soak and Magnitude, and can make area attacks and engage gambits (**Exalted**, pp. 208-209). Her area attacks are incompatible with Simple Charms. She must pay one Initiative each turn after activating this Charm to maintain it.

Unlike most battle groups, she doesn't have Drill or Might, her Initiative isn't inert, she can use Charms, and she can make both **withering** and **decisive** attacks, using the same rules as Hungry All-Consuming Cloud to resolve attacks with multiple targets. She can't benefit from command actions or Charms that specifically enhance battle groups.

The Lunar's Magnitude is separate from her health track, representing the destruction of her duplicates, not harm to herself. Each time she loses a dot of Size, she doesn't make a rout check, but instead rolls ([Dexterity or Wits] + Integrity) to maintain this Charm. On a failed roll, this Charm ends and she suffers a level of unpreventable lethal damage.

This Charm can only be used once per scene. It can't be used in shapes with Minuscule Size or Legendary Size.

Totemic: A Lunar whose spirit shape has Minuscule Size may learn this as a Wits Charm.

Intelligence

Heart's Blood

Blood Geas Binding

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

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

The Lunar stands witness to pacts that bind families and nations, a sacred monster empowered to enact awful vengeance on oathbreakers. When she perceives a human making a promise to her or

swearing a vow with the intent that she'll be a witness to it, she may sanctify that oath. If he breaks his oath, the Lunar is alerted to this by a spike of rage, and claims his shape as per a sacred hunt.

This Charm can't seal oaths made specifically to let oath-givers easily grant the Lunar their shapes by breaking them.

Special activation rules: If the Lunar's Solar mate uses his anima power to seal an oath, she waives this Charm's Willpower cost, and may use it on that oath even if it's not made to or by her.

Memory-Drinking Meditation

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

Type: Reflexive

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: None

The Lunar tastes her prey's mind in his heart's blood. Upon claiming a human's shape, she gains one of his Ties to an individual at Minor intensity. She must know of the Tie beforehand, either through reading her target's intentions or correctly inferring his Intimacies.

While in the target's shape, she gains all his memories related to that Tie. The Storyteller should reveal specific memories when they become relevant, and the Lunar may introduce facts using these memories as though they were a relevant Lore background. This Charm ends if the adopted Tie is completely eroded.

The Lunar may stack this Charm to retain the memories of multiple victims, and/or a victim's memories of multiple Ties.

An Intelligence 5, Essence 3 repurchase lets the Lunar pay a four-mote, one-Willpower surcharge to gain all her target's memories, not just those related to the adopted Tie. She can also gain an animal's memories without needing to adopt a Tie. She can't eidetically recall every moment of her prey's life, remembering only to the extent that he did, though she can improve this with magic like Counting the Elephant's Wrinkles (p. XX). Note that this only conveys memories of events, not skills, although she may consult stolen memories as a mentor for mundane traits (**Exalted**, p. 178).

Stolen Voice Echo

Cost: —(2m per language); **Mins:** Intelligence 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Memory-Drinking Meditation

The Lunar speaks in borrowed tongues. When she uses Memory-Drinking Meditation, she also gains knowledge of up to (Linguistics + 1) languages her victim knows for two motes per language. She retains fluency only while in that character's form, and uses his accent and dialect.

With Intelligence 4, Essence 3, the Lunar gains permanent fluency in a language once she's spent a season using it. She can use it in all forms, no longer needing Memory-Drinking Meditation to retain it.

Lessons in the Blood

Cost: —; **Mins:** Intelligence 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Memory-Drinking Meditation (x2)

The Lunar tastes her enlightened prey's mystical wisdom, making his power her own. When she uses Memory-Drinking Meditation, she may go into experience debt to instantly and permanently learn one spell or Martial Arts Charm her prey knew, or up to (Essence) dots of thaumaturgical rituals he knew. She must meet all prerequisites of any such powers. As long as she retains her target's memories, she may consult them as a tutor in other spells or rituals he knew.

The first time the Lunar uses this Charm, she doesn't incur experience debt.

> Experience Debt
>
> Certain Charms lets player characters increase or gain new traits by incurring experience debt equal to the normal cost of purchasing those traits. Any experience points she subsequently receives go towards paying off the debt, until it's paid in full. An Exalt's player may choose to pay off a debt solely with Lunar Experience, Solar Experience, or similar if she could spend it on that trait. Until the debt's fully paid, the character can't benefit from other effects that cause experience debt. Storyteller characters never go into experience debt.

Knowledge

Inevitable Genius Insight

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar's keen mind synthesizes disparate insights to reveal new truths. She adds ([most relevant of Bureaucracy, Craft, Investigation, Larceny, Linguistics, Medicine, Occult, Socialize,

Survival, or War] / 2, rounded up) dice to a Lore roll. She treats specialties in that Ability as Lore specialties to justify introducing or challenging a fact, and adds them to the roll.

Wayfaring Sage Meditation

Cost: —; **Mins:** Intelligence 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Inevitable Genius Insight

The Lunar gleans vital lessons from hard-won experience. Once per session, when she uses intellect, cunning, sorcery, or ties with otherworldly beings to uphold a Major or Defining Intimacy, accomplish a major character or story goal, or achieve a legendary social goal, she gains a Lore background (**Exalted**, p. 237) in a topic related to her accomplishment.

Once per story, the Lunar may purchase a specialty in Bureaucracy, Craft, Investigation, Larceny, Linguistics, Medicine, Occult, Socialize, Survival, or War that's the same as one of her Lore backgrounds for only one experience point.

Dreaming Wisdom Revelation

Cost: 7m, 1wp; **Mins:** Intelligence 5, Essence 1

Type: Simple

Keywords: None

Duration: One story

Prerequisite Charms: Wayfaring Sage Meditation

A mystic and visionary, the Lunar realizes uncanny insights. After a scene reading animal entrails, interpreting dreams, imbibing psychedelics, vision questing in the Wyld, performing austerities, or similar, she rolls (Intelligence + [Integrity, Lore, or Occult]), banking foresight points equal to her successes. She may spend foresight points on the following effects reflexively:

1 point: Reset the once-per-scene limit on introducing a fact, as long as this upholds a Defining Intimacy or benefits her Solar mate.

3 points: Add (higher of Essence or 3) sorcerous motes towards shaping a spell. She may use this benefit multiple times on the same spell.

3 points: Gain (higher of Essence or 5) silver craft points, or (Essence) gold points.

5 points: Add (Essence/2, rounded up) successes on Investigation, Lore, Medicine and Occult rolls for one scene.

5 points: Add +2 Resolve for one scene.

5 points: Use Devil-Pleasing Chiminage (p. XX) retroactively. Success reveals she's already acquired the offering.

5 points: Use Moonlit Apothecary Cauldron (p. XX) retroactively. Success reveals she's already acquired the medicine.

7 points: Automatically succeed on a roll to introduce or challenge a fact, as long as the Storyteller deems success possible.

7 points: Use Heaven-Darkening Eclipse (p. XX) retroactively, without needing to roll. Success reveals she's already prepared a contingency to negate the effect in question.

The Lunar must know any Charms enhanced with foresight points. This Charm can only be used once per story, unless reset by gaining a Lore background from Wayfaring Sage Meditation.

Tale-Spinning Mastery

Cost: 10m, 1wp; **Mins:** Intelligence 5, Essence 1

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Wayfaring Sage Meditation

The Lunar storyteller's words breathe wisdom into her audience. She teaches another character through a story — a folk tale, legend, recounting of a historical event, episode from her own life, etc. He gains up to (higher of Lunar's Essence or 3) dots of Abilities, or up to (Lunar's Essence/2, rounded up) dots of Attributes. If the Lunar learned the story in play or introduced it with a fact, and it directly relates to the raised trait, she can confer an additional dot. She can't raise a character's trait ratings above her own.

The student doesn't need to actively train to gain these benefits — as he reflects on the story, he gradually internalizes its wisdom, dividing the training time required by (Lunar's Essence + Intelligence). Player characters incur experience debt (p. XX); Storyteller characters can only benefit from this Charm once per story.

An Essence 3 repurchase lets the Lunar pay a five-mote surcharge to benefit (Essence) students. Alternatively, she may benefit (Essence x 5) students, but the number of dots she can grant each of them is halved, rounded down.

Night's Mercy Panacea

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Drawing on her understanding of toxins and pestilence, the Lunar formulates efficacious cures. She doubles 9s to treat a poison or disease (**Exalted**, pp. 236-237) she's successfully diagnosed. If her treatment's based on a fact she's introduced regarding that malady, she adds (Lore) non-Charm dice.

With Intelligence 5, the Lunar may pay a five-mote surcharge to double 8s.

With Intelligence 5, Essence 4, the Lunar may pay a six-mote, one-Willpower surcharge to double 7s.

Plague-Swallowing Kiss

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

Type: Simple

Keywords: Totemic (Stamina)

Duration: Instant

Prerequisite Charms: Night's Mercy Panacea

The Lunar devours a malaise afflicting her patient. She rolls (Intelligence + Medicine) against a poison's remaining duration or a disease's morbidity. Success instantly cures her patient, but transfers the poison's remaining duration or the disease into the Lunar, without allowing a (Stamina + Resistance) roll.

Totemic: If the Lunar's spirit shape is a carrion-feeder, she may learn this as a Stamina Charm, with either Disease-Purging Essence or Scorpion-and-Toad Absolution (p. XX) as its prerequisite.

Moonlit Cauldron Apothecary

Cost: 8m, 1wp; **Mins:** Intelligence 4, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Night's Mercy Panacea

The Lunar's keen understanding deduces secret cures and medicines unknown to most physicians. She rolls (Intelligence + [Lore or Medicine]) to introduce a fact about the location of a medicine or natural substance that's a potent cure for a disease or poison she's successfully diagnosed. The roll's difficulty is the disease's morbidity or the poison's duration, although the Storyteller may reduce it if the cure will require notable effort to retrieve. Each use of this Charm only introduces one dose — if it's a flower that can neutralize manticore venom, it will be a nigh-unique rarity, not a common weed.

Administering the medication lets the Lunar roll to treat the poison or disease instantly. If she treats a poison, her successes are applied directly to lowering its duration, without needing to overcome its difficulty. If she treats a disease, the patient immediately attempts a roll against its morbidity (**Exalted**, p. 234). If successful, the disease's intensity falls by another step after a week has passed.

A Lunar who knows Starfish-and-Salamander Meditation (p. XX) can introduce a medicine to speed its healing process, rolling against difficulty 1. Administering the medicine adds all successes from a single interval directly towards the roll's goal number, instead of having to overcome its difficulty.

Special activation rules: A Lunar who knows Blood-and-Tear Elixir Cultivation (p. XX) may use it reflexively with this Charm to internally synthesizes a single dose of the medicine over (7 – Stamina) days instead of needing to retrieve it.

Bone-Mending Technique

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar's medical prowess drags patients back from death's door. After an hour of treatment, she rolls (Intelligence + Medicine) at a difficulty equal to the total levels of damage in her patient's health track. If successful, the rate at which her patient naturally heals non-aggravated damage (**Exalted**, p. 173) is multiplied by (Lunar's Intelligence + Medicine + 5) while resting. This lasts until he ceases resting or heals all damage.

If the Lunar's treatment is based on a fact she's previously introduced, such as a medicinal herb she can use to make poultices or the healing arts of a nearby society she can employ, she adds (Lore) to her patient's healing rate.

Flesh-Sculpting Art

Cost: 8m; **Mins:** Intelligence 3, Essence 1

Type: Supplemental

Keywords: None

Duration: One surgery

Prerequisite Charms: Bone-Mending Technique

The Lunar sculpts flesh like clay, reshaping her patient's body by hand. She rerolls 1s on a Medicine roll to perform surgery (including Bone-Mending Technique's roll) and ignores penalties for lacking tools. Surgery time is drastically reduced, letting her complete an hour's worth of work in one minute. Surgeries enhanced by Flesh-Sculpting Art never cause damage, no matter how intrusive.

Additionally, the Lunar may perform surgeries beyond mundane medicine's limits in the Age of Sorrows — making cosmetic alterations to a patient's body, hollowing out pouches of flesh to smuggle contraband or sealing them up, etc. She can't grant mutations.

Moon-Kept Mysteries

Cost: 4m; **Mins:** Intelligence 3, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Wayfaring Sage Meditation

The Lunar is versed in obscure wisdoms that haunt midnight and linger at the world's edges. She doubles 9s on a Lore roll, or any Intelligence roll based on analyzing or recalling information. Once per day, if she succeeds with 5+ extra successes, she gains one Willpower.

Counting the Elephant's Wrinkles

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

Type: Supplemental *or* Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Moon-Kept Mysteries

The Lunar draws forth ancient memories with pristine clarity. Reliving her memory of a single scene's worth of events, she rerolls (Essence) failed dice on a roll to introduce or challenge a relevant fact, or on any mental Attribute roll that memory is germane to. Alternatively, she can reflexively add +3 non-Charm Resolve against an effect that would alter her memories or create false memories.

With Intelligence 5, Essence 3, the Lunar may pay a one-Willpower surcharge to recall a memory up to (Essence + Intelligence) hours in length, such as a lengthy tome's contents or the events of a drunken revel. Once per story, if she encounters evidence that her memories have been magically manipulated, she may use this Charm with a one-Willpower surcharge to negate that effect.

Burning Moonfire Mind

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

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Counting the Elephant's Wrinkles, Dreaming Wisdom Revelation

Evincing divine genius, the Lunar beckons forth secret power. She rolls (Intelligence + [Integrity, Lore, or Occult]), banking motes equal to her successes. These can only be spent on mental Attribute Charms that enhance Bureaucracy, Craft, Integrity, Investigation, Lore, Medicine, or Occult rolls, or Resolve. Alternatively, they can be added as sorcerous motes to any spell she shapes. These motes are lost if not spent by scene's end.

This Charm can only be used once per day, unless reset by rolling 5+ successes with Dreaming Wisdom Revelation.

Midnight Soul Reprieve

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

Type: Simple

Keywords: Protean

Duration: Instant

Prerequisite Charms: Counting the Elephant's Wrinkles

Offering insight and understanding to the troubled, the Lunar guides them through their darkest nights. She assists a patient with a Major or Defining Derangement as an extended (Intelligence + [Medicine or Presence]) action, with a one-month interval, difficulty 5, goal number 20, and terminus (10 – intensity). Success lowers the Derangement's intensity by one step. She need only spend a day each interval interacting with her patient, but each interaction grants the patient (Lunar's Essence) dice on Willpower rolls against the Derangement and reduces its Resolve penalty by one for a week, making repeat visits beneficial. Addictions (**Exalted**, p. 167) can be treated as Major Derangements; success cures them completely.

The Lunar can't remove Minor Derangements, but can still benefit patients with them through interaction, as above. No extended roll is required; the Lunar need only use this Charm once per season and subsequently interact with her patients to confer these benefits.

Alternatively, this Charm can be used to fend off a Psyche effect, or a shaping effect or curse that alters the mind, if it can be resisted with Willpower. The Lunar rolls (Intelligence + [Integrity, Occult, or Presence]) at a difficulty of the Essence of the character responsible. Successes halves the Willpower cost her patient must pay to resist it, rounded down, and lets the Lunar spend Willpower on his behalf. If an effect requires spending Willpower multiple times to break it, this Charm only applies to one such instance.

Protean: In a human or animal shape that her patient has a positive Major or Defining Tie towards, the Lunar doubles 9s on rolls made with this Charm.

Starfish-and-Salamander Meditation

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

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Flesh-Sculpting Art, Moonlit Cauldron Apothecary

Gifted with supernatural brilliance, the Lunar knits together maimed flesh, revives withered organs, and even shapes new limbs. She undertakes an extended (Intelligence + Medicine) action to heal a crippling effect, or a similar physical malady such as congenital blindness or sterility. This has a one-month interval, difficulty 5, and a goal number and terminus based on the treated effect's severity: goal number 20 and no terminus for effects comparable a crippling injury that can be accepted to negate one or two levels of damage (**Exalted**, p. 201); goal number 40 and terminus 15 for those comparable to a three- or four-level injury; or goal number 60 and terminus 10 for those comparable to a five-level injury. She must spend at least a week tending to her patient for each interval, though this can be sped with Flesh-Sculpting Art.

Success fully mends the treated debility. On failure, the Lunar can't attempt to heal the same injury again.

What Lies in Darkness

Cost: 2wp; **Mins:** Intelligence 5, Essence 4

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Burning Moonfire Mind

The Lunar frees herself from the conscious mind's fetters, speaking secret truths she doesn't yet know. While in an altered state of mind — induced through hallucinogens, fasting, meditation, vision questing in the Wyld, etc. — she rolls to introduce a fact without requiring an appropriate Lore background, although the Storyteller must still deem the fact possible.

This Charm can only be used once per story, unless reset when a fact thus introduced aids the Lunar, her Solar mate, or a character she has a positive Tie for in upholding a Major or Defining Intimacy.

Mysticism

Crossroads Walker Entreaty

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

Type: Simple

Keywords: Protean

Duration: One scene

Prerequisite Charms: None

The Lunar bridges the divide between mortal society and the spirit world, advocating for the people under her protection in the courts of divinities. She gains +1 Resolve and Guile against spirits and fae, and such beings must hear her out peacefully when she speaks so long as she and her companions remain peaceful and inoffensive. An entity may pay one Willpower to ignore the Lunar, or two Willpower to initiate hostilities against her and her companions. If the Lunar or any of her companions engage in combat, even in self-defense, further spirits and fae may attack without spending Willpower.

Protean: Spirits and fae with positive Major or Defining Ties towards the Lunar's animal or human shape must enter Decision Points to resist this Charm, citing another Intimacy of equal or greater strength.

> Fae
>
> "Fae" include both the Fair Folk and other Wyld creatures, like hobgoblins, silverwights, manticores, and buck-ogres. It doesn't include humans and animals mutated by the Wyld.

Ardent Prayers Fulfilled

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Crossroads Walker Entreaty

When wayward divinities neglect their supplicants, the Lunar shaman intercedes to set things right. When making a persuade, bargain, or threaten roll to convince a spirit or fae to act for his mortal worshippers' benefit, or an influence roll that conveys a message from those mortal worshippers, she doubles 9s and adds (his Cult) non-Charm dice. The spirit or fae can't draw Willpower from his Cult to resist this influence.

Devil-Pleasing Chiminage

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Ardent Prayers Fulfilled

The Lunar bears secret wisdom of Heaven and Hell, knowing how best to appease their otherworldly denizens. She rolls (Intelligence + [Lore or Occult]) to introduce a fact regarding the location of something that will make an especially pleasing offering to a specific spirit or fae. The difficulty is (the entity's Essence + 2), although the Storyteller may lower this for offerings requiring notable effort to recover. The offering must be specific and unique — she couldn't introduce a fact that an entity desires apples, but could declare that the first apple of spring that grows on a specific tree would be efficacious.

Once the Lunar's introduced this fact, the offering must still be secured. It counts as exceptional equipment (**Exalted**, p. 580) on a bargain roll with that entity, and also counts as a Major Intimacy supporting that influence. The offering's benefit only applies to a single roll.

With Essence 2, if the Lunar or her Solar mate conveys the offering, it counts as a Defining Intimacy, and increases the cost to resist by one Willpower.

Raiton's Dark Auspice

Cost: —; **Mins:** Intelligence 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Crossroads Walker Entreaty

Even if her wanderings lead to the Underworld, the Lunar shaman's wisdom is recognized. She adds (higher of Essence or 3) dice on bargain and persuade rolls targeting ghosts. Ghosts whose corpses the Lunar's provided a proper burial or similar funereal rites recognize her deed; they're considered to have Major Ties of friendship toward her. Ghosts whose heart's blood the Lunar took in life also have this Intimacy, though they don't recognize this fact, feeling an inexplicable affinity for her. If a ghost has reason to oppose the Lunar, this virtual Tie is only Minor. If the Lunar attacks a ghost or threatens one of his Major or Defining Intimacies, he can pay one Willpower to suppress this Intimacy for (his Integrity) days.

Graveyard Hound Vigil

Cost: —; **Mins:** Intelligence 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Raiton's Dark Auspice

The Lunar stands between the worlds of the living and the dead, a sentinel against revenants risen from shattered tombs and the Underworld's abhuman horrors. Her Lunar Charms that specifically affect spirits and fae also apply to nonspiritual undead like zombies, except for undead Exalted.

Once per story, when the Lunar upholds a Major or Defining Intimacy by helping a ghost complete unfinished business, slaying an Underworld monster, negotiating between the living and the dead, sealing a shadowland, or performing a similar task, she gains two Willpower and loses one Limit.

Penumbra Witch Mastery

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

A student of Creation's mysteries and those that lie beyond the world, the Lunar's insight illumines uncanny darkness. She adds (higher of Essence or 3) dice and rerolls 1s until they cease to appear on a sorcery- or thaumaturgy-related roll; a roll to understand or introduce a fact about a supernatural being, artifact, manse, or similar phenomenon; or a read intentions, profile character, or case scene roll opposing a spirit or fae.

Sharing Luna's Gifts

Cost: 3m, 1lhl; **Mins:** Intelligence 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Flesh-Sculpting Art

The Lunar shares her protean Essence with another, anointing him with her sacred blood. She grants a willing character up to five dots of mutations reflecting an animal whose shape she possesses. The beneficiary need not be human, but must be living. Player characters incur experience debt (p. XX); Storyteller characters can only benefit from this Charm once per story.

This Charm's health level cost is waived if the Lunar grants herself mutations.

Swarming Locust Punishment

Cost: —; **Mins:** Intelligence 4, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Blood Geas Binding

Nature enacts the Lunar's judgment. When a character breaks an oath sanctified with Blood Geas Binding (p. XX), he's beset by vermin and insects. While not dangerous enough to present a threat in combat, they impose the following consequences:

- The oathbreaker suffers a difficulty (Lunar's Essence), Damage 1B/hour environmental hazard while traveling through wilderness as innumerable pests assail him. He may avoid this by remaining in a single location, or traveling through regions devoid of animal life.
- The animals' interference imposes a −4 penalty on rolls to navigate wilderness, forage, find shelter, track characters through the wilderness, or conceal tracks.
- Each night, he rolls (Stamina + [Integrity, Resistance, or Survival]) at difficulty (Lunar's Essence). If he fails, the animals interrupt his sleep, preventing him from regaining Willpower and from reducing fatigue penalties.
- After three nights in a row without restful sleep, he gains the Obsession Derangement (**Exalted**, p. 169) at Minor intensity or increases its intensity by one step, fixating on finding and exterminating his animal tormentors. This Derangement persists after the curse ends.

This curse lasts (Lunar's Essence) weeks. Alternatively, she can revoke it or set a condition by which the target can end it.

Argent Guardian Yantra

Cost: 4m, 1a; **Mins:** Intelligence 3, Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Crossroads Walker Entreaty, Penumbra Witch Mastery

Guarding humanity's threshold, the Lunar bars the devils that would cross it. She traces out either a circle of anima, extending out to short range from her, or a line of anima extending from her to a point within short range. She rolls (Intelligence + [Integrity, Lore, or Occult]) to determine the ward's strength. Hostile spirits and fae with Resolve lower than her successes can't cross the ward or attack through it, although those inside a circle when it forms may pass through to exit it. Entities whose Essence exceeds the Lunar's may spend one Willpower to ignore the ward for the scene. This Charm ends if the Lunar leaves the circle or crosses her own line.

Keeper of Midnight's Gates

Cost: 4m; **Mins:** Intelligence 3, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Argent Guardian Yantra

Reality's secret veils open and close at the Lunar's whim, that she might beckon forth ethereal allies or banish unruly spirits. She rolls (Intelligence + [Lore, Occult, or Presence]) against the (Essence + 2) of a dematerialized spirit she can perceive within medium range. If successful, the spirit materializes without paying the usual cost. The Lunar may strip the spirit of its ability to dematerialize for (her Essence) rounds. Spirits may pay one Willpower to remain dematerialized if their Essence exceeds the Lunar's, or if they have an applicable Defining Intimacy.

Ghost-Banishing Howl

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

Type: Simple

Keywords: Protean

Duration: Instant

Prerequisite Charms: Keeper of Midnight's Gates

Baying to drive demons back to the depths of Hell, the Lunar banishes body-riding phantasms and spiritual parasites. She rolls (Intelligence + [Lore, Occult, or Presence]) against a possessing spirit's Resolve to exorcise it. Success drives it from its host, and prevents it from possessing him again until the next new moon.

If the Lunar successfully uses this Charm within a circle created with Argent Guardian Yantra, she may invert the ward to contain spirits rather than keeping them out.

Protean: In a human or animal shape that the possessing spirit has a fear-based Major or Defining Tie towards, every extra success on the Lunar's roll strips one Willpower from him if his Essence doesn't exceed hers.

Cage of Horn and Sinew

Cost: —; **Mins:** Intelligence 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Ghost-Banishing Howl

At times, the Lunar shaman must impart humbling lessons to spirits. After successfully using Ghost-Banishing Howl on a spirit whose Essence doesn't exceed hers, she traps it in an animal within medium range. She can't target familiars or magically enhanced animals. The spirit remains trapped for (1 + threshold successes) months, or until the animal dies.

While imprisoned, the spirit controls the animal's body. He uses its traits, and can't use his own Attributes, Abilities, Merits, or Charms. He retains his memories and Intimacies, but his intelligence is diminished to that of the animal, potentially rendering him incapable of complex thought or emotion. At the Storyteller's discretion, the spirit may regain his mental faculties as

his imprisonment progresses. He can't attempt suicide in the animal's body; its survival instincts override his will if he tries.

Once the spirit's freed, he gains a Defining Intimacy reflecting his animal vessel's nature and his experiences during the imprisonment — a demon sealed inside a watchdog might form a Tie of loyalty to its master; a god imprisoned in a deer might form a Tie of fear towards predatory animals. The animal gains one of the spirit's Defining Intimacies, and, at the Storyteller's discretion, may become god-blooded.

Special activation rules: When the Lunar incapacitates a spirit of any Essence rating with Demon-Drinking Howl (p. XX), she may use this Charm to trap him inside an animal for a year and a day rather than destroying him. The spirit forms a Defining Tie of gratitude to the Lunar for her mercy, which he can't erode until freed.

Font of Dark Wisdoms

Cost: —; **Mins:** Intelligence 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Penumbra Witch Mastery

Drinking deep of those secrets hidden by the moon's dark face, the Lunar's understanding of cosmic mysteries flourishes. She gains the Thaumaturgist Merit. She may subsequently learn up to five dots worth of thaumaturgical rituals for no experience point cost, although she must still have access to a tutor for them (**Exalted**, p. 490).

This Charm may be purchased up to (Essence/2, rounded up) times.

Spell-Rending Talon

Cost: 3m, 1i; **Mins**: Intelligence 4, Essence 2

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Penumbra Witch Mastery *or* Terrestrial Circle Sorcery

The Lunar's claws rend sorcery as easily as flesh. To use this Charm, she must have Initiative 12+. When she makes a **decisive** attack against an enemy benefitting from a spell that affects only him, each level of damage inflicted counts as two successes towards distorting the spell (**Exalted**, p. 466). This doesn't count towards the terminus for distortion.

Beast-Soul Awakening Crucible

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

Type: Simple

Keywords: None

Duration: One story

Prerequisite Charms: Sharing Luna's Gifts

The Lunar raises a sacred place from the wilderness, consecrated to the divine beast that is her spirit's shape. Those who enter are tested; those found worthy emerge blessed with bestial power. The Lunar spends five days laboring to create a testing ground in a demesne or the Wyld: meditating, performing austerities, bargaining with spirits, etching occult geoglyphs, etc. It's imbued with the Essence of the Lunar's spirit shape; a mortal who successfully completes its trial receives six dots of mutations reflecting that animal, chosen by the Lunar when she uses this Charm. Lunars with Chimera-Soul Expression (p. XX) choose two sets of mutations per trial ground, reflecting both animals comprising up their spirit shape; successful participants receive whichever best fits their personality and their triumph's nature. These mutations are hereditary, letting Lunars establish great beastfolk lineages.

The Lunar doesn't choose the trial's nature; it emerges from her spirit shape's nature and the Essence of the demesne or the Wyld. Her player should work with the Storyteller to determine what form the trial takes. It might be a challenge of physical, social, or mental prowess; a test of character or Intimacies; or an ordeal with no single solution. Whatever form it takes, failure carries significant consequences — not necessarily death, but maiming, curses, Derangements, and other afflictions are all possible. A participant who fails can never attempt a trial again at any Lunar's testing ground. These factors limit the creation of beastfolk en masse.

If the Lunar ends this Charm before the story she used it in ends, the testing ground loses its power. Once the story ends, the testing ground becomes permanent, no longer requiring committed motes and persisting past the Lunar's death. However, testing grounds can be destroyed by building manses over their demesnes, or by permanently shaping the Wyld containing them into Creation with magic such as Wyld-Shaping Technique. (Harmony-With-Reality Technique won't destroy testing grounds.)

A Lunar can't have more than (Intelligence + Willpower) permanent testing grounds. Testing grounds in territories claimed with Boundary-Marking Meditation (p. XX) don't count towards this limit.

Crimson-and-Silver Rebirth

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Sharing Luna's Gifts

The Lunar washes away the Wyld's corruption or sorcerous transformations with her protean blood. She removes a mutation from a willing character, rolling (Intelligence + [Lore, Medicine, or Occult]) roll against difficulty (mutation's dot rating). Alternatively, she can undo a shaping effect that alters the body, rolling (Intelligence + [Lore, Medicine, or Occult]) against the character who used the effect, who rolls an appropriate (Attribute + Ability) combination. If she fails, she can't attempt to remove that mutation or shaping again.

The Lunar may remove mutations or shaping effects she inflicted without a roll, waiving this Charm's mote and Willpower costs.

Heaven-Darkening Eclipse

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Argent Guardian Yantra

Drawing on ancient wisdoms and forbidden secrets, the Lunar may uncover flaws hidden in sorcerers' curses or divine miracles. After encountering the ongoing effects of a spirit Charm or a spell, she rolls (Intelligence + [Lore or Occult]) to introduce a method by which that magic may be undone. This roll is opposed by the character who created the effect, using an appropriate (Attribute + Ability) combination. If successful, the Lunar's player and the Storyteller should work together to determine a way that she can end the magic. The effort required to do so should be commensurate to the effect's strength. This can't reverse Instant-duration effects, or magic used by Essence 10 beings. If the Lunar breaks a magical effect with this Charm, the opposing character becomes aware of it, sensing the affront to his primacy.

An Intelligence 5, Essence 4 repurchase lets the Lunar pay a one-Willpower surcharge to introduce a way to permanently undo a Terrestrial sorcerous working, or temporarily suppress a Celestial or Solar working for long enough for her to accomplish a significant task.

Unraveling the Tapestry

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Heaven-Darkening Eclipse

The Lunar finds the thread of doubt in a perfect tapestry. When she learns of a prophecy or similar magic ensuring an event will come to pass, such as God-King's Shrike (**Exalted**, p. 340), she introduces a fact with (Intelligence + [Lore or Occult]), opposing the successes rolled for that effect or (its creator's Essence + 1) it if it was unrolled. Success reveals a loophole in the prophecy that can avert the worst of the foretold doom.

The Lunar's player should work with the Storyteller to devise a task that's dramatically appropriate to opposing the prophecy and sufficiently difficult to justify undermining it. If the task is achieved, the prophecy has only a partial effect. At minimum, this guarantees that the Lunar, her Solar mate, anyone she has a positive Major or Defining Tie towards, and any territories claimed with Boundary-Marking Meditation (p. XX) won't be killed or destroyed as a direct result of the foretold doom.

If a prophecy the Lunar's unaware of would harm anyone or anything this Charm could protect from certain destruction, she can use this Charm without being aware of it, warned of the impinging weight of destiny by a creeping sense of dread.

Example: A Solar predicts a star will fall on Mahalanka with God-King's Shrike. Raksi uses this Charm, beating his successes. She declares that a spear fashioned from the bones of a certain constellation-god can turn aside the star. Raksi kills the god, creates the spear, and splits the star in half with it. Its fragments still cause destruction, but less than if the star had fallen unbroken, and they won't kill Raksi or those she cares for.

Insidious Lunar Transformation

Cost: 10m, 1lhl, 1wp; **Mins:** Intelligence 5, Essence 3

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Sharing Luna's Gifts

The Lunar feeds someone her blood as a catalyst for transformation, twisting him into a bestial shape. In combat, this requires a difficulty 5 Brawl or Martial Arts gambit. Outside of combat, her target must either be willing, helpless to stop her, or tricked into consuming her blood unknowingly. The Lunar then rolls ([Intelligence + [Lore, Occult, or Presence]) opposing his (Stamina + [Integrity or Resistance]) roll. Success transforms him into an animal whose shape she possesses (except Legendary Size or Minuscule Size forms). This functions like Lunar shapeshifting (p. XX), except that the victim's actions use the *lower* of his or the animal's dice pool or static value (3 dice if the animal has no listed pool). His intellect isn't diminished.

This transformation lasts (1 + Lunar's extra successes) days. She may undo it, or set a condition that will end the transformation. She can inflict permanent transformations on mortals or animals whose Willpower doesn't exceed her Essence. This Charm is a shaping effect that Destiny-Manifesting Method (**Exalted**, p. 304) or similar magic can defend against.

Endless Masquerade Affliction

Cost: —; **Mins:** Intelligence 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Insidious Lunar Transformation

Pronouncing a baleful curse, the Lunar traps a foe inside the face and life of another. Using Insidious Lunar Transformation, she may turn a target into a human whose shape she possesses, per the rules for Lunar shapeshifting (p. XX). She adds (Essence) non-Charm dice on her Intelligence roll, and extends the transformation's duration to (1 + extra successes) weeks.

Selkie Mantle Endowment

Cost: 4m, 1hl; **Mins**: Intelligence 5, Essence 3

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Insidious Lunar Transformation

The Lunar anoints another with her blood, granting him a measure of her infinite freedom. She grants a mortal the ability to change into an animal whose shape she possesses (other than Legendary Size or Minuscule Size shapes) for one Willpower. Other than cost, this follows the rules for Lunar shapeshifting (p. XX). If the Lunar and recipient both have positive Major or Defining Ties toward each other, reduce this Charm's cost by one mote.

A Lunar with Endless Masquerade Affliction can grant human forms this way.

Spirit-Sealing Talisman

Cost: —(+0m or +3m); **Mins:** Intelligence 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Cage of Horn and Sinew

Arrayed in totems and fetishes that mark her triumph over countless spirits, the Lunar shaman draws on their puissance to work miracles and empower acolytes. After exorcising a spirit of equal or lesser Essence with Ghost-Banishing Howl, she traps it in a mundane object on her person, imprisoning it until that object's destroyed. Such talismans become supernaturally durable; destroying one requires, at minimum, a Strength 5 feat of demolition at difficulty (Lunar's Essence + Intelligence). If she crafted the talisman, she gains (higher of spirit's Essence or 3) gold points.

If the Lunar commits three motes when using this Charm, she chooses one of the spirit's Eclipse Charms — or, if it has none, works with the Storyteller to design an Eclipse Charm appropriate for the spirit. The talisman's wielder may use this Charm if he meets its prerequisites. If the Lunar has a positive Major or Defining Tie towards a character, she can pay one Willpower to let him use a Charm whose prerequisites he doesn't meet, as long as she meets them. If he lacks a mote pool, she may also pay any mote costs on his behalf. She becomes aware whenever a talisman bearer would benefit from such intervention, regardless of distance.

If the Lunar ends her mote commitment, the talisman no longer offers this benefit, though the spirit remains imprisoned, and she may commit these motes anew to restore the Charm. She can't commit motes to more than (Essence) talismans at a time.

Special activation rules: When the Lunar incapacitates a spirit of any Essence rating with Demon-Drinking Fang (p. XX), she may pay one Willpower to imprison it with this Charm rather than destroying it.

Chains-of-Silver Geas

Cost: 8m, 1wp; **Mins:** Intelligence 5, Essence 4

Type: Reflexive

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Ghost-Banishing Howl, Heaven-Darkening Eclipse

The Lunar shaman pronounces her binding will upon subdued devils, setting them to mend the harm they've done or driving them beyond the world. To use this Charm, she must successfully defeat a spirit or fae — e.g., in combat, exorcising him with Ghost-Banishing Howl, turning his court or followers against him, etc. The entity must have had a chance to oppose the Lunar. She imposes a geas upon him, compelling him to undertake an inconvenient or serious task (**Exalted**, p. 216) as per a successful persuade action that can't be resisted with Willpower. If her Essence equals or exceeds his, she may impose a life-defining task.

The entity must carry out the assigned task. However, he needn't spend every waking minute attending to it, and can leave it temporarily to protect Major or Defining Intimacies from harm. He can also win a reprieve of (Essence + Willpower) days by entering a Decision Point, invoking a Major Intimacy (or Defining, for life-defining tasks) and paying one Willpower. While this frees him from labor, he can't directly countermand the Lunar's order.

If the geas could last indefinitely or has a time-based duration, such as "stand guard in this spot" or "leave Creation and stay out," it's fulfilled after a year and a day spent actively fulfilling its condition. Geasa with a defined ending condition unrelated to time, such as "kill the satrap" or "move this fortress across the river one brick at a time" can extend beyond this limit. Until the entity fulfills the geas, it can't attempt to harm the Lunar except in self-defense.

This Charm can only be used against a character once per story.

Doom Brought to Heel

Cost: 15m, 1wp; **Mins**: Intelligence 5, Essence 4

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Ghost-Banishing Howl, Moonlit Cauldron Apothecary

The Lunar hunts Creation's myriad ills to their hiding place, dragging them from the darkness with fangs of burning knowledge. After her roll reduces a poison's duration to zero or overcomes a Defining-level disease's morbidity with 3+ extra successes, she expels the affliction entirely from her patient as a spirit. For illnesses, this a disease spirit (**Exalted**, p. 509). For poisons, the Storyteller can alter a disease spirit's traits to reflect poison; use another appropriate spirit's traits; or invent new traits. The spirit's power is commensurate to that of the ailment he originated from, though his Essence can't exceed the Lunar's.

The spirit has a Defining Tie of loyalty towards the Lunar, which can't be weakened or altered for a season. His advice counts as exceptional equipment (**Exalted**, p. 580) on rolls to diagnose, treat, or resist the ailment, introduce facts about how to combat it, or implement plans based on introduced facts. If the Lunar uses Moonlit Cauldron Apothecary (p. XX) to introduce a cure for that ailment while advised by the spirit, she waives its Willpower cost. Once the spirit's season of service elapses, he no longer provides these benefits. The Lunar can only have one spirit bound with this Charm at a time; creating a new one requires releasing any previous spirit from his season of service.

A Lunar with Midnight Soul Reprieve (p. XX) can use this Charm after lowering a patient's Derangement from Defining to Minor intensity, fully curing her patient and expelling that

Derangement as a spirit. A Derangement spirit's advice counts as exceptional equipment, as above, and waives the Willpower cost of using Midnight Soul Reprieve to treat the same Derangement.

A Lunar with Heaven-Darkening Eclipse (p. XX) can use this Charm after introducing a way to negate an effect with 3+ extra successes. She successfully negates it, twisting the sundered magic's remnants into a spirit. Such spirits don't grant the above benefits, but have supernatural powers antithetical to the god whose miracle was negated or the sorcerous effect negated.

Witch-Among-Swine Spite

Cost: —; **Mins:** Intelligence 5, Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Insidious Lunar Transformation

Those who anger the Lunar meet humbling transformations, trapping them in shapes better suited to their crude demeanors. When she's wronged by a character she has a negative Major or Defining Tie towards — e.g., he attacks her or an ally, breaks a promise, trespasses on her land, insults her, etc. — she can use Insidious Lunar Transformation on him while he's within medium range without feeding him her blood, waiving its health level cost. She must use it in the same scene the slight occurs.

Crafting

Many-Phase Insights

Cost: —; **Mins:** Intelligence 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Lunar draws inspiration from all aspects of life, honing creative genius with holistic experience. She gains craft points for meeting basic objectives as though she'd completed a basic project (**Exalted**, p. 240) when she successfully:

- Introduces or challenges a fact relating to one of her Craft Abilities.
- Provides medical treatment using equipment or medicine she crafted.
- Navigates through wilderness or sea using tools she crafted, or uses such tools to withstand hardships on such a journey.
- Tattoos a Casteless Lunar (p. XX).

As usual, if the Lunar succeeds with 3+ threshold successes, she gains three silver points per objective fulfilled.

Example: Blue Scribe successfully introduces the fact that Garivan Forest is known for its medicinal plants, relating to his Craft (Poisons) Ability. This upholds his Tie of pride for the region, and causes his Solar mate, the beastman Relentless, to strengthen a Tie of respect toward him. Because he met two basic objectives, he gains four silver points.

Brilliance-Drinking Approach

Cost: —; **Mins:** Intelligence 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Many-Phase Insights, Memory-Drinking Meditation

The Lunar tastes potent inspiration in the heart's blood of renowned artisans and legendary craftsmen. Upon learning this Charm, she gains ten silver points. Additionally, she gains craft points for meeting basic objectives as though she'd completed a basic project (**Exalted**, p. 240) when she claims the shape of a human with at least one Craft rated at 3+, or that the Storyteller deems a professional artisan. At the Storyteller's discretion, animals capable of significant crafting can also grant this reward. If the Lunar takes the form of a human with Craft (Artifact) or Craft (Geomancy) 1+, she's rewarded as per a major project instead.

A Lunar with Demon-Drinking Fang (p. XX) may also gain these rewards by destroying spirits capable of crafting.

Protean Creator Discipline

Cost: —; **Mins:** Intelligence 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

A swift-learning artisan, the Lunar effortlessly draws connections between disparate disciplines. Upon purchasing this Charm, for each dot she has in a Craft Ability, she gains a dot that she may place in another Craft Ability with an equal or lower rating. When she purchases a Craft dot with experience points, she receives an additional dot she may assign to any other Craft Ability with an equal or lower rating.

Wonder-Weaving Art

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Understanding herself, her tools, and her design with transcendent clarity, the Lunar exceeds her own limits. When adding a full Excellency on a Craft roll with any Attribute, she doubles 9s.

An Intelligence 3, Essence 2 repurchase lets the Lunar pay a two-gold-point, one-Willpower surcharge to double 8s.

An Intelligence 5, Essence 4 repurchase lets the Lunar pay a two-white-point, one-Willpower surcharge to double 7s.

Pattern-Realizing Genius

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

Type: Simple

Keywords: None

Duration: One project

Prerequisite Charms: None

Contemplating the materials and components in her workshop, the Lunar understands how they might be worked and assembled, seeing the swiftest route to completion. She undertakes a basic or major project with any Attribute, dramatically accelerating its pace. If she has all tools and materials needed, she can complete most projects in minutes. The most arduous, work-intensive projects can be completed in an hour if basic, or a day if major.

With Intelligence 4, the silver point cost of rolling to complete a major project (**Exalted**, p. 241) is reduced by (Essence) points.

Beast-Slayer's Art

Cost: —; **Mins:** Intelligence 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Many-Phase Insights, Pattern-Realizing Genius

The Lunar makes good use of slain prey. When using the remains of an animal, monster, or bestial spirit that she participated in slaying as an essential component of a major project using any Attribute, she gains (highest Mental Attribute) silver points, which must be spent towards an interval of that project. A project can only benefit from one slain beast, and each beast's remains can only benefit one project.

Endless Ingenuity Approach

Cost: —; **Mins:** Intelligence 2, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Many-Phase Insights

A creature of great and uncanny passions, the Lunar's driven to attain untold heights of innovation. When she upholds an Intimacy through knowledge, cunning, or similar intellectual prowess, she gains (Intimacy) gold points and rolls (Intelligence + [highest Craft]) with (Intimacy) bonus dice, gaining silver points equal to her successes.

This Charm can only be used once per story, unless reset by completing a non-basic project that fulfills at least one basic objective.

Implicit Design Epiphany

Cost: —; **Mins:** Intelligence 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Endless Ingenuity Approach

As the Lunar brings new wonders into Creation, she receives a glimpse into the unrealized possibilities implicit in their nature. Once per day, upon completing a project with any Attribute, she may enhance the craft point reward:

Basic: Double the silver points awarded.

Major: Gain an additional two gold and two silver points.

Superior: Gain an additional white point and (Essence/2, rounded up) additional gold points.

Legendary: Gain an additional white point, and add (Essence + 3) non-Charm dice on the roll for gold and silver points.

The Lunar may use this Charm to enhance craft point rewards from Many-Phase Insights, Brilliance-Drinking Approach, Ecstatic Inspiration Satori, and similar effects.

Inchoate Wonders Realized

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

Type: Simple

Keywords: None

Duration: One story

Prerequisite Charms: Endless Ingenuity Approach

The Lunar draws mythic potential into reality, speaking legends into being. This Charm can be used on an artifact that's partially completed or in the process of repairs, which must have already accumulated successes equal to at least half the goal number required to create or repair it, rounded down (**Exalted**, p. 241). It temporarily becomes fully functional. For the Lunar, its attunement cost is reduced by five motes.

An unfinished artifact needn't precisely match the capabilities it will have when completed. If its rating is 3+, the Lunar's player and the Storyteller should collaboratively design one Evocation the finished artifact might have, which the Lunar and her Solar mate can awaken without spending experience points. Other Evocations can be awakened normally.

The Lunar may continue working to complete or repair the artifact while this Charm is active.

This Charm may only be used once per story, unless reset by completing or fully repairing an artifact enhanced with it.

Quenched in Legend

Cost: —; **Mins:** Intelligence 5, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Inchoate Wonders Realized

The Lunar breathes unborn dreams into silver and bone. While using Inchoate Wonders Realized, she gains one gold point towards the cost of the project's next interval when one of the following occurs:

- The artifact's wielder uses it to uphold a Major or Defining Intimacy, achieve a major character or story goal, or complete a legendary social goal.
- A character forms a Major or Defining Tie towards the Lunar or the artifact because of an action taken with it.
- A character awakens an Evocation from the artifact.
- Once per session, when the artifact's wielder is awarded a two- or three-point stunt on an action using it.

At the end of a story in which a character used the artifact to uphold a Defining Intimacy, accomplish a major character or story goal, or achieve a legendary social goal, it gains an additional five gold points.

Upon completion, any gold points from this Charm in excess of the final interval's cost are awarded to the Lunar.

Ever-Mutable Prowess

Cost: 6m; **Mins:** Intelligence 4, Essence 2

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Protean Creator Discipline

Receding into the depths of her protean nature, the Lunar discovers untapped potential. After five minutes of meditation or sleep, she may exchange craft points of one type for another. She may exchange silver for gold craft points at a rate of two to one, or exchange white for gold or gold for silver at a rate of one to two. Each activation only allows her to convert one type of craft points.

Shifting Skin Raiment

Cost: —(+5gxp per dot); **Mins:** Intelligence 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Beast-Slayer's Art, Sharing Luna's Gifts

Anointing feathers, fur, or bone with her mutable blood, the Lunar binds animalistic power into a masterpiece. Upon creating clothing, armor, jewelry, or another worn object with a major project enhanced by Beast-Slayer's Art, she can reflexively use Sharing Luna's Gifts (p. XX), imbuing the object with up to five dots of mutations reflecting her prey's nature, paying five gold points per dot.

A character wearing this object can spend one Willpower as a miscellaneous action to gain those mutations for a scene: a feather cloak becomes wings, wolf-fang bracers extend into claws, etc. Though magical, these objects aren't artifacts; they aren't indestructible and can't sustain Evocations.

If this object is bestowed on a character via Shining Moon-Child Mark (p. XX), he can activate its mutations without spending Willpower.

Silver Crucible Refinement

Cost: 1m, 1wp, 1s/g/wxp per die; **Mins:** Intelligence 4, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Wonder-Weaving Art (x2)

Dreams of success and nightmares of failure stoke the Lunar's brilliance, burning away the dross of imperfection. She adds up to (Essence, maximum 5) non-Charm dice on a Craft roll with any Attribute. Enhancing basic or major projects costs silver points; superior projects cost gold points; legendary projects cost white points.With Intelligence 5, Essence 3, craft points spent on this Charm also count towards the cost of a major, superior, or legendary project's finishing roll (**Exalted**, pp. 240-242).

Ecstatic Inspiration Satori

Cost: —; **Mins:** Intelligence 3, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Endless Ingenuity Approach

Exulting in triumph, the Lunar envisions untold possibilities. She gains craft points for meeting basic objectives as though she'd completed a major project (**Exalted**, p. 240) when she upholds a Defining Intimacy through knowledge, cunning, or intellectual prowess (note that this always

fulfills the basic objective for upholding an Intimacy). As usual, if the Lunar succeeds with 3+ threshold successes on an action that upheld the Intimacy, she gains three gold points and one silver point per objective.

Manifest Miracle Forging

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

Type: Simple

Keywords: None

Duration: One project

Prerequisite Charms: Pattern-Realizing Genius, Silver Crucible Refinement

Sensing the nascent potential of magical materials and exotic reagents, the Lunar understands how to draw forth their power to shape wonders. She undertakes a superior project with any Attribute at an accelerated pace. Artifacts require (Artifact – 1) months; the time to complete a manse is halved; mundane large-scale projects can be completed in no more than (10 – Essence) weeks (**Exalted**, p. 243). Artifact repairs take no more than (Artifact – 1) weeks. Each interval's cost is reduced by (Essence/2, rounded up) gold points. This Charm is incapable of accelerating work on First Age artifice (**Exalted**, p. 243).

God-Skinning Hunter Art

Cost: 20m, 1wp; **Mins:** Intelligence 5, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Beast-Slayer's Art, Manifest Miracle Forging

The Lunar binds her mightiest prey's Essence into wonders worthy of the hunt. Upon beginning a superior project with any Attribute to create an artifact that incorporates the remains of a supernatural creature she participated in slaying, she gains (its Essence x2) gold points, which must be spent towards the project's interval rolls or the costs of Charms enhancing it.

Upon completion, the Lunar rolls (prey's Essence), awakening one Evocation whose prerequisites she meets at no experience cost for every two successes, minimum one Evocation. Alternatively, she may awaken Evocations for another character that participated in slaying the quarry, or for her Solar mate.

This Charm can only be used once per story.

Inexplicable Lunar Wonders

Cost: —; **Mins:** Intelligence 5, Essence 3

Type: Supplemental

Keywords: None

Duration: One project

Prerequisite Charms: Manifest Miracle Forging

Standing on mystery's precipice, the Lunar anticipates challenges yet to arise. She begins a superior or legendary project with any Attribute to create an artifact or manse without defining exactly what she's making, depicting a craftsman of uncanny foresight. For an artifact, she need only determine its level and what magical materials and other components she's incorporating into it; for manses, only the demesne she's raising it atop (which determines its aspect and level) need be determined. The project should be left offscreen or vague; while characters can observe the artifact or manse in progress, players won't know what it is until it's finished.

Upon completing the project, the player reveals what her character has been crafting all along. This Charm can't create First Age artifice.

This Charm can only be used once per story, unless reset by completing a superior or legendary project other than the one it enhances.

Unbound Demiurge's Dream

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Manifest Miracle Forging, Wonder-Weaving Art (x3)

As the Lunar toils at her forge of wonders, the flow of time becomes a mere phantasm of her imagination; seconds unwind into centuries and decades collapse into days. A Craft roll made with any Attribute as part of a superior or legendary project doesn't count towards that project's terminus.

This Charm can only be used (Essence/3, rounded up) times on any single project.

Warfare

Predator's Deadly Cunning

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

Type: Supplemental

Keywords: Totemic (Stamina)

Duration: Instant

Prerequisite Charms: None

The movements of armies, battlefield geography, supply lines, and countless other details whirl through the Lunar's mind as she devises her strategy. She adds (higher of Essence or 3) dice on a Strategic Maneuver roll, rerolling 1s until they cease to appear.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Stamina Charm.

Argent Pack Formation

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

Type: Supplemental

Keywords: Totemic (Stamina)

Duration: Instant

Prerequisite Charms: Predator's Deadly Cunning

The Lunar's all-encompassing understanding of her forces ensures their deployment makes the most of their strengths. She adds a success to a Strategic Maneuver roll, and ignores penalties equal to the highest (Might + 1) of any allied battle group.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Stamina Charm.

Raiton Follows After

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

Type: Supplemental

Keywords: Totemic (Stamina)

Duration: Instant

Prerequisite Charms: None

Leading from behind, the Lunar guides her forces to red victory. Every 10 on an Intelligence-based order rolls an additional non-Charm die. If the Lunar orders a battle group to attack a crashed foe, she adds (Intelligence) bonus dice.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Stamina Charm.

Silver General Foresight

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

Type: Reflexive

Keywords: Totemic (Stamina)

Duration: One scene

Prerequisite Charms: Predator's Deadly Cunning, Raiton Follows After

Everything unfolds as the Lunar has foreseen. To use this Charm, she must be fighting under a stratagem she's successfully enacted. Allied battle groups add a success on attack rolls, and she rerolls 1s on Intelligence-based command actions.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Stamina Charm.

Dauntless Tactician's Reversal

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

Type: Reflexive

Keywords: Perilous, Totemic (Stamina)

Duration: Instant

Prerequisite Charms: Raiton Follows After

Stemming the tide of her opponents' forces, the Lunar reveals hidden defenses. When an allied battle group makes a rout check, she adds up to (its Size + Might) dice on the roll for one

Initiative per die. If successful, the battle group also gains +1 Defense and +(Initiative spent) soak until the end of its next turn.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Stamina Charm.

Triumph-Directing Insight

Cost: 4m (+3i); **Mins:** Intelligence 3, Essence 2

Type: Reflexive

Keywords: Totemic (Stamina)

Duration: Instant

Prerequisite Charms: Dauntless Tactician's Reversal

As the Lunar directs the flow of battle, her arrayed forces create an opening for her allies to seize victory. When a battle group that benefits from her order action crashes an enemy or reduces an enemy battle group's Size, she may transfer the Initiative Break to an ally within medium range of her. If the Initiative Break came from attacking a battle group, she may pay a three-Initiative surcharge to grant that ally (damaged group's previous Size x2) additional Initiative.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Stamina Charm.

Silver Lion Supremacy

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

Type: Supplemental

Keywords: Totemic (Stamina)

Duration: Instant

Prerequisite Charms: Argent Pack Formation

Marshalling puissant legions of beastfolk or other supernaturally empowered troops, the Lunar forges daring plans of attack. She adds non-Charm dice on a Strategic Maneuver roll equal to the highest Might of any allied battle group. If she stunts with a description that invokes her soldiers' superhuman capabilities — carrying out an Ambush stratagem at night while leading beastfolk capable of seeing in darkness, or leading a flank of aquatic demons in a Pincer Attack from the sea — she adds non-Charm successes instead.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Stamina Charm.

Quicksilver Strategy Meditation

Cost: 3m, 1wp; **Mins:** Intelligence 4, Essence 2

Type: Simple

Keywords: Totemic (Stamina)

Duration: Instant

Prerequisite Charms: Silver Lion Supremacy

The Lunar's plans are formless and enigmatic, adapting to foes' strategies and unexpected circumstances. She makes a Strategic Maneuver roll, selecting two potential stratagems to enact.

She may allocate her extra successes to whichever stratagem she wishes, and if she rolls enough to meet both their thresholds, may enact them simultaneously.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Stamina Charm.

Sparks-to-Fireflies Reversal

Cost: 10m, 5i, 1wp; **Mins:** Intelligence 5, Essence 3

Type: Simple

Keywords: Perilous, Totemic (Stamina)

Duration: Instant

Prerequisite Charms: Quicksilver Strategy Meditation, Triumph-Directing Insight

A legendary strategist, the Lunar is never caught off guard or left without recourse. She makes a Strategic Maneuver roll in battle, revealing preparations she's previously taken. A single enemy may pay one Willpower to oppose this with his (Intelligence + War) roll; if the battle's occurring under a stratagem he enacted, the Willpower cost is waived. If the Lunar meets her stratagem's threshold, she enacts it and negates any enemy stratagems in place.

This Charm can only be used once per story, unless reset by suffering a significant setback in combat — e.g., the rout of an allied battle group or the destruction of a major defensive measure — that threatens a Major or Defining Intimacy.

Totemic: A Lunar whose spirit shape hunts in groups may learn this as a Stamina Charm.

Sorcery

Terrestrial Circle Sorcery

Cost: —; **Mins:** Intelligence 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Any four Mental Attribute Charms

Crossing the Terrestrial Circle's threshold, the Lunar is initiated into mysteries unknown. She may use Terrestrial Circle sorcery. She learns one Terrestrial spell — her control spell — and one shaping ritual for free.

Cloaked in Moonfire

Cost: —; **Mins**: Intelligence 4, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrestrial Circle Sorcery

The Lunar's anima banner shifts and warps as sorcerous Essence flows through it. While her anima is glowing or higher, she doesn't lose sorcerous motes on turns wherein she doesn't gather additional sorcerous motes.

Shadow-Hands Invocation

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

Type: Reflexive

Keywords: None

Duration: One turn

Prerequisite Charms: Cloaked in Moonfire

The Lunar's shadow moves independently, weaving sorcery in her stead as she attends to other matters. She flurries a Shape Sorcery action with a nonattack action, reducing the penalty on both rolls by one. If she knows Celestial Circle Sorcery, she ignores all penalties, including the Defense penalty.

An Intelligence 5, Essence 3 repurchase lets her extend this Charm's duration to one scene for a four-mote, one-Willpower surcharge.

Celestial Circle Sorcery

Cost: —; **Mins:** Intelligence 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrestrial Circle Sorcery, any five Terrestrial Circle spells

Attaining the sublime heights of the Celestial Circle, the Lunar returns to the world bearing wisdom that burns. She may use Celestial Circle sorcery. She learns one Celestial spell — an additional control spell — and one shaping ritual for free.

Cosmos-Rending Fury

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

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Celestial Circle Sorcery

The Lunar's primal rage speaks puissant sorceries unbidden from her soul's depths. Upon winning Join Battle, she makes a reflexive Shape Sorcery action to begin casting a spell, adding a free full Excellency.

Manipulation

Heart's Blood

Argent Trickster's Rook

Cost: —; **Mins:** Manipulation 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Flashing a wicked grin as she rolls the dice or turns over her cards, the Lunar claims faces unwisely wagered against her. She performs a sacred hunt by challenging a human to a dice, cards, or a similar game of chance, convincing him to stake his shape as his wager. She needn't convince him that she can actually take his form, and may convince him through vague language, metaphor, or half-truth. Her own wager must be one that her target would consider equal in value to the theft of his shape. If the Lunar wins — including by cheating, as long as she isn't caught — she concludes the sacred hunt and claims her target's form. Her target must be genuinely playing to win.

If the Lunar's target wins or catches her cheating, the sacred hunt fails, and she can't take his shape through this Charm until next story. She may still attempt sacred hunts against him by other means.

Influence

Fox-Tailed Trickster's Grace

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar transgresses norms and taboos without consequence, dancing across forbidden lines with carefree ease. When she violates a custom, she makes a special (Manipulation + [Presence or Socialize]) instill roll against all witnesses who belong to that culture. Affected characters rationalize reasons not to punish, reprimand, or think poorly of the Lunar for this violation — taking her for a foreigner who doesn't know better; recalling hearing of a heroic deed she's committed and deciding it justifies overlooking the slight; deciding the violated custom is foolish and ill-considered; etc. They can't form or strengthen negative Ties towards the Lunar or weaken positive Ties to her as a result of her transgression. Resisting this influence requires entering a Decision Point and calling upon a Major or Defining Intimacy.

Note that this Charm won't excuse legal consequences for violating laws even if it negates social or cultural stigma.

With a Manipulation 3, Essence 2 repurchase, targets that belong to the culture may opt not to apply Resolve against the influence. The Lunar's aware of anyone who does so, and may pay one

Willpower to grant each character a pool of (her Essence) dice. Those characters may add these dice on influence rolls to convince others to overlook a violation of the same custom, or to argue against the custom itself. These dice are lost if not used within (Lunar's Essence) days.

Forsaking-the-Blood Posture

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Fox-Tailed Trickster's Grace

Harshly excoriating a rival, the Lunar turns his people against him. She makes a Manipulation- or Charisma-based instill roll, ignoring multiple target penalties, to create a negative Tie towards a character or weaken positive Ties towards him by accusing him of violating a custom or more of a culture he belongs to. Targets who belong to the accused's culture suffer −2 Resolve, and can't bolster Resolve with Ties towards their shared culture or Principles that express solidarity, tribalism, or similar.

Tarnished Silver Imprecation

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Forsaking-the-Blood Posture

The Lunar's rumormongering stains her victim's reputation soul-deep. She adds (higher of Essence or 3) dice on an instill roll to create a negative belief about a character present in the scene. Affected characters, other than the accused, also treat this as a persuade roll, convincing them to spread this belief through rumors, jokes, mocking nicknames, etc. Each affected character does so for at least (6 – his Integrity) days.

If Lunar's instill roll affects the accused, the rumor lives on in his shadow for (Lunar's extra successes against him) days. Anyone attempting to read his intentions is exposed to this Charm's influence, using the original roll's successes. Such characters use their successes on the read intentions roll in place of their base Resolve, if lower.

Generosity of the Cuckoo

Cost: 7m; **Mins:** Manipulation 3, Essence 1

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Fox-Tailed Trickster's Grace

Few can refuse the Lunar's gifts, be they baskets of poisoned fruit or the red-handed spoils of her latest crime. She offers a gift to a single character without asking anything in return, making a special (Manipulation + [Presence or Socialize]) instill roll with double 8s. If his Resolve's beaten, he takes whatever the Lunar offers. While he may store the object, exchange it, give it away to others, or "use up" limited gifts such as foodstuffs, he can't discard or abandon the Lunar's gift. He can't spend Willpower to resist unless the gift is obviously dangerous, or if accepting it would violate a Major or Defining Intimacy.

Laughing Raccoon Audacity

Cost: —; **Mins:** Manipulation 4, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Fox-Tailed Trickster's Grace

The Lunar diminishes her social standing, falling beneath respectable society's notice. She can use Fox-Tailed Trickster's Grace (p. XX) to instill a Tie of scorn or disgust towards herself (or her current shape) in addition to the roll's usual effects. Instead of excusing her transgressions, affected characters dismiss her behavior and any subsequent transgressions that scene as "normal" for a madwoman, foreigner, or similar undesirable. They won't punish or reprimand her, merely wishing that someone else would attend to that unpleasant task.

Glib Tongue Technique

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

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

The Lunar knows what others wish to hear, making even the tallest tales seem reasonable as she masterfully plays to her audience. She doubles 9s on an instill roll, and ignores one point of penalty from implausible claims (**Exalted**, p. 215).

Heart-Snaring Deception

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Glib Tongue Technique

The Lunar preys on others' desire to believe. When she makes an instill roll against one target that exploits one of his Intimacies, she ignores (Intimacy) points of penalty for implausible

claims. If this exceeds the total value of such penalties, she adds the difference in non-Charm dice.

Uncertain Sky Ambiguity

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

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Glib Tongue Technique

There are no certainties in the company of tricksters. The Lunar makes a special (Manipulation + [Presence or Socialize]) instill roll with (higher of Essence or 3) bonus dice. Success causes targets to doubt the truth of a specific fact. A traveler waiting on a companion might question whether he's at the correct teahouse; a merchant might second-guess his cargo's value; a pickpocket's victim might doubt whether he had the stolen item with him all along. This uncertainty can be leveraged as though it were a Major Intimacy for the scene.

Characters presented with direct evidence of the fact's truth may resist this influence without spending Willpower. A character with an Intimacy encompassing belief in the fact in question treats this as unacceptable influence: a soldier with a Tie of loyalty towards his commander might question whether he heard her orders correctly, but not whether he serves her.

The Shadow Who Wasn't There

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

Type: Reflexive

Keywords: Totemic (Appearance)

Duration: One scene

Prerequisite Charms: Uncertain Sky Ambiguity

Endlessly elusive, the Lunar extricates herself from even the most tenuous suspicions. When she observes one or more characters discussing someone whose identity they don't know, or infers that such an unknown person is on those characters' minds, she employs subtle mannerisms and social cues to make them completely certain that the unknown person is neither the Lunar nor her current shape. Her targets must be able to see or hear her, though she need not directly address them. This certainty can be leveraged through social influence as though it were a Minor Intimacy. A character may pay one Willpower to resist this Charm, becoming immune for one scene.

Totemic: A Lunar whose spirit shape mimics another animal's appearance may learn this as an Appearance Charm, with Perfect Symmetry (p. XX) as its prerequisite.

Ever-Present Shadow Insinuation

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

Type: Reflexive

Keywords: Totemic (Appearance)

Duration: One scene

Prerequisite Charms: The Shadow Who Wasn't There

Suffusing her mien with notoriety, the Lunar subtly implicates herself in others' minds. This Charm functions like its prerequisite, but inverts its effect, leaving targets certain that the unknown individual they're thinking of *is* the Lunar, or her current shape.

If the Lunar uses this Charm and its prerequisite simultaneously, the cognitive dissonance of being certain that the Lunar was and was not the unknown individual overwhelms targets, imposing a −1 penalty on social and mental rolls until they resist one or both Charms. Each contradictory certainty can be leveraged as a separate Intimacy.

Totemic: A Lunar whose spirit shape mimics another animal's appearance may learn this as an Appearance Charm.

Wayward Pariah Affliction

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

Type: Simple

Keywords: Mute, Protean

Duration: Instant

Prerequisite Charms: Forsaking-the-Blood Posture, Uncertain Sky Ambiguity

The Lunar undermines the confidence of mighty princes and esteemed elders by questioning their place in society. She makes a special (Manipulation + [Presence or Socialize]) instill roll against one character to convince him that he's secretly distrusted and scorned by other members of a culture he belongs to. He treats any positive Ties towards members of that culture, or to the culture itself, as one step lower in intensity. Additionally, his suspicions and insecurity impose a −2 penalty on influence rolls and read intentions rolls he makes that target members of that culture. This lasts until another member of the culture convinces the target that he's welcome in it, using the rules for overturning social influence (**Exalted**, p. 221).

Protean: If the Lunar uses this Charm in a human shape that belongs to the culture in question, her target suffers −1 Resolve against the influence.

Inexplicable Mystery Incarnation

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

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

Drawing her anima inwards, the Lunar masks her power. She mutes all motes spent to create or enhance an influence roll with any Attribute, read intentions roll, or application of Resolve or Guile.

Subtle Speech Method

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

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

Employing deft circumlocutions and subtle innuendo, the Lunar carries on two conversations simultaneously. She appears to speak on one topic, but the subtext of her speech conveys either a single idea or an influence roll, perceived only by those she wishes to grasp her true meaning. Those characters must still understand the language the Lunar is speaking in.

Voice-Hurling Method

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Subtle Speech Method

Reshaping vocal cords, the Lunar effects masterful ventriloquism. Her voice appears to come from a point within short range for a single influence roll or ten seconds of regular speech. She may speak from concealment without revealing her location, imposing a two-success penalty on Awareness rolls to locate her.

Hyena-Grinning Playfulness

Cost: 4m; **Mins:** Manipulation 3, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Uncertain Sky Ambiguity

The Lunar weaves blood-chilling threats into idle banter or small talk without changing her tone of voice or demeanor, leaving victims confused and terrified. When she makes a threaten roll with any Attribute, her targets won't form negative Ties towards her because of it, nor can they strengthen negative Ties to her at the scene's end. Such characters won't take offense to the threats or respond with hostility. Resisting the threaten roll ends this effect; affected characters unable to do so may spend one Willpower to resist solely this Charm's effects instead.

This Charm can only be used once per scene.

Wolves-in-the-Mist Incitement

Cost: 6m, 1wp; **Mins:** Manipulation 4, Essence 2

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Hyena-Grinning Playfulness

The Lunar's predatory Essence suffuses her voice and mannerisms, awakening primal fears that sleep in the caverns of the soul. She makes a (Manipulation + [Presence or Socialize]) inspire roll to create fear, ignoring multiple target penalties. This doesn't require her to directly address her targets, though she must speak in a language they understand or employ body language. This Charm's victims won't perceive the Lunar as the source of their fear.

Affected characters believe they're in imminent danger from an unknown threat. In addition to an inspire action's normal effects, for the rest of the scene, they suffer −1 Resolve and Guile, and a −2 penalty on actions that don't help safeguard against the danger. This increases to −3 on Join Battle rolls and Awareness rolls to detect enemies — the victims are too preoccupied with the nonexistent threat to see the real danger. Once a character's Joined Battle, these penalties no longer apply to him (although the inspired fear remains).

This Charm's victims won't perceive the Lunar as the source of their fear.

Innocuous Rumormonger Remark

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

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Subtle Speech Method

The Lunar passes off her arguments as rumors, tantalizing gossip, and popular opinion. When she makes an instill roll, targets can't bolster their Resolve with negative Ties toward her. Unless they successful read her intentions or profile her that scene, they won't recognize that she attempted to influence them, believing they drew their own conclusions from the widespread gossip.

Chattering Magpie Inflection

Cost: —(1m, 1wp); **Mins:** Manipulation 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Innocuous Rumormonger Remark

The Lunar conceals her voice within the mutterings of a crowd. She can use Innocuous Rumormonger Remark for one mote and one Willpower while within close range of multiple characters to conceal her statement's source. Onlookers perceive it as being a general sentiment expressed by the crowd she's in — even those in the crowd can't discern who said it.

If the Lunar knows Voice-Hurling Method, she can use this Charm while within short range of multiple characters.

Lying to the World

Cost: —; **Mins:** Manipulation 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Inexplicable Mystery Incarnation

Every lie that rolls off the Lunar's lips and into believing ears is a prayer to herself. When she succeeds on a Manipulation-based influence roll or successfully asserts Guile, she gains two motes. This can't exceed the number of motes spent enhancing the roll or her Guile.

Brother-or-Duty Dilemma

Cost: 5m; **Mins:** Manipulation 4, Essence 2

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: Heart-Snaring Deception

The Lunar plays her victim's passions against his beliefs. When an influence roll with any Attribute exploits a Tie to an individual, her target can't use a Tie to a group nor a Principle to bolster his Resolve or in a Decision Point if its intensity is lower.

Protean: If the exploited Tie is towards the Lunar's current human or animal shape, her victim can't use such Intimacies at all.

Faithless Wolf Strays

Cost: 4m; **Mins:** Manipulation 5, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Brother-or-Duty Dilemma

A master of self-deception, the Lunar argues against her own ideals. When she bolsters her Resolve with a Tie to an individual, it can't be penalized by Ties toward groups or Principles if they have lower intensity (though they may still support persuade actions). If the bolstering Tie is towards her Solar mate, such Intimacies can't penalize her Resolve unless they're of greater intensity.

Countless Shadow-Puppets Dance

Cost: —; **Mins:** Manipulation 4, Essence 2

Type: Permanent

Keywords: Totemic (Appearance)

Duration: Permanent

Prerequisite Charms: Ever-Present Shadow Insinuation

Weaving stolen faces into a tapestry of mystery and rumor, the Lunar inhabits the stage of others' assumptions. When she uses The Shadow Who Wasn't There or Ever-Present Shadow Insinuation, she's no longer limited to making her targets believe that she or her current human shape either was or was not the unknown individual in question. She can cause their assumption to fall on any human whose shape she possesses, without needing to wear it.

Note that using those two Charms together only produces cognitive dissonance if they create conflicting certainties — e.g. if the Lunar induces the belief that a mysterious serial killer is the satrap's adviser, and isn't her, no penalty results.

Totemic: A Lunar whose spirit shape mimics another animal's appearance may learn this as an Appearance Charm.

Empress-Grifting Confidences

Cost: 4m, 1wp; **Mins:** Manipulation 4, Essence 2

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Heart-Snaring Deception

Everyone longs to be lied to, and the Lunar trickster is happy to oblige. She rolls (Manipulation + [Presence or Socialize]) as she lies to instill either a Principle of belief in her words, or another appropriate Intimacy. A character whose Resolve is penalized against this influence by one of his Intimacies can't spend Willpower to resist it until next scene, unless presented with direct evidence contradicting the lie. If the Lunar succeeds, and no affected character spends Willpower to resist by the scene's end, she gains one Willpower.

Gnawing Mouse Malaise

Cost: 5m, 1wp; **Mins:** Manipulation 4, Essence 2

Type: Simple

Keywords: Mute

Duration: One story

Prerequisite Charms: Fox-Tailed Trickster's Grace (x2)

The Lunar poisons armies and ministries from within, sowing chaos and turmoil. She spends a scene interfering with an organization she (or whoever she appears to be) holds a position of authority within — giving subordinates contradictory instructions, misappropriating funds, spreading rumors about other organization members, destroying records, etc. She rolls (Manipulation + [Bureaucracy, Larceny, or Socialize]) with (Essence) successes, opposed by the highest appropriate (Attribute + Ability) roll of any involved group member. A general might roll (Intelligence + War) against an attempt to disrupt his supply lines; a devious bureaucrat might roll (Manipulation + Bureaucracy) to counter the Lunar's efforts with his own schemes; a crime boss might roll (Charisma + Larceny) to retain his syndicate's loyalty; etc.

Success inflicts internal turmoil, mismanagement, and delay. 1s on group members' rolls subtract successes on rolls to carry out the organization's official business — a Bureaucracy roll to allocate a ministry's resources and manpower, an Investigation roll to sniff out corruption within a business, a general's Strategic Maneuver roll to position an army, etc. — and the time necessary to complete such actions (or the interval of extended actions) is doubled. When a roll penalized in this way fails, the Lunar gains one Willpower, maximum one per day. She gains +3 Guile against effects that would reveal her culpability.

An organization member can undo this sabotage by successfully uncovering the Lunar as its culprit and completing a project (**Exalted**, p. 226) to undo or reform whatever harm she caused. Alternatively, magic such as Woe-Capturing Web can oppose this Charm.

This Charm can only be used on a given organization once per story.

Grows-in-the-Telling Technique

Cost: 4m, 1wp; **Mins:** Manipulation 4, Essence 2

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Heart-Snaring Deception

Even the wildest lies grow more believable with repetition. The Lunar resets a failed instill roll to convince others of a falsehood. If a target uses the same Intimacy to bolster his Resolve against her renewed roll that he did against the original roll, reduce the bonus it applies by one. Any penalties for dubious claims the Lunar suffers on the renewed roll are halved.

This Charm can only be used once per scene.

Herd Subversion Approach

Cost: 5m; **Mins:** Manipulation 4, Essence 2

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Fox-Tailed Trickster's Grace (x2)

The Lunar invites transgression and disobedience, tempting others to forsake long-held traditions and mores. When she makes a persuade, bargain, or threaten roll to convince one or more characters to violate or act contrary to culture's custom, members of that culture suffer −1 Resolve. Such characters can't use Ties to that culture to bolster their Resolve or spend Willpower in Decision Points.

Secret Devil's Presence

Cost: 1m, 1wp; **Mins:** Manipulation 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: The Shadow Who Wasn't There, Tarnished Silver Imprecation

Preying on suspicion and paranoia, the Lunar sows rumors of herself. She accuses someone of being an impostor, rolling a special (Manipulation + [Larceny, Performance, Presence, or Socialize]) instill roll against his (Charisma + [Bureaucracy, Performance, Presence, or Socialize]) roll, rerolling a failed die for each of his 1s. She can accuse someone who isn't present, but at a –3 penalty, and he still rolls.

If successful, the Lunar's extra successes become an instill roll against all other characters present to create Tie of suspicion towards the accused character, convincing them that he's a disguised conman, shapeshifter, possessing spirit, etc. Characters already watching for a suspected impostor must pay an additional Willpower to resist this influence.

As long as affected characters retain the instilled Tie, their read intentions rolls against the accused yield false positives — giving them a definite sense that something's wrong with his behavior or appearance — unless their successes also beat the Lunar's Guile.

This Charm's Willpower cost is waived if it's used with Tarnished Silver Imprecation.

Special activation rules: The Lunar may activate this Charm reflexively when she uses Wolves-in-the-Mist Incitement, waiving its Willpower cost, to convey both Charm's effects with Wolves-in-the-Mist Incitement's roll.

Creating-the-Wolf Attitude

Cost: —; **Mins:** Manipulation 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Forsaking-the-Blood Posture

Twisting the words of accusers and enemies, the Lunar lays her sins on their backs. When she's accused of violating a custom, she may use Fox-Tailed Trickster's Grace to excuse her transgression, even if it occurred in the past. If she successfully influences all character's present, she may reflexively use Forsaking-the-Blood Posture for free, turning the accusation back on her accuser. Each 9 or 10 on her roll for Fox-Tailed Trickster's Grace adds a bonus die on Forsaking-the-Blood Posture's roll.

False Burrow Pursuit

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

Type: Reflexive

Keywords: Mute, Protean, Psyche

Duration: Instant

Prerequisite Charms: Empress-Grifting Confidences

The Lunar sends others chasing down paths that never existed. She opposes an influence roll with a special (Manipulation + [Presence or Socialize]) instill roll against its speaker, suddenly

changing the topic of conversation. If her roll beats both the opposing character's roll and his Resolve, he abandons his original intent, instead making an influence roll appropriate to the Lunar's chosen topic. He forgets what the previous topic of discussion was for the rest of the scene, though if another character reminds him of it, he can spend one Willpower to resist this influence.

This Charm may only be used once per scene.

Protean: In animal or human shapes that the Lunar's target has a Tie towards, if she successfully changes the topic to one related to the Tie's emotional context, he can't resist this influence unless he enters a Decision Point and invokes an Intimacy of equal or greater intensity after being reminded of the original topic.

Trash-is-Treasure Misdirection

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

Type: Simple

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Generosity of the Cuckoo, Uncertain Sky Ambiguity

The Lunar's sales pitch conveys such impassioned sincerity that her mark sees pearls instead of pebbles. She makes a (Manipulation + [Performance or Presence]) bargain roll against a single character. If successful, she convinces him that whatever she offers is actually another object of a similar size and shape, but with a Resources value up to (1 + Lunar's extra successes) higher than the actual object's, before the Storyteller determines whether that offer is sufficient. She might pass off a handful of leaves as Realm scrip, a rusted saber as a bladesmith's masterpiece, or a clay brick as a silver ingot. This does not create an illusion or disguise the object — rather, the Lunar's lie is so convincing that her target disregards all evidence to the contrary, even that of his own eyes.

This Psyche effect lasts (Lunar's Essence) hours. An affected character may pay three Willpower to resist if another character disputes the object's value, such as a vendor refusing to be paid in leaves, or if attempting to use the object makes the discrepancy between what it is and what the victim believes it to be apparent. Once the Lunar uses this Charm against a specific character, he's immune to further uses for (his Integrity) days.

With a Manipulation 5, Essence 4 repurchase, the Lunar may target multiple characters with this influence, spending at least several minutes speaking to do so. She uses the lowest number of extra successes over any audience member's Resolve when determining what she can cause affected characters to perceive.

Wolf-Amid-the-Fold Approach

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Brother-or-Duty Dilemma

Clothed in stolen skin and speaking with another's voice, the Lunar exploits the web of relationships her prey has left behind. When she makes an influence roll using any social Attribute while in a stolen human form, characters with Major or Defining Ties to that form must pay one additional Willpower to resist. If all affected targets decline to resist with Willpower, the Lunar gains one Willpower.

Commanded to Fly

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Empress-Grifting Confidences

Caged and collared, the Lunar finds freedom in obedience. She can use this Charm when she succumbs to a Psyche effect or mind-affecting curse. It still takes effect, but her player adds a stipulation or condition to the actions it compels her to take equivalent to an inconvenient or serious task (**Exalted**, p. 216). The imposed condition can't directly contravene the controlling influence, but may make it more difficult for the Lunar to achieve, or alter the outcome intended by the opposing character. The added condition can't be one that would let the Lunar ignore the influence as unacceptable.

This Charm can only be used once per story, unless reset by successfully completing a task imposed by a Psyche effect or curse in a way that upholds one of the Lunar's Major or Defining Intimacies (regardless of whether the outcome is what the opposing character envisioned). Alternatively, it may be reset by completing a legendary social goal (**Exalted**, p. 134).

Example: A Solar uses Hypnotic Tongue Technique to command Anja Silverclaws to kill a forest-god, the leader of a troublesome spirit court. Anja uses Commanded to Fly to add the stipulation that she must take the Solar's shape and carry out the god's murder while wearing it — a task that is merely inconvenient, as she has a Charm to take shapes by gambling, and the Solar seems an easy mark. However, if she had a Defining Tie to the Solar, and no way to take his form without killing him, this stipulation would be unacceptable influence, so she couldn't add it. Likewise, she couldn't add a stipulation that she kill the god without using any of her Exalted might or weaponry, as the spirit is dangerous enough to make this a life-defining task.

Coyote-Laughing Hilarity

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

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Fox-Tailed Trickster's Grace, Hyena-Grinning Playfulness

The Lunar defeats arguments by agreeing with them, playing off the sincerest of statements with jovial manner and deft wit. When a character makes an influence roll, she opposes it with a

(Manipulation + [Performance, Presence, or Socialize]) roll. If she rolls more successes, her reaction to that character's influence convinces all other affected targets that it was meant sarcastically, ironically, or humorously, inverting its effect. An instill roll accusing the Lunar of various misdeeds would be seen as praise for her, building positive Ties; an inspire roll to calm a crowd only angers them further.

This Charm won't invert an influence roll's effect against the Lunar unless she enhances it with Whispering Silver Serpent, waiving the Willpower cost of such an activation.

Whispering Silver Serpent

Cost: 4m, 1wp; **Mins:** Manipulation 5, Essence 3

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Empress-Grifting Confidences

Such are the depths of the Lunar's deception that even she believes it. When she lies — either in an influence roll or ordinary dialogue — she convinces herself that she's telling the truth. Until end of scene, read intentions or profile character rolls can't reveal any evidence that she lied. Even mind-reading magic shows that she believes what she's saying.

This Charm can contest lie-detecting magic like Judge's Ear Technique. Such contests are resolved by opposed rolls, with the Lunar rolling (Manipulation + [Larceny, Presence, or Socialize]) with (Essence) bonus dice. If successful, her statement appears true.

Cobra's Hypnotic Gaze

Cost: 5m; **Mins:** Manipulation 5, Essence 3

Type: Supplemental

Keywords: Mute, Psyche

Duration: Instant

Prerequisite Charms: Whispering Silver Serpent

Speaking with mesmerizing tone and cadence, the Lunar lulls her prey into a half-trance. She may use Manipulation instead of Appearance to determine the bonus dice added (**Exalted**, p. 218) on an instill or persuade roll. If she adds any dice this way, her victim's trance is deep enough that his Intimacies can't modify his Resolve, positively or negatively, against that influence. He can still invoke Intimacies in a Decision Point.

Forgetful Victim Prana

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

Type: Reflexive

Keywords: Psyche

Duration: Instant

Prerequisite Charms: Cobra's Hypnotic Gaze, Grows-in-the-Telling Technique

The Lunar's eyes burn with devilish intensity as she scours her presence from a witness' memory. At a scene's end, she makes a special (Manipulation + [Presence or Socialize]) instill roll against one character. Success suppresses his memories of the scene, without a chance to resist with Willpower. He forgets everything that happened during that scene, and believes no time has passed since the scene's beginning.

If a character failed an influence roll targeting solely the Lunar's victim during the erased scene, that action resets.

Conversely, if a character succeeded on a persuade, bargain, or threaten roll against the target, that influence is terminated along with his memory of it. If the player of the influencing character doesn't consent to this, the Lunar's instill roll is subject to the rules for overturning influence (**Exalted**, p. 221), and fails entirely if she can't overturn the opposing influence. Instilled Intimacies and inspired emotions remain, though the victim doesn't realize they're the result of another's influence.

If someone reminds the victim of the scene's events, or he finds evidence that time has passed without his awareness, he may resist this influence for three Willpower, regaining his memories. Terminated influence resumes, while reset actions must be reset again, if characters haven't already attempted them.

This Charm can only be used once per day. Once the Lunar uses this Charm against a character, he's immune to further uses for (his Integrity) days.

Shadow Faith Inversion

Cost: 8m, 1wp; **Mins:** Manipulation 5, Essence 3

Type: Supplemental

Keywords: Protean, Psyche

Duration: Instant

Prerequisite Charms: Cobra's Hypnotic Gaze, Herd Subversion Approach

The Lunar's words poison the soul, twisting the heart against itself. When she makes an instill roll to weaken a single character's Intimacy, he can't use that Intimacy to bolster his Resolve — instead, it penalizes his Resolve as though it supported the influence.

This Charm can only be used against a character once per story.

Protean: If the Lunar uses this Charm in a human or animal shape that's the object of the targeted Intimacy, resisting the influence requires entering a Decision Point and citing a different Intimacy whose intensity equals or exceeds that of the targeted Intimacy.

Nameless Monster Embodiment

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

Type: Simple

Keywords: Psyche

Duration: Indefinite

Prerequisite Charms: Shadow Faith Inversion

The Lunar becomes a monstrous avatar of doubt, a living denial of her prey's deepest-felt convictions. She makes a special (Manipulation + [Presence or Socialize]) instill roll against a character she's spent at least a scene interacting with, embodying the antithesis of one of his Defining Principles that she's aware of. That Intimacy can't bolster his Resolve against this influence, which can't be resisted with Willpower. If she succeeds, her target suffers the following effects:

- −2 Guile and Resolve against her.
- While he can perceive her, he can't use the targeted Principle to increase his Resolve or in Decision Points.
- Acting against the Principle while he can perceive the Lunar causes him to lose one Willpower and roll an extra die for Limit (if applicable). If he has no Willpower, he can't act against that Intimacy.
- He can't read her intentions unless he spends one Willpower.
- When he encounters a situation where the Principle is relevant, the Lunar intuitively realizes this and receives a brief description of that situation.

The victim can end this influence by completing eroding the targeted Principle, or by winning a noteworthy victory over the Lunar: besting her in combat, swaying an audience against her in a debate, driving a rival business led by her into bankruptcy, etc. Ending this influence by triumphing against the Lunar grants the victim one Willpower and lets him shed one Limit, and also renders the targeted Principle immune to subsequent uses of this Charm by her.

This Charm can only be used against a character once per story.

Taboo-Banishing Transgression

Cost: —(+1wp); **Mins:** Manipulation 5, Essence 3

Type: Permanent

Keywords: Psyche

Duration: Permanent

Prerequisite Charms: Fox-Tailed Trickster's Grace (x2)

The Lunar disperses traditions and mores like half-remembered dreams. For a one-Willpower surcharge, Fox-Tailed Trickster's Grace suppresses affected characters' memory and knowledge of the violated custom. Any Principles that embody the affected custom are suppressed. She might cause Immaculate monks to forget their faith's aniconicism by erecting an idol to a local god beside their shrine. Any Principles that embody the affected custom are suppressed. This lasts (6 – victim's Integrity) hours, but affected characters are freed from it if they're reminded of the custom.

First-in-School Assumption

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

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Wolf-Amid-the-Fold Approach

Seizing on the chaos of the battlefield, the Lunar tempts the rank and file of enemy armies away from their banners. Before an enemy battle group rolls a rout check, she makes a (Manipulation + [Presence or War]) roll against its Resolve. If she succeeds and the battle group suffers dissolution (**Exalted**, p. 209), it reforms under her command, losing a dot of Size. Deserters, mercenaries, and ill-treated troops turn to the Lunar's side, believing she offers the best chance for survival, while those who refuse to turn traitor make up the lost dot of Size.

Once the battle ends, the battle group's members form a Minor Tie towards the Lunar, with a Storyteller-chosen emotional context.

This Charm can only be used once per day, unless reset when a battle group acting under the Lunar's order action deals enough damage to an enemy battle group to reduce its Size.

Nation-Sundering Shadow

Cost: —(+5m); **Mins:** Manipulation 5, Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Nameless Monster Embodiment

The Lunar bears civilization's shadow as a disquieting cloak. After at least a week immersed within a culture, she can use Nameless Monster Embodiment at a five-mote surcharge, targeting one of that culture's customs. Her roll is opposed by the ([Charisma or Intelligence] + [Bureaucracy or Socialize]) roll of that culture's leader or a significant figure within it. If successful, any members with Defining Ties towards the culture or Defining Principles embodying the targeted custom suffer the effects of Nameless Monster Embodiment with regard to such Intimacies. While the Lunar remains immersed in an affected culture, she can inflict an automatic botch once per story on any roll made by a leader or administrator within that culture related to a large-scale project.

A culture afflicted by this Charm can end it if members of it publicly triumph over the Lunar, or if a prominent member completes a project (**Exalted**, p. 226) reaffirming the targeted custom. This renders that custom immune to subsequent uses of this Charm by the Lunar.

This Charm can only be used once per story, unless reset by achieving a legendary social goal (**Exalted**, p. 134).

Parade-of-Follies Deliverance

Cost: 10m, 1wp; **Mins:** Manipulation 5, Essence 4

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Commanded to Fly

The Lunar reveals secret paths to freedom, even if they lead through the gates of madness. She makes a special (Manipulation + Presence) persuade roll, which doesn't require a supporting Intimacy, against a character under the influence of a Psyche effect or mind-affecting curse, using the rules for overturning influence (**Exalted**, p. 221). If successful, her target enters a Decision Point and must invoke either a Defining Tie that opposes the Psyche effect or curse, or a positive Major or Defining Tie to the Lunar (or her current human shape) to pay one Willpower. If he does, the Lunar adds a condition to the compelled course of action, as per Commanded to Fly (p. XX).

If the Lunar uses this Charm on her Solar mate, she succeeds without needing a roll. He may reflexively form a positive Major Tie towards her in the Decision Point.

This Charm can only be used on a character once per story.

Guile

Moonlight Curtain Drawn

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

Type: Reflexive

Keywords: Mute

Duration: One scene

Prerequisite Charms: None

Vanishing into the depths of herself, the Lunar hides her true face. She gains +1 Guile. If an effect opposing her Guile would reveal information inconsistent with her current animal or human shape, potentially revealing her as a shapeshifter or impostor, the bonus increases to +3.

A Manipulation 4, Essence 2 repurchase of this Charm extends its duration to one day.

Cat-Eyed Enticement

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Moonlight Curtain Drawn

The Lunar's inscrutability lends mysterious appeal to her arguments. To use this Charm, she must have successfully asserted Guile previously that scene. She rerolls (higher of Essence or 3) failed dice on an influence roll with any Attribute against a single character who failed opposing her Guile. She may use this Charm once per successful application of Guile.

Argent Deceiver Smile

Cost: —(2m); **Mins:** Manipulation 3, Essence 1

Type: Permanent

Keywords: Mute

Duration: Permanent

Prerequisite Charms: Moonlight Curtain Drawn

Radiating honesty and sincerity, the Lunar conceals her silvered tongue. While using Moonlight Curtain Drawn, she may pay two motes to apply its +3 Guile bonus against any effect that would reveal information indicating that she's lying, or that her behavior is intended to deceive.

Seven-Veiled Visage

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

Type: Reflexive

Keywords: Protean

Duration: Instant

Prerequisite Charms: Argent Deceiver Smile

Endless layers of misdirection enfold the Lunar's innermost self, concealing it from all but the most impeccable discernment. (Essence) 1s on a roll opposing the Lunar's Guile subtract successes. She can't use this Charm against characters she's unaware of.

Protean: If the Lunar's in a human shape the opposing character has a Defining Tie towards, failure casts him into despair over his inability to understand someone who means so much to him. He suffers a dice penalty equal to the 1s on his roll, maximum (Lunar's Essence), on social and mental actions for the scene.

Sublime Façade Art

Cost: —(1m); **Mins:** Manipulation 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

A natural at deception, the Lunar employs many methodologies to conceal her emotions. She may use Integrity, Larceny, or Performance instead of Socialize when calculating Guile. For one mote, she ignores a point of penalty to her Guile, though this can't reduce the penalty for being unaware of an observer.

Anemones Conceal Clownfish

Cost: 3m; **Mins:** Manipulation 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Seven-Veiled Visage

The Lunar lends an air of mystery to even the most boorish companions, insinuating hidden depths they don't possess. When she witnesses an ally being targeted by an effect opposing his

Guile, she grants him +1 non-Charm Guile. The maximum amount he may raise his Guile with Charms is also raised by +1.

If the Lunar uses this Charm to benefit her Solar mate, any motes he spends to enhance his Guile are muted.

Forgotten Self Wisdom

Cost: 3m; **Mins:** Manipulation 4, Essence 2

Type: Reflexive

Keywords: Mute, Stackable

Duration: Indefinite

Prerequisite Charms: Moonlight Curtain Drawn (x2)

Assuming another's identity, the Lunar casts aside a part of herself. Upon shapeshifting into a human or animal form, she suppresses an Intimacy incompatible with impersonating that shape. It can't be detected by read intentions actions or similar effects, nor can it modify her Resolve, justify persuade actions against her, or be called upon in Decision Points. The Lunar's own behavior may still reveal the Intimacy to an observer. She can stack this Charm to suppress multiple Intimacies.

This Charm ends if the Lunar leaves the shape she used it in. If the Lunar ends it and uses the sealed Intimacy to bolster her Resolve or in a Decision Point in the same scene, she can't use this Charm again for the rest of the day.

Labyrinth of the Beast

Cost: 4m, 1wp; **Mins:** Manipulation 5, Essence 2

Type: Reflexive

Keywords: Mute, Protean

Duration: Instant

Prerequisite Charms: Forgotten Self Wisdom

The Lunar submerges her conscious mind in the depths of the countless beasts that teem in her Essence. After successfully asserting Guile against a read intentions roll with at least a single 1, she may use this Charm, causing the opposing character to believe he succeeded. However, instead of the truth, he sees only an animalistic drive of her choice — hunger, aggression, lust, etc. — and disregards her until end of scene unless her actions prompt further attention.

Protean: If the Lunar uses this Charm in an animal's shape, it causes the opposing character to instead see only the instincts and drives typical to a normal animal of that kind. She may use it even after a successful read intentions roll, as long as it contained at least a single 1.

Inconspicuous Feral Lifestyle

Cost: —(1m); **Mins:** Manipulation 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Labyrinth of the Beast

Immersing herself in the simple life of a beast, the Lunar falls beneath suspicion. While in an animal shape and undertaking activity characteristic of that species without ulterior motive — singing to attract a mate as a songbird, chasing after vermin as a cat, basking in the sun as a lizard, etc. — she may use Labyrinth of the Beast for only one mote, even against opposing effects that roll no 1s.

While using Silver Mask Submersion, the Lunar always enjoys the benefits of this Charm, even if not in animal form or engaging in characteristic behavior.

River Reflects Desire

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

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Labyrinth of the Beast

The Lunar becomes a mirror wherein others glimpse their hearts' desires. After successfully asserting Guile against a read intentions roll with at least a single 1, the Lunar may use this Charm, causing the opposing character to believe he succeeded. However, instead of the truth, he sees whatever he'd most desire to see. A merchant prince recruiting caravan guards might see absolute loyalty to anyone who can pay sufficiently, while a Dragon-Blooded chasing rumors of an Anathema might believe the Lunar both knows the Anathema's true identity and is eager to aid him.

Silver Mask Submersion

Cost: 6m, 1wp; **Mins:** Manipulation 5, Essence 3

Type: Simple

Keywords: Psyche

Duration: Indefinite

Prerequisite Charms: Labyrinth of the Beast

Telling herself the ultimate lie, the Lunar forgets herself. To use this Charm, she must be in the shape of a human she has a Tie for, or an animal shape. She twists her identity into that of her shape, overwriting her Intimacies with that character's Intimacies, or a set of Intimacies that the Storyteller deems an appropriate representation of that character's personality or animal's instincts. Her true Intimacies are suppressed — she can act against them without eroding them or gaining Limit, they don't modify her Resolve, they can't be discerned with read intentions rolls, etc.

The Lunar retains her memories, but they're distorted to fit her new identity. Memories that can't be reconciled with the identity are repressed. She can still act on her true motives, though distorted memories or her overwritten Intimacies might influence how or if she does so. As the Lunar's not aware that she's a shapeshifter, she can't voluntarily leave her current shape. She can

still use Charms, Evocations, and spells, though she may be surprised by this power and believe it to be a blessing or curse.

The Lunar may define a condition that will end this Charm when she uses it, such as a certain amount of time passing, hearing a particular phrase, or witnessing a specific person's death. She can't voluntarily end this Charm except at a story's end, or if she witnesses a threat to one of her true Major or Defining Intimacies, or her Solar mate.

Will-Drowning Void

Cost: 6m; **Mins:** Manipulation 5, Essence 3

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Cat-Eyed Enticement, Seven-Veiled Visage

Those who gaze too long upon the embodied enigma that is the Lunar find themselves lost in the perilous depths of the unknown. If a character fails a roll opposing the Lunar's Guile, he loses one Willpower, which she gains.

This Charm can only be used once per day, unless reset by upholding a Major or Defining Intimacy through deception, cunning, or trickery.

Mind-Shattering Mystery

Cost: 7m, 1wp (1m, 1wp); **Mins:** Manipulation 5, Essence 4

Type: Reflexive

Keywords: Protean, Psyche

Duration: Instant

Prerequisite Charms: River Reflects Desire, Will-Drowning Void

Drawing back her mask, the Lunar reveals horrors beyond imagination. After successfully asserting Guile against a read intentions roll, the Lunar makes a special (Manipulation + [Presence or Socialize]) instill roll with (Essence) bonus dice against the opposing character. Success inflicts the Madness Derangement (**Exalted**, p. 168) at Minor intensity, or strengthens an existing Minor Derangement to Major. If the Lunar succeeds with at least (victim's Integrity) extra successes, she may instead inflict Madness at Major intensity, or strengthen a Major Derangement to Defining. Her victim must immediately make a Willpower roll against that Derangement, with 1s subtracting successes.

If the Lunar enhanced her Guile with Will-Drowning Void, using this Charm against that read intentions roll costs only one mote and one Willpower.

Protean: If the Lunar uses this Charm in a human or animal shape the opposing character has a Major or Defining Tie of fear towards, the dice added to her influence roll are non-Charm.

Subterfuge

Moonlight-on-Mist Puzzle

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

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

A natural genius at deception, the Lunar ensures no traces remain to contradict her lies. She completes a roll to conceal evidence (**Exalted** p. 224) or conceal tracks (**Exalted** p. 230) instantly, doubling 9s. She may optionally roll with Manipulation instead of the Attribute normally used for those actions.

Gloaming Auspice Trickery

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Moonlight-on-Mist Puzzle

Such is the Lunar's exuberance in her own apparent good fortune that rivals don't notice as she pulls cards from her sleeves or swaps honest dice for weighted sets. She doubles 7s on a roll with any Attribute to cheat at a game of chance or similar contest without being noticed, or to poison food, drink, or a weapon unnoticed. This Charm's efficacy diminishes with repetition — the second time she uses it in a scene, she doubles 8s; all subsequent uses that scene double 9s.

Falling Leaf Distraction

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

Type: Simple

Keywords: Mute, Protean

Duration: One scene

Prerequisite Charms: Gloaming Auspice Trickery

The Lunar's voice captivates her audience with subtle harmonics, directing their attention away from the deft motions of her hands or her allies creeping through the shadows. She makes a special (Manipulation + [Larceny, Performance, or Presence]) instill roll, ignoring multiple target penalties. Each character whose Resolve is beaten is drawn in by the Lunar's patter. As long as she continues speaking — which she may do reflexively — they suffer a −(higher of Lunar's Essence or 3) penalty on Awareness or Investigation rolls opposing Larceny or Stealth rolls. As this Charm relies on the Lunar occupying the center of attention, it doesn't penalize rolls opposing her own Stealth attempts. Characters can't spend Willpower to resist this influence unless failing a roll would threaten a Major or Defining Intimacy.

Protean: In animal shapes, the Lunar instead distracts affected characters that can see her, drawing their attention to her adorable or unusual behavior.

Night Sky Burial

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

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Moonlight-on-Mist Puzzle

The Lunar's crimes are the crimes of the blameless, howling night. She adds (Essence) successes on a conceal evidence roll. Characters that fail opposing Investigation rolls believe they succeeded, but uncover a clue consistent with one of the following false results of the Lunar's choice:

Crime Without Motive: The evidence points to a crime of opportunity, committed by petty criminals or undesirables.

Escaped Tiger Tragedy: The evidence points towards actions of wild animals.

Nameless Horror Omen: The evidence points to involvement of spirits, fae, or other inhuman creatures.

Only the Wind: The evidence points to freak weather, an accidental fire, or similar natural disasters.

Wicked Tyrant's Hand: The evidence points to involvement of someone with authority over the victim or investigator.

With a Manipulation 5, Essence 2 repurchase, the Lunar may pay a one-Willpower surcharge to make investigators think the false evidence is genuine even on a successful Investigation roll, in addition to the true evidence. The investigator's aware of the discrepancy, but not of which piece of evidence is true. This effect can only be used once per story, unless reset by accomplishing a major character or story goal through criminal means.

Second Shadow Forgery

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Moonlight-on-Mist Puzzle

Drawing on boundless cunning and persuasiveness, the Lunar deceives even the keenest eyes. She rolls (Manipulation + Linguistics) to forge a written work. If she lacks a copy of the original to work from, she suffers a penalty: recreating a book she's read once incurs a −3 penalty, while working entirely off second-hand descriptions incurs a −5 penalty. As long as she rolls a single success, the forgery succeeds. Characters who have reason to doubt its authenticity can roll (Perception + [Investigation or Linguistics]) at a difficulty of (the Lunar's Essence + Manipulation) to realize it's a fake.

If the Lunar knows Mirror-Hand Stroke, she may forge new works in a character's handwriting and style, so long as she has access to a single book-length sample of his writing or three smaller samples, such as letters, poems, or memoranda. If she has both a writing sample and the original author's heart's blood, the difficulty to detect the forgery increases by 1.

Alternatively, the Lunar can counterfeit a specific object with a Craft project, including artifacts and similar magical objects, though these forgeries are always mundane in function. As with texts, she suffers a penalty if she lacks firsthand access to the copied object. Characters may roll (Perception + [Awareness, Bureaucracy, or Investigation]) against difficulty (Lunar's Essence + Manipulation) to spot a counterfeit if they examine it closely, without needing specific reason to suspect it.

Shifting Silver Masquerade

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar convincingly inhabits countless roles, intuitively realizing and correcting any missteps. If she acts out of character while disguised, allowing other characters to make new rolls to spot her Tell or see through a disguise, 1s on those rolls subtract successes.

Alternatively, this Charm can add a non-Charm success on an acting-based Performance roll with any Attribute.

Many-Voiced Mockingbird Attitude

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

Type: Supplemental

Keywords: Mute, Protean

Duration: Instant

Prerequisite Charms: Shifting Silver Masquerade

The Lunar speaks with countless stolen tongues. She flawlessly mimics, for a single influence roll or ten seconds of regular speech, the voice of a character whose speech she's spent at least an hour observing or whose shape she's claimed.

A Manipulation 4 repurchase lets the Lunar use this Charm reflexively for three motes to perfectly mimic a valid voice for a full scene. She can still use her own voice, or use this Charm's supplemental effect to mimic other voices.

Protean: If the Lunar uses this Charm in the shape of the character she imitates, she instead rerolls 1s on influence rolls to impersonate him or explain away discrepancies. Alternatively, she may reflexively add +1 Guile against a roll that would reveal information contradictory to her impersonation. She gains both benefits while using this Charm's scene-long version.

Mirror-Hand Stroke

Cost: —; **Mins:** Manipulation 2, Essence 1

Type: Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Many-Voiced Mockingbird Attitude

Drawing from deep-seated instincts contained in the heart's blood, the Lunar imitates the style of an author whose face she's stolen. She may effortlessly copy the handwriting and writing style of any person whose heart's blood she possesses, although this doesn't give her the ability to write in languages she doesn't know. A character with reason to doubt such text's authenticity can notice the forgery with a (Perception + [Investigation or Linguistics) roll at a difficulty of (Lunar's Manipulation + Essence).

Laughing Devil Distraction

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

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: None

Catching a foe's attention with mockery or mischief, the Lunar creates an opening for her allies. She rolls a distract gambit with (Manipulation + [Performance, Presence, or Socialize]) against the Resolve of an enemy within medium range.

Special activation rules: This Charm may be flurried.

Clouds Cover Moon

Cost: 3m; **Mins:** Manipulation 4, Essence 2

Type: Reflexive

Keywords: Mute, Psyche, Totemic (Dexterity)

Duration: Instant

Prerequisite Charms: Falling Leaf Distraction

Ushering in darkness, the Lunar blinds her victims to reason. She rolls ([Dexterity or Manipulation] + Larceny), doubling 9s, when she extinguishes a light source, opposing the (Perception + Awareness) rolls of anyone who'd notice. Onlookers who fail rationalize this as perfectly normal, attributing it to a gust of wind, shoddy lamp oil, or similar innocuous causes. They won't relight that light source unless not doing so interferes with whatever duties or activities they're currently carrying out. This Psyche effect can't be resisted with Willpower.

If the Lunar extinguishes multiple light sources within close range of each with a single action, she need only use this Charm once.

Totemic: A Lunar whose spirit shape has the Tiny Creature or Minuscule Size Merits may learn this as a Dexterity Charm, with Thieving Magpie Prana (p. XX) as its prerequisite.

Candle-Eating Rat Trick

Cost: —; **Mins:** Manipulation 4, Essence 2

Type: Reflexive

Keywords: Totemic (Dexterity)

Duration: Instant

Prerequisite Charms: Clouds Cover Moon

The Lunar swallows the light of day to bring the night. Upon spending 5+ muted motes while her anima is dim, she extinguishes all light sources other than anima banners within medium range. Alternatively, she can extinguish a single light source within long range. Magical light sources relight themselves at scene's end; mundane light sources must be relit normally.

If the Lunar uses Clouds Cover Moon together with this Charm, a single activation covers all extinguished light sources, and she doubles 8s.

This Charm can only be used once per scene.

Totemic: A Lunar whose spirit shape has the Tiny Creature or Minuscule Size Merits may learn this as a Dexterity Charm.

Devil's-Eye Brand

Cost: 6m, 1wp; **Mins:** Manipulation 4, Essence 2

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Secret Devil's Presence

Marking another with the distinctive sign of her divinity, the Lunar curses or blesses him to be mistaken for her. She must first touch her victim. In combat, this requires a difficulty 5 Brawl or Martial Arts gambit; outside of combat, she may accomplish this through social influence, trickery, or similar means. She then rolls (Manipulation + [Larceny, Occult, or Presence]) opposing her victim's ([Appearance, Stamina, or Wits] + Integrity) roll. Success marks the victim with a physical characteristic almost identical to the Lunar's Tell for (1 + Lunar's extra successes) hours.

The false Tell is obvious to all who perceive it, and imposes a −4 penalty on disguise rolls to conceal it. Onlookers must succeed on a difficulty 7 (Perception + Awareness) roll to realize that the false Tell is *not* identical to the Lunar's. Anyone that can see both the Lunar and her victim suffers a −2 penalty on rolls to spot the Lunar's Tell or distinguish the false Tell. This mark doesn't confer any benefits or disadvantages associated with the Lunar's Tell — milky-blind eyes could still see normally, while mutations wouldn't confer their benefits on the victim. This Charm is a shaping effect, resistible using Destiny-Manifesting Method or similar magic.

With Manipulation 5, Essence 3, the Lunar may extend the false Tell's duration from hours to days by committing this Charm's mote cost for that duration.

Reflection-Twisting Theft

Cost: 2m, 1wp; **Mins**: Manipulation 4, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Second Shadow Forgery

Reaching into a mirror or similar surface, the Lunar draws forth a mundane object's reflection. This is a perfect copy of the original, except that it's reflected left-to-right. Noticing this inversion is impossible without magic; even then, it requires a (Perception + [Awareness, Bureaucracy, or Investigation]) roll at difficulty (Lunar's Essence + Manipulation). This is true even if the inversion would normally impede the object's function — readers notice nothing amiss about a book whose contents are written backwards, and can still read it. As long as the duplicate remains in existence, the original object casts no reflection.

Reflection-Shattering Stroke

Cost: 5m (+1wp); **Mins:** Manipulation 5, Essence 2

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Reflection-Twisting Theft

The Lunar diverts a fatal blow to murder her victim's reflection, confronting him with his own mortality. After incapacitating a character with a **decisive** attack while his reflection's visible in any surface, she can use this Charm. He's still incapacitated, but isn't at risk of dying. Instead, he witnesses his reflection's death, forming a Defining Tie of fear towards the Lunar (or her current shape). Mortals are left permanently without a reflection; Exalted and other supernatural characters regain theirs once the story ends.

The Lunar can draw the slain reflection into reality for one Willpower. This corpse is a mirror-image of the Lunar's victim, reversed left-to-right. Noticing this discrepancy requires a (Perception + [Awareness, Investigation, or Medicine]) roll at difficulty (Lunar's Essence + Manipulation), which suffers a −4 penalty if not enhanced by magic or superhuman senses. The corpse bears replicas of everything on the victim's person, as per forgeries created with Reflection-Twisting Theft, although replicas of artifacts or other magical items function as mundane equivalents.

Wolf Cries Sheep

Cost: —; **Mins:** Manipulation 5, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Night Sky Burial

The Lunar hangs her misdeeds around the throats of rivals and enemies, letting them bear the blame. She can use Night Sky Burial to leave false evidence implicating another character as the culprit of the concealed action. She can choose to combine this with another one of the options offered by Night Sky Burial: e.g., if she chooses Escaped Tiger Tragedy she might make it seem her victim freed a caged beast that caused the ultimate act.

Butterfly Eyes Mirage

Cost: 8m, 1wp; **Mins:** Manipulation 5, Essence 3

Type: Simple

Keywords: Mute, Protean, Psyche

Duration: One scene

Prerequisite Charms: Candle-Eating Rat Trick, The Shadow Who Wasn't There

The Lunar's innate genius for misdirection and beguiling presence can blind a man to a tiger staring him in the face. She makes a special (Manipulation + [Larceny, Performance, or Presence]) instill roll against a single target. If she succeeds, she prevents him from noticing one thing present in the scene — a character, object, natural feature, etc. Inanimate things that span more than a single range band can't be concealed. The Lunar must continue speaking to maintain this concealment, doing so as a reflexive action on each of her turns.

If the Lunar prevents her victim from noticing another character, this functions as though that character had successfully made a Stealth roll to establish concealment against her victim, including the potential to make surprise attacks. If that character breaks concealment by attacking or taking other overt actions, this Charm ends.

If the Lunar conceals an object, terrain feature, or other inanimate thing, the target can't notice it with any sense except touch. He could be rendered unaware of the sword sheathed at his side, the flames raging in a burning building, or the sudden drop of a cliff as he chases the winged Lunar towards it. While he may walk heedlessly into perils, he becomes aware of them with enough time to at least attempt to mitigate harm — if he fell off a cliff, he could attempt an Athletics roll to grab onto the cliffside before falling.

If the Lunar's misdirection imperils one of her victim's Defining Intimacies — for example, if a concealed assassin moves to cut down his beloved husband — the victim may spend one Willpower to resist this influence. Otherwise, this influence can't be resisted with Willpower.

This Charm can only be used on a character once per story.

Protean: In a human or animal shape that her target has a Defining Tie of curiosity, fascination, love, desire, or a similar emotion towards, the Lunar adds (Essence) successes on her roll.

False Moonrise Phantasm

Cost: 2m per level of anima, 1wp; **Mins:** Manipulation 5, Essence 3

Type: Reflexive

Keywords: Mute, Stackable

Duration: Indefinite

Prerequisite Charms: Devil's-Eye Brand

The Lunar sheds her soul's light, a will-o'-the-wisp that leads pursuers astray. When she would gain anima, she can displace those levels onto a character within medium range marked with Devil's-Eye Brand, committing two motes per level. Un-Exalted victims manifest the Lunar's own anima, with her distinctive colors and iconic display; Exalted victims instead flare their own anima banners. The victim's false Tell becomes impossible to conceal while his anima is glowing or higher, and he suffers the normal Stealth penalties (p. XX); un-Exalted victims gain no benefits from this anima banner.

Characters whose anima is already at bonfire can't be affected.

If the Lunar ends this Charm before her victim's anima banner has fully subsided, or if the false Tell fades before that, all displaced levels of anima return to her, adding to her own.

If the Lunar uses this Charm multiple times in the same scene to displace her anima onto the same character, she waives the Willpower cost of subsequent activations.

Inchoate Self Realization

Cost: 15m, 2wp; **Mins:** Manipulation 5, Essence 4

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Butterfly Eyes Mirage, Silver Mask Submersion

An omnipresent trickster, the Lunar hides behind every face, in the shape of every buzzing insect or scuttling vermin, anywhere and everywhere. During a scene where the Lunar isn't present, she can use this Charm to reveal that a human or animal already present whose form she could take is actually her. She gains its heart's blood as a retroactive sacred hunt, and must pay the cost to shapeshift into it, muting the cost.

This can only be used to replace narratively unimportant characters, and never powerful beings such as Exalted or spirits — in a scene set at a prince's court, the Lunar couldn't replace the prince, one of his trusted viziers, or the captain of the palace guard, but could replace a servant or a rank-and-file guard. She couldn't declare that the rogue yeddim stampeding through Nexus is actually her, but could reveal that she's been the songbird singing from a tree, or a fly buzzing around a satrap's meal (assuming she has Emerald Grasshopper Form). For the scene's duration, characters cannot roll to read her intentions, profile her, or spot her Tell — her presence there is proof she hasn't been found out. Only Eye of the Unconquered Sun or similarly mighty magic can reveal her. If the Lunar initiates hostilities after using this Charm, she may potentially launch an ambush (**Exalted**, p. 203).

This Charm represents the Lunar's deft skill at infiltration and impersonation. If the Storyteller deems it implausible for her to appear in a scene — for example, if it's set in a fortress whose guards are on the lookout for shapeshifters, or the manse of a Dragon-Blood with potent Awareness and Investigation Charms — he may require a (Manipulation + [Larceny, Socialize, or Stealth]) roll against an appropriate difficulty to succeed, maximum 10. Successfully circumventing an Imperial military camp's guards might be difficulty 2-4, depending on the quality of the troops posted, while sneaking under the notice of an all-seeing Solar or infiltrating a meeting of gods and Sidereals might be difficulty 10. On a failed roll, she's unable to enter the

scene. Even if successful, she must still explain how she's insinuated herself into it. However, assuming the Lunar succeeds on the roll and contrives an appropriate explanation, there are no circumstances whereby it's truly impossible for her to infiltrate a scene as long as a viable candidate for replacement is present.

This Charm can only be used once per story.

An Essence 5 repurchase requires False Moonrise Phantasm, and lets the Lunar pay a fifteen-mote, one-Willpower surcharge to use this Charm in scenes where she's already present. In addition to replacing another character present in the scene, she reveals that the person that seemed to be her was someone else that the Lunar passed off as a perfect duplicate of herself at some point during the last round. She can use this Charm to evade an attack's damage after it's rolled, doing so requires her to make a roll, as above, against a difficulty equal to the total levels of damage dealt.

Perception

Heart's Blood

Face-Taker's Gaze

Cost: —; **Mins:** Perception 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Lunar drinks deep of her prey's soul with her eyes, seeing herself reflected in the mirror of his heart. She performs a sacred hunt to claim a human's shape by observing him over the course of at least one week, spending the majority of her active time watching, until she discovers one of his Defining Intimacies — either with a successful read intentions roll, or by observing his actions.

Once the Lunar uncovers a Defining Intimacy, she may conclude the sacred hunt by forming that Intimacy herself and raising it to Defining. This counts as the Intimacy needed to take a human shape. Once the Lunar takes a shape this way, she can't voluntarily weaken the acquired Intimacy for the rest of the story.

If the Lunar's mistaken as to her prey's Intimacies, the sacred hunt fails; she can't take his shape through this Charm again this story. She may still attempt sacred hunts against him by other means. This usually occurs if the Lunar makes an incorrect assumption about her target's Intimacies and doesn't verify it by reading his intentions, but can also result from deceptive magic.

Whispering Heart Revelation

Cost: —; **Mins:** Perception 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Face-Taker's Gaze

A fearsome witch-god come to take the measure of mortals, the Lunar uncovers a person's truest self in that which he seeks most desperately to hide. She performs a sacred hunt to take a human's shape by seeking out a secret of great importance to him — one that persuading him to reveal would count as a serious or life-defining task (**Exalted**, p. 210). Once the Lunar uncovers this secret, she may conclude the hunt, taking her target's form. However, if she's mistaken as to the secret's significance or truth, the hunt fails, and she can't take her target's shape through this Charm again this story. She may still attempt sacred hunts against him by other means.

Once the Lunar takes someone's form with this Charm, she retains it permanently, even if the secret's later revealed. A single secret can only be used to take one person's shape, even if it applies to many.

Senses

Ever-Wary Fox Technique

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar faces many foes and perils, cultivating a keen instinct for danger. She adds a non-Charm success on a roll opposing Stealth or to detect a hidden peril such as a trap, poisoned drink, or approaching storm. She may use this Charm to make such Perception rolls while asleep or incapacitated, removing any penalty she might suffer from such states, including that of Bear Sleep Technique. She may awaken instantly upon successfully detecting a threat, or even revive herself from unconsciousness if incapacitated, though she still suffers the effects of incapacitation.

Distant Thunder Anticipation

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Every-Wary Fox Technique

The Lunar can scent the changing of the winds and hear the unhearable sounds that presage storms. She rolls (Perception + [Awareness, Investigation, or Survival]) to predict the weather in her current location, forecasting a single hour ahead for each success rolled. She can't predict the results of weather-changing magic.

With Perception 3, Essence 2, when the Storyteller describes a non-magical change in the weather, the Lunar may roll (Perception + [Awareness, Investigation, or Survival]) to introduce a

fact about a preparation or contingency she's made in anticipation of this change. The Storyteller should set the difficulty of the roll based on how plausible the preparation is and how significant an advantage it'll confer.

Moonlit Sentinel Vigilance

Cost: —(+2m); **Mins:** Perception 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Ever-Wary Fox Technique

Whether beset by scores of night-grim thieves or a hunting pack of claw striders, the Lunar's keen senses reveal every foe. When using the Perception Excellency, Ever-Wary Fox Technique, Heightened Sense Method, or Wolf-Eye Advantage to detect concealed enemies, she may pay two motes to extend their durations until her next turn, applying them to all such rolls she makes during that time. When using multiple Charms in the same instant, she need only pay the surcharge once.

Worry the Bone

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

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Ever-Wary Fox Technique

The Lunar keeps a close watch over what's hers. She adds (higher of Essence or 3) non-Charm dice on a roll to detect someone stealing from her, and can contest magic that's normally unnoticeable. If successful, she may immediately Join Battle, adding extra successes on the theft-detection roll as dice to her roll. If she beats the thief's Join Battle roll and uses her first turn to attack him, this is a surprise attack (**Exalted**, p. 203).

Alternatively, this Charm can protect against disarm gambits, granting +1 Defense and increasing the gambit's difficulty by (Lunar's Perception/2, rounded up). If the gambit misses or fails, the Lunar may respond with a **decisive** counterattack.

Observed Prey Instinct

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

Type: Reflexive

Keywords: Perilous, Totemic (Dexterity), Uniform

Duration: Instant

Prerequisite Charms: Ever-Wary Fox Technique

The Lunar's predatory nature provides an uncanny intuition for when she risks becoming prey. She rolls (Perception + Awareness) opposing the attack roll of an unexpected attack (**Exalted**, p.

203). Success removes a surprise attack's Defense penalty. Against ambushes, success instead lets her defend normally, but sets her Defense to 1, plus one for every two threshold successes, up to a maximum of her normal base Defense.

Totemic: If the Lunar's spirit shape is a prey animal with the Tiny Creature or Minuscule Size Merits, she may learn this as a Dexterity Charm, with Agile Beast Defense (p. XX) as its prerequisite.

Sense-Sharpening Change

Cost: 4m (or 1m); **Mins:** Perception 2, Essence 1

Type: Reflexive

Keywords: Stackable

Duration: One scene

Prerequisite Charms: None

The Lunar shifts her body to hone one of her senses. She chooses a single sense, rerolling 1s until they cease to appear on Perception rolls using it and ignoring (Essence) points of penalty from overstimulation or understimulation of that sense, even on non-Perception rolls. She could ignore penalties to vision caused by darkness or blinding light, but not by fog or distance.

The Lunar may stack this Charm to enhance different senses. The cost of activations beyond the first is reduced to one mote.

Stricken Calf Sense

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Sense-Sharpening Change

The Lunar healer has a predator's keen sense for the herd's weakest member. She rerolls 5s and 6s until they cease to appear on a diagnosis roll, and completes it instantly.

Alternatively, this Charm can supplement a roll to detect a concealed character or a tracking roll. If the opposing character suffers from an ailment the Lunar has previously diagnosed, she adds a non-Charm success.

Spider-Amid-Roses Discernment

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

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: Every-Wary Fox Technique, Stricken Calf Sense

An assassin's subtlest venoms are as obvious to the Lunar as a majordomo's thick perfume. She doubles 8s on a scent-based roll to detect poisons, diseases, or similar contaminants, such as an Awareness roll to sniff out poison in a goblet of wine or a Medicine roll to diagnose an ailment.

Alternatively, she doubles 8s on a scent-based roll to detect a concealed enemy or trap that might expose her to poison or disease.

With Perception 5, Essence 3, the Lunar can detect tasteless and odorless substances, inferring their presence from the way they displace or dilute other scents.

Protean: In animal shapes with the Keen Nose Merit, the Lunar doubles 7s instead.

Prey's Scent Discernment

Cost: —(2m); **Mins**: Perception 2, Essence 1

Type: Permanent

Keywords: Protean

Duration: Permanent

Prerequisite Charms: Sense-Sharpening Change

The Lunar has a keen recollection for the scent of sweat and blood. When she succeeds on a scent-based Awareness roll to detect or examine a character, a profile character roll, or a read intentions roll, she memorizes her target's scent. Memorized scents are normally retained for one day, but the scents of characters she has a Major or Defining Tie towards or her Solar mate are retained indefinitely.

If the Lunar encounters a character whose scent she's memorized, she may pay two motes to recognize him. If he employs a disguise enhanced by magic or specifically devised to mask his scent, she instead adds a non-Charm success on rolls to see through it.

With a Perception 4, Essence 2 repurchase, successful case scene or tracking rolls let the Lunar memorize her target's scent, so long as it's no more than (Essence + Perception) days old.

Protean: In animal shapes with the Keen Nose Merit, waive this Charm's mote cost.

Heightened Sense Method

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Sense-Sharpening Change

The Lunar's sensory organs adapt to whatever circumstances she finds herself in. She ignores (higher of Essence or 3) points of sensory-related penalties on a roll with any Attribute that would *not* be negated by Sense-Sharpening Change, such as penalties to eavesdrop through a thick stone wall, shoot an arrow across a mist-covered battlefield, or track a scent through the rain.

If the Lunar uses this Charm while she has Sense-Sharpening Change enhancing a relevant sense, both Charms negate all sensory penalties.

Echo-Drinking Awareness

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

Type: Simple

Keywords: Protean

Duration: One day

Prerequisite Charms: Heightened Sense Method

The Lunar reshapes her vocal cords and inner ears, perceiving the world through ultrasonic vibrations. She can "see" through echolocation, visualizing black-and-white images of everything out to long range even in zero visibility. Her echolocation penetrates walls and similar obstructions, so long as they aren't airtight. Characters can still use Stealth against the Lunar, but she adds a success on rolls to detect them.

If the Lunar enhances her hearing with Sense-Sharpening Change, its benefits also apply to rolls that would normally be vision-based.

Protean: In human or animal shape with the Echolocation Merit, the Lunar instead doubles 9s on echolocation-based rolls, including Join Battle rolls. Unlike most Protean Charms, this includes the Lunar's true human shape.

Prowling Stalker Concentration

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

Type: Simple

Keywords: Mute

Duration: One day

Prerequisite Charms: Heightened Sense Method

The Lunar takes in a locale's every detail, studying the lay of the land, the circulation of people, its architecture, and countless other factors until her insights crystallize into transcendent clarity. After at least an hour surveilling a specific location — a building, military camp, forest shrine to a local deity, small cave, etc. — she rolls (Perception + [Awareness, Investigation, or Larceny]). If in a territory she's claimed with Boundary-Marking Meditation (p. XX), she adds (Essence) successes. She banks a pool of non-Charm dice equal to her successes. She may up to (higher of Essence or 3) banked dice when she takes one of the following actions with any Attribute:

- Awareness rolls to detect concealed enemies or hidden dangers within the location.
- Larceny rolls to infiltrate the location, such as by picking a lock, disguising herself to pass unnoticed within it, forging documents needed for entry, or stealing a key.
- Stealth rolls within the location, taking advantage of her observation of its sight lines and potential hiding places.
- Athletics rolls to maneuver through the location or bypass obstacles.

- Lore rolls to introduce or challenge facts regarding the location.
- Influence rolls to convince a character to grant her entry or pacify guard animals.
- Any rolls resisting environmental hazards or traps within the location.

This Charm can only be used once per day.

Sense-Borrowing Method

Cost: 5m; **Mins:** Perception 4, Essence 1

Type: Simple

Keywords: None

Duration: (Essence + Perception) days

Prerequisite Charms: Heightened Sense Method

Reaching out to an animal's mind, the Lunar experiences the world through its senses. She rolls (Perception + [Awareness, Occult, or Presence]) against the Resolve of an animal she can see, unmodified by Intimacies. Success forges a mental link between them. By meditating, she experiences the world from its perspective instead of her own, making Perception rolls using her own dice pools and Charms, but benefitting from the animal's sense-enhancing Merits. Depending on her rolls, she may notice details that it overlooked, or vice versa.

She can't borrow the senses of familiars or magically enhanced animals, except her own familiar. When used on her familiar, she waives this Charm's cost, extends its duration to Indefinite, and can use it without needing to see her familiar.

With an Essence 2 repurchase, the Lunar can pay a one-Willpower surcharge to borrow the senses of humans or magically enhanced animals. A third purchase at Perception 5, Essence 3, lets her pay this surcharge to borrow the senses of spirits or fae.

Unwavering Predator's Eye

Cost: —(3m); **Mins:** Perception 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Reading subtle cues in her foes' body language and scent, the Lunar is ready to act before they are. She may Join Battle with Perception instead of Wits. For three motes, she doubles 9s on a Join Battle roll.

Wolf-Eye Advantage

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Sense-Sharpening Change, Unwavering Predator's Eye

Essence refines the Lunar's senses in battle, eliminating flaws in her awareness. She rerolls 1s until they cease to appear on a Join Battle roll or a roll opposing Stealth in combat.

While Sense-Sharpening Change is active, beating an enemy's Stealth roll in combat awards the Lunar one Initiative.

Argent Goddess Eye

Cost: —; **Mins:** Perception 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Sense-Sharpening Change

Seeing the world around her with utter clarity, the Lunar draws power from the perfection of her senses. When she succeeds on a Perception roll to detect a concealed enemy or hidden danger, she gains motes equal to the 9s and 10s on her roll. This can't exceed the number of motes spent enhancing the roll.

If the Lunar knows Understanding the Prey (p. XX), this Charm's benefits also extend to read intentions and profile character rolls.

Blood on the Wind

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

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: Prey's Scent Discernment

The Lunar's prey can never escape her, even if they flee to the ends of the earth. For every 10 on a tracking roll, she rolls an additional non-Charm die and rerolls a 1. She can track even characters using Traceless Passage (**Exalted**, p. 412) or similar magic.

Protean: In animal forms with the Keen Nose Merit, the Lunar also adds non-Charm dice equal to her quarry's wound penalty at the time he left the tracks.

Instinctive Supremacy Approach

Cost: 3i; **Mins:** Perception 4, Essence 2

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Wolf-Eye Advantage

Surveying the battlefield in an eyeblink, the Lunar finds the path to perfect action. After winning Join Battle, she may use this Charm once during the first round of combat to add a free full Excellency to a single action made with any Attribute.

While Sense-Sharpening Change is active, this Charm's cost is waived.

Shadow-Scouring Persistence

Cost: 5m, 1wp; **Mins:** Perception 4, Essence 2

Type: Simple

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Instinctive Supremacy Approach, Observed Prey Instinct

The Lunar hounds devils out of the shadows, forcing them into the open. She makes a gambit against an enemy in concealment that she's aware of, adding (Essence) successes on the attack and Initiative rolls. The gambit's difficulty equals her enemy's Stealth successes. Success breaks his concealment, harrying him into plain view of the Lunar's allies.

Protean: In animal shapes with sense-enhancing Merits, the Lunar may use this Charm reflexively on her turn. It doesn't count as her attack for the round.

Fivefold Transcendent Insight

Cost: —(+1wp); **Mins:** Perception 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Argent Goddess Eye

Attaining the apex of sensory perfection, the Lunar embodies the Essence of ultimate clarity. She may extend the duration of Sense-Sharpening Change to Indefinite for a one-Willpower surcharge. If she activates it multiple times in an instant to enhance multiple senses, she need only pay this surcharge once for all of them.

While the Lunar has Sense-Sharpening Change active enhancing all five senses, the costs of her Perception Charms are discounted by two motes, and Argent Goddess Eye awards two motes for 10s instead of one.

Hundred-Eyed Watcher

Cost: —(+3m, 1wp); **Mins:** Perception 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Sense-Borrowing Method

The Lunar's eyes are everywhere and nowhere, watching her foes from countless vantages. For a three-mote, one-Willpower surcharge, she can use Sense-Borrowing Method on all animals of a single species within long range: sparrows roosting in an abandoned manse, rats infesting a caravel's hold, ants crawling through a household's kitchen, etc. While observing through them, she makes only one Perception roll, adding dice equal to the group of animals' Size (**Exalted**, p. 206). This is halved, rounded up, if the animals are Minuscule Size. She ignores penalties if the majority of sense-ridden animals perceiving something are unimpeded by that penalty.

Once an animal leaves this Charm's range, the Lunar's link with it ends. If the Lunar ceases meditating, her Sense-Borrowing Method ends. Hundred-Eyed Watcher is incompatible with non-animals' senses.

A Perception 5, Essence 4 repurchase lets the Lunar borrow the senses of all animals of one species within (Essence) miles, or within a territory claimed with Boundary-Marking Meditation (p. XX).

Special activation rules: When the Lunar uses Watchful Spider Stance, she may reflexively activate Sense-Borrowing Method, waiving Hundred-Eyed Watcher's Willpower surcharge. This extends its duration to Indefinite.

Scent of Bygone Ages

Cost: 7m, 1wp; **Mins:** Perception 4, Essence 3

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Blood on the Wind

The Lunar breathes in the world's Essence, revealing the past. She cases a scene instantly with (Perception + [Awareness, Investigation, or Survival]) to reconstruct a specific event, subtracting one success per day since it occurred. This can't be negated by Sense-Sharpening Change or Heightened Sense Method.

Success lets her mentally reconstruct a single scene from the scents of the people and things involved. She identifies any characters she knows, gets a general description of unknown characters, and discerns all characters' movements and emotional states. She can't usually discern visual or auditory details, such as an unknown character's appearance or the content of a conversation, but creative stunting may circumvent this.

Certain conditions increase the time interval used in determining the roll's penalty. Each applicable condition increases it by one step (from days, to weeks, to months, to seasons, to years):

- She's used Prey's Scent Discernment to memorize the scent of a character who was present.
- She's pursuing an investigation that upholds one of her or her Solar mate's Defining Intimacies.
- A character she has a Major or Defining Tie towards was present. Her Solar mate always counts, including past incarnations.

- She has Essence 5+.

Watchful Spider Stance

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

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Blood on the Wind, Echo-Drinking Awareness, Fivefold Transcendent Insight

The Lunar sinks into a deep trance, occluding her mundane senses so that her soul might see the world clearly. As long as she meditates, her senses are magnified. She sees in all directions simultaneously, as though every inch of her skin was an eye, and can see clearly out to a mile away. She can make hearing- or scent-based (Perception + Awareness) rolls out to (Essence) miles away, or (Essence x5) miles for very strong noises or smells such as a legion's footfalls or a wildfire's scent. She doubles 7s on touch- or taste-based rolls. While meditating in a territory claimed with Boundary-Marking Meditation (p. XX), her senses extend through its geomancy, letting her make sight-, hearing-, and scent-based Perception rolls to perceive anything within the territory, regardless of distance or obstruction. This Charm ends if the Lunar ceases meditating.

This Charm can be used while hibernating with Bear Sleep Technique (p. XX). This diminishes the extended range of the Lunar's senses — every mile of range she'd normally enjoy is reduced to 100 yards — but negates the Perception penalty for hibernation.

A Perception 5, Essence 4 repurchase lets the Lunar use this Charm without meditating while she has 10+ motes committed to Sense-Sharpening Change. Doing so reduces its duration to one day.

Inevitable Spoor Discovery

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

Type: Simple

Keywords: None

Duration: Instant *or* Indefinite

Prerequisite Charms: Blood on the Wind

Scenting even the most imperceptible traces of her quarry, the Lunar is implacable in pursuit. She makes a tracking roll with (Essence) bonus dice, ignoring penalties from terrain and the tracks' age. She can track a character from (Essence/2, rounded up) miles away, even if doing so would normally be impossible.

If successful, the Lunar may commit this Charm's mote cost to bank a pool of non-Charm successes equal to the 9s and 10s on her roll. She may add banked successes to Awareness or Survival rolls to detect the tracked character, Investigation rolls to profile him or examine his doings, or Socialize rolls to read his intentions. Banked successes remain available until they're all spent or the Lunar ends her commitment.

Protean: In animal shapes with the Keen Scent Merit, the range at which the Lunar can track characters increases to (Essence).

Mystery-Stalking Pursuit

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Blood on the Wind, Heightened Sense Method

The Lunar can spot a single bent blade of grass in a rolling pasture or a lone dinar missing from a vault. She rolls (Perception + [Awareness, Investigation, or Survival]) to case a scene instantly, rerolling all dice that initially show failures.

If successful, the Lunar banks non-Charm successes equal to the 10s on the roll. She can add up to (Essence) banked successes on Perception rolls she makes to follow up on the discovered clue, such as reading the intentions of a culprit the evidence implicates. Banked successes last until the story ends or the Lunar uses this Charm again.

This Charm can only be used once per day, unless reset by upholding a Major or Defining Intimacy by pursuing the information revealed by a case scene roll.

Red Visions Realized

Cost: 2m, 1wp; **Mins:** Perception 5, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Instinctive Supremacy Approach

Perceiving myriad paths of possibilities, the Lunar chooses the one that leads to victory. She makes two Join Battle rolls, keeping the higher of the two results. She need only pay the cost of any Charms enhancing the rolls once. If she wins Join Battle, she gains one Willpower.

Dread Beast's Eye

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

Type: Reflexive

Keywords: Withering-only

Duration: Instant

Prerequisite Charms: Red Visions Realized

Guided by predatory instinct, the Lunar becomes one with the flow of battle. After crashing a higher-Initiative enemy, she rolls Join Battle. If he had a −2 or greater wound penalty, she adds a free full Excellency on the roll.

This Charm can only be used once per scene, unless reset by incapacitating a nontrivial enemy with a **decisive** attack from Initiative 30+.

Omniscient Instinct Concentration

Cost: —(1wp); **Mins:** Perception 5, Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Watchful Spider Stance (x2)

Standing at the center of the changing seasons, the Lunar scents distant strife on the wind, reads portents written on the stars, and discerns secret wisdom from her dreams. When an event occurs within (Essence x100) miles that threatens or strongly impacts the object of one of the Lunar's Defining Ties, or her Solar mate, she may spend one Willpower to focus her senses on the distant event, receiving a brief description of it as well as the direction and distance to it. Any Survival rolls she makes to navigate her way towards the event's location double 7s. While Watchful Spider Stance is active, the Lunar can sense such events at any range, as long as she's within the same realm of existence.

The Lunar can always sense the death or reincarnation of her Solar mate with this Charm, regardless of range or being in a different realm of existence, and without needing to spend Willpower.

Scrutiny

Understanding the Prey

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

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: None

The Lunar's keen senses cut to the truth of a person. She doubles 9s on a roll to read intentions, profile a character, or contest a disguise.

Serpent-Revealing Savvy

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Understanding the Prey

The Lunar is wise to her enemies' ways, rarely caught off guard by even the most silken-tongued schemer. This Charm can be used after the Lunar discerns a motive she opposes by successfully

reading a character's intentions or profiling him. Every two extra successes on her roll grant +1 Resolve against any social influence the character employs that scene to advance that motive, maximum (Perception − 1).

Forked Tongue Discernment

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Serpent-Revealing Savvy

The Lunar can hear the flutter of a liar's heart or taste dishonesty in his sweat. She reflexively reads a character's intentions with (Perception + [Awareness, Investigation, or Socialize]), adding (Essence) successes, after he makes a statement. Success reveals whether the statement is a lie, or — if it's a half-truth — which parts are false.

Once she's caught a character lying, the Lunar can use this Charm to test his statements without needing to roll for the rest of the scene. Her target can still resist with effects that would let his Guile automatically succeed, in which case the Lunar makes an opposed (Perception + [Investigation or Socialize]) roll with (Essence) bonus dice.

Understanding the Herd

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

Type: Supplemental

Keywords: Mute

Duration: Instant

Prerequisite Charms: Understanding the Prey

A person carries his people's scent in his blood; no matter his travels, his homeland flows through his veins. A successful read intentions or profile character roll reveals what culture the target belongs to, in addition to the normal information, as well as any Tie he possesses to that culture. If he's disguised as a member of another culture, the Lunar receives a result consistent with the disguise unless her successes also exceed his disguise successes.

If the Lunar is unfamiliar with the revealed culture, the Storyteller should provide a useful piece of information, e.g., "he belongs to a nomadic society that follows the migrations of mammoth herds." Alternatively, if the Storyteller hasn't worked out the culture's details, the Lunar's player may detail them as though introducing a fact (**Exalted**, p. 237) with her original roll.

With a Perception 3, Essence 2 repurchase, once the Lunar uncovers what culture a character belongs to, she can subsequently use this Charm to determine his position within it. Success reveals his social, political, and economic standing, as well as the nature of any position he holds within the culture. If other characters present in the scene hold authority over her target within that culture, or if he holds authority over them, she discerns these relationships, as well as any Ties her target holds to those characters.

Fellow Hound Insight

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

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Understanding the Herd

The Lunar's insight traces webs of interrelation, revealing friends and foes of any stolen face she might wear. She rolls read intentions with (Essence) successes to determine if a character knows a specific person whose shape she possesses and any Ties he has toward that person. This roll succeeds automatically unless opposed by magic.

With Perception 4, the Lunar may use this Charm without a specific person in mind to determine if a character knows *any* person whose shape she possesses, learning that person's identity and her target's Tie toward him on a success. If the target knows multiple people, the Storyteller chooses which one is revealed.

Expected Guest Insight

Cost: —; **Mins:** Perception 5, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Fellow Hound Insight

Discerning the fears and desires of those around her, the Lunar knows how best to embody them. She can use Fellow Hound Insight to determine whether a character has any positive or negative Ties towards a group or category that encompasses a human or animal shape she possesses. She might discern that a Guild merchant prince desires a Delzhan lover, or that a bandit leader fears insects crawling on his skin. She may either inquire into a character's Ties towards a specific group, or ask without any particular group in mind, in which case the Storyteller chooses which Intimacy is revealed.

Taboo-Observing Reverence

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Understanding the Herd

A world-walker experienced in the ways of countless peoples, the Lunar fits into strange societies though she'd lived among them her entire life. She makes a special read intentions roll to understand a cultural custom, at a difficulty based on the custom's obscurity and secrecy. Identifying an everyday greeting might be difficulty 1-2; a yearly harvest rite might be difficulty 3-4; a coming-of-age ritual practiced only by societal elites might be difficulty 5+. If she has an applicable Lore background, she may roll with Lore instead of Socialize.

Success reveals the observed custom's nature and purpose, letting the Lunar perform it faultlessly. If she does engage in the custom that scene, she gains one Willpower. In addition, this roll counts as a successful read intentions roll against each participant in the custom whose Guile is beaten, revealing an Intimacy that's relevant to the custom or to a fellow participant. The Lunar learns nothing on failure, or if the observed behavior isn't part of a cultural or societal custom.

This Charm may only be used once per scene.

Exquisite Heart's Taste

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

Type: Supplemental

Keywords: Mute, Protean

Duration: Instant

Prerequisite Charms: Understanding the Prey

A bead of sweat glistening on a brow, a dilated pupil, or a slight irregularity of breath betrays the secrets of even the most stone-faced courtier. When the Lunar profiles a character or read his intentions, his Guile is penalized by any of his Intimacies that support revealing the sought information as though it were his Resolve (**Exalted**, p. 215). This Charm is inapplicable against automatons, mindless undead, and similar beings.

Protean: In animal shapes with the Keen Nose Merit, the Lunar also adds (Intimacy) bonus dice.

Soul-Piercing Predator Gaze

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

Type: Simple

Keywords: Protean

Duration: Instant

Prerequisite Charms: Exquisite Heart's Taste

The divine predator uncovers her prey's weaknesses. The Lunar makes a special read intentions or profile character roll. If successful, the Storyteller reveals that character's most significant weakness to the Lunar's player: syphilis plaguing a master swordsman, a Dynast's overwhelming debts, a merchant prince's poor reputation, a Wyld monstrosity's vulnerability to ash wood, etc. She may seek to find a character's greatest weakness in general, or in a specific arena. However, there must be evidence, no matter how scant, from which she can infer this information. She gains a temporary specialty in exploiting this weakness in an Ability of her choice. It lasts indefinitely, but she can only have one specialty granted by this Charm at a time.

Protean: In a human or animal shape that her target has a Tie of fear towards, the Lunar can use Exquisite Heart's Taste at no cost to penalize his Guile with that Intimacy.

Shadow Hunter Insight

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

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: Soul-Piercing Predator Gaze

Lurking in night's darkness, the Lunar stalks her prey. After profiling a character or reading his intentions without him being aware of her, if she Joins Battle against him within (Essence + Perception) days, she adds non-Charm dice equal to the 1s and 2s on that character's Join Battle roll. If she acts before the stalked character in the first round and attacks him, she adds that many dice on the damage roll.

Far-Seeing Storm Crow

Cost: —; **Mins:** Perception 5, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Soul-Piercing Predator Gaze

The Lunar sees the secret dooms hanging over her prey. After successfully using Soul-Piercing Predator Gaze, she rolls (Perception + Lore) to introduce a fact about her target's weakness, adding her extra successes from the original roll as a non-Charm bonus. This roll can be enhanced by applicable Intelligence Charms. She might reveal that a Dynast's poor social standing stems from his weak bloodline, that a warrior's illness was caused by a disease-god's curse, or that a merchant's financial ruin is the result of machinations by rivals in a nearby city. The Storyteller can still veto facts that contradict established details of the setting or interfere with the story.

If the Lunar knows Scent of Midnight Dweomers, she can introduce facts explaining how her target's weakness is caused by spirits, sorcery, or other supernatural forces without needing an appropriate Lore background.

Cautious Rat Concentration

Cost: 5m; **Mins:** Perception 4, Essence 1

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Exquisite Heart's Taste

The Lunar watches those who watch her. She makes a read intentions roll against all characters she's aware of. She discerns whether each character whose Guile she beat harbors any suspicions towards her, and those suspicions' general nature — she can distinguish whether the prince eyeing her believes she might be an impostor, or fears she's seduced his husband. If the Lunar uncovers any suspicion, she gains +1 Guile for the scene.

This Charm can only be used once per scene.

Secret Sense Intuition

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Ever-Wary Fox Technique, Understanding the Prey

The Lunar seems nigh-omniscient to those that hunt her: Assassins feel their blood run chill as she cheerfully greets them; invisible devils flee the ferocious intensity of her gaze. When a character she's unaware of comes within short range, she rolls to read his intentions. Success reveals his presence and location along with his current emotional state, and lets her reflexively make an influence roll targeting him, which he suffers −2 Resolve against. On a failed roll, the Lunar becomes aware only that someone is hidden nearby.

If the Lunar knows Perceiving the Hidden World, she may use this Charm to detect dematerialized entities that come within short range of her, even while not using Perceiving the Hidden World.

This Charm may only be used once per scene, unless reset by successfully detecting a hidden character with it.

Uncanny Dreamer's Insight

Cost: —(10m); **Mins**: Perception 3, Essence 1

Type: Permanent

Keywords: Mute

Duration: Permanent

Prerequisite Charms: Secret Sense Intuition

The Lunar's preternatural intuitions reveal themselves in dreams. When she sleeps, the Storyteller reveals an opportunity to use Awareness or Investigation that she missed that day — a location she failed to case, a suspicious character she should have profiled, a hidden trap she overlooked, etc. If multiple opportunities exist, the Storyteller should choose the one most useful to the Lunar's current pursuits. She can spend ten motes to make the relevant roll retroactively, reliving her memories of that event. If this uncovers useful information, she gains one Willpower.

She can reflexively activate Perceiving the Hidden World or Scent of Midnight Dweomers, if she knows them, applying their benefits as she relives the memory.

Untangling the Web

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: None

Recognizing subtle patterns and hidden meanings, the Lunar discerns concealed truths. She speeds the rate at which she can read text by (Intelligence + Perception + Wits), and rerolls (Perception) failed dice if she rolls to decipher a code or recognize a written forgery. This can contest Charms such as Letter-Within-a-Letter Technique (**Exalted**, p. 323).

Alternatively, she rerolls (Perception) failed dice on a read intentions roll against a character who's deliberately using abstruse language or circumlocutions to conceal his true motives or Intimacies.

Motive-Dissecting Eye

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Serpent-Revealing Savvy

The Lunar sees through the obsequious etiquette of scheming courtiers and the sweet words of charlatans. When she witnesses a character make an influence roll, she reflexively reads his intentions to uncover either the motive behind that influence or an Intimacy of his that it upholds, adding non-Charm successes equal to the 1s on his roll.

If the Lunar discovers information that lets her use an Intimacy to bolster her Resolve against the influence and uses Serpent-Revealing Savvy, that Charm's Resolve bonus is non-Charm.

Wolf Knows the Flock

Cost: —; **Mins:** Perception 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Soul-Piercing Predator Gaze, Understanding the Herd (x2)

Even the mightiest herds can be slaughtered by those who know where to strike. The Lunar can use Soul-Piercing Predator Gaze against cultures, rolling (Perception + [Bureaucracy, Investigation, or Socialize]) opposing the Guile of that group's leader or of the most prominent figure opposing her efforts. Normally, this takes (10 – Essence) days of interaction with the targeted group, although the Storyteller may rule that it takes longer for especially large, widespread, or decentralized groups. Success reveals the culture's greatest weakness — a leader who lacks his subordinates' respect; insufficient funding; a powerful rival's enmity; etc. — and grants a temporary specialty in exploiting it.

Pack-Preserving Instinct

Cost: —(+2m); **Mins:** Perception 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Secret Sense Intuition

A devoted sentinel, the Lunar sees to the safety of those closest to her heart. When she perceives her Solar mate or a character she has a positive Major or Defining Tie towards in circumstances where certain Perception Charms could benefit him, she can use those Charms to enhance his rolls by warning him, paying a two-mote surcharge on each. Valid Charms are Ever-Wary Fox Technique, Observed Prey Instinct, Secret Sense Intuition, Veil-Rending Scrutiny, and Worry the Bone.

Perspective-Shifting Persistence

Cost: 3m, 1wp; **Mins:** Perception 4, Essence 2

Type: Reflexive

Keywords: Protean

Duration: Instant

Prerequisite Charms: Understanding the Prey

The Lunar observes her quarry from many angles, and with many eyes. After failing a read intentions roll, she resets that action against her target. If she changes into a different shape before reading his intentions again that scene — even if he knows it's still her — success grants one Willpower.

Underbelly-Seizing Insight

Cost: 1wp; **Mins:** Perception 4, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Soul-Piercing Predator Gaze

A patient hunter, the Lunar waits for the perfect moment to exploit weakness. She adds a free full Excellency on a roll with any Attribute that benefits from Soul-Piercing Predator Gaze's specialty, or on a Join Battle roll enhanced by Shadow Hunter Insight.

This Charm can't be used against the same target more than once per story.

Razor Insight Tutelage

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

Type: Reflexive

Keywords: Protean

Duration: Instant

Prerequisite Charms: Underbelly-Seizing Insight

The Lunar witch-sage is a harsh mentor, providing guidance through trials and tribulations. After exploiting a weakness revealed by Soul-Piercing Predator Gaze to defeat a character in some area of endeavor, she makes a reflexive ([Appearance or Charisma] + [Performance, Presence, or

Socialize]) persuade roll, adding (Perception) non-Charm dice. He's treated as having an Intimacy that supports the Lunar's influence, with an intensity based on the severity of his defeat:

Minor: The target willingly surrendered or fled, was unable to protect a Minor Intimacy, lost assets or prestige equivalent to 1-2 dots of Merits, etc.

Major: The target suffered a crippling injury or was reduced to his −4 health levels, was unable to protect a Major Intimacy, was prevented from achieving a major character or story goal, lost prestige or assets equivalent to 3-4 dots of Merits, etc.

Defining: The target was incapacitated, was unable to protect a Defining Intimacy, was prevented from achieving a legendary social goal, lost prestige or assets equivalent to 5+ dots of Merits, etc.

Success convinces the character to undertake a task that will help him to overcome his weakness, compensate for it, or undo its causes. This Charm can't be used against a character more than once per story.

Protean: If the Lunar's target has a Tie to her current human or animal shape that supports her influence, treat its intensity as one step greater. If it's already Defining, the influence costs an additional Willpower to resist instead.

Dream-Delving Voyage

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Exquisite Heart's Taste, Motive-Dissecting Eye

Descending into a sleeper's dreams, the Lunar witnesses his heart laid bare. She makes a special (Perception + [Investigation, Occult, or Socialize]) read intentions roll against a sleeping character, who suffers the −2 Guile penalty for being unaware of her. Success lets her witness one dream, plus an additional dream for every two extra successes. Each dream reveals a piece of useful information — an Intimacy, a glimpse into a memory, a relevant clue for the Lunar's investigations, etc.

This Charm can only be used on a character one per day.

Veil-Rending Scrutiny

Cost: 3m; **Mins:** Perception 5, Essence 3

Type: Reflexive

Keywords: Mute

Duration: Instant

Prerequisite Charms: Motive-Dissecting Eye, Secret Sense Intuition

The scent of spies and eavesdroppers wrinkles the Lunar's nose. When a character she's unaware of rolls to read her intentions, she reflexively rolls (Perception + [Awareness, Investigation, or

Socialize]) with (Essence) bonus successes opposing his Guile. Success removes the −2 Guile penalty for being unaware of her observer (**Exalted**, 218). If the Lunar subsequently reads her observer's intentions or threatens him that scene, she adds a success.

Mysticism

Perceiving the Hidden World

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

Type: Reflexive

Keywords: Protean

Duration: One scene

Prerequisite Charms: None

The Lunar's senses awaken to the ephemeral existence of spirits. She can perceive (but not touch) dematerialized entities.

Protean: In animal forms with sense-enhancing Merits, the Lunar intuits whenever a dematerialized spirit comes within long range, prompting her to use this Charm if she chooses.

Spirit-Rending Fury

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

Type: Reflexive

Keywords: Uniform

Duration: One tick

Prerequisite Charms: Perceiving the Hidden World

The Lunar's fangs rend the veil between worlds. For one tick, she may attack or otherwise physically interact with dematerialized characters. If she can't perceive dematerialized targets, she suffers a −3 penalty on physical actions against them.

While this Charm's active, dematerialized characters can physically interact with the Lunar — for example, with counterattacks or clash attacks. She can't end this Charm prematurely to avoid this.

Demon-Drinking Fang

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

Type: Supplemental

Keywords: Aggravated, Decisive-only

Duration: Instant

Prerequisite Charms: Spirit-Rending Fury

The Lunar's teeth run red with the spilt blood of immortality. Her **decisive** attack deals aggravated damage to spirits and fae. If such an enemy's Initiative is lower than hers, she adds (Perception) dice of damage. Spirits incapacitated by such attacks are permanently destroyed.

Shed Divinity's Nectar

Cost: —(+1wp); **Mins:** Perception 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Demon-Drinking Fang

Savoring the taste of divine ichor, the Lunar subsumes its nature into her own. After incapacitating a spirit or fae with Demon-Drinking Fang, she can pay one Willpower to absorb its Essence instead of destroying it. She gains the following benefits for one story, or until she next uses this Charm:

- A Major Intimacy reflecting her victim's nature and purpose.
- Up to (Lunar's Essence + victim's Essence) dots of mutations reflecting its capabilities.
- Its Cult Merit, if higher than hers.

Once the story ends, the Lunar may either permanently destroy her victim, or spit it forth from her Essence, sparing it.

Devil-Restraining Grip

Cost: 4m, 1wp; **Mins:** Perception 3, Essence 2

Type: Simple

Keywords: Decisive-only, Protean

Duration: Until the grapple ends

Prerequisite Charms: Spirit-Rending Fury

Sighting the ephemeral divine, the Lunar drags it forcefully into form. To use this Charm, Spirit-Rending Fury must be active. The Lunar makes a grapple gambit against a dematerialized entity, setting the gambit's difficulty to (higher of [the enemy's Essence or 2]). She may roll (Perception + Occult) in place of (Strength + [Brawl or Martial Arts]) to establish control of the clinch, and successfully clinching the enemy renders him material for the grapple's duration.

Protean: In animal forms with Legendary Size or grappling-related special abilities, the Lunar adds (Essence) dice on the attack and Initiative roll.

Scent of Midnight Dweomers

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Perceiving the Hidden World

The Lunar recognizes the Wyld's sickly-sweet aroma, the exotic spices of Malfeas, the Underworld's rotting stench, and more. She rolls (Perception + Occult). One success reveals

boundaries between Creation and other worlds, such as entrances to spirit sanctums or the border of a shadowland or Wyld zone, and the realms they lead to. One success also lets her detect the presence of ongoing sorcerous or necromantic effects, while (Circle x2) successes lets her identify a spell or working's function. She can identify the aspect, function, and properties of a hearthstone, demesne, or manse with 3 successes if it's standard, or 5 successes if it's greater.

The Lunar can also determine the nature of a spirit or fae she can perceive by scent with (his Essence) successes. If such an entity's disguised as another type of being, add its disguise successes to the difficulty of identifying it.

Divinity-Stealing Whisper

Cost: 3m, 1wp; **Mins:** Perception 5, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Scent of Midnight Dweomers

When prayers offered up to the gods go unanswered, their worshippers may seek the Lunar's aid and intercession. She may use this Charm either in a spirit's presence or at one of its temples or sacred sites. She rolls (Perception + Occult) with double 8s against a difficulty of (the spirit's Essence + Cult). Magic that enhances hearing can always benefit this roll. Success lets her eavesdrop on prayers being made to that spirit, filtering through countless mortal voices to identify the single desire or goal that the spirit's worshippers most desire his aid with.

If the Lunar determines that the spirit has no intent of doing so — potentially by reading his intentions — she may intercede in his stead. If she accomplishes the desired goal, and at least a majority of the spirit's worshippers recognize this, she strips away the spirit's divine power. He loses his Cult rating, and she gains it. If his Essence equals or exceeds the Lunar's, he instead loses one dot of Cult, which she gains, bringing her up to a maximum of his original Cult rating. If the Lunar knows God-Body Consumption, she may use it to gain his Eclipse Charms as though she'd killed him.

Claw That Rends the Veil

Cost: 5m; **Mins**: Perception 4, Essence 3

Type: Simple

Keywords: Uniform

Duration: One scene

Prerequisite Charms: Devil-Restraining Grip

A pulsing silver-white aura suffuses the Lunar with sacred fire, marking her as the bane of spirits. She enhances her unarmed attacks, a natural weapon, or a weapon she's fused with using Last Warrior's Unity (p. XX), lowering the cost of Demon-Drinking Fang and Devil-Restraining Grip by two motes when used with it. When she changes shape, she can enhance a new natural weapon.

The Lunar's baleful aura renders her Hideous (**Exalted**, p. 162) to spirits. She can use Perception instead of Appearance to determine how many dice she adds to threaten rolls against them. Upon using this Charm, she may reflexively make a threaten roll against one or more spirits.

Silver Curtain Parted

Cost: 5m, 1wp; **Mins:** Perception 4, Essence 3

Type: Simple

Keywords: Totemic (Wits)

Duration: Instant

Prerequisite Charms: Devil-Restraining Grip

Walking between worlds, the Lunar deftly touches the other side and pries open its gateways. She rolls ([Perception or Wits] + [Larceny or Occult]) to enter a spirit's sanctum, pass through a normally inaccessible magical portal, cross a boundary between realms of existence, or temporarily breach a magical barrier like a fiery wall created by a sorcerous working. The roll's difficulty equals the Essence of the character who created or owns the boundary; if no such character exists, the Storyteller assigns a difficulty from 1-5. Success lets the Lunar and (Essence x2) companions pass through safely.

Totemic: A Lunar whose spirit shape is migratory may learn this as a Wits Charm, with Wyld Migration Formation (p. XX) as its prerequisite.

Devil's Hidden Footprints

Cost: —; **Mins:** Perception 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Scent of Bygone Ages, Scent of Midnight Dweomers

The Lunar recognizes the sweet perfume of miracles and the vile stench of damnation. She can use Scent of Midnight Dweomers to detect traces of Essence left by the use of magic, or by an anima banner flaring to bonfire, with a difficulty equal to the number of months that have elapsed since the event occurred, minimum 1. Success reveals that the event occurred and how long ago it happened. She may spend extra successes among the following options, in any order:

- **1 extra success:** Determine the responsible character's Essence rating.
- **1 extra success:** Determine whether the responsible character is her Solar mate.
- **2 extra successes:** Discern the responsible character's general nature — e.g., whether he's a god, demon, raksha, Dragon-Blood, Sidereal, or something mysterious and unclassifiable.
- **2 extra success:** If the Lunar knows Catching the Prey's Scent (p. XX), memorize the responsible character's scent.
- **4 extra successes:** After determining the responsible character's general nature, determine his identity if she's already familiar with him.

- **(Charm's minimum Essence) extra successes:** After detecting the use of a spirit Charm, discern its general function and the purpose it was used for.
- **(Circle x 2) extra successes:** After detecting the use of a spell, discern its general function and the purpose it was used for.
- **(Artifact) extra successes; 10 if N/A:** After detecting the use of an artifact's Evocation, discern its general effect and the nature of the artifact it belongs to.

God-Body Consumption

Cost: 3m per Charm; **Mins:** Perception 5, Essence 3

Type: Reflexive

Keywords: Decisive-only, Stackable

Duration: Indefinite

Prerequisite Charms: Shed Divinity's Nectar

Savoring the taste of slain divinity, the Lunar subsumes its nature into her own. Upon permanently killing a character, she may access any of his Eclipse Charms (**Exalted**, p. 514) whose Essence minimums she meets, committing three motes each. She may have up to (Essence) Eclipse Charms accessed through God-Body Consumption at a time, either through a single use or multiple stacked activations.

The Lunar may permanently learn Charms accessed through God-Body Consumption for eight experience points each. She no longer needs to commit motes to use such Charms, and they don't count towards the maximum of (Essence). She waives the experience point cost of the first Eclipse Charm purchased this way.

If the Lunar uses Charms to perform a non-lethal sacred hunt, she may trigger God-Body Consumption to take the Eclipse Charms of a god-blood, Eclipse Caste Solar, or similarly empowered human when she takes his shape.

Two Worlds Penumbra

Cost: 5m; **Mins:** Perception 5, Essence 3

Type: Reflexive

Keywords: Protean

Duration: One scene

Prerequisite Charms: Devil-Restraining Grip

Walking the invisible borders of the spirit realm, the Lunar illumines its denizens with her soul's fire. As long as her anima is glowing or higher, dematerialized characters within medium range become visible to all observers, flickering like shadows against her anima's light. At bonfire, the Lunar's anima casts them into sharp relief — those within short range are rendered tangible, able to touch and be touched by material characters.

A character whose Essence exceeds the Lunar's may pay one Willpower to become immune to this Charm for one scene.

Protean: If a dematerialized character has a Tie of fear towards the Lunar's human or animal shape, it can't resist this Charm without entering a Decision Point and invoking an Intimacy of equal or greater intensity.

Omen-Beast's Evil Eye

Cost: —(30m, 1wp); **Mins:** Perception 5, Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Far-Seeing Storm Crow, Razor Insight Tutelage, Scent of Midnight Dweomers

Eyes burning silver, the Lunar's gaze pierces the barrier of possibility to usher in the doom waiting beyond. When she uses Far-Seeing Storm Crow, she may pay a thirty-mote, one-Willpower surcharge to introduce the fact that her target's weakness will doom him in a coming challenge. The roll's difficulty is (victim's Essence), plus a modifier depending on the severity of the foretold doom: +0 for events causing serious complications for her victim, such as a debt-ridden merchant's creditors calling in what he owes or a prideful tyrant facing opposition from a political rival; +3 for a severely dangerous peril, such as a merchant's creditors sending hired thugs to violently coerce repayment or a covert attempt at poisoning a tyrant; or +5 for a life-altering catastrophe, such as a merchant being enslaved by his creditors or a mass rebellion breaking out in a tyrant's kingdom.

To enact her prediction, the Lunar must inform her victim of it — and how he might avert it, specifying a course of action that, if accomplished within (5 + his Integrity) days, will prevent the doom. By default, this can be no greater than an inconvenient task (**Exalted**, p. 216); she can specify a serious task with 3+ extra successes or a life-changing task with 6+ extra successes. Regardless of severity, the task must be one that the Storyteller deems the victim could feasibly complete within the allotted time span. The disaster is also averted if the Lunar releases her mote commitment prematurely, or goes a full day without reminding the target of the oncoming doom and the flaw that caused it.

If this Charm's victim can't avert the foretold doom, it's sure to happen. The specifics may vary from the Lunar's prediction based on how events unfold in play, but her target will face a crisis of appropriate severity. However, he's not assured to fail. Successful rolls, creative thinking, allies' assistance, and other assets can mitigate the overall harm and impact of the crisis.

This Charm can only be used once per story, unless reset by accomplishing a legendary social goal (**Exalted**, p. 134) by exploiting a character's greatest flaw or convincing a character to overcome his greatest weakness.

Stamina

Heart's Blood

Hero's Heart Challenge

Cost: —; **Mins:** Stamina 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Testing her fortitude against a worthy rival, the Lunar claims his face as a trophy of her triumph. She performs a sacred hunt to claim a human's shape by challenging him to a physical contest — a footrace, wrestling match, duel, drinking contest, etc. If the Lunar wins, she may conclude the sacred hunt and claim her opponent's form by accepting a Major Tie of respect towards the opponent — if she deems him unworthy, she can't gain his form. This counts as the Intimacy needed to take a human shape (p. XX). Winning by cheating is valid if the Lunar isn't caught, but her opponent must be genuinely trying to win.

If the Lunar's target wins or catches her cheating, the sacred hunt fails, and she can't take his shape through this Charm for the rest of the story. She may still attempt sacred hunts against him by other means.

Defense

Impenetrable Beast-Armor

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

Type: Reflexive

Keywords: Dual

Duration: Instant

Prerequisite Charms: None

The Lunar thickens her skin, forming a thick hide, bony plates, or tough scales. She adds (higher of Essence or 3) natural soak against a **withering** attack or gains Hardness (Stamina) against a **decisive** attack.

Durant Quicksilver Adaptation

Cost: —; **Mins:** Stamina 3, Essence 1

Type: Permanent

Keywords: Withering-only

Duration: Permanent

Prerequisite Charms: Impenetrable Beast Armor

The Lunar's body hardens itself against the force of blows that strike her. She may use the Stamina Excellency to raise her soak against a **withering** attack after it hits, but before damage is rolled.

Steel Paw Style

Cost: —; **Mins:** Stamina 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Standing firm as she interposes her weapon between herself and the world, the Lunar becomes an unshakable aegis. When she blocks with a medium or heavy weapon, unarmed attack, or natural weapon, she may use Stamina instead of Dexterity to calculate Parry.

Den Warden Method

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

Type: Supplemental

Keywords: Dual, Protean

Duration: Instant

Prerequisite Charms: Steel Paw Style

A living bulwark, the Lunar shelters allies behind her mighty frame. When she takes a defend other action, her ward may use her soak and Hardness in place of his own against attackers that overcome her Parry. This includes any bonuses added to the Lunar's soak or Hardness.

Protean: In animal forms with the Immense Guardian Merit, damage rolls against the Lunar's ward suffer a −2 penalty.

Unmoving Aurochs Defense

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

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The Lunar dramatically magnifies her body's density, withstanding the mightiest blows without yielding an inch. For an instant, she can't be physically moved, whether by smash attacks, a grappler's throw, Heaven Thunder Hammer (**Exalted**, p. 274), etc. This Charm can't prevent falls due to gravity. It can be used after an attack roll, but before damage. If an enemy uses applicable magic after damage is rolled, this Charm may be used at that time.

This Charm significantly increases the Lunar's mass. This normally causes no complications, but may cause the Lunar to sink into soft mud, snap a tightrope supporting her, etc. It also suppresses Graceful Crane Stance's effect for an instant.

Enduring Mammoth Bastion

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

Type: Reflexive

Keywords: Decisive-only, Perilous

Duration: Instant

Prerequisite Charms: Impenetrable Beast-Armor

The Lunar shrugs off spear points and arrows, her skin unmarked even by those that strike true. When determining if her Hardness prevents damage from a **decisive** attack, her attacker compares only his Initiative to her Hardness, without considering damage dice added by other sources. If his attack's damage roll doesn't include his Initiative due to magic, he compares the lower of his damage dice or his actual Initiative to the Lunar's Hardness.

If the Lunar is unarmored, waive this Charm's Initiative cost.

Invulnerable Moonsilver Carapace

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

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Durant Quicksilver Adaptation

Moonsilver flows across the Lunar's skin as she solidifies her anima, encasing her in indestructible armor. She creates a shell or carapace that counts as artifact armor (+11 soak, 10 Hardness, −2 mobility). Its soak can't be reduced below (Stamina) by effects that ignore armored soak, like Piercing attacks.

This armor counts as moonsilver, shapeshifting with the Lunar (p. XX). She may fuse it with any artifact armor she's currently wearing, enjoying the best of both armors' traits and applying this Charm's benefits to her armor. Artifact armor's attunement cost is waived for this Charm's duration, releasing the committed motes.

This Charm may be repurchased any number of times, each repurchase adding an Evocation to the carapace. These Evocations' themes and functions derive from the Lunar's personality, spirit shape, and Caste.

With Essence 3, this Charm's duration becomes Indefinite.

Special activation rules: When the Lunar uses Deadly Beastman Transformation, she may reflexively activate this Charm.

Moonsilver Thew Exertion

Cost: 4m; **Mins:** Stamina 3, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Unmoving Aurochs Defense

The Lunar amplifies her body's mass as she wrestles a foe, becoming too heavy to be taken down or pinning a foe beneath tremendous weight. She rerolls (Stamina) failed dice on a grapple control roll or a roll opposing an enemy's control roll. Such is her mass that she can oppose the

grapples of Legendary Size enemies (but not clinch them). This Charm carries the same consequences for increasing mass as its prerequisite.

Stone Rhino's Skin

Cost: 2m or 5m; **Mins:** Stamina 4, Essence 2

Type: Reflexive

Keywords: Dual, Perilous

Duration: Instant

Prerequisite Charms: Durant Quicksilver Adaptation

Even the mightiest blows rebound from the Lunar's flesh. After an attack hits her or she fails to resist an environmental hazard or trap, before damage is rolled, she may use this Charm for two motes against a **withering** attack, or five motes against **decisive** damage. Damage-roll 1s subtract successes. If an attack deals no damage, the Lunar steals one Initiative from her attacker (after he resets to base Initiative, if it was **decisive**).

Frenzied Bear Fortification

Cost: 7m; **Mins:** Stamina 5, Essence 2

Type: Reflexive

Keywords: Dual, Protean

Duration: One scene

Prerequisite Charms: Stone Rhino's Skin

Pain strengthens the Lunar's fierce will to survive, redoubling her unkillable vigor. She adds her wound penalty to her soak and her Hardness. This stacks with other Charms that grant Hardness, but not with Hardness from artifact armor or animal shapes.

Protean: In animal shapes with the Berserker Merit, the Overwhelming rating of **withering** attacks against the Lunar is reduced by her wound penalty.

Unyielding Silver Sentinel

Cost: 3m, 2i; **Mins:** Stamina 4, Essence 2

Type: Reflexive

Keywords: Perilous

Duration: One scene

Prerequisite Charms: Unmoving Aurochs Defense

No power can force the Lunar back when she stands her ground, or turn her aside when she charges. She waives Unmoving Aurochs Defense's cost, unless she's crashed.

Quicksilver Aegis Embodiment

Cost: 4m, 3i (4m); **Mins:** Stamina 4, Essence 3

Type: Reflexive

Keywords: Perilous, Withering-only

Duration: Instant

Prerequisite Charms: Enduring Mammoth Bastion

The Lunar's skin hardens unto imperviousness against blows that would otherwise pierce the thickest defenses. Her soak can't be reduced, and she can apply it against unsoakable **withering** damage.

If the Lunar is unarmored, she waives this Charm's Initiative cost, and it loses the Perilous keyword.

Weapon-Trapping Body Dominion

Cost: 3m, 2i, 1wp; **Mins:** Stamina 5, Essence 3

Type: Reflexive

Keywords: Clash, Perilous

Duration: Instant

Prerequisite Charms: Quicksilver Aegis Embodiment

The Lunar's body becomes fluid and permeable as she's struck, her foe's weapon entering her flesh only to be trapped by twisting cords of sinew, swift-congealing blood, or a cage of solid bone. She clashes an attack with a (Stamina + Resistance) roll, adding (Hardness/2, rounded up) dice. In addition to the usual benefits of winning a clash, if she was attacked with a hand-to-hand weapon, her body absorbs it, disarming her attacker. Characters may dislodge the absorbed weapon with a disarm gambit or a difficulty 5 feat of strength that requires Strength 5+.

If the attacker used a weapon with the Natural or Worn tag, his limb is instead mired in the Lunar's flesh. Treat this as a grapple that requires no attack or Initiative roll; the Lunar rolls (Stamina + [Brawl, Martial Arts, or Resistance]) with double 9s as her control roll opposing the attacker's (Strength + [Brawl or Martial Arts]).

This Charm is incompatible with armor, except Invulnerable Moonsilver Carapace.

Steadfast Yeddim Meditation

Cost: 6m (4m); **Mins:** Stamina 5, Essence 3

Type: Reflexive

Keywords: Perilous, Withering-only

Duration: Instant

Prerequisite Charms: Frenzied Bear Fortification

Such is the Lunar's divine fortitude that she might not even notice blows struck against her. She adds Hardness to her soak against a **withering** attack made by a lower-Initiative enemy. If this reduces an attack to its minimum damage, her attacker loses the point of Initiative gained from hitting her.

If the Lunar is unarmored, this Charm costs two motes less.

Wounded But Never Down

Cost: 1m per level of damage, 5i, 1wp; **Mins:** Stamina 5, Essence 3

Type: Reflexive

Keywords: Perilous, Protean, Stackable

Duration: Indefinite

Prerequisite Charms: Frenzied Bear Fortification

The Lunar fights through the gravest wounds, sustained by illimitable rage. After a **decisive** damage roll against her, she can activate this Charm to negate levels of damage for one mote per level, maximum (Essence + Resistance) levels. Negated damage is withheld in a special pool.

Damage heals from this pool at a rate of one level every two days, beginning with bashing damage. Magic that speeds natural healing also accelerates this process, and healing magic can be applied to damage stored in the pool. When this Charm ends, damage remaining in the pool returns to her health track.

This Charm can be stacked up to (Essence) times, tracking all negated damage in a single pool.

This Charm can only be used once per scene, unless reset by incapacitating a nontrivial enemy with a **decisive** attack that resets the Lunar's Initiative.

Protean: In animal shapes with the Berserker Merit, the Lunar reduces this Charm's Initiative cost by her current wound penalty.

Unstoppable Juggernaut Incarnation

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

Type: Reflexive

Keywords: Decisive-only, Perilous

Duration: Instant

Prerequisite Charms: Wounded But Never Down

No matter how mighty the force directed against her, the Lunar refuses to yield. This Charm may be used after being hit by a **decisive** attack or failing to resist a trap or environmental hazard, before damage is rolled. If the damage roll fills all the Lunar's health levels of one type, any further damage is negated. *E.g.,* if an attack filled all of a Lunar's −1 levels, it couldn't inflict further damage to her −2 or greater levels.

This Charm can only be used once per day. It doesn't need to be reset if it fails to prevent damage.

Indestructible God-Monster Incarnation

Cost: 4m, 3a, 1wp; **Mins:** Stamina 5, Essence 4

Type: Reflexive

Keywords: Dual

Duration: One scene

Prerequisite Charms: Quicksilver Aegis Embodiment, Steadfast Yeddim Meditation

Wisps of the Lunar's anima shine through as her skin sloughs away, revealing the perfected body of the invincible shapeshifter beneath. She gains the following benefits:

- +(Essence/2, rounded up) natural soak and Hardness, stacking with other Hardness sources.
- When she uses the Stamina Excellency to raise her soak, it costs only one mote per +2 soak, and the maximum amount she can add with it increases by 1.
- She reduces the costs of Enduring Mammoth Bastion, Impenetrable Beast-Armor, Stone Rhino's Skin, and Unflagging Predator Vitality by one mote.

This Charm is incompatible with armor.

Unflagging Predator Vitality

Cost: 5m; **Mins:** Stamina 5, Essence 4

Type: Reflexive

Keywords: Perilous, Protean, Withering-only

Duration: Instant

Prerequisite Charms: Steadfast Yeddim Meditation

Drawing incredible resilience and vitality from within, the Lunar takes no notice of lesser attacks. She halves a **withering** attack's total damage, rounded down. It can't reduce her below one Initiative unless her attacker has at least (her current temporary Willpower) more Initiative than her before attacking.

This Charm can likewise protect the Lunar from being crashed by other sources of Initiative loss inflicted by enemies, but not those she incurs herself, such as paying Initiative costs.

This Charm is incompatible with armor.

Protean: In animal shapes with the Impenetrable Armor Merit, the Lunar adds (Essence + 5) to the amount of Initiative an attacker needs to reduce her below Initiative 1.

Wound-Mastering Body Evolution

Cost: 6m, 1wp + 1i per turn; **Mins:** Stamina 5, Essence 4

Type: Reflexive

Keywords: Decisive-only, Perilous

Duration: One scene

Prerequisite Charms: Unstoppable Juggernaut Incarnation

Those who can't slay the Lunar with one blow may not be able to kill her at all. After suffering **decisive** damage, she can use this Charm to adapt to her attacker's killing intent. She adds (Essence x2) natural soak against his **withering** attacks and ignores their Overwhelming rating, and gains Hardness 20 against his **decisive** attacks.

The Lunar must pay one Initiative each subsequent turn to maintain this Charm. It ends if she's crashed.

Endurance

Ox-Body Technique

Cost: —; **Mins:** Stamina 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Lunar is endowed with superhuman vitality. She gains additional health levels based on her Stamina rating:

Stamina 1-2: Two −2 levels.

Stamina 3-4: Two −2 levels and one −4 level.

Stamina 5: One −1 level, one −2 level, and two −4 levels.

This Charm may be purchased (Stamina) times. If the Lunar's Stamina increases, her health levels change to reflect her new rating.

Bear Sleep Technique

Cost: 10m; **Mins:** Stamina 2, Essence 1

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Ox-Body Technique

Withdrawing into herself, the Lunar enters a rejuvenating hibernation. The rate at which she heals naturally (**Exalted**, p. 173) is multiplied by (Essence + Stamina). Time spent hibernating doesn't count towards the maximum she can go without food or water (**Exalted**, p. 232).

The Lunar may choose to hibernate until she's fully healed from all damage, or for a set period of time. She isn't completely unaware of her surroundings while hibernating, and can roll to detect external stimuli with (Perception + Awareness) at a −4 penalty, which can't be enhanced by non-Excellency magic. Some stimuli, like being slapped across the face or stabbed, are obvious enough to detect without rolling. Detecting external stimuli lets the Lunar end this Charm prematurely.

With Stamina 5, the Lunar doesn't age while hibernating.

Halting the Scarlet Flow

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

Type: Reflexive

Keywords: Perilous

Duration: (Stamina) turns

Prerequisite Charms: Bear Sleep Technique

The Lunar shapeshifts wounds away, closing cuts and healing bruises. She heals one level of non-aggravated damage at the start of each of her turns. This Charm ends if she's crashed, and can't be used outside combat.

This Charm can only be used once per day. It doesn't reset if the Lunar still has damage in her health track at the beginning of the new day, or doesn't receive adequate sleep.

Maimed But Unbroken

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

Type: Reflexive

Keywords: Perilous

Duration: Indefinite

Prerequisite Charms: Halting the Scarlet Flow

No matter how dire her wounds, the Lunar won't yield. She reduces the penalty of a crippling effect, such as Joint-Wounding Attack (**Exalted**, p. 415), by (Essence/2, rounded up). After every (7 – Stamina) rounds, or every scene outside combat, the penalty diminishes by an additional point. Once the penalty is reduced to zero, the crippling heals completely. This Charm can't heal crippling effects that don't impose penalties, or total amputation or destruction of limbs and organs. It ends if the Lunar's crashed.

Unyielding Battle Vigor

Cost: —; **Mins:** Stamina 4, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Halting the Scarlet Flow

The thrill of battle energizes the Lunar, renewing her boundless vitality. Halting the Scarlet Flow's duration is extended one turn when a **decisive** attack deals 3+ levels of damage more than necessary to incapacitate a nontrivial foe. She may also waive an Initiative Break to extend its duration by one turn.

Rugged Beast Endurance

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

Type: Reflexive

Keywords: Protean

Duration: One day

Prerequisite Charms: None

A paramount survivor, the Lunar thrives in Creation's harshest reaches. She adapts to a particular environment, — searing desert, mosquito-ridden swamp, freezing cold, etc. — gaining temporary Survival and Resistance specialties in that clime. She ignores environmental penalties

on rolls those specialties apply to. If she wishes to change her adaptation (such as while traveling through the Wyld), she must use this Charm again, waiving its Willpower cost if the first use is still active.

A Stamina 4, Essence 3 repurchase halves the damage that the chosen clime's environmental hazards roll against her, rounded down. This also applies to hazards similar in nature to that environment: A Lunar adapted to frigid cold extends this resilience to icy mist conjured by a raksha.

Protean: In animal shapes native to the chosen environment or otherwise adapted to surviving in it, the Lunar receives a one-mote discount on Charms enhancing Survival or Resistance rolls in the chosen clime.

All-Consuming Crucible

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

Type: Reflexive

Keywords: Mute

Duration: One scene

Prerequisite Charms: Rugged Beast Endurance

Whether dining on festering carrion or taking poisoned banquets at a queen's table, the Lunar is a consummate gourmand, adapting to whatever she consumes. She may digest and derive sustenance from any mundane living or once-living substance — including inedible substances — and adds (Stamina) non-Charm dice to resist ingested poisons. She can also eat any amount of food without harm; doing so quickly, such as for corpse disposal, is a (Stamina + [Athletics or Survival]) roll.

With Stamina 5, the Lunar can safely digest any mundane material, although feats of demolition may be required to break down larger objects into portions she can swallow. She's completely immune to mundane ingested poisons.

Disease-Purging Essence

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar's body becomes a purifying crucible that no sickness can withstand. She rerolls (higher of Essence or 3) failed dice on a roll against the morbidity or virulence of a disease.

Rabid Beast Bite

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

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Disease-Purging Essence

Suffusing a blow with septic Essence, the Lunar leaves festering wounds. An enemy damaged by a **decisive** attack with an unarmed strike or natural weapons is exposed to an enhanced form of infected wounds (**Exalted**, p. 235). The disease uses (Lunar's Stamina) in place of its morbidity and virulence if higher, and can infect characters with Exalted Healing. Crashed foes and trivial characters acquire the infection at Major intensity on a failed roll.

Alternatively, the Lunar may use this Charm to transmit any disease she's currently suffering from. This doesn't enhance its morbidity or virulence.

False Death Technique

Cost: 8m; **Mins:** Stamina 2, Essence 1

Type: Simple

Keywords: Mute, Totemic (Appearance)

Duration: Indefinite

Prerequisite Charms: None

The Lunar slows her vital functions, stilling her breathing and heart. She rolls ([Appearance or Stamina] + [Medicine, Resistance, or Stealth]) to feign death, doubling 9s. Wound penalties add non-Charm dice on the roll instead of subtracting. Characters with superhuman or magically enhanced senses can roll (Perception + [Awareness, Investigation, or Medicine]) opposing the Lunar's successes to realize she's still alive. Moving, speaking, or taking overt actions spoils this deception, although the Lunar may be able to convince characters that previously failed to see through the false death that she's undead instead.

When the Lunar uses this Charm, she may use Bear Sleep Technique reflexively if she knows it, muting its cost.

Totemic: A Lunar whose spirit shape feigns death as a defensive behavior may learn this as an Appearance Charm.

Scorpion-and-Toad Absolution

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

Type: Reflexive

Keywords: Totemic (Wits)

Duration: Instant

Prerequisite Charms: None

The Lunar shifts her anatomy to withstand even the deadliest venoms. She rerolls 6s until they cease to appear on a roll to resist poison (**Exalted**, p. 233). If it's a poison she's previously been exposed to, or the poison of an animal species whose form she's claimed, she rerolls 5s until they cease to appear as well.

Totemic: A Lunar whose spirit shape is venomous or poisonous may learn this as a Wits Charm.

Shifting Breath Inversion

Cost: —; **Mins:** Stamina 2, Essence 1

Type: Reflexive

Keywords: Protean, Totemic (Wits)

Duration: Indefinite

Prerequisite Charms: Rugged Beast Endurance, Scorpion-and-Toad Absolution

The Lunar reshapes her anatomy, opening gills to brave the depths or growing lungs within a sea monster's form. She may breathe in any environment, and is immune to harm based on environmental pressure (or lack thereof). She adds (Essence) successes on rolls to resist poisons whose sole vector is inhalation.

Note that many aquatic animals are ill-suited to moving on land even if they can breathe air, treating it as difficult terrain (**Exalted**, p. 199). The Lunar may circumvent this by growing Extra Limbs with Perfected Hybrid Interaction (p. XX), or with other appropriate magic.

Protean: In amphibious animal shapes, the Lunar adds these successes on rolls to resist any inhaled poison, even if it has other vectors.

Totemic: A Lunar whose spirit shape can breathe water may learn this as a Wits Charm, with Dauntless Yeddim Caravan (p. XX) as its prerequisite.

Behemoth's Inhalation Prana

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

Type: Simple

Keywords: Perilous, Protean

Duration: Instant

Prerequisite Charms: Shifting Breath Inversion

The Lunar's lungs swell as she draws in a tremendous breath. She inhales any vapors (except air) within medium range, even magical ones. She could clear dense fog, draw smoke from a burning building, or breathe in poisonous gas before it harms her allies. She suffers the usual effects of inhaled poisons or dangerous substances, rolling to resist them normally.

With Stamina 4, Essence 2, when a Lunar using this Charm rolls enough successes to completely negate the duration of an inhaled poison or otherwise completely avoid harm from a hazardous substance she's inhaled, she may exhale it at an enemy within medium range. This is an unblockable **decisive** attack rolled with (Stamina + [Archery or Athletics]), exposing her foe to the substance on a hit. It doesn't deal damage or reset her Initiative.

Protean: In animal shapes with Legendary Size, this Charm extends to long range.

Adder Fang Method

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

Type: Supplemental

Keywords: Decisive-only, Protean, Totemic (Wits)

Duration: Instant

Prerequisite Charms: Scorpion-and-Toad Absolution

The Lunar creates toxic skin glands or venom ducts, lacing her attack with deadly potency. She envenoms a **decisive** attack with a poison with Damage 2i/round (B in Crash), Duration (Stamina) rounds, and a –2 penalty. Alternatively, she may substitute the poison of any animal form she possesses. Normally, this can only enhance unarmed or natural attacks, but she can envenom close-range weapons or physical projectiles with stunts.

Protean: In animal shapes that are venomous or poisonous, this Charm may instead increase a dose's duration by (Essence).

Totemic: A Lunar whose spirit shape is venomous or poisonous may learn this as a Wits Charm.

Blood-and-Tear Elixir Cultivation

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

Type: Simple

Keywords: Totemic (Intelligence)

Duration: Instant

Prerequisite Charms: Scorpion-and-Toad Absolution

The Lunar distills potent medicines and antivenins from her body. She secretes a single dose of medicine, which is exceptional equipment (**Exalted**, p. 580) to treat a specific malady. If the Lunar or her Solar mate uses it with a Medicine roll in the same scene she used this Charm, (Lunar's Essence) 1s are rerolled — or, if the disease or poison treated is one the Lunar has previously suffered, 1s are rerolled until they cease to appear.

Totemic: A Lunar whose spirit shape is venomous or poisonous may learn this as an Intelligence Charm, with Night's Mercy Panacea (p. XX) as its prerequisite.

Mamba-and-Cobra Mastery

Cost: —(+2i); **Mins:** Stamina 3, Essence 2

Type: Permanent

Keywords: Aggravated, Decisive-only, Totemic (Wits)

Duration: Permanent

Prerequisite Charms: Adder Fang Method

The Lunar distills venoms that intermingle the deadliest aspects of countless beasts. For two Initiative, the duration of a poison conveyed by Adder Fang Method or Poison Blood Prana increases by one round, plus an additional round for every 10 on the attack and damage rolls. It deals aggravated damage to crashed foes.

A Stamina 4, Essence 3 repurchase lets the Lunar use 10s to increase a poison's damage and/or penalty instead of or in addition to duration, maximum 5. Additionally, no matter how many successes her victim rolls, the poison's duration can't be reduced below one.

Totemic: A Lunar whose spirit shape is venomous or poisonous may learn this as a Wits Charm.

Plague Rat Prana

Cost: —; **Mins:** Stamina 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Rabid Beast Bite

The Lunar's body subdues and subsumes pestilence. After successfully rolling to resist exposure to a disease or overcome a contracted disease, the Lunar may retain it within her body. She suffers no ill effects, but remains a vector for contagion and can transmit it through Rabid Beast Bite. She may choose to lower the disease's virulence by up to (Essence), minimum 1, when she exposes another character to it, letting her spare allies and innocents. She can expel a carried disease as a miscellaneous action.

Pestilential Fang Strike

Cost: —(+1m); **Mins:** Stamina 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Plague Rat Prana

The Lunar's body is a crucible of plagues, refining them with protean Essence. Once per scene, she may pay one mote to add +2 to the morbidity and virulence of a disease transmitted through Rabid Beast Bite or regular exposure. 1s on the roll to resist it subtract successes.

Friend of the Plague

Cost: —; **Mins:** Stamina 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Plague Rat Prana

A master of subtle pestilences, the Lunar besieges foes with plaguebearing envoys. She may use Rabid Beast Bite to transfer a disease with a touch outside of combat. When she infects a character with Rabid Beast Bite or a disease retained with Plague Rat Prana, she may delay the disease's onset by up to (Essence + Stamina) days. During that time, her victim suffers no ill effects, but is still contagious. Diagnosis attempts during this time fail automatically unless enhanced by magic; even then, such rolls are made at +2 difficulty.

Undying God-Beast Perfection

Cost: —; **Mins:** Stamina 3, Strength 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Deadly Beastman Transformation, Halting the Scarlet Flow

Rage sustains the Lunar's war-form, closing wounds and knitting bones. While using Deadly Beastman Transformation (p. XX), she heals one level of non-aggravated damage when she resets to base Initiative. She can't heal more than one level of damage per round with this Charm.

Incomparable Bezoar Nature

Cost: —; **Mins:** Stamina 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Scorpion-and-Toad Absolution

The Lunar has tasted countless deadly venoms, becoming one with their Essence. She's immune to the poisons of every animal whose shape she possesses. When she uses the Stamina Excellency to add dice on rolls resist poison, reduce its cost to one mote per two dice.

Poison Blood Prana

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

Type: Reflexive

Keywords: Counterattack, Decisive-only, Protean, Totemic (Wits)

Duration: Instant

Prerequisite Charms: Adder Fang Method

As the Lunar's blood is shed, she changes it into a poisonous spray. After an attack deals **decisive** damage to her from close range, she may use this Charm to counterattack with an unblockable **decisive** attack, rolling (Stamina + Resistance). She adds her wound penalty in non-Charm dice to this roll, rather than subtracting. Success exposes her enemy to a dose of Adder Fang Method's venom. This doesn't deal damage or reset the Lunar's Initiative.

If the Lunar knows Acid-Spitting Attack, she may instead change her blood to acid, dealing (Essence) dice of aggravated damage, ignoring Hardness. Her attacker's soak and Hardness suffer a penalty equal to the levels of damage dealt until his next turn.

Protean: In venomous or poisonous animal shapes, the Lunar may counterattack with a dose of that animal's poison, adding (Essence) to its duration.

Totemic: A Lunar whose spirit shape is venomous or poisonous may learn this as a Wits Charm.

Salamander's Tail Feint

Cost: 1m, 1wp; **Mins:** Stamina 4, Essence 2

Type: Reflexive

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Maimed But Unbroken

Struck by a deadly blow, the Lunar sloughs unnecessary flesh to ablate the harm. When she accepts a crippling injury (**Exalted**, p. 201), she negates an additional (Essence/2, rounded up) levels of damage. This can reduce an attack's damage below the two levels necessary to take a crippling injury. Additionally, if she's fighting or endangering herself to uphold a Defining Intimacy, this doesn't count against the once-per-story limit on crippling injuries.

This Charm can only be used once per scene.

Protean: In animal forms with Tail Decoy or similar abilities, the injury doesn't count against the once-per-story limit even if the Lunar isn't upholding a Defining Intimacy.

Form-Shedding Sacrifice

Cost: —; **Mins:** Stamina 4, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: False Death Technique, Salamander's Tail Feint

The Lunar sacrifices stolen skins that she might live. She can take a crippling injury by sacrificing her current form instead of suffering maiming. She reverts to her true human shape and permanently loses the sacrificed shape, negating (Essence, maximum 5) levels of damage. She can't sacrifice her spirit shape or true human shape.

The Lunar may use False Death Technique reflexively when she uses this Charm, creating a false corpse of the lost shape, or some portion of a Legendary Size shape, letting her reflexively roll to go to ground (**Exalted**, p. 204).

Acid-Spitting Attack

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

Type: Simple

Keywords: Aggravated, Decisive-only

Duration: Instant

Prerequisite Charms: God-Killing Venom

The Lunar sprays corrosive acid from her mouth. For five motes, five Initiative, one Willpower, she rolls an unblockable **decisive** attack with (Stamina + [Archery or Athletics]), which takes one of two forms. She can spit at one enemy within medium range, dealing (Essence + attack roll extra successes) dice of aggravated damage. Alternatively, she can disgorge acid on all other characters, friend or foe, within short range, dealing (Essence) dice of aggravated damage. Either way, this ignores Hardness and doesn't include the Lunar's Initiative or reset it. Damaged characters suffer a penalty to soak and Hardness equal to the levels of damage dealt until their next turn.

Alternatively, this Charm can be used for five motes to melt inanimate objects, rolling a feat of demolition with (Stamina + [Athletics or Resistance]) with (Essence) automatic successes. The Lunar uses Stamina instead of Strength to determine what feats she may attempt, though she can raise her effective rating with Charms that enhance feats of strength.

This Charm can only be used to attack once per scene, unless reset by crashing an enemy. Feats of demolition don't require a reset.

Storm-Swallowing Technique

Cost: 8m, 1wp; **Mins:** Stamina 4, Essence 3

Type: Simple

Keywords: Protean

Duration: Instant

Prerequisite Charms: Behemoth's Inhalation Prana

The Lunar roars to clear the skies. She draws in a mighty breath, immediately ending any ongoing precipitation within medium ranges by inhaling the clouds from which it falls.This can end supernatural weather such as Rain of Doom (**Exalted**, p. 483), although the Storyteller may deem that this exposes the Lunar to an interval of such weather's harmful effects, or devise a unique poison or one-time environmental hazard to represent them. Weather created by ongoing magic, such as the daiklave Stormcaller, won't recur within the cleared area that scene.

The Lunar may reflexively use Behemoth's Inhalation Prana alongside this Charm, waiving its Initiative cost, to also inhale poisonous or similarly hazardous vapors within range.

This Charm can only be used once per day.

Protean: In animal shapes with the Legendary Size Merit, this Charm's range extends to long.

Flesh-Waxing-Full Regeneration

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

Type: Simple

Keywords: Perilous

Duration: One scene

Prerequisite Charms: Maimed But Unbroken

The Lunar seems an unkillable monster, regrowing severed limbs and maimed organs. Can such a beast even die? The Lunar regenerates a crippling effect too dire to be healed by its prerequisite, reducing its penalty by one after every (7 – Essence) rounds, minimum one. Once the penalty is reduced to zero, the injury completely heals. Crippling effects without penalties heal after one such interval. Outside of combat, the injury's penalty is reduced by one at the scene's end, potentially requiring multiple uses of this Charm to heal it.

This Charm ends if the Lunar is crashed.

Indestructible Recursive Design

Cost: —; **Mins:** Stamina 5, Essence 3

Type: Permanent

Keywords: Perilous

Duration: Permanent

Prerequisite Charms: Halting the Scarlet Flow

The Lunar grows redundant organs, reinforced muscle, and hardened bones. If she'd magically heal levels of damage while her health track is undamaged, she gains that many temporary −0 health levels, maximum (Essence). This doesn't function if she's crashed. These temporary levels are the first to be filled when she's damaged, and vanish when damaged.

Perdurant Beast Perfection

Cost: 2m (+1wp); **Mins:** Stamina 5, Essence 3

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Rugged Beast Endurance (x2)

Drawing on the endurance of every animal she can imagine, the Lunar walks undaunted through hurricanes or plumbs the depths of the Demon City's acid sea. She subtracts (Essence) dice from an environmental hazard's damage. If a hazard inflicts uncountable damage (**Exalted**, p. 205), she may pay a one-Willpower surcharge to limit it to fifteen dice of damage against her, before applying this Charm's benefit or other effects.

While Rugged Beast Endurance is active, the Lunar waives the Willpower cost of resisting uncountable damage from sources she's adapted to.

Soul Beyond Shape

Cost: 10m, 3wp; **Mins:** Stamina 5, Essence 5

Type: Reflexive

Keywords: Mute

Duration: Indefinite

Prerequisite Charms: Flesh-Waxing-Full Regeneration, Form-Shedding Sacrifice, Wound-Mastering Body Evolution

The Lunar is more than the flesh she wears, an immortal Essence that can never truly be destroyed. She may prevent her death — of any cause — by sacrificing one of her human or animal shapes (but not her spirit shape or true human form). She heals any damage in her Incapacitated level, but remains unconscious, reflexively activating False Death Technique (p. XX) and Bear Sleep Technique (p. XX) for free as she enters a deep fugue. If she uses Wound-Mastering Body Evolution (p. XX), she waives its ongoing Initiative cost.

While in this fugue, the Lunar can't take damage except from **decisive** attacks, and doesn't need food, water, or air. If an attack would kill her, she may sacrifice another shape to prevent it.

Once the Lunar heals a single level of damage, this Charm ends. As she wakes, the corpses of the sacrificed forms emerge from her body, bearing the fatal wounds she avoided.

This Charm can only be used once per story.

Berserker

Relentless Lunar Fury

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

Type: Reflexive

Keywords: Protean

Duration: One scene

Prerequisite Charms: None

The Lunar unleashes the primal rage howling in her soul, drawing terrifying power from fury. This Charm can only be used when she takes **decisive** damage. She enters a berserk rage, halving all wound and crippling penalties (round down), and gaining 1 Initiative whenever she suffers further **decisive** damage. Her rage doesn't prevent tactical or intelligent decision-making, but she can't withdraw, use social influence for purposes unrelated to combat, or cease fighting until all enemies are incapacitated or have fled. Ending this Charm prematurely crashes the Lunar, setting her to Initiative –3 (if not already lower).

Protean: In animal shapes with the Berserker Merit, the Lunar adds one die on all rolls with physical Attributes.

Deathless Fury Unleashed

Cost: —; **Mins:** Stamina 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Halting the Scarlet Flow, Relentless Lunar Fury

The flames of the Lunar's rage aren't easily snuffed. Halting the Scarlet Flow's (p. XX) Willpower cost is waived when activated in the same instant as Relentless Lunar Fury.

With Stamina 5, Essence 3, the Lunar may forgo waiving the Willpower cost to remove the Perilous keyword from Halting the Scarlet Flow, activating it while crashed.

Mother Grizzly Attitude

Cost: —; **Mins:** Stamina 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Relentless Lunar Fury

Honed by rage into a ferocious guardian, the Lunar shelters those who stand behind her as she unleashes ruin. She may use Relentless Lunar Fury when she witnesses her Solar mate or a character that she has a positive Major or Defining Tie for take **decisive** damage. While Relentless Lunar Fury is active, she gains +1 Parry against attacks against allies she's protecting with the defend other action.

Enraged Ratel Persistence

Cost: 4m or 4i; **Mins:** Stamina 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Relentless Lunar Fury

The Lunar's will is bolstered by ferocity. She ignores wound penalties to Resolve, adding them as a Resolve bonus. If Relentless Lunar Fury is active, she treats fear-based influence or influence that would make her cease hostilities as unacceptable.

Undaunted Berserker Ire

Cost: 5i per 1wp; **Mins:** Stamina 3, Essence 2

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Enraged Ratel Persistence

The Lunar's warrior spirit is undeterred by honeyed words or trickery. In combat, she may spend five Initiative instead of one Willpower when resisting social influence or similar effects. Once per scene, while Relentless Lunar Fury is active, she may waive one Willpower of the cost to resist such an effect.

Sleeping Tiger Wakes

Cost: —; **Mins:** Stamina 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Mother Grizzly Attitude

Woe to those whose words rouse the Lunar's ire. She may use Relentless Lunar Fury in response to a threat or insult to a Major or Defining Intimacy or her Solar mate, such as hearing a Dynast mock her dominion's customs. If outside of combat, she immediately rolls Join Battle, adding (Essence/2, round up) successes.

Knife-Biting Attitude

Cost: 6m, 1wp; **Mins:** Stamina 4, Essence 3

Type: Reflexive

Keywords: Decisive-only, Perilous

Duration: Instant

Prerequisite Charms: Enraged Ratel Persistence

Pain stirs the Lunar's rage, empowering her to deal out retribution. This Charm must be used after being hit by a **decisive** attack, before damage is rolled. The Lunar gains one Initiative per level of damage dealt to her. While Relentless Lunar Fury is active, this Charm loses the Perilous keyword.

Bloodthirsty Siaka Frenzy

Cost: —(3m); **Mins:** Stamina 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Knife-Biting Attitude

The Lunar's predatory instincts approach the apex of perfection. She may use Relentless Lunar Fury when she deals **decisive** damage to a nontrivial foe's –2 health levels or deeper. When she resets to base Initiative while Relentless Lunar Fury is active, she may pay three motes to add her victim's current wound penalty to her base Initiative (Incapacitated enemies count as having a –4 penalty). If the attack damaged multiple enemies, she uses the highest single value.

Wounded Boar Rampage

Cost: —; **Mins:** Stamina 5, Essence 3

Type: Reflexive

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Undaunted Berserker Ire

Drawing closer to death, the Lunar's will is renewed. She will either survive, or bring down her killer with her. When she suffers damage to a –2 health level or deeper, she gains one Willpower, unless she's crashed. This can raise her above her permanent Willpower. Damage incurred by paying health level costs doesn't grant Willpower.

This Charm can only be used once per scene. It doesn't reset while the Lunar has damage in her –2 health levels or deeper.

Frenzied Desperation Strike

Cost: 15m, 1wp; **Mins:** Stamina 5, Essence 4

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Bloodthirsty Siaka Frenzy, Wounded Boar Rampage

Even as her defenses falter, the terrible rage that burns in the Lunar's Essence urges her onward. She makes a **decisive** attack while crashed, with base damage ([current Initiative/2, rounded up] + Essence + 5) dice, minimum 1. If she hits, she resets to 0 Initiative, instead of base Initiative.

This Charm may only be used once per scene, unless reset by gaining 20+ Initiative on a single tick.

Terrible Wolverine Onslaught

Cost: 10m, 1ahl, 1wp; **Mins:** Stamina 5, Essence 4

Type: Simple

Keywords: Protean

Duration: One scene

Prerequisite Charms: Frenzied Desperation Strike

A surge of primal fury snaps the fetters restraining the Lunar's full might, unleashing a savage force greater than even her own body can withstand. To use this Charm, Relentless Lunar Fury must be active. The Lunar gains the following benefits:

- She adds a success on all rolls using physical Attributes.
- She ignores wound penalties.
- She adds her wound penalty to **decisive** damage rolls.
- She can reflexively clash any attack against her with a **withering** or **decisive** attack. This counts as her attack action for the round.
- **Decisive** attacks she lands against battle groups provoke rout checks, even if they don't reduce Size. If a **withering** or **decisive** attack reduces a battle group's Size, the check is made at +1 difficulty.

After using this Charm, it can't be used until the Lunar heals all levels of aggravated damage.

Protean: In animal shapes with the Berserker Merit, the Lunar adds an additional success on attack rolls.

Unchained Monster Death-Rage

Cost: —; **Mins:** Stamina 5, Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrible Wolverine Onslaught

As the Lunar is struck a fatal blow, the rage that burns in her overflows in a monstrous howl. She will not die, not until she's slaked her wrath with sweet vengeance. If she's incapacitated while Relentless Lunar Fury is active, she enters a final fury, postponing incapacitation and rendering her immune to further **decisive** damage. She gains +2 base Initiative, gains one Initiative at the start of each turn, and adds her current Initiative to her natural soak.

Once Relentless Lunar Fury ends, if the Lunar's Incapacitated level is still filled with damage, she suffers the usual effects of incapacitation.

Strength

Heart's Blood

Terrifying Predator Consumption

Cost: —; **Mins:** Strength 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Feeding on fear, the Lunar rips away her prey's form. When she performs a sacred hunt against an animal or human with a Tie of fear toward her (or her current shape), she may claim his shape by nonlethally incapacitating him or accepting his surrender in combat.

Towering Beast Form

Cost: 15m, 1wp (5m per turn/hour); **Mins:** Strength 4, Essence 1

Type: Simple

Keywords: Totemic (Stamina)

Duration: One day

Prerequisite Charms: None

Her body swelling with supernatural might, the Lunar expands into the form of one of Creation's greatest beasts. She shapeshifts into an animal form with Legendary Size.

At the end of each subsequent turn, if she didn't make a **decisive** attack or spend 8+ motes on offensive magic, she must pay five motes, or this Charm ends. Outside of combat, she must pay five motes every hour.

Special activation rules: If the Lunar uses this Charm to shift from one Legendary Size form to another, she waives its activation cost, maintaining the original 15-mote commitment.

Totemic: A Lunar whose spirit shape has Legendary Size may learn this as a Stamina Charm.

Stalking Nightmare Hunter

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

Type: Simple

Keywords: None

Duration: One dream

Prerequisite Charms: Terrifying Predator Consumption

Once the Lunar marks her quarry, he'll never be free of her. She hunts him in his dreams, pursuing him with monstrous inevitability. She chooses a human she's either damaged with a **decisive** attack or successfully threatened in the last week and who has a Major or Defining Tie of fear towards her or one of her shapes. The next time he sleeps, she appears in his dreams in whichever of her forms terrifies him most, rolling (Strength + combat Ability) against his Resolve, claiming his form if successful. Claiming a character's shape this way prevents him from regaining Willpower from that night's sleep.

This Charm can't be used against the same character more than once per story.

Mountainous Spirit Expression

Cost: —; **Mins:** Strength 5, Essence 2

Type: Permanent

Keywords: Totemic (Stamina)

Duration: Permanent

Prerequisite Charms: Towering Beast Form

Suffusing her body with illimitable beast-power, the Lunar grows unto a gigantic monster of myth. She may activate Towering Beast Form to grant her current shape Legendary Size instead of changing into a different form. Clothing and moonsilver artifacts rescale with her for this Charm's duration; equipment incompatible with her increased size vanishes Elsewhere. Legendary Size grants the following benefits:

- Smaller enemies' attacks don't inflict onslaught penalties. Magically inflicted onslaught penalties still apply.
- She can't be reduced below Initiative 1 by smaller characters' **withering** attacks unless they have 10+ dice of post-soak damage. Such attacks still award the full amount of Initiative damage rolled.
- She can't take more than (attacker's Strength + 3) levels of damage from **decisive** attacks made by smaller characters. Levels of damage added by magic don't count against this limit.
- She can't be grappled by smaller enemies unless they use magic like Dragon Coil Technique (**Exalted**, p. 280), and they require such magic to resist her grapple control rolls.
- She can't be knocked back by smaller foes' smash attacks, and is more difficult to knock back with magic (**Exalted**, p. 274).
- She can engage Legendary Size enemies on equal footing, with neither applying the Merit's benefits against the other.
- Her form loses the Tiny Creature or Minuscule Size Merits if it has them.

Totemic: A Lunar whose spirit shape has Legendary Size may learn this as a Stamina Charm.

Undaunted Behemoth Avatar

Cost: —; **Mins:** Strength 5, Essence 4

Type: Permanent

Keywords: Perilous, Totemic (Stamina)

Duration: Permanent

Prerequisite Charms: Towering Beast Form, any seven Strength Charms

A paragon of divine might, the Lunar demands beast-forms powerful enough to express her ferocious Essence. She waives the recurring mote costs of Towering Beast Form and Hungry All-Consuming Cloud (p. XX) unless she's crashed.

Totemic: A Lunar whose spirit shape has Legendary Size may learn this as a Stamina Charm, with Towering Beast Form and any seven Stamina Charms as its prerequisite.

Offense

Boulders-as-Pebbles Attitude

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

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

Missiles launched from the Lunar's bowstring or throwing arm fly like a siege engine's bolts. She ignores Accuracy penalties on a ranged attack, and extends its range by one band, maximum long. She waives Initiative costs for attacking with improvised Thrown weapons.

With Strength 5, Essence 3, the Lunar may pay a one-Willpower surcharge to extend an attack's range by two range bands, maximum extreme.

> Weapon Compatibility
>
> Unless specified otherwise, offensive Strength Charms are incompatible with weapons that don't use Strength to determine **withering** damage, like firewands and siege weapons.

Deadly Claw Blow

Cost: —; **Mins:** Strength 2, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

Thews surging with savage might, the Lunar deals a telling blow. She uses Strength instead of Dexterity to roll a nonranged attack with a heavy weapon, unarmed attack, or natural weapon.

This Charm doesn't benefit from effects that grant bonus Strength dots or that replace the Lunar's Strength with a higher value. She always uses her unmodified Strength to attack, and doesn't add dice from bonus Strength dots on attack rolls.

Ferocious Biting Tooth

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

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: None

The Lunar lashes out with strength born of fury. She adds +(Essence) Overwhelming on a **withering** attack, or adds (lower of Essence or Strength) attack roll extra successes on a **decisive** attack as damage dice. She can deal lethal damage bare-handed.

Divine Predator Strike

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

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Ferocious Biting Tooth

Reveling in bestial supremacy, the Lunar lays low her prey. She adds (1 + attack roll 10s) dice to the post-soak damage of a **withering** attack, maximum Strength, or the damage of a **decisive** attack, maximum (lower of Essence or Strength) dice. Against crashed foes, she counts 9s as well as 10s.

Snarling Hound Strife

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

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Divine Predator Strike

As the Lunar and her foe lunge at each other, the superior predator emerges triumphant. When she clashes with an enemy with equal or lower Initiative, 1s on his attack roll subtract successes, maximum (Lunar's Essence). If such an enemy initiates the clash with magic, she may declare this Charm reflexively before rolling. If she wins a clash with a **decisive** attack that resets her Initiative, she adds (Essence) of her enemy's 1s to her base Initiative.

Tiger Claw Swat

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

Type: Reflexive

Keywords: Uniform, Perilous

Duration: Instant

Prerequisite Charms: Snarling Hound Strife

Impudent enemies are flung back by the Lunar's counteroffensive. The momentum of a successful block or clash against an enemy attacking from close range knocks him back one range band, leaving him prone.

Unstoppable Beast-Force Blow

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

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Divine Predator Strike

The Lunar's unrelenting rage smashes through any bulwark raised against it. Her enemy's Hardness is reduced by her attack roll extra successes on a **decisive** attack, and she doubles 10s on the damage roll.

Last Warrior's Unity

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

Type: Reflexive

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Ferocious Biting Tooth

The Lunar's hands flow over and around her weapon, melting and merging until warrior and weapon are one. She fuses a weapon to her body, making it impossible to disarm, but rendering the hand or hands holding it unable to take other actions. This Charm can be stacked to merge with multiple weapons.

If the Lunar shifts into an animal shape unable to normally wield the weapon, it's banished Elsewhere as usual (p. XX) unless it's moonsilver. Moonsilver weapons assume compatible forms, and can merge with extremities normally unable to wield weapons — a grand daiklave might become a massive stinger extending from a scorpion's tail; a dragon sigh wand might fuse with an eagle's beak. These don't count as natural weapons.

Prey-Hobbling Bite

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

Type: Simple

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Ferocious Biting Tooth

Striking at joints and tendons with agonizing force, the Lunar rips away the option of escape. She makes a **decisive** attack against a lower-Initiative enemy. If she deals damage, he suffers a −1 crippling penalty on all rolls that scene. Each 10 on the damage roll increases the penalty by one, maximum (Strength).

Protean: In animal forms with crippling attacks, the Lunar adds one damage die.

Mighty Ram Smash

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

Type: Simple

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Ferocious Biting Tooth

The Lunar's muscles ripple like flowing water as she strikes, magnifying her blow's force. She makes a **decisive** attack, adding one success on the damage roll. With 3+ successes on the damage roll, she knocks her target back one range band. If this bashes him against an object or surface, she rolls an additional (Strength/2, rounded up) damage, ignoring Hardness. This is normally bashing, although some objects may inflict lethal damage. With 5+ damage roll successes, she can knock him back two range bands, increasing collision damage to (Strength). Ranged attacks can't knock enemies beyond medium range, though they still suffer full impact damage.

Protean: In animal forms with the Deadly Charge ability, the Lunar doubles her damage roll successes when determining how far she may knock back her victim.

World-Shaking Slam

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

Type: Reflexive

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Mighty Ram Smash

The battlefield shatters beneath the Lunar's monstrous force. When she knocks a foe prone or moves him between range bands with a **decisive** attack — such as a slam or a smash attack —she also treats the damage roll as a feat of strength to push or destroy whatever he impacts (including the ground or floor). She can instantly complete feats that would normally take minutes. Success also deals (feat's minimum Strength / 2, rounded up) dice of bashing **decisive** damage, ignoring Hardness.

An Essence 2 repurchase lets the Lunar pay a three-mote surcharge to trap an enemy with a successful feat, burying him beneath the remnants of whatever object he struck or otherwise restraining him. He suffers the effects of being grappled (**Exalted**, p. 200) until he or an ally succeeds on a feat of Strength to free him, with a difficulty of (Lunar's feat's minimum Strength / 2, rounded up).

Protean: In animal shapes with the Trample ability, success instead inflicts (feat's minimum Strength) damage.

Grizzly Bear Embrace

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

Type: Supplemental

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: None

The Lunar's muscles surge with ferocious Essence, giving them the strength of steel hawsers. She adds a grapple's attack roll extra successes as dice on the Initiative roll. Against lower-Initiative enemies (determined before paying the gambit's cost), she also adds these dice to the control roll.

Protean: In animal forms with Legendary Size or grapple-related abilities, the Lunar adds (Essence + Strength) to her Initiative to determine if she receives the control roll bonus.

Mangling Grasp Might

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

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Grizzly Bear Embrace

The Lunar assails her foe with overwhelming strength, tossing him about like a ragdoll. When she savages, throws, or slams a grappled foe, she doubles 9s on a **withering** damage roll or adds (Essence) dice to a **decisive** damage roll. The number of forfeited rounds of control she can benefit from on a throw or slam is doubled, and she can throw enemies out to short range.

Kraken-Arm Lash

Cost: 5m, 2i (5m); **Mins:** Strength 3, Essence 1

Type: Simple

Keywords: Decisive-only, Perilous

Duration: Instant

Prerequisite Charms: Mangling Grasp Might

The Lunar's limbs lengthen and flow into muscular tendrils, coiling around her foe. She makes an unarmed grapple gambit against an enemy within medium range. If successful, she drags him into close range. She may then immediately end the clinch by throwing her enemy two range bands horizontally in any direction.

Protean: In animal shapes with the Infinite Grasp ability, waive this Charm's Initiative cost against lower-Initiative enemies.

Foe-Hammer Technique

Cost: 6m, 1wp; **Mins:** Strength 5, Essence 1

Type: Simple

Keywords: Dual, Protean

Duration: Instant

Prerequisite Charms: Mangling Grasp Might

A surge of primal strength reinforces the Lunar's grip as she lifts a foe off his feet and batters him against another enemy. She slams a grappled enemy into a second foe within close range, making one attack roll against both characters. If she hits the second character, he suffers half the damage rolled against the grappled foe, rounded up. His soak and Hardness still apply normally. A **withering** slam's damage against the secondary target doesn't grant Initiative.

This Charm can only be used once per scene, unless reset by crashing a grappled foe with a savaging attack.

Protean: In animal forms with grapple-related abilities, the Lunar's secondary target suffers the full damage rolled against the grappled enemy.

Throat-Baring Hold

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

Type: Supplemental

Keywords: Perilous, Protean

Duration: Instant

Prerequisite Charms: Grizzly Bear Embrace

The Lunar brings down her prey, letting a fellow hunter deal the final blow. She need only expend one round of control over a clinched foe to restrain or drag him (**Exalted**, p. 201), and doing so inflicts an onslaught penalty.

Protean: In animal shapes with the Pack Hunting ability, the clinched foe's onslaught penalty subtracts from his soak and Hardness until his next turn.

Deadly Beastman Transformation

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

Type: Simple

Keywords: Withering-only

Duration: One scene

Prerequisite Charms: Hybrid Body Transformation

Flesh and Essence swelling with the unleashed power of her almighty rage, the Lunar assumes a dread war-form. To use this Charm, Hybrid Body Transformation (p. XX) must be active. The Lunar gains the following benefits:

- She adds (Strength) dice on **withering** damage rolls, feats of strength, and movement actions.
- She adds (Strength) natural soak.
- She treats her Strength as (Essence) higher for determining what feats of strength she may attempt.

However, the Lunar suffers the following drawbacks in this state:

- She suffers a −1 Defense penalty that can't be negated.
- She loses the benefits of resonance with artifacts, and becomes dissonant with any artifact she's not normally resonant with.

Special activation rules: When the Lunar uses Hybrid Body Transformation, she may reflexively activate this Charm.

Terrifying Ogre Alteration

Cost: —; **Mins:** Strength 5, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Deadly Beastman Transformation

The Lunar refines her war-form, unleashing the full power of the beast within. Upon purchasing this Charm, she chooses four dots of mutations reflecting her spirit shape. She gains them while Deadly Beastman Transformation is active.

Claws of the Silver Moon

Cost: 5m, 1wp (3m); **Mins:** Strength 3, Essence 2

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Divine Predator Strike

The Lunar's rage cannot be constrained, erupting as a silver nimbus that forms deadly claws of Essence. In human shapes, her unarmed attacks or another natural weapon gain artifact weapon traits (**Exalted**, p. 594) and deal lethal damage; in animal shapes, she enhances a single natural attack with +1 Accuracy, +3 damage, and Overwhelming (Strength) on **withering** attacks. She may pay three motes to add (Brawl) non-Charm dice on feats of demolition using the enhanced attack. Upon changing shapes, she chooses a new natural weapon to enhance.

Unarmed attacks enhanced with this Charm generally aren't compatible with Martial Arts, although specific attacks may be compatible with individual styles at the Storyteller's discretion — e.g., punches enhanced with rending Essence talons might be used with styles that use tiger claws.

This Charm may be repurchased any number of times, each repurchase adding an Evocation to the Lunar's claws. These Evocations draw their themes and function from the Lunar's personality, spirit shape, and Caste.

Special activation rules: When the Lunar uses Deadly Beastman Transformation, she may reflexively activate this Charm.

Armor-Rending Claw Fist

Cost: 3m, 2i; **Mins:** Strength 4, Essence 2

Type: Supplemental

Keywords: Perilous, Withering-only

Duration: Instant

Prerequisite Charms: Unstoppable Beast-Force Blow

The Lunar cuts through steel like rice paper. Her **withering** attack ignores half an enemy's armor soak. If she damages him, his onslaught penalty subtracts from his armor Hardness until his next turn.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack against a crashed enemy.

Foe-Defying Frenzy

Cost: 5m; **Mins:** Strength 4, Essence 2

Type: Reflexive

Keywords: Clash, Decisive-only

Duration: Instant

Prerequisite Charms: Snarling Hound Strife

The Lunar strikes aside her enemies' blows with superior force. She reflexively clashes an attack with a **decisive** attack, and can reflexively ready a weapon to do so. If successful, she doesn't roll damage or reset Initiative. This doesn't count as her attack for the round.

A Strength 5, Essence 3 repurchase lets her pay a one-Willpower surcharge to roll **decisive** damage normally on a successful clash. If this incapacitates a nontrivial foe, she regains that Willpower.

Ox-Dragon Smash

Cost: 1m, 1wp; **Mins:** Strength 4, Essence 2

Type: Simple

Keywords: Withering-only

Duration: Instant

Prerequisite Charms: Divine Predator Strike

Bludgeoning a foe with overwhelming force, the Lunar sends him reeling. She makes a **withering** attack, adding (Essence) dice of post-soak damage. If she deals any damage, her target is stunned. Until his next turn ends, his onslaught penalty applies to any rolls he makes. Even after his onslaught penalty refreshes, it applies until his turn ends. If the Lunar's attack crashes him, his onslaught penalty doesn't refresh and subtracts from his dice pools until he's recovered from crash.

Example: Zephyr Scales-of-War damages an Infernal with Ox-Dragon Smash. The Infernal's −1 onslaught penalty subtracts from any rolls he makes, in addition to his Defense. If subsequent attacks raise his onslaught, the penalty on his rolls increases as well. Once his onslaught penalty refreshes (typically when his next turn starts), the penalty continues to apply until that turn ends.

Winding Constrictor Coils

Cost: 6m; **Mins:** Strength 4, Essence 2

Type: Supplemental

Keywords: Decisive-only, Protean

Duration: Until grapple is released

Prerequisite Charms: Throat-Baring Hold

The Lunar's limbs wrap her prey tight in an inescapable prison of muscle. The Defense penalty for clinching is lowered by one point, and she doesn't lose rounds of control when she's attacked or damaged by lower-Initiative enemies.

Protean: In animal shapes with the Crushing Coils ability, the Lunar never loses rounds of control for being attacked or damaged.

Horrifying Beast-God Might

Cost: —; **Mins:** Strength 5, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrifying Ogre Alteration

Embodying the apex of feral divinity, the Lunar culls the herds of the enemies of the gods. While using Deadly Beastman Transformation, any Initiative Breaks she receives are increased by (1 + crashed enemy's wound penalty).

Limb-Maiming Flourish

Cost: 3m, 1wp; **Mins:** Strength 5, Essence 2

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Prey-Hobbling Bite

The Lunar gouges eyes from sockets and rips limbs in twain with awful strength. To use this Charm, she must have Initiative 10+. If an enemy damaged by her **decisive** attack doesn't accept the highest level of crippling injury possible (**Exalted**, p. 201), she rolls an additional die of **decisive** damage for each die on the original damage roll that showed a success.

If her enemy takes a crippling injury, it doesn't count against the once-per-story limit on doing so, and he's immune to this Charm for the scene.

Protean: In animal forms with crippling attacks, the Lunar gains one Willpower if her attack incapacitates a nontrivial foe or inflicts a crippling injury.

Nightmare Scar Memento

Cost: —; **Mins:** Strength 5, Essence 2

Type: Permanent

Keywords: Totemic (Charisma)

Duration: Permanent

Prerequisite Charms: Limb-Maiming Flourish

Even when those maimed by the Lunar's claws escape her, their wounds remind them that the hunt isn't over. Characters that suffer a crippling injury inflicted by the Lunar count as having a Minor Tie of fear towards her until it fully heals. If the injury is a severed limb or comparable maiming, it counts as a Major Tie instead. The Lunar adds (Essence) dice on threaten rolls with any Attribute against such characters. Receiving an artifact or other magical prosthetic replacement for a maimed limb counts as healing it for this Charm's purposes.

Totemic: A Lunar whose spirit shape has a threaten or intimidate dice pool may learn this as a Charisma Charm, with Endless Nightmare Hunt (p. XX) as its prerequisite.

Foe-Pinning Strike

Cost: 6m, 5i, 1wp; **Mins:** Strength 4, Essence 3

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Boulders-as-Pebbles Attitude, Limb-Maiming Flourish

The Lunar's missiles arc through the air like screeching eagles, piercing stone and iron. She makes a **decisive** attack with a ranged weapon that uses physical projectiles against an enemy within close range of a solid surface or large object, like a wall or tree. If she deals 3+ damage, she pins him to that surface, causing him to suffer the effects of being grappled (**Exalted**, p. 200). She rolls (Strength + [appropriate combat Ability]) as the control roll, and can enhance it with Charms that benefit clinches.

The pinned enemy or one of his allies can spend an entire turn attempting to dislodge the projectile to subtract two rounds of control. Alternatively, it can be removed instantly with a difficult 5 feat of strength that requires Strength 5+. Once the Lunar's rounds of control elapse entirely, her enemy frees himself reflexively.

Jaws of the River Dragon

Cost: 3m, 2i; **Mins:** Strength 4, Essence 3

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Winding Constrictor Coils

The Lunar's killing intent is palpable as she seizes her foe, crushing him beneath her fury's spiritual pressure. She doubles 9s on a grapple's attack and control rolls.

Grasping Pseudopod Method

Cost: 4m, 1wp (+2i); **Mins:** Strength 5, Essence 3

Type: Supplemental

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Jaws of the River Dragon

The Lunar's limbs dissolve and flow around her foe before reforming, entrapping him in an inescapable embrace. To use this Charm, she must have Initiative 15+. On a successful grapple, she makes two control rolls and takes the higher result. The cost of any Charms used to enhance the rolls need only be paid once.

Protean: In animal forms with Legendary Size or grapple-related abilities, the Lunar may pay a two-Initiative surcharge to activate this Charm reflexively after a successful grapple attack roll, but before the Initiative roll.

Sundering Fang Bite

Cost: 2m, 4i, 1wp; **Mins:** Strength 4, Essence 3

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Unstoppable Beast-Force Blow

The Lunar wrings steel with her bare hands, stripping enemies of that which they imagine makes them mighty. After a **decisive** attack roll beats an enemy's Parry or wins a clash, she can activate this Charm to shatter the weapon he tried to block or clash with if it's mundane. Artifact weapons are automatically disarmed instead. This Charm's Initiative cost is paid before rolling damage.

Burrowing Devil Strike

Cost: 5m, 2i, 1wp; **Mins:** Strength 5, Essence 3

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Sundering Fang Bite

The Lunar's all-destroying might forces open a gaping vulnerability in her foe's defenses. She makes a **decisive** attack with base damage (Essence + 10s on the attack roll), ignoring Hardness. This doesn't include her Initiative or reset her to base. If she deals damage, her target's Hardness is halved, rounded down, until he crashes or incapacitates her, or the scene ends.

Against enemies with Hardness 0, the Lunar adds her attack roll extra successes as dice of damage on her attack.

This Charm can only be used once per scene, unless reset by gaining 12+ Initiative in a single tick.

Fatal Strix Flight

Cost: —(+4m, 1i); **Mins:** Strength 5, Essence 3

Type: Permanent

Keywords: Decisive-only

Duration: Permanent

Prerequisite Charms: Mighty Ram Smash

The Lunar graces her victim with the gift of flight. When she uses Mighty Ram Smash (p. XX) from close range, she may pay a four-mote, one-Initiative surcharge to launch her victim vertically instead of horizontally. The extra damage added by Mighty Ram Smash is replaced by falling damage (**Exalted**, p. 232) as her victim plummets back to earth.

Swooping Hybroc Death-Strike

Cost: 3m; **Mins:** Strength 5, Essence 3

Type: Reflexive

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Fatal Strix Flight

After using Fatal Strix Flight, the Lunar bounds upward in a flash, arriving at the apex of her victim's arc in time to slam him back to earth. This counts as her move action for the round. She makes a reflexive **decisive** attack against her victim, with base damage equal to the amount that Mighty Ram Smash would have normally inflicted, ignoring Hardness. This doesn't include her Initiative or reset her to base. She doesn't suffer falling damage from landing.

Protean: In flight-capable animal forms, the Lunar adds (Essence) non-Charm dice on the attack roll. She may remain in flight at the apex of her victim's upward movement, instead of landing.

Savage Moonsilver Talons

Cost: 2m, 1a, 1wp; **Mins:** Strength 5, Essence 3

Type: Simple

Keywords: Dual, Perilous

Duration: Instant

Prerequisite Charms: Ox-Dragon Smash

Honing her strike with murderous fury, the Lunar rends through foes. She attacks an enemy whose Initiative is at least 15 lower than hers. On a **withering** attack, she doubles attack roll extra successes to determine raw damage. On a **decisive** attack, she adds attack roll extra successes as damage dice.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack that resets the Lunar's Initiative and then crashing an enemy.

Stampede-Force Strike

Cost: 4m; **Mins:** Strength 5, Essence 3

Type: Reflexive

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Savage Moonsilver Talons

Driven by death-dealing momentum, the Lunar overruns masses of lesser foes. After incapacitating an enemy with a **decisive** attack and resetting to base Initiative, she reflexively makes a **decisive** attack against an opponent she hasn't attacked that tick. If that attack overcomes her target's Hardness, she adds (her Initiative before resetting / 2, rounded up) damage dice.

Alternatively, when the Lunar reduces a battle group's Size with a **decisive** attack, she may launch another **decisive** attack against it, as above.

Protean: In animal shapes with the Trample special ability, if this Charm is triggered by an attack that benefited from that ability, the Lunar applies Trample's benefits to all attacks made with Stampede-Force Strike that tick.

Shell-Crushing Atemi

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

Type: Supplemental

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: Armor-Rending Claw Fist

The Lunar tears away armor to find the flesh beneath. When she makes a **decisive** throw or slam against a clinched enemy, she may forgo adding three rounds of control to the damage roll to rip away any mundane armor he wears, or six rounds to destroy it entirely. Artifact armor can be removed for (3 + rating; 10 if N/A) rounds of control, breaking the victim's attunement. Armor created by Charms, like Glorious Solar Plate (**Exalted**, p. 378), is unaffected.

Protean: In animal shapes capable of Strength 5+ feats of strength, rounds of control spent on this Charm still add to the damage roll.

Spine-Breaking Technique

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

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Limb-Maiming Flourish, Mangling Grasp Might

The Lunar twists her prey's body to its breaking point, snapping tendons and cracking vertebrae. She makes a **decisive** savaging attack against a grappled enemy without resetting to base Initiative.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack that resets the Lunar's Initiative and then rising to Initiative 12+ from a **withering** savaging attack.

All-Devouring Tyrant Maw

Cost: 10m, 4i, 1wp; **Mins:** Strength 5, Essence 4

Type: Reflexive

Keywords: Decisive-only

Duration: Until the grapple ends

Prerequisite Charms: Grasping Pseudopod Method

The Lunar's jaws stretch impossibly wide to engulf her prey. After establishing a clinch with 5+ rounds of control, she swallows her enemy whole. The maximum size of enemy she can devour depends on her current shape's size.

- In Legendary Size shapes, she can devour any enemy without Legendary Size.
- In animal shapes larger than a human, she can devour any enemy smaller than a human.
- In human-size or smaller shapes, she can only devour enemies with the Tiny Creature or Minuscule Size Merits.
- In shapes with the Tiny Creature or Minuscule Size Merits, she can only devour Minuscule Size foes smaller than her current form.

She suffers none of the usual clinch penalties, but her victim does. He can't attack anyone but her, and may suffer other restrictions the Storyteller deems appropriate. The Lunar can't use normal grapple actions against a swallowed foe, other than releasing him by spitting him out. Instead, on each of her turns, he suffers a difficulty 5, damage (Lunar's Essence)L environmental hazard from her digestive fluids. If this incapacitates him, she can either spit him out, leaving him alive but unconscious, or fully digest him, killing him and spitting out any indigestible equipment.

The Lunar doesn't lose rounds of control when she's attacked, although she still does when damaged. If damage reduces her rounds of control to zero, it tears open a hole in her flesh for her victim to escape through, and she suffers an unavoidable level of lethal damage. If she changes into a shape insufficiently large to contain the devoured foe, she reflexively spits him out before completing the transformation.

Behemoth's Footprint Tread

Cost: 15m, 3a, 1wp; **Mins:** Strength 5, Essence 4

Type: Simple

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisite Charms: World-Shaking Slam (x2)

Channeling her anima into a mighty blow against the ground beneath her, the Lunar unleashes a shockwave of devastating spiritual pressure. She rolls a single **decisive** attack against all characters — friend or foe — within medium range on the same surface as her, rolling

([Initiative/3, rounded up] + attack roll extra successes) damage dice against each. Characters damaged by the attack are knocked one range band away from the Lunar, falling prone.

Protean: In animal shapes with the Trample ability, the Lunar rolls ([Initiative/2, rounded up] + attack roll extra successes) damage dice.

Divine Predator Supremacy

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

Type: Simple

Keywords: Perilous, Withering-only

Duration: Instant

Prerequisite Charms: Savage Moonsilver Talons

Sensing her foe's weakness, the Lunar's world narrows to a path leading from her to her prey. She makes a **withering** attack, adding non-Charm dice equal to her enemy's wound penalty on the attack roll. She doubles 9s on the damage roll if he suffers −1 wound penalty, doubles 8s if he has a −2 wound penalty, and doubles 7s if he has a −4 wound penalty.

This Charm can only be used once per scene, unless reset by incapacitating a crashed enemy.

Rampaging God-Monster Empowerment

Cost: 8m, 4i, 1wp; **Mins:** Strength 5, Essence 4

Type: Simple

Keywords: Decisive-only, Perilous

Duration: One scene

Prerequisite Charms: Savage Moonsilver Talons

The Lunar awakens the monster that lurks in her soul, embodying the beast of the apocalypse. She rerolls (Essence) failed dice on **decisive** damage rolls against lower-Initiative enemies and gains motes equal to the 10s on such rolls, up to a maximum of the motes spent enhancing the attack. Against crashed enemies, she rerolls damage-roll 1s until they cease to appear before rerolling other dice.

This Charm ends if the Lunar is crashed.

(Style) Beastman Avatar

Cost: —(+1wp); **Mins:** Strength 5, Essence 4

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Horrifying Beast-God Might, one complete Martial Arts style

The Lunar's war-form embodies the pinnacle of the human predator's martial prowess. Upon purchasing this Charm, she chooses a Martial Arts style that she knows every Charm of. When

activating Deadly Beastman Transformation, she may reflexively activate that style's Form for a one-Willpower surcharge.

This Charm's benefits can be extended to other styles the Lunar has fully mastered for five experience points each (four if Strength is Caste/Favored).

Titan-Rending Fury

Cost: 6m, 5i, 1wp; **Mins:** Strength 5, Essence 5

Type: Reflexive

Keywords: Clash, Perilous, Withering-only

Duration: Instant

Prerequisite Charms: Foe-Defying Frenzy (x2)

Incensed by her prey's temerity, the Lunar meets his attack with all-destroying might. When a crashed enemy attacks her, she reflexively clashes with a **withering** attack. She automatically wins the clash, even if she rolls no successes. This doesn't count as her attack for the round.

This Charm can only be used against a given enemy once per scene, unless he recovers from crash and is subsequently crashed again.

Mobility

Angry Rhino Charge

Cost: —(+2m); **Mins:** Strength 2, Essence 1

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: None

The Lunar advances on her prey with inescapable force. She rolls (Strength + Athletics) to rush or oppose a disengage.

Protean: In animal shapes with the Trample ability, the Lunar may pay two motes to add a success to the roll. If she succeeds, she gains one Initiative.

Bounding Bharal Technique

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

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: Angry Rhino Charge

Bracing against the world, the Lunar channels her might into a powerful leap. She adds a success on a jumping-related roll, potentially including rushes and disengages. With Initiative 12+, this is non-Charm.

Protean: In animal forms with jumping-related abilities or Merits, the success is non-Charm with Initiative 8+.

Impala Leaping Approach

Cost: 3m, 1i; **Mins:** Strength 4, Essence 1

Type: Simple

Keywords: Perilous, Protean

Duration: Instant

Prerequisite Charms: Bounding Bharal Technique

The Lunar unleashes the power gathered in her thews and tendons in a forceful surge that drives her ascent. She jumps two range bands directly up, which counts as her move action. At the leap's apex, she may land on a horizontal surface, like a treetop, or grab onto a vertical surface, like a wall; the Storyteller may call for a (Strength + Athletics) roll. Otherwise, she falls normally, though she may mitigate this with effects like Wind-Dancing Method (p. XX).

When the Lunar uses Spider Catches Sparrow, she may reflexively activate this Charm to attack an aerial enemy at medium range above her.

Protean: In flight-capable animal forms, this Charm lets the Lunar ascend two range bands. She may only do so once per scene, unless reset by successfully landing an attack against a nontrivial enemy at close range, or defending against a nontrivial enemy's attack at close range.

Spider Catches Sparrow

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

Type: Simple

Keywords: Dual

Duration: Instant

Prerequisite Charms: Impala Leaping Approach

Bounding skyward, the Lunar sends foes crashing back to earth. She attacks an airborne enemy at either close or short range above her. If he's at short range, she reflexively leaps to close range, which counts as her move action. If she crashes him or deals 3+ **decisive** damage, he falls and lands prone on the ground. Even if he only fell from close range, he suffers falling damage (**Exalted**, p. 232) as per a short-range fall. The Lunar treats the number of range bands she falls after attacking as one less when calculating her falling damage (**Exalted**, p. 232).

Ground-Denying Defense

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

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Angry Rhino Charge

Holding her ground with ferocious tenacity, the Lunar blockades her foes' advance. She rolls (Strength + Athletics), which counts as her move action. Until her next turn, enemies attempting to move into close range with her with reflexive move actions must roll ([Strength or Dexterity] + Athletics) opposing her result as a miscellaneous action, which counts as their move action. Those who succeed can enter close range; those who fail are rebuffed by her forceful defense.

Special activation rules: This Charm may be flurried.

Relentless Monster Pursuit

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

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: Angry Rhino Charge

The Lunar feeds on her prey's fear and weakness. She gains two Initiative on a successful rush against a nontrivial foe. For the rest of the scene, she gains one Initiative whenever she moves into close range with him, successfully rushes him, or successfully opposes his disengage rolls. This ends if she moves away from him or rushes a different character.

This Charm can only be used once per scene.

Protean: In animal shapes with the Pack Hunting ability, the Lunar can transfer any Initiative granted by this Charm to an ally within short range.

Foot-Trapping Counter

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

Type: Supplemental

Keywords: Perilous, Protean

Duration: Instant

Prerequisite Charms: Ground-Denying Defense

Moving with dynamic force, the Lunar interposes herself between her prey and escape. She doubles 9s on a roll opposing a lower-Initiative enemy's disengage. If successful, she gains the Initiative he loses for disengaging. If multiple Lunars use this Charm simultaneously, only the Lunar with the highest roll receives the Initiative.

Protean: In animal forms with a Speed Bonus, the Lunar converts dice equal to that Speed Bonus to successes.

Pouncing Beast Impact

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

Type: Supplemental

Keywords: Perilous, Protean

Duration: Instant

Prerequisite Charms: Impala Leaping Approach

The earth quakes at the Lunar's advance. She adds an automatic success on a rush. If her target provokes her reflexive movement and she pursues with a leap, the shockwave force of her landing knocks him prone. All other enemies within close range of her when she lands must roll (Dexterity + Dodge) opposing her rush roll or fall prone.

Protean: In animal shapes with the Leaping Pounce ability, the added success is non-Charm.

Mighty Behemoth Leap

Cost: 7m, 5i, 1wp; **Mins:** Strength 5, Essence 3

Type: Simple

Keywords: Decisive-only, Perilous, Protean

Duration: Instant

Prerequisite Charms: Pouncing Beast Impact

The pillars of the world shake as the Lunar bounds through the heavens. To use this Charm, she can't be within close range of any enemies, unless they're crashed or trivial. She jumps up to (Essence/2, rounded up) range bands vertically or horizontally, suffering no falling damage. She can't jump fewer than two range bands. Enemies within close range of her when she leaps are knocked prone; when she lands, she rolls (Strength + Athletics) opposing the (Dexterity + Dodge) rolls of all enemies within close range, knocking those who fail prone.

Upon landing, the Lunar can reflexively make a **decisive** attack against an enemy within close range. If he was knocked prone by her landing, she adds dice to the damage roll equal to the number of successes he failed by.

Protean: In animal shapes with the Leaping Pounce ability, the Lunar's attack is unblockable.

Feats of Strength

Surging Thew Technique

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

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: None

The Lunar strains her might to its utmost and beyond. She adds +1 to her Strength rating to determine if she may attempt a feat of strength (**Exalted**, p. 229). If successful, she may complete feats that normally take an extended period of time, such as bashing through a brick wall, in an instant, if the Storyteller deems it feasible. Even if not, the time required to complete it is dramatically accelerated.

Protean: In an animal shape that already meets a feat's Strength minimum, the Lunar instead adds a non-Charm die.

Fortress-Smashing Charge

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

Type: Reflexive

Keywords: Protean

Duration: Instant

Prerequisite Charms: Angry Rhino Charge, Surging Thew Technique

The Lunar's unstoppable momentum leaves shattered walls and bent iron bars in her wake. When she crosses range bands, she reflexively attempts a feat of demolition to destroy an obstacle in her path, adding (Essence/2, round up) successes. She can't use this Charm more than once per range band of movement.

Protean: In animal forms with the Deadly Charge ability, the successes are non-Charm.

Yeddim's-Back Method

Cost: 6m; **Mins:** Strength 3, Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Surging Thew Technique

The Lunar is a living pillar of near-endless might. She converts (Strength) dice on a feat of strength to non-Charm successes.

Many-Beasts Might

Cost: 1m, 1wp; **Mins:** Strength 4, Essence 2

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: Yeddim's-Back Method

Adapting to whatever obstacle lies before her, the Lunar taps unexpected sources of strength. When she stunts to add a second Attribute to the amount of bonus dice she can add on a feat of strength and applies a full Excellency, she adds that Attribute to her base Strength to determine if she may attempt the feat.

Protean: In animal shapes whose effective Strength rating for attempting feats is lower than Lunar's, she uses her Strength instead.

Rampaging God-Beast Puissance

Cost: 5m; **Mins:** Strength 5, Essence 3

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisite Charms: Many-Beasts Might

Aware of the presence of her every muscle and bone and how they must come together as she acts, the Lunar bends the world to her will. She adds a free full Strength Excellency to a feat of strength.

Once per scene, if a successful feat of demolition enhanced with this Charm upholds a Major or Defining Intimacy, the Lunar gains one Willpower.

Terrible Steel-Rending Talons

Cost: 4m, 1wp; **Mins:** Strength 5, Essence 3

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Sundering Fang Bite, Yeddim's-Back Method

The Lunar snaps steel blades with her bare hands, shatters axe-heads between her teeth, and strikes daiklaves with force enough to break them. She makes a disarm gambit, adding (Athletics) attack roll extra successes as dice on the Initiative roll. If successful, she destroys her foe's weapon if it's mundane. If it's an artifact, she reflexively rolls a feat of demolition. A single success breaks its wielder's attunement, while (5 + Artifact rating; 15 for Artifact N/As) renders it nonfunctional until repaired (**Exalted**, p. 242).

If the Lunar uses Shell-Crushing Atemi (p. XX) to break an enemy's attunement to artifact armor, she may reflexively activate this Charm, waiving its Willpower cost, to attempt a feat of demolition to damage it.

This Charm can only be used once per day.

Unyielding Brute Will

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

Type: Simple

Keywords: Protean, Totemic (Stamina)

Duration: Instant

Prerequisite Charms: Yeddim's-Back Method

Planting her feet, the Lunar defies the world to move her. She automatically succeeds on a feat of strength to maintain a damaged structure's integrity or to hold a moving object still, e.g., holding up a temple's roof in place of a shattered pillar or preventing a yeddim from stampeding by seizing the chains fixed to its yoke. She ignores the feat's Strength minimum. She can even prevent uncountable damage with appropriate feats, such as holding up a chunk of mountain dropped on her by a behemoth. She can't use this Charm if she's taken a move action this round.

The Lunar can maintain a feat enabled by this Charm by reactivating it for five motes on subsequent turns. She can continue doing so for the scene's duration, so long as she doesn't take move actions.

This Charm can only be used once per day, except for subsequent activations as described above.

Protean: While in an animal shape with the Beast of Burden or Legendary Size Merits, the Lunar waives the cost of subsequent activations.

Totemic: A Lunar whose spirit shape has the Beast of Burden Merit can learn this as a Stamina Charm, with Moonsilver Thew Exertion (p. XX) as its prerequisite.

Iron Tyrant Impact

Cost: 1a, 1wp; **Mins:** Strength 5, Essence 4

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: Rampaging God-Beast Puissance

In her wrath, the Lunar shatters the limits of her own form. She rerolls 5s and 6s on a feat of strength until they cease to appear, and can attempt feats whose physical scale would be impossible given her size and leverage (**Exalted**, p. 230). A feat of demolition can damage or destroy a portion of a large object extending one range band beyond what she could normally accomplish. A feat of strength can lift objects she'd normally lack the leverage to, as though her grip's leverage extended one range band beyond what she could normally lift. She could tear apart an iron portcullis with a feat that would normally punch a hole through it, or heft a felled redwood over her shoulder instead of lifting one end off the ground.

With Essence 5, every five extra successes extends the feat's scale by an additional range band, maximum long. With enough successes, the Lunar could crack a ship in half or lift a meteor from its crater, limited only by the feat's Strength minimum.

This Charm can only be used once per day, unless reset with a successful difficulty 15+ feat of strength.

Protean: In animal shapes with Legendary Size, this Charm's Essence 5 effect extends a feat's scale by one range band for every three extra successes.

Hundred-Handed Titan Thew

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

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: Iron Tyrant Impact

The Lunar's anima banner erupts into a pillar of all-conquering force as she embodies the divine might of a legendary god-beast. When making a feat of strength that benefits from a full Excellency, she uses the highest Strength rating of any animal form whose heart's blood she possesses to determine if she can attempt it.

Protean: In animal shapes capable of Strength 10+ feats, the Lunar can attempt a feat of strength no matter how high its Strength minimum is.

Wits

Heart's Blood

Moonlit Path Guide

Cost: —; Mins: Wits 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Guiding another through a journey of self-discovery and metamorphosis, the Lunar learns the secret truths of who her companion was and who he has become. She performs a sacred hunt to claim a human's shape by traveling alongside him for a journey that takes at least a week. The journey must have some element of peril — harsh terrain, bandit-haunted roadways, wild beasts, etc. The Lunar's prey must also undergo a moment of major change or character development by journey's end: raising an Intimacy to Defining and then taking an action that upholds it; forsaking a person, group, or ideal he had a Defining Intimacy for; accomplishing a legendary social goal (**Exalted**, p. 134); etc. Once they reach journey's end, the Lunar claims her companion's form.

If the Lunar abandons her companion before the journey's end, or the journey concludes without the requisite peril or character development, the sacred hunt fails, and she can't take his shape through this Charm for the rest of the story. She may still attempt sacred hunts against him by other means.

Resolve

Moon-Follows-Sun Assurance

Cost: —; **Mins:** Wits 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The sacred vows that once bound the Lunar and Solar Exalted are reborn. The Lunar's positive Ties to her Solar mate can't be weakened or altered by social influence, except her Solar mate's influence. She can still erode them voluntarily.

Once per story, when the Lunar forms or strengthens a positive Tie to her Solar mate, she gains one Willpower. This can raise her above her permanent Willpower. If her Solar mate forms or strengthens a positive Tie towards her while in her presence, he also gains this bonus once per story.

Grudge-Nursing Resentment

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

The Lunar's rage coils tight around her heart. She adds +2 Resolve against influence opposed by a negative Tie. If the influence would weaken or alter that Intimacy, the bonus is non-Charm.

Resisting the Lure of Madness

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

A delver into forbidden secrets and explorer of otherworldly vistas, the Lunar's will is greater than any force that assails it. She adds (Essence) non-Charm Resolve against influence that would cause her to gain a Derangement, or against any Psyche effect. Alternatively, she adds (Essence) non-Charm successes on a roll with any Attribute to avoid gaining a Derangement. If successful, she gains one Willpower.

True-to-the-Pack Dedication

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

None can turn the Lunar against her pack. When she asserts Resolve against influence that would make her either harm an individual she has a positive Major or Defining Tie towards or harm her Solar mate, she rolls (lower of Essence or Intimacy) dice, adding successes to her Resolve as a non-Charm bonus. Even if her Resolve is beaten, she may spend Willpower to resist without entering a Decision Point.

Shepherd Wolf Vigil

Cost: —; **Mins:** Wits 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: True-to-the-Pack Dedication

The Lunar claims peoples and nations as her chosen pack, and woe to those who'd harm them. When she uses True-to-the-Pack Dedication or similar Wits Charms that rely on positive Ties to individuals, she may invoke positive Ties towards cultures as well.

If the Lunar has a positive Tie towards a culture ruled by her Solar mate, she gains +1 Resolve against influence opposing that Tie.

Silver Heart Faith

Cost: 5m; **Mins:** Wits 4, Essence 1

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: True-to-the-Pack Dedication

The Lunar steels her will against even the harshest duress. When her Resolve is beaten by influence that opposes a positive Major or Defining Tie towards an individual, the cost to resist is reduced by one Willpower, minimum zero. If she knows Grudge-Nursing Resentment, she may use this Charm against influence that opposes negative Major or Defining Ties.

This Charm can only be used once per day, unless reset by upholding the Tie used to invoke it.

Chain-Breaking Fury

Cost: 4m; **Mins:** Wits 3, Essence 2

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Grudge-Nursing Resentment

As the Lunar realizes how she's been deceived or used, a terrible wrath fills her heart. To use this Charm, she must be obeying a character's successful influence roll or a Psyche effect, which she can't have resisted with Willpower. If this brings her into conflict with a Major or Defining Intimacy or her Tie to her Solar mate, she enters a second Decision Point, affording her another chance to resist. The strength of the Intimacy she must invoke, the Willpower cost, and any additional conditions of the Decision Point are the same as in the first Decision Point. If she resists, she instantly forms a Major Tie of rage towards the character that influenced her.

This Charm can only be used once per story, unless reset by upholding a Defining Intimacy that opposes the rejected influence. Upholding a Tie towards her Solar mate qualifies even if it isn't Defining.

Eternal Guardian's Vow

Cost: —; **Mins:** Wits 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Moon-Follows-Sun Assurance

The Lunar is heir to a passion of many lifetimes, an eternal bond not easily sundered. She may treat influence that would cause her to harm her Solar mate or treat him in a manner contrary to a positive Tie she has for him as unacceptable (**Exalted**, p. 220), unless it's his influence.

A character may create an opportunity to turn the Lunar against her mate with a special instill action, rolling twice and using the lower of the two results. Success denies the Lunar this Charm's protection against that character's influence until she upholds the Tie to her mate while it's at Defining intensity.

Silver-and-Gold Union

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Eternal Guardian's Vow

When the Lunar invokes a positive Tie to her Solar mate in a Decision Point, she treats it as a Defining Intimacy. If it's already Defining, she needn't spend Willpower to resist.

This Charm can only be used once per story. The Lunar's Solar mate can reset it by undergoing significant hardship in the course of upholding a positive Defining Tie towards her. It doesn't reset until she learns of his efforts.

Laughing Into the Teeth of Madness

Cost: —(+0m *or* 2m + Varies); **Mins:** Wits 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Resisting the Lure of Madness

The Lunar is the ultimate master of herself, endlessly defining and redefining her nature. She can use Resisting the Lure of Madness to enhance Resolve or opposed rolls against shaping effects that would alter her body, mind, soul, or destiny.

Against shaping effects that don't allow such forms of resistance, the Lunar may pay two motes to force a contest, rolling (her Essence + current temporary Willpower) against the opposing character's (current temporary Willpower). If the shaping isn't created by a character, the Storyteller sets a difficulty. Both characters must pay one Willpower per failed die on their roll. Success diminishes the shaping — the Lunar can't be altered in a way that prevents her from shapeshifting or using her Charms, and if a transformation would be permanent or fatal, the Storyteller devises a condition by which it may be broken. The Lunar doesn't automatically learn the condition, but appropriate Lore, Medicine, or Occult rolls may reveal it.

Alternatively, against any magic that would force the Lunar out of a form she's shapeshifted into, such as Eye of the Unconquered Sun (**Exalted**, p. 273), she may use this Charm to force an

opposed roll, as above, doubling 9s. Success negates that effect and renders her immune to it for the scene.

Chaos-Defying Embrace

Cost: —(+10m); **Mins**: Wits 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Laughing Into the Teeth of Madness

Even as the world falls into madness, the Lunar keeps safe those things closest to her heart. She may pay a ten-mote surcharge to use Resisting the Lure of Madness or Laughing Into the Teeth of Madness to protect a character within medium range she has a positive Major or Defining Tie towards from an applicable effect. She can't undo effects already inflicted on a character.

The Lunar can protect her Solar mate regardless of the intensity of her Tie for him. Successfully protecting him grants her one Willpower.

Sacred Guardian Renewal

Cost: —; **Mins:** Wits 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: True-to-the-Pack Dedication

The Lunar is implacable in defense of her passions. Upon successfully asserting Resolve against influence that opposes one of her Intimacies, she gains (Intimacy) motes. This can't exceed the number of motes she spent enhancing her Resolve.

If the opposing Intimacy is to the Lunar's Solar mate, she treats its intensity as Defining. If it's already Defining, she gains an additional mote.

Nightmare Beast Soul

Cost: —(1wp); **Mins:** Wits 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Grudge-Nursing Resentment

The Lunar's spirit shape dwells in the wilderness of her dreams, a living nightmare that hunts intruders. She gains +2 non-Charm Resolve and Guile against effects that target her while she's sleeping.

When a character enters the Lunar's dreams with magic such as Silent Words of Dreams and Nightmares (**Exalted**, p. 475), she may pay one Willpower to manifest her spirit shape as a

divine nightmare. She and the intruder make opposed Willpower rolls, with the Lunar doubling 9s. If she succeeds, her spirit shape's manifestation destroys the intruder, negating the dream-entering magic's effect. The intruder loses Willpower equal to the 1s on his roll. If he doesn't have that much Willpower, he suffers the difference in unpreventable levels of lethal damage.

Argent-Etched Taboo

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Shepherd Wolf Vigil

The Lunar holds sacred the ways of her peoples, guarding them ferociously. When she enters a Decision Point after bolstering her Resolve with a positive Tie towards a culture, she may cite one of that culture's customs as justification for resisting, treating it as an Intimacy with the same intensity as her Tie towards the culture.

This Charm can only be used in defense of a given Tie once per story, unless reset by upholding that Tie by participating in one of the culture's customs.

Shadow-Mind Meditation

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

Type: Simple

Keywords: Mute

Duration: Instant

Prerequisite Charms: Nightmare Beast Soul

The Lunar pours her skepticism, bitterness, and fury into a lacuna in her soul, forming a "shadow-mind," an independent consciousness that lurks within. The shadow-mind has its own Intimacies, chosen when she purchases this Charm: It begins with all the Lunar's Defining Intimacies and any Tie she has for her Solar mate, but its own unique Major and Minor Intimacies. Because a shadow-mind is born of a Lunar's darkest impulses, all unique Intimacies assigned when it's created must be either negative Ties, or Principles rooted in a pessimistic or skeptical worldview.

Using this Charm entails four hours of meditation, awakening the shadow-mind (or suppressing it, if it's already active). The shadow-mind has the same overall identity and memory as the Lunar, but its Intimacies replace hers for as long as it remains active. Its Intimacies can be changed normally, but it gains +1 non-Charm Resolve against instill rolls to create or strengthen positive Ties or Principles rooted in optimism. Likewise, the Lunar is incapable of voluntarily forming or strengthening such Intimacies while the shadow-mind is active.

Dark Premise Duality

Cost: —; **Mins**: Wits 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Shadow-Mind Meditation

The Lunar's shadow-mind grows into a distinct self, a reflection of who she could have been. Upon purchasing this Charm, she designs an alternate set of social and mental Attributes to use while her shadow-mind is active. She may reallocate up to two dots each among her social Attributes (Appearance, Charisma, and Manipulation) and her Mental Attributes (Perception, Intelligence, and Wits). She can't reallocate dots from a social Attribute to a mental Attribute, or vice versa.

If this lowers an Attribute below the minimum needed for any of the Lunar's Charms, she loses access to that Charm while her shadow-mind is active (with the exception of this Charm and Shadow-Mind Meditation). Conversely, she may learn Charms whose minimums she meets only with her shifted Attributes, but can only access them while her shadow-mind is active (or if she subsequently raises her true Attributes to meet their minimum). Similarly, she gains Excellencies if her altered traits qualify for them, or loses them if they don't (p. XX).

Intransigent Silver Soul

Cost: 4m; **Mins:** Wits 5, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Grudge-Nursing Resentment, Silver Heart Faith

No words can tarnish the Lunar's convictions. She adds (Essence/2, rounded up) non-Charm Resolve against influence that would weaken a Defining Intimacy, or any influence opposed by a Tie to her Solar mate.

This Charm can only be used in defense of a given Intimacy once per story, unless reset by upholding that Intimacy through a legendary social goal (**Exalted**, p. 134).

Beast-Mind Metanoia

Cost: 10m, 1wp (5m, 1wp); **Mins:** Wits 5, Essence 4

Type: Reflexive

Keywords: Protean, Psyche

Duration: Instant

Prerequisite Charms: Intransigent Silver Soul

The Lunar escapes into an animal mind's simplicity, untouched by philosophers' nuanced arguments and courtiers' sophisticated temptations. After her Resolve is overcome by an influence roll, she can use this Charm to momentarily reduce her intellect and cognitive faculties to the level of any animal whose shape she possesses. She retains the ability to understand languages she speaks, but her vocabulary and ability to parse complex sentences may be drastically diminished based on the chosen animal. If the Storyteller deems that the influence is

too complex for her diminished mind to understand, she may reject it as unacceptable (**Exalted**, p. 220). Alternatively, if the Lunar's diminished state lets her understand some but not all of the influence, the Storyteller may deem that its effect on her diverges from the opposing character's intentions accordingly.

This Charm can only be used once per story, unless reset by experiencing Limit Break (p. XX).

Example: An imprisoned demon successfully persuades Rhanka Three-Toe to retrieve the jeweled sphere that can free it from its prison-shrine. She uses Beast-Mind Metanoia to reduce her cognitive faculties to a dog's. The Storyteller deems that a dog can comprehend retrieving the sphere, but that using it to free the demon would be entirely beyond it. Thus, the influence only compels Rhanka to obtain the sphere, after which she's free to do as she pleases with it.

Protean: In animal shapes, this Charm only costs five motes and one Willpower if the Lunar reduces her intellect to that of her current shape.

Animal Ken

Pack Instinct Affirmation

Cost: —; **Mins:** Wits 1, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Lunar walks the boundaries between human and beast, at one with both worlds. Animals feel an instinctive loyalty towards her, equivalent to a Minor Tie. Her social influence doesn't suffer penalties for targeting multiple animals, and they don't gain Resolve bonuses for lacking a shared language. This doesn't affect familiars and other magically enhanced animals.

With Wits 3, the Lunar may spend one Willpower while in an animal shape. For that scene, animals of the same species are treated as having a Major Tie of loyalty toward her, unless they are nontrivial and have reason to defy her, e.g., hunger, rabies, or a spirit's influence.

Quicksilver Steed Unity

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

Type: Reflexive

Keywords: Protean

Duration: Instant

Prerequisite Charms: Pack Instinct Affirmation

Steed and rider move as one, guided by shared instincts. The Lunar applies one of the following effects:

- She reflexively takes a defend other action, protecting her mount
- She reflexively makes a distract gambit on her turn, benefitting her mount. This doesn't count as her attack, but can only be done once per turn.

- With a positive Tie towards her mount, she adds (Intimacy) to the difficulty of an unhorse gambit against her.

Protean: In animal shapes with Speed Bonuses, the Lunar can activate this Charm to take a defend other or distract action benefitting her rider, or increase the difficulty of an unhorse gambit against him.

Guardian Fang Rebuke

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

Type: Reflexive

Keywords: Counterattack, Decisive-only, Perilous, Protean

Duration: Instant

Prerequisite Charms: Pack Instinct Affirmation

The Lunar is blessed with a loyal guardian. When an enemy attacks her, her familiar makes a **decisive** counterattack. This counts as its action for the round, or for the next round if it's already taken its turn.

Protean: If the Lunar is in the shape of the same animal as her familiar, this Charm's Initiative cost is transferred to the familiar before it rolls damage.

Blessed Moon-Beast Empowerment

Cost: 10m, 1wp, 1xp; **Mins:** Wits 2, Essence 2

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Pack Instinct Affirmation

The Lunar reaches out through her bond with her familiar, ennobling it with divine Essence. She confers the following benefits on one of her animal familiars:

Argent Companion Aegis: If the Lunar has moonsilver tattoos, they spread across her familiar's body, granting it their benefits (p. XX). If she conceals her tattoos, her familiar's are also concealed.

Bond of the Hunt: The familiar can take the Lunar's place in a sacred hunt, granting her the shape of its prey at hunt's end.

First Among Beasts: The familiar exudes bestial majesty. Treat all non-familiar animals as having a Minor Tie of reverence towards it, or a Major Tie for animals of the same species.

Unbreakable Loyalty: The familiar gains a Defining Tie of loyalty to the Lunar. No influence, other than the Lunar's, can make it act against this Intimacy.

This Charm's experience point cost is waived the first time the Lunar uses it. If a familiar enhanced by this Charm dies, the Lunar regains any experience spent enhancing it.

Beast-Power Awakening

Cost: —; **Mins:** Wits 3, Essence 2

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisite Charms: Blessed Moon-Beast Empowerment, Guardian Fang Rebuke

Entwining her soul with her familiar's, the Lunar draws from its Essence. While within short range of her familiar, she rolls (Wits + [Presence, Ride, Survival, or War]) with (Essence) successes, gaining motes equal to her successes. These motes can only be spent on Charms enhancing the familiar or on its magical abilities, and are lost at end of scene if not used.

This Charm can only be used once per day.

Chimeric Beast Companion

Cost: —; **Mins:** Wits 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Blessed Moon-Beast Empowerment, Perfected Hybrid Interaction

The Lunar's familiar becomes a divine monster. She can use Perfected Hybrid Interaction (p. XX) to grant mutations to one of her familiars within medium range enhanced with Blessed Moon-Beast Empowerment. If she currently has a mutation through Perfected Hybrid Interaction or Hybrid Body Transformation, she waives the cost of giving it to a familiar.

If the Lunar knows Moon's Hidden Face (p. XX), she can use it on her familiar's mutations.

Nature-Reinforcing Allocation

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

Type: Simple

Keywords: Protean

Duration: Instant

Prerequisite Charms: Blessed Moon-Beast Empowerment

The Lunar can train animals in latent special abilities or Merits (**Exalted**, p. 554) without meeting the normal specialty requirements, shortening the training interval to one week. If she's unlocked that trait for any of her animal shapes, she doubles 8s on training rolls.

With Wits 4, Essence 3, she can train familiars she's enhanced with Blessed Moon-Beast Empowerment in magical abilities for two additional experience points. Experience spent this way is regained if the familiar dies.

Protean: If the Lunar spends the entire training period in the same shape as that of the animal she's training, she waives this Charm's Willpower cost.

Erudite Beast-Mind Expansion

Cost: —(+4xp); **Mins:** Wits 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Nature-Reinforcing Allocation

The Lunar blesses a familiar with intellect and cunning far greater than any beast possesses. She may pay a four-experience-point surcharge when using Nature-Reinforcing Allocation on a familiar she's enhanced with Blessed Moon-Beast Empowerment to grant it human-level intelligence instead of that Charm's normal benefits. It gains human-level faculty for complex and abstract thought and the ability to understand all languages the Lunar knows (but not to speak them, unless its anatomy allows). It gains five-die pools for Diagnosing Ailments, Investigation, Read Intentions, and Strategy, and gains +1 Willpower, Resolve, and Guile.

Familiars that already have human-level intelligence instead add one die to all pools for Intelligence-based actions or actions beyond a normal animal's mental capability, maximum 14, and gains the Willpower, Resolve, and Guile bonuses above.

This Charm's experience point cost is waived the first time the Lunar uses it. If a familiar dies, the Lunar regains experience spent enhancing it.

Eternal Companion Endurance

Cost: —; **Mins:** Wits 4, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Nature-Reinforcing Allocation

The Lunar permanently grants one of her familiars two −2 health levels and one −4 level. She may purchase this Charm up to (Essence) times per familiar.

Instinctive Unity Approach

Cost: 2m, +1i per die *or* 2i per +1; **Mins:** Wits 4, Essence 3

Type: Reflexive

Keywords: Perilous, Protean

Duration: Instant

Prerequisite Charms: Blessed Moon-Beast Empowerment

The unity between Lunar and companion beast transcends the need for words; the instant she forms her intention, her familiar knows her will. When a familiar the Lunar has enhanced by Blessed Moon-Beast Empowerment makes an (Attribute + Ability) roll, the Lunar adds up to (Essence) non-Charm dice for one Initiative each. Alternatively, she may raise one of such a familiar's static values by up to (Essence/2, rounded up) as a non-Charm bonus for an instant, for two Initiative per +1 bonus.

Protean: If the Lunar is in the shape of the same animal as her familiar, she adds an additional non-Charm success on the enhanced roll or +1 to the enhanced value.

Watchful Hound Vigilance

Cost: 5m; **Mins:** Wits 4, Essence 3

Type: Supplemental

Keywords: Protean

Duration: Instant

Prerequisite Charms: Instinctive Unity Approach

The Lunar's familiar is an ever-faithful sentinel. When she and her familiar Join Battle or roll Awareness to detect a concealed threat, both use the higher result of their two rolls. If the Lunar and her familiar win Join Battle and her familiar makes a **decisive** attack on its first turn, it doesn't reset to base Initiative if successful.

Throat-Ripping Guardian

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

Type: Reflexive

Keywords: Clash, Decisive-only, Perilous, Protean

Duration: Instant

Prerequisite Charms: Guardian Fang Rebuke, Instinctive Unity Approach

The Lunar's familiar intercepts a blow meant for her, rending her assailant with claw and fang. When an enemy attacks her, she may have her familiar reflexively clash with a **decisive** attack if her attacker's within range. This counts as its action for the round, or for the next round if it's already taken its turn. If it loses the clash, her attacker may apply the attack against it instead of her if it's within his attack's range.

Protean: If the Lunar is in the shape of the same animal as her familiar, she waives the Initiative cost of enhancing the attack with Instinctive Unity Approach.

Unleashed Primal Fury

Cost: —(+3m); **Mins:** Wits 5, Essence 3

Type: Permanent

Keywords: Protean

Duration: Permanent

Prerequisite Charms: Throat-Ripping Guardian

The Lunar's rage overflows through her bond with her familiar, empowering it with her divine wrath. She may pay an additional mote when using Guardian Fang Rebuke or Throat-Ripping Guardian to add her Initiative to her familiar's to determine its **decisive** attack's damage. A successful attack resets her Initiative along with her familiar's; on a failed attack, she loses the same amount of Initiative as her familiar. Such attacks don't count as the familiar's action for the round.

Protean: If the Lunar is in the shape of the same animal as her familiar, they both add +1 base Initiative after resetting on a **decisive** attack.

Twin Beasts Dancing

Cost: —(+1wp); **Mins:** Wits 5, Essence 3

Type: Permanent

Keywords: Protean

Duration: Permanent

Prerequisite Charms: Unleashed Primal Fury

The Lunar and her familiar deliver a deadly combination attack, striking down a foe in the same instant. She may pay one Willpower when she uses Guardian Fang Rebuke to use one of her own Clash Charms together with her familiar's counterattack.

Alternatively, she may pay one Willpower when using Throat-Ripping Guardian to use a Counterattack Charm together with the familiar's clash. If she also enhances the clash with Unleashed Primal Fury, her Initiative doesn't reset until after the counterattack.

Protean: If the Lunar is in the shape of the same animal as her familiar, she may waive this Charm's Willpower surcharge once per scene.

Locust-and-Titan Menagerie

Cost: —; **Mins:** Wits 4, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Eternal Companion Endurance

The Lunar's familiars are a mercurial menagerie — she might conceal a tyrant lizard in her sleeves, or unleash a colossal centipede to overrun a city's walls. While within medium range of a familiar enhanced with Blessed Moon-Beast Enhancement, she may reflexively activate Mountainous Spirit Expression (p. XX) or Tyrant Mouse Dominion (p. XX) to grant it Legendary Size or Minuscule Size, respectively.

Supreme God-Beast Unleashed

Cost: 10m, 3a, 1wp; **Mins:** Wits 5, Essence 4

Type: Simple

Keywords: None

Duration: One scene

Prerequisite Charms: Throat-Ripping Guardian

Protean Essence suffuses the Lunar's familiar, endowing it with illimitable monstrous might. She empowers a familiar within medium range that she's enhanced with Blessed Moon-Beast Empowerment, granting the following:

- Its **withering** attacks add (Lunar's Essence) successes on attack rolls and gain Overwhelming (Lunar's Essence).
- Its **decisive** attacks add (Lunar's Essence) dice on attack rolls, and double 10s on damage rolls.
- It adds +(Lunar's Essence) base Initiative.
- It gains +1 Defense, +(Lunar's Essence) soak, and Hardness 10.
- It ignores wound penalties.
- If it has the Tiny Creature or Minuscule Size Merits, it gains an additional +1 Defense and +5 soak, and can damage larger enemies with **withering** attacks and grapple them as though they were the same size.
- It becomes immune to fear-based social influence.
- The Lunar reduces the cost of Guardian Fang Rebuke, Instinctive Unity Approach, Throat-Ripping Guardian, and the familiar's magical abilities by two motes each.

This Charm ends if the familiar is crashed. It can only be used once per scene, unless reset when one of the Lunar's familiars incapacitates a nontrivial enemy.

Witch-Beast Ascendancy

Cost: —; **Mins:** Wits 5, Intelligence 4, Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Celestial Circle Sorcery, Erudite Beast-Mind Expansion

Breathing an unknowable secret into her familiar's soul, the Lunar opens its eyes to forbidden wisdoms. She initiates a familiar that she's uplifted with Erudite Beast-Mind Expansion into Terrestrial Circle sorcery, granting it an 8-die Sorcery pool and one Terrestrial Circle spell she knows as its control spell. She can increase the familiar's Sorcery pool using Erudite Beast-Mind Expansion, and teach it Terrestrial Circle spells she knows using Nature-Reinforcing Allocation as though they were magical abilities. She must pay the experience point cost of sorcerous workings her familiar performs.

This Charm can be repurchased to initiate multiple familiars. If a familiar dies, the Lunar regains experience spent purchasing this Charm for it.

Navigation

Lodestone Reckoning Manner

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

Type: Simple

Keywords: Totemic (Perception)

Duration: Indefinite

Prerequisite Charms: None

Uncharted lands and perilous seas yield their secrets to the wayfaring Lunar. She spends a scene plotting a course and rolls (Wits + Survival) with (higher of Essence or 3) bonus dice and double 9s, banking all successes. She may add up to (Essence) banked successes as non-Charm successes on Survival rolls to forage or find shelter along the journey, or Sail rolls to navigate hazards at sea.

This Charm can only be used once per journey. It ends once all banked successes are spent.

A Wits 5 repurchase doubles 8s on this Charm's roll, and lets the Lunar use it instantly, without needing to plot a course. The banked successes, and any Charms enhancing Lodestone Reckoning Manner, are available to her whenever she travels. She can only use this Charm this way once per day.

Totemic: A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

Dauntless Yeddim Caravan

Cost: —(3m); **Mins:** Wits 2, Essence 1

Type: Permanent

Keywords: Totemic (Perception)

Duration: Permanent

Prerequisite Charms: Lodestone Reckoning Manner

The Lunar traverses blistering deserts, miasmatic swamps, and bandit-ridden highways unafraid. She may add Lodestone Reckoning Manner's successes to rolls against environmental hazards, traps, poisons, or diseases she encounters along her route.

With Wits 4, Essence 2, the Lunar may spend three motes when she adds successes to such a roll to also grant them to (Essence x2) companions, as a Charm bonus.

Totemic: A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

Moon-Cloaked Wanderer

Cost: —(3m); **Mins:** Wits 2, Essence 1

Type: Permanent

Keywords: Totemic (Perception)

Duration: Permanent

Prerequisite Charms: Lodestone Reckoning Manner

The Lunar flits across maps like a passing shadow. While traveling along a course charted with Lodestone Reckoning Manner, she can add its successes on rolls to cover tracks, Stealth rolls to evade guards or enemies, or Larceny rolls to circumvent manned obstacles like checkpoints.

With Wits 4, Essence 2, she can spend three motes when she adds banked successes this way to also grant them to (Essence x2) companions, as a Charm bonus.

Totemic: A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

Monarch-Wing Migration

Cost: —(+4m); **Mins:** Wits 3, Essence 2

Type: Permanent

Keywords: Pilot, Totemic (Perception)

Duration: Permanent

Prerequisite Charms: Lodestone Reckoning Manner

The Lunar may pay a four-mote surcharge when she uses Lodestone Reckoning Manner to intuit hidden shortcuts and anticipate unforeseen delays. She and up to (Essence x2) companions double the speed at which they travel along the charted course. Typically, this means 20 miles per day across normal terrain or 10 miles per day across harsh wilderness, or (Speed x2) miles per hour for ships. Mounts don't count towards the limit on companions. This Charm only enhances naval travel if the Lunar helms the ship and there are no more than (Essence x2) other characters aboard.

Totemic: A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

Wyld Migration Formation

Cost: 6m, 1wp; **Mins:** Wits 4, Essence 2

Type: Reflexive

Keywords: Totemic (Perception)

Duration: One hour

Prerequisite Charms: Dauntless Yeddim Caravan

The Lunar traces a silver thread of passage through the chaos of the Wyld and the weird landscapes of worlds stranger still. She and up to (Essence x2) companions ignore the effects of exposure to the Wyld and similar environmental shaping effects while traveling along a course plotted with Lodestone Reckoning Manner. Mounts don't count towards the limit on companions. Courses plotted through the Wyld always include at least one path that follows Creation's physical laws.

If the Lunar reactivates this Charm at its duration's end, she waives its Willpower cost.

A Wits 5, Essence 3 repurchase lets the Lunar pay a three-mote surcharge to extend this Charm's duration to one day.

Totemic: A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

Albatross-and-Hurricane Odyssey

Cost: 5m, 1wp; **Mins:** Wits 4, Essence 3

Type: Simple

Keywords: Protean, Totemic (Perception)

Duration: Instant

Prerequisite Charms: Dauntless Yeddim Caravan, Monarch-Wing Migration

No peril can keep the Lunar from her goal. Upon encountering an environmental hazard, trap, or naval obstacle along a course charted with Lodestone Reckoning Manner, she rolls (Wits + [Awareness, Sail, or Survival]) against its difficulty. She can add successes with Lodestone Reckoning Manner. Success reveals a safe route, allowing her and up to (Essence x2) companions to bypass the peril without rolling, no matter how implausible this may be. Mounts don't count towards the limit on companions.

Protean: In an animal shape native to the environment in which a peril originates, the Lunar doubles 9s.

Totemic: A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

Treading Midnight's Road

Cost: —; **Mins:** Wits 4, Essence 3

Type: Permanent

Keywords: Totemic (Perception)

Duration: Permanent

Prerequisite Charms: Moon-Cloaked Wanderer, Monarch-Wing Migration

The Lunar walks pathways unseen by mortal eyes. As long as no one outside her traveling party is tracking them or knows their current location or intended destination, Monarch-Wing Migration's speed multiplier increases to (Essence). This increased speed takes the form of impossible shortcuts that slash hours or even days off travel times, rather than a constant speed enhancement; thus, characters can't realize they're being tracked by noticing this benefit ends.

Totemic: A Lunar whose spirit shape is migratory can learn this as a Perception Charm.

Ranging Wolf Deception

Cost: 6m, 1wp; **Mins:** Wits 5, Essence 3

Type: Supplemental

Keywords: Mute, Totemic (Manipulation)

Duration: Instant

Prerequisite Charms: Moon-Cloaked Wanderer

Those who hunt the Lunar find themselves her prey. She conceals her tracks and those of up to (Essence x2) companions, rerolling (Essence) failed dice and removing the limit on how many successes she can add with Lodestone Reckoning Manner. Mounts don't count towards the limit on companions. She designates where the false tracks lead to — either a specific locale she's familiar with, or simply a direction and distance. Characters who fails their tracking rolls believe they've succeeded, and that the Lunar's party traversed the false path. This can fool even superhuman or magically enhanced senses.

This Charm's Willpower cost is waived within territories claimed using Boundary-Marking Meditation (p. XX).

Totemic: A Lunar whose spirit shape has the Camouflage Merit may learn this as a Manipulation Charm, with Night Sky Burial (p. XX) as its prerequisite.

Cache

Desert Basilisc Diadem

Cost: —; **Mins:** Wits 2, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Lunar can half-absorb hearthstones, socketing them in her flesh. She gains absorbed hearthstones' benefits as though they were socketed in an attuned artifact. Hearthstones that enhance weapons apply their benefit to her unarmed attacks and natural weapons, if appropriate, while hearthstones that enhance armor apply to her natural soak. Such effects are compatible with any magic that transform parts of the Lunar's body into weapons or armor.

Absorbing or removing a hearthstone is a miscellaneous action, and the Lunar may socket (higher of Essence or 3) hearthstones at a time. If she conceals an embedded hearthstone with clothing or the like, it can only be noticed by characters who've spotted her Tell this scene (p. XX).

Radiant Basilisc Jewel

Cost: —; **Mins:** Wits 3, Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Desert Basilisc Diadem

Sculpting her chakras and Essence meridians into a geomantic pattern, the Lunar draws forth a pearl that embodies her soul. Upon purchasing this Charm, she manifests a greater hearthstone that expresses her nature: her Caste, spirit shape, a Defining Intimacy, etc. It counts as being socketed with Desert Basilisc Diadem, although it doesn't count towards that Charm's maximum and can't be removed from her body. She always enjoys the increased mote recovery for being in an attuned greater demesne (**Exalted**, p. 160). The Storyteller may veto hearthstone choices that are overpowered if made permanent in this fashion, such as the Gem of Incomparable Wellness.

Squirrel's Cunning Technique

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

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: None

Infinitely devious, the Lunar conceals contraband, weaponry, or ill-gotten gains in all manner of hiding places. She makes a conceal evidence roll with ([Intelligence or Wits] + Larceny). If the

concealed object's light enough to hold, she adds (Essence) successes, and her concealment can only be opposed by characters with superhuman or magically enhanced senses for this Charm's duration. She may exempt characters from this effect.

Magpie's Nest Resourcefulness

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

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Squirrel's Cunning Technique

The Lunar has a knack for anticipating exactly what's needed in any conceivable situation. Revealing that she's had a mundane item that could be concealed upon her person all along, she makes a (Wits + Ability) roll at difficulty (its Resources rating), using an Ability reflecting how she procured the item: Bureaucracy if bought while passing through a market, Craft if built over downtime, Larceny if stolen, etc. If successful, she produces the item, which counts as exceptional equipment (**Exalted**, p. 580). On failure, she still produces the item, but it's deficient in some Storyteller-determined way: imposing a −1 penalty, falling apart at end of scene, etc.

If the Lunar has a relevant Craft, she gains crafting points for succeeding as though she'd completed a basic project (**Exalted**, p. 240).

This Charm can only be used once per scene.

Cuckoo's Nest Cunning

Cost: —; **Mins:** Wits 3, Essence 2

Type: Permanent

Keywords: Decisive-only

Duration: Permanent

Prerequisite Charms: Magpie's Nest Resourcefulness

Always one step ahead, the Lunar ensures her allies have exactly what they need while depriving her foes of the same. When using Magpie's Nest Resourcefulness, she may swap the introduced object with a mundane item on an ally within medium range's person, describing how she made the exchange.

With Essence 2, she can use this Charm against enemies as a special disarm gambit. Instead of an attack roll, she rolls (Wits + Larceny) opposing her target's (Perception + Awareness) roll. Outside of combat, this only requires this opposed roll, not a gambit.

Rousing Hidden Power

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

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Magpie's Nest Resourcefulness

The Lunar's Essence shifts within her panoply, drawing forth new manifestations of its legend. After a few minutes of meditation, she awakens an Evocation at no experience point cost from an artifact she's resonant with or a hearthstone, available for this Charm's duration. She must meet the Evocation's prerequisites. If the Lunar loses resonance with an artifact — potentially with Deadly Beastman Transformation — this Charm ends.

This Charm can only be used once per day.

Many-Pockets Meditation

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

Type: Simple

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Squirrel's Cunning Technique

The Lunar is never caught unprepared. She banishes Elsewhere an item light enough to hold in her hands or wear. Artifacts can only be banished if she's attuned to them. Ending this Charm recalls the banished item, though the Lunar must still take any actions required to ready it, such as donning armor (**Exalted**, p. 591). She can banish multiple items with multiple uses of this Charm.

An Essence 3 repurchase lets the Lunar pay a three-mote surcharge to banish an object too large to hold, as long as it could be lifted by a feat of strength with a difficulty no higher than 10 (**Exalted**, p. 231). This requires her to spend five minutes concentrating or devising an ingenious hiding place for it, and she can't banish large objects that aren't hers.

Hidden Wonders Cloak

Cost: —; **Mins:** Wits 3, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Many-Pockets Meditation

The Lunar hides treasures in places that aren't there. She can use Many-Pockets Meditation to conceal items in spaces that'd normally be unable to contain them, instead of Elsewhere — an innocuous bag, jaunty hat, voluminous coat, etc.

She can designate characters who can detect and retrieve the concealed object. Others can't perceive it, although characters using All-Encompassing Sorcerer's Sight (**Exalted**, p. 356) or similar magic can see and retrieve it. If the container is destroyed, the stored object vanishes Elsewhere, per Many-Pockets Meditation's default effect.

The Lunar may normally conceal (Wits x2) objects in one container. If using Many-Pockets Meditation's repurchase to conceal larger objects, she's limited to one per container.

Quicksilver Legend Evolution

Cost: 15m, 1wp; **Mins:** Wits 3, Essence 3

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: Rousing Hidden Power

The Lunar enshrines her deeds within her panoply, inscribing her mythos into their Essence. Upon using an Evocation awakened with Rousing Hidden Power to uphold a Major or Defining Intimacy, achieve a major character or story goal, or accomplish a legendary social goal, she permanently awakens that Evocation at no experience point cost.

Once the Lunar's used this Charm, she can't use it again until she awakens an Evocation by spending experience points or meeting its special activation condition. Even then, it can only be used once per story.

Moon-and-Sun Panoply

Cost: 8m, 1wp; **Mins:** Wits 4, Essence 3

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Moon-Follows-Sun Assurance, Quicksilver Legend Evolution

First Age Lunars took up their Solar mates' arms in times of need, wielding the power of their sacred bond. Now, the Chosen of Sun and Moon may find new cause to share their treasures. The Lunar attunes an artifact that her Solar mate is attuned to without disrupting his attunement, reducing her attunement cost to zero. Their bonds to the artifact become immune to effects that break attunement. If the Lunar's Solar mate is resonant with the artifact, she's treated as resonant with it for any Evocations she uses that her Solar mate has also awakened.

The first time the Lunar uses this Charm on an artifact, she rolls (Wits + [Craft, Lore, or Occult]) against (artifact's rating + 2; 10 if N/A). Every two extra successes awakens an Evocation that her Solar mate has already mastered as long as she meets its prerequisites, permanently granting it to her at no experience point cost. If she crafted the artifact for her Solar mate, she may awaken Evocations he has yet to master, granting them both to him and herself if they both qualify.

This Charm can only be used once per story. Using it on an artifact the Lunar has already used it on doesn't count against this limit.

The Spider's Trapdoor

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

Type: Simple

Keywords: Decisive-only, Mute

Duration: Instant

Prerequisite Charms: Many-Pockets Meditation

An ever-cunning hunter, the Lunar ensures she never fights on a level playing field. She reveals that an enemy has fallen into a trap she's previously constructed. If circumstances render this implausible — for instance, because the Lunar is being ambushed on unfamiliar ground — the Storyteller may require a stunt to explain how she devised the trap so quickly.

This is an unblockable, undodgeable grapple gambit at difficulty 4 against an enemy within medium range. The Lunar makes a single (Wits + [Survival or an applicable Craft]) roll as both the attack roll and the grapple's control roll. Her victim opposes the control roll with a (Perception + Awareness) or (Dexterity + Dodge) roll. If the attack is unexpected, the enemy suffers a penalty on this opposed roll equal to the Lunar's Initiative roll extra successes, and it doesn't break concealment. This isn't compatible with Strength Charms, Martial Arts Charms, or other non-Wits magic that enhances grapples.

If successful, the trap establishes a clinch, as usual (**Exalted**, p. 200). The Lunar can't take the usual special grapple actions, but doesn't suffer any penalties. A trapped character can spend his entire turn to reduce the clinch's rounds of control by two. Likewise, a character that spends her entire turn assisting the victim subtracts two rounds of control. Attacking or damaging the Lunar doesn't subtract rounds of control.

If the Lunar has a relevant Craft, a successful clinch grants three silver points. If a nontrivial opponent is incapacitated or surrenders while trapped, she also gains (his Essence) gold points.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack from Initiative 15+ that resets the Lunar's Initiative, or successfully establishing concealment against all enemies with a Stealth roll.

Insidious Shadow Ruse

Cost: —; **Mins:** Wits 5, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: The Spider's Trapdoor

Infinitely devious, the Lunar's traps best the mightiest foes. When using The Spider's Trapdoor, she may raise the gambit's difficulty to 6 to combine it with the effect of a disarm, distract (transferring five Initiative), or unhorse gambit (**Exalted**, p. 200), as long as she establishes at least one round of clinch control.

Implausible Lunar Panoply

Cost: 10m, 1wp; **Mins:** Wits 5, Essence 4

Type: Simple

Keywords: None

Duration: Instant

Prerequisite Charms: Many-Pockets Meditation (x2), Quicksilver Legend Evolution

With a deft flick of her wrist, the Lunar reveals timeless wonders she just happened to have tucked away. Her player declares that she's had a two-dot artifact with her all along — one she's previously crafted, looted, stolen, etc. She rolls (Wits + [appropriate Ability]) at difficulty 7. Regardless of the roll's outcome, she produces the artifact, but on a failed roll, it's badly damaged, requiring a repair project to restore to functionality (**Exalted**, p. 242). She can't produce artifacts previously established as being in another character's possession or First Age artifice.

If the Lunar has Craft (Artifacts), a successful roll grants gold points equal to her extra successes, maximum 5.

This Charm can only be used once per story.

Territory

Secure Den Prana

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

Type: Simple

Keywords: Mute, Protean

Duration: Indefinite

Prerequisite Charms: Boundary-Marking Meditation *or* Lodestone Reckoning Manner

Hidden in cunningly dug boltholes or well-stocked safehouses, the Lunar vanishes from the world. She spends a day working to secure an enclosed space that can hold up to (Essence + Wits) people, rolling (Wits + [Craft, Larceny, or Survival]). This den is impossible for casual observers to notice; only characters actively seeking it can attempt to find it, opposing the Lunar's roll with a (Perception + [Awareness, Investigation, or Survival]) roll. Attempts to track characters into the den or otherwise indirectly infer its location suffer a (Lunar's Essence) penalty. The Lunar and those she reveals her lair to can perceive it unhindered.

If the Lunar has a relevant Craft, she gains craft points from creating the den as though she'd completed a basic project.

If the Lunar knows Magpie's Nest Resourcefulness (p. XX), she can activate it reflexively with this Charm to reveal that she's previously prepared a den, though this imposes a −2 penalty on her roll. This Charm's Willpower cost is waived if the Lunar uses it in a territory claimed with Boundary-Marking Meditation.

Rats-in-the-Basement Style

Cost: —; **Mins:** Wits 4, Essence 2

Type: Permanent

Keywords: Protean

Duration: Permanent

Prerequisite Charms: Magpie's Nest Resourcefulness, Secure Den Prana

Even when cornered, the Lunar is always one step ahead of her pursuers, revealing a secret pathway to safety. She can use Magpie's Nest Resourcefulness within (Essence) miles of a lair

prepared with Secure Den Prana to reveal a hidden route to the den, rolling at difficulty 5. These routes are concealed in the same manner as the den itself. It takes at most an hour to travel from the route's beginning into the den. The Lunar can't have more than (Essence) of them.

Protean: In animal shapes with the Tiny Creature or Minuscule Size Merits, the Lunar can reveal routes traversable only by characters of similar size.

Labyrinthine Lair's Depths

Cost: —(+5m); **Mins:** Wits 3, Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Secure Den Prana

Whether in dark caverns, seedy teahouses, or ivy-covered ruins, the Lunar shelters masses of followers in her secret holdfast. When using Secure Den Prana in a territory claimed with Boundary-Marking Meditation, she can commit five additional motes to prepare a den that can hold ([Essence + Wits] x10) people. This increases the time necessary to prepare the den to one week, or increases the penalty on the roll for Magpie's Nest Resourcefulness to −5.

If the Lunar has an applicable Craft, she gains craft points as though she'd completed a major project.

Forbidding Wilderness Perils

Cost: 10m, 1wp (5m); **Mins:** Wits 4, Essence 3

Type: Simple

Keywords: Stackable

Duration: Indefinite

Prerequisite Charms: Boundary-Marking Meditation, The Spider's Trap Door

Bristling with traps and curses, the Lunar's lair is a place of dread for her foes. She spends a day working in a territory claimed with Boundary-Marking Meditation, granting it one of the following effects:

Hazardous: The Lunar removes natural barriers to the wild's perils, or bargains with nature spirits to assail her foes. Enemies traversing the territory suffer a difficulty (Lunar's Essence), Damage 1B/hour environmental hazard: extremes of temperature, foul weather, rockslides, etc. Enemies can avoid the hazard by finding a shelter with a Survival roll and remaining within it.

Inhospitable: The Lunar destroys natural resources, convinces spirits to withhold their bounty from outsiders, and otherwise denies foes any respite. Enemies suffer a penalty of (Lunar's Essence) *successes* on rolls to forage or find shelter. Botches result in them encountering a significant natural danger, like a bear inhabiting the cave they'd hoped to rest in.

Terrifying: Strewing grotesque displays throughout her territory, carving unsettling glyphs, or pacting with spirits of night and shadow, the Lunar imbues her lair with supernatural menace. Enemies within it are treated as having a Minor Tie of fear towards the land. Enemy battle

groups suffer a −1 penalty on rout checks within it, and Strategic Maneuver rolls to deploy enemy troops within it cost a point of Willpower The Lunar and her allies add two non-Charm successes on rolls to enact the Demoralized stratagem (**Exalted**, p. 212).

The Lunar may stack this Charm to grant a territory multiple effects. Subsequent activations cost only five motes, though if the Lunar ends the original activation, she must immediately commit the full cost for another.

A Wits 5, Essence 4 repurchase lets the Lunar grant a new effect:

Diseased: The Lunar creates pools of standing water that breed disease-carrying mosquitos, spreads rabies among wildlife, or bargains with disease gods. Enemies within her territory must contend with her choice of cholera, plague, or rabies (**Exalted**, p. 235). The frequency at which they must roll depends on the disease: daily for rabies, or weekly for cholera or plague. Characters can avoid the roll by recognizing the signs of the disease (for example, diagnosing a traveling companion who's contracted it); introducing a fact about how it's spread; and then taking appropriate measures, such as avoiding drinking from cholera-ridden water sources. With Essence 5, the Lunar can inflict hemorrhagic fever, which must be rolled against monthly.

Harmony-With-Reality Technique

Cost: 5m, 1wp; **Mins:** Wits 4, Essence 3

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Boundary-Marking Meditation, Wyld Migration Formation

Standing at the boundary of order and chaos, the Lunar reconciles the two to create an enclave of safety and stability. She may stabilize the Wyld within territories claimed with Boundary-Marking Meditation. This is an extended (Wits + [Integrity, Lore, or Occult]) roll, interval one day. The difficulty and goal number depend on the Wyld's intensity: difficulty 4, goal number 20 for bordermarches; difficulty 6, goal number 40 for middlemarches; difficulty 8, goal number 60 for deep Wyld.

Success renders the Wyld more amenable to habitation. While it remains unbound by Creation's natural laws, it won't assume a state that makes human habitation completely impossible. A neutralized bordermarch no longer causes mutation or addiction. Characters in a neutralized middlemarch or deep Wyld add (Lunar's Essence) bonus dice on rolls to resist such effects.

If the Lunar's Solar mate uses Wyld-Shaping Technique (**Exalted**, p. 335) within a region of deep Wyld stabilized with this Charm, he adds (his positive Tie towards the Lunar + 1) dice on all shaping rolls.

If the Lunar revokes her claim to the territory or dies, the Wyld reasserts its full strength.

Hungry Mouse Mandate

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

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Boundary-Marking Meditation, Pack Instinct Affirmation

Beasts and vermin bedevil trespassers on the Lunar's domain. She rolls (Wits + Survival) within a territory claimed with Boundary-Marking Meditation. When unwelcome characters travel through her territory, one of them must roll (Wits + Survival) opposing her roll on the group's behalf for each week of travel. Failure indicates that a member of the group will suffer an automatic botch on an Athletics, Investigation, Medicine, Sail, Stealth, Survival, or War roll made outside of combat that week due to interference by native wildlife. A botched roll to forage for food might mean that vermin eat whatever supplies a character gathers; a botched Investigation roll might mean that a passing grizzly has eradicated all evidence; a botched Strategic Maneuver roll might mean troops are too demoralized and fatigued by pervasive mosquitos to carry out their general's plan. Only actions undertaken in the Lunar's territory can be affected. Additionally, failure inflicts a week-long −4 penalty on any influence rolls that members of the group make targeting the territory's animals and Survival rolls to tame them. A character using Friendship With Animals Approach (**Exalted**, p. 409) or similar magic is immune to this penalty, but this doesn't extend to his companions.

Once a group's suffered (Lunar's Essence) botches from this Charm, they're immune to further botches until end of story, though rolls to influence or tame animals can still be penalized.

Midnight Guardian Territory

Cost: 1m, 3a, 1wp (1wp); **Mins:** Wits 4, Essence 3

Type: Simple

Keywords: None

Duration: Indefinite

Prerequisite Charms: Boundary-Marking Meditation, Nightmare Beast Soul

The Lunar's eerie anima illumines her domain, marking it for the nocturnal protection of her spirit shape. That night, all who sleep in her territory dream of a great shining beast, watching over them through the long dark. This Charm can only be used within a territory claimed with Boundary-Marking Meditation. All characters within it gain Nightmare Beast Soul's (p. XX) Resolve and Guile bonuses while sleeping, though the Lunar may exempt character from this benefit.

The Lunar learns whenever a character in the territory falls prey to magic that intrudes on dreams, unless that character's player doesn't consent to her learning that. She can spend one Willpower to fend off that effect with an opposed Willpower roll, as per Nightmare Beast Soul. If the same effect targets multiple characters, she need only pay one Willpower to protect all of them with a single roll.

Fleeting Silver Mirage

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

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Boundary-Marking Meditation, Lodestone Reckoning Manner (x2)

The Lunar vanishes into her hunting ground's shadows. To use this Charm, she must be in a territory claimed with Boundary-Marking Meditation. On her next turn, she vanishes, reappearing anywhere in that territory. If she moves or is knocked prone before her next turn, this effect is cancelled.

With Essence 4, the Lunar may pay a two-Willpower surcharge once per story to travel from one territory to another, or to travel to or from a lair prepared with Secure Den Prana even if it isn't in her territory.

Tapestry Spun of Dreams

Cost: —; **Mins:** Wits 5, Essence 5

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Harmony-With-Reality Technique

Staring into the unblinking eye of chaos, the Lunar's unyielding will is made manifest. While she's physically present in a middlemarch that she's stabilized using Harmony-With-Reality Technique, characters are no longer susceptible to mutation or addiction; in stabilized regions of the deep Wyld, the dice bonus on rolls to resist such perils is converted to successes.

On an ocean cliff, miles from any settlement, there was a ring of stones where dwelt gods. Immaculate processions traipsed occasionally up the rocky shore, rendering due reverence and sniffing out unsanctioned worship. Today, a lone visitor hiked up the cliff, comfortable in the cold spring rain. Silent Pearl had no need of a mortal seeming, not when they visited gods. Instead of hair and flesh, Silent Pearl sported tentacles and a hardened shell, alternating coral-and-alabaster.

As Silent Pearl approached, they felt the weight of invisible eyes, and blinked away the veil of the gods. Even then, the spirits had learned caution after centuries of Dragon-Blooded enforcement, and only peeked around the old stones at the Lunar. Silent Pearl didn't mind. These gods mattered little.

Boryg, Listener of the Stone, hid more deeply than the others. So Silent Pearl knelt at the henge's threshold and felt for the invisible curtain between worlds. With the gentle precision of a knife, they slipped through the curtain and entered the true ring of stones, a sanctum where bones of basalt pierced the sky and only the mighty were welcome. It once hosted many gods, each on their worn stone chairs. Now it held only Boryg, seated in his quartz armor, and Silent Pearl, hunched in their shell.

"I'd heard you returned, and didn't believe," said Boryg, fascinated. "I was sure Saturn had claimed you, but you look to have kept all your flesh."

Silent Pearl snickered. "The crows thought my meat too salty and put it all back where they found it." They fished in their pouch and produced a long leaf, dried and sweet-smelling, and began to chew it. "And you, Boryg, are just as unchanged."

"I'm not cursed to age."

"Nor to grow. No, you persist, ear to the rumbling earth, offering snippets of intelligence to any who'll favor you." Silent Pearl's eye slid over the empty chairs surrounding them. "How many of your old friends have been killed or driven off by monks as you prosper? How many whispers buy a satrap's forbearance?"

Boryg leaned forward. "You disdain me?"

"I understand you. You are what you are. The younger ones, my Circlemates, would appeal to kindness you don't possess, or bribe you for morsels of intelligence."

"...and you?"

"I am what they aren't." Silent Pearl grinned. "You work for me now, Boryg. Your ears are mine to listen with, and your whispers to the satrap will be my words only."

The god stood, seven feet or more in height, and the stones rumbled with his anger. "Centuries later, and you still can't rise above mortal foolishness, mortal hubris. Threaten me, try to destroy me if you dare. I'll always be here."

Silent Pearl patiently chewed their sweet leaf and let Boryg's words pass into silence. Finally, they said, "For you, a quest and a promise: You will be my worm in the Realm's ear. And if you disobey one order, if you interfere at all, then I'll start by tearing you apart, stone by stone. I'll suck whatever rock passes for your heart dry, and claim your ears for myself. Then I'll cut away this cliffside, stone by stone, till it falls into the sea. I'll make sport of hunting down every worshiper, every half-mortal by-blow, until I'm the only living being in Creation who

remembers your name. Might take a few years, but I have time. Then I'll forget you too, and find a new hobby."

Silence.

"The Imperial garrison falls in summer," said Silent Pearl, producing a second sweet leaf and offering it to Boryg. "A small investment of your time, really."

Chapter Seven
Martial Arts and Sorcery
Martial Arts
Centipede Style

Centipede style is defined by speed, using swift barrages of blows to wear down enemies and nimble footwork to outmaneuver and evade them. When the stylist's many strikes have sent her opponent reeling, the moment is perfect to grapple him and shut down his movement, deliver a telling blow to an unguarded weak point, or unleash the deadly venoms that Exalted students of this style wield. Centipede style's schools are most prominent in the East, often boasting rivalries with Snake schools or syncretizing the two styles, but the style is also commonly taught in the South and West.

Centipede Weapons: Centipede unarmed attacks are a mix of punches and kicks delivered in rapid succession. Stylists also use fighting chains, hook swords, iron boots, seven-sections staffs, and tiger claws.

Armor: This style is compatible with light armor.

Complementary Abilities: Athletics and Dodge enable the speed and mobility that define this style.

> New Weapon: Iron Boots
> Light (Accuracy +4, Damage +7, Defense +0, Overwhelming 1)
> Tags: Bashing, Brawl, Smashing, Worn

Blurring Scurry Prana

Cost: 4m; **Mins:** Martial Arts 2, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The stylist's footwork is faster than her enemies can follow, outmaneuvering their attacks and striking with deadly speed. She adds (higher of Essence or 3) bonus dice on a movement action. If successful, she gains +1 Evasion until her next turn.

If the stylist enhances a successful rush, and uses the reflexive movement granted by it to reach close range with an enemy, any attacks she makes against him on her next turn add one die on the attack roll.

Motion of Myriad Legs

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

Type: Simple

Keywords: Decisive-only, Terrestrial

Duration: Instant

Prerequisite Charms: Blurring Scurry Prana

The stylist's limbs whirl with hundredfold striking force. She makes up to (higher of Essence or 3, maximum 5) **decisive** attacks against a single enemy, ignoring Hardness. She divides her Initiative evenly among all attacks, rounded up, and must be able to assign 3+ Initiative to each attack she makes. If at least one attack deals damage, the target's onslaught penalty doesn't refresh on his next turn.

Terrestrial: The stylist subtracts one from the total number of attacks she can make, and rounds down when dividing Initiative among attacks.

Chitinous Centipede Shell

Cost: 3m; **Mins:** Martial Arts 2, Essence 1

Type: Reflexive

Keywords: Dual, Mastery

Duration: Instant

Prerequisite Charms: None

Tightening muscles and expelling breath, the stylist hardens her body. She adds (higher of Athletics or Dodge) natural soak against a **withering** attack, or gains that much Hardness against a **decisive** attack.

Mastery: This Charm's duration extends to one tick.

Centipede Form

Cost: 7m; **Mins:** Martial Arts 4, Essence 1

Type: Simple

Keywords: Decisive-only, Form

Duration: One scene

Prerequisite Charms: Chitinous Centipede Shell, Motion of Myriad Legs

Moving through the hundred centipede katas as she enters her stance, the martial artist acts with incredible speed, her arms and legs trailing after-images that make her seem a many-limbed devil. She gains +1 Evasion. When she makes a **decisive** attack against an enemy already suffering an onslaught penalty, she doubles 10s on the damage roll, or rerolls 1s on the control roll of a grapple. She ignores the usual penalties for flurrying an attack with a move action.

Special activation rolls: When the stylist lands a **decisive** attack or grapple gambit against an enemy already suffering a −2 or greater onslaught penalty, she may reflexively enter Centipede Form. Her damage roll or grapple control roll enjoys its benefits.

Hundred-Leg Embrace

Cost: 5m (+1hl); **Mins:** Martial Arts 4, Essence 2

Type: Reflexive

Keywords: Decisive-only, Terrestrial

Duration: Instant

Prerequisite Charms: Centipede Form

The stylist's limbs twist and coil like crawling centipedes, grasping her foes in inescapable holds or wriggling out of their clutches. She can activate this Charm after landing a grapple gambit, or being hit by an enemy's grapple gambit, but before the control roll is made. She rolls a non-Charm die for each 10 on her control roll or her roll opposing the opponent's control roll, while her enemy's 1s subtract successes from his roll.

If the stylist successfully opposes an enemy's control roll, she may pay one bashing health level to employ the technique called The Ninety-Nine More. She dislocates a grabbed limb so as to gain leverage over her attacker, reflexively making a grapple gambit against him. Any extra successes on her roll opposing his control roll are added as bonus dice to both her attack and control roll.

Terrestrial: The stylist can't use The Ninety-Nine More.

Tenacious Centipede Technique

Cost: 2m; **Mins:** Martial Arts 4, Essence 2

Type: Reflexive

Keywords: Dual, Terrestrial

Duration: One tick

Prerequisite Charms: Centipede Form

Even if a centipede is cut in half, it continues to wriggle and move about; with this persistence, the stylist pushes her well-honed body through injury and exhaustion. She ignores (Athletics) points of wound, crippling, or fatigue penalties on attacks, grapple control rolls, movement actions, and her Evasion for one tick. If she isn't suffering any such penalties (or has negated them through other Charms), she instead adds (Athletics/2, rounded up) dice on **withering** damage rolls and grapple control rolls.

Terrestrial: The stylist doesn't ignore penalties to her Evasion.

Venom-Dripping Mandible

Cost: 6m; **Mins:** Martial Arts 4, Essence 2

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Centipede Form

The stylist exudes hostile intent, wreathing her blow in baleful, venomous Essence. Her **decisive** attack conveys a poison with Damage 3i/round (L in Crash), Duration (higher of Essence or 3) rounds, and a –1 penalty. Each point of onslaught penalty he suffers at the time she attacks him adds one round to the poison's duration.

If the stylist uses this Charm to make a savaging attack, she may expend up to (Strength) rounds of grapple control to increase the poison's duration by that many rounds.

Agony-of-One-Hundred-Hells Technique

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

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Venom-Dripping Mandible

Unleashing Centipede style's death-strike, the stylist inflicts excruciating pain on a foe, his nerves screaming and his veins blackening with poison. She makes a **decisive** attack against an enemy. As long as it deals damage, he adds his onslaught to his wound penalty, with a combined maximum of –4, until his onslaught penalty refreshes. If he suffers new onslaught penalties before then, they'll continue adding to his wound penalty.

If there are any poisons in the victim's system, (higher of onslaught or wound penalty, maximum 5) total intervals of poison discharge through his system, rolling their damage against him and reducing duration commensurately. If there are multiple poisons, the stylist chooses which ones this applies to.

If the stylist enhances a savaging attack, she can also expend rounds of grapple control to discharge that many additional intervals of poison, maximum 10.

This Charm can only be used once per scene, unless reset by landing a **decisive** attack that raises a non-trivial enemy's onslaught penalty to –8 or higher.

Numberless Blows Technique

Cost: —(+7m, 1a); **Mins:** Martial Arts 5, Essence 3

Type: Permanent

Keywords: Decisive-only, Mastery, Terrestrial

Duration: Permanent

Prerequisite Charms: Agony-of-One-Hundred-Hells Technique, Hundred-Leg Embrace, Tenacious Centipede Technique

Centering herself for a moment to perceive every possible angle of attack, the stylist unleashes countless strikes, her anima banner taking the form of many arms and legs so that she may express the fullness of her prowess. By paying an additional seven motes and a level of anima when she uses Motion of Myriad Legs, she adds one to the maximum number of attacks she can make and adds (Essence/2, rounded up) dice to the damage of each attack. If she deals damage with at least two attacks before making the final attack, it's unblockable. With three damaging attacks, the final attack becomes unblockable and undodgeable. With four damaging attacks, the final attack becomes an ambush (**Exalted**, p. 203).

If the stylist savages a grappled enemy, she may expend up to (Strength) rounds of control, adding that many dice to the damage of each attack.

Mastery: Any non-Excellency Charms the stylist uses need only have their cost paid once to apply to all the attacks she makes.

Terrestrial: This Charm can only be used against crashed enemies, and can't inflict ambushes.

Falcon Style

Falcon style is a high-flying art, its practitioners leaping across the battlefield as they deliver powerful strikes or seek out elevated vantages from which to deliver the finishing blow. In addition to attacks executed in midair, the style makes heavy use of grappling, locking enemies into painful submission holds or throwing them to the ground before executing a punishing follow-up. Its techniques are showy and spectacular, and many Falcon stylists draw flocks of bystanders to their fights — whether they're wandering folk-heroes or ruthlessly dishonorable brutes. Falcon style is most prominent in the South, although its iconic masters have spread it to the other directions.

Falcon Weapons: Falcon style uses unarmed attacks, using all four limbs along with headbutts. It's compatible with the cestus, iron boots, and tiger claws, as well as medium or heavy improvised weapons that deal bashing damage. Unarmed attacks enhanced by Falcon Charms can be stunted to deal lethal damage.

Armor: Falcon style is compatible with light armor.

Complementary Abilities: Falcon stylists use Athletics and Dodge for battlefield maneuverability.

Falcon Takes Flight

Cost: 3m; **Mins:** Martial Arts 2, Essence 1

Type: Supplemental

Keywords: Uniform

Duration: Instant

Prerequisite Charms: None

The stylist takes to the air with a powerful leap, executing graceful aerial maneuvers with supreme agility. She adds (Martial Arts/2) successes on a disengage, rush, or rise from prone action, as long as it's stunted with a description of jumping or flying. Alternatively, immediately after attacking an enemy, she can use a reflexive move action to move away from him without needing to disengage as long as she moves directly upward.

Mastery: If the stylist is moving to terrain with higher elevation, or if she's used a reflexive move action to do so on the same turn, the successes added are non-Charm.

Swift Talon Strike

Cost: 2m; **Mins:** Martial Arts 2, Essence 1

Type: Supplemental

Keywords: Mastery, Uniform

Duration: Instant

Prerequisite Charms: None

Launching herself at a foe, the stylist sharpens her talons with momentum and Essence. To use this Charm, the she must move into close range with an enemy and attack him on the same turn, adding an automatic success on the attack roll. She rerolls 1s until they cease to appear on the damage roll or on the control roll of a grapple gambit. If the stylist moved downward to reach close range, such as leaping off elevated terrain or swooping down on wings, she rerolls 2s as well as 1s.

Mastery: If the stylist moved downward to reach close range, the success added to the attack roll is non-Charm.

Raptor's Fatal Descent

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

Type: Simple

Keywords: Decisive-only, Mastery

Duration: Instant

Prerequisite Charms: Falcon Takes Flight, Swift Talon Strike

The stylist executes a brutal aerial attack, plummeting down onto a foe and striking him with stunning force. She makes a **decisive** attack against a prone enemy, or an enemy one range band vertically beneath her. If the latter, she leaps downward to strike, which counts as her movement action for the round. She adds (higher of Athletics or Strength) attack roll extra successes as dice of damage. For each 10 on the damage roll, the enemy loses 1 Initiative (which she doesn't gain). This attack leaves the stylist prone, although she suffers no penalties from this; however, she can't use it again until she's risen.

Mastery: This doesn't count as the stylist's movement action.

Falcon Form

Cost: 8m; **Mins:** Martial Arts 4, Essence 1

Type: Simple

Keywords: Form

Duration: One scene

Prerequisite Charms: Raptor's Fatal Descent

Spreading her arms wide in emulation of the falcon's wingspan, the stylist enters a stance as nimble as it is formidable. She doubles 9s on grapple control rolls, and adds (Athletics) to the rounds of control her throws and slams can benefit from. (**Exalted**, p. 201). She can use reflexive move actions to jump one range band straight up without a roll, and halves falling damage, rounded down. She gains +1 Defense against nonranged attacks from enemies at lower elevation, unless they have the Reaching tag.

Special activation rules: When the stylist succeeds on an opposed movement roll or a grapple control roll with 5+ successes, she may reflexively enter Falcon Form.

Grasping Raptor Clutch

Cost: 3i; **Mins:** Martial Arts 4, Essence 2

Type: Reflexive

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Falcon Form

Grabbing her foe tight as a diving falcon grips its prey, the stylist forces him into a painful hold, stretching his muscles and spine past what they can bear. While grappling an enemy, she can use her turn to take a restrain or drag action and then make a **decisive** savaging attack, throw, or slam against her foe. If this incapacitates her foe, this Charm's cost is refunded.

Terrestrial: This counts as a flurry, imposing the usual penalties (**Exalted**, p. 195).

Talons Greet Prey

Cost: 3m, 1i; **Mins:** Martial Arts 4, Essence 2

Type: Reflexive

Keywords: Counterattack, Decisive-only

Duration: Instant

Prerequisite Charms: Grasping Raptor Clutch

The stylist moves with unmatched grace to knock aside a foe's strike or maneuver out of its path, then lets her attacker's wasted momentum drive him into her clutches. She gains +1 Defense against an attack from close range. If it misses, she counterattacks with a grapple gambit. 1s on the enemy's attack roll add non-Charm dice on both her attack roll and the grapple control roll.

This Charm can only be used once per scene, unless reset by incapacitating a grappled enemy with a **decisive** savage, slam, or throw, and then rising to Initiative 12+. If the stylist immediately slams or throws her attacker upon winning control of the clinch, this Charm need not be reset.

Hare-Killing Death Dive

Cost: 4m, 2i; **Mins:** Martial Arts 5, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Falcon Form

Leaping onto her enemy's shoulders, the stylist uses her legs to flip him and force him into a hold, quick and forceful as a hurricane. She makes a grapple gambit with double 9s on the attack roll. Winning control of the grapple knocks her foe prone, and steals Initiative equal to the number of dice that show doubled successes on the attack roll (usually 9s and 10s) from him.

Neck-Piercing Hook

Cost: 7m; **Mins:** Martial Arts 4, Essence 2

Type: Supplemental

Keywords: Dual

Duration: Instant

Prerequisite Charms: Hare-Killing Death Dive

The stylist hooks her foe's neck with one leg and spins in mid-air, sending him flying on wings of deadly force. She throws a grappled enemy out to short range. Upon impact, he must roll (Dexterity + Athletics), at a difficulty of the total rounds of control the stylist expended. If he fails, the stylist makes a second damage roll, rolling dice equal to the total successes on her initial roll. This ignores soak if **withering**, and Hardness if **decisive**.

With Essence 3, the stylist can throw enemies out to medium range, at the cost of halving the damage she rolls if her enemy fails, rounded up.

Terrestrial: The dice on the second damage roll can't exceed (stylist's Strength + 10s on the first damage roll).

Raking Talon Kick

Cost: 6m; **Mins:** Martial Arts 4, Essence 2

Type: Simple

Keywords: Decisive-only, Terrestrial

Duration: Instant

Prerequisite Charms: Falcon Form

The stylist leaps into a spinning kick with both legs, coming at an enemy from behind to strike his face. To use this Charm, the stylist must first throw or slam a grappled enemy on the turn before her current one (or reflexively before her current turn, if other effects let her do so). She makes an unarmed **decisive** attack against that foe, which receives the same damage bonus from forgone rounds of control as the throw or slam that set up this attack.

If the stylist stunts this attack with a description of how she uses her surroundings to ensure her foe's in a vulnerable position, or how she uses them to gain leverage for her kick, it automatically becomes a surprise attack (**Exalted**, p. 203). The stylist strikes from her foe's blind spot, a mysterious blur of violence.

This stylist can use Raptor's Fatal Descent reflexively to enhance this attack, ignoring its usual restrictions as she delivers a powerful kick that leaves her at ground level.

Terrestrial: The damage bonus added to the stylist's attack can't exceed (her Initiative/2, rounded up).

Doom Plummets Down

Cost: 5m, 2i, 1wp; **Mins:** Martial Arts 5, Essence 3

Type: Reflexive

Keywords: Decisive-only, Mastery, Terrestrial

Duration: Instant

Prerequisite Charms: Neck-Piercing Hook, Raking Talon Kick, Talons Greet Prey

The stylist executes a signature finishing move that expresses her ferocious spirit in an unbelievable display of speed and power, flinging her foe to the ground before dealing the final blow. To use this Charm, she must have 5+ rounds of control over a grapple. After she throws an enemy into a hard surface, she lunges towards him and reflexively makes a **decisive** attack. Any stunt bonus awarded for the description of the stylist's signature move is also added to the damage roll, and if the initial throw was **decisive**, she makes this attack before her Initiative resets. She can activate Raking Talon Kick reflexively to enhance this attack.

If the stylist threw her enemy beyond close range using Neck-Piercing Hook or a similar effect, she reflexively leaps into close range with him before attacking. This counts as her movement action.

Mastery: If the stylist lands her attack, she may reflexively rush the struck enemy or disengage from him with a leap, automatically succeeding on the roll. This doesn't count as her movement action.

Terrestrial: This Charm can only be used against crashed enemies, and is incompatible with **withering** throws.

Laughing Monster Style

The fae warrior-saints of the Court of Flayed Sinners distilled Laughing Monster style from the digested dreams of countless thieves, scavenger princes, and oathbreakers drawn by rumors of the unimaginable treasures they guarded. This reign of false virtue was ended by the shaman Juven Fifth-Summer, who tore off the face of the fae court's prince and coaxed the style's secrets from his ragged lips, using them to set the raksha against each other until none remained.

Laughing Monster style epitomizes impetuosity and wicked humor, employing misdirection and confusion to humiliate rivals with inordinate glee. Its stylists practice erratic breathing exercise, rolling dance-steps, and ego-destroying meditations to fully understand its secrets. Juven shared it with his Silver Pact allies, but the esoteric style's since spread to numerous dojos and secret societies. It's regarded as a style of criminals, revolutionaries, madmen, and all manner of trickster-heroes, as erratic and unpredictable as any devil born of the Wyld.

Laughing Monster Weapons: Laughing Monster style uses combinations of open-handed slaps, elbow strikes, and sweeping kicks. It also employs the staff, war fan, and whip. Unarmed attacks enhanced with Laughing Monster Charms can be stunted to deal lethal damage.

Armor: Laughing Monster is incompatible with armor.

Complementary Abilities: Laughing Monster's evasive footwork relies on Dodge, while Presence or Socialize are useful for its trickery. Its students also value Occult, for the style delves into obscure, worrisome practices.

Furiously Stalling Destiny

Cost: 2m; **Mins**: Martial Arts 2, Essence 1

Type: Reflexive

Keywords: Dual, Mastery, Terrestrial, Stackable

Duration: Until next turn

Prerequisite Charms: None

Violence begets violence as the stylist turns every attack back against her foes, mocking their hostility. She gains +1 Evasion. Her first attack against that enemy on or before her next turn adds one die of post-soak damage if **withering**, or one die of damage if **decisive**. If she makes a gambit, she adds an automatic success on the attack and Initiative rolls instead. The bonuses from multiple uses of this Charm against the same enemy stack; they're lost if the stylist attacks a different enemy.

Mastery: The stylist can use this Charm after an attack is rolled.

Terrestrial: The stylist can't stack this Charm's benefits more than (Essence) times.

Deeper-Into-Trouble Technique

Cost: 3m; **Mins**: Martial Arts 3, Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Furiously Stalling Destiny

The stylist jabs at sore spots and reopens old wounds, her tomfoolery driving enemies to distraction and rage. She doubles 10s on a **decisive** damage roll. If her enemy has a negative Tie towards her, she adds (Intimacy) damage dice. A damaged enemy becomes enraged — if he attacks her on or before his next turn and crashes or incapacitates her, he gains one Willpower. However, he suffers a −3 penalty on attacks against anyone else this scene until he hits her, and can't gain the Willpower bonus if he attacks another character first.

Laughing Monster Form

Cost: 10m; **Mins**: Martial Arts 4, Essence 1

Type: Simple

Keywords: Counterattack, Decisive-only, Form, Terrestrial

Duration: One scene

Prerequisite Charms: Deeper-Into-Trouble Technique

Adopting a constantly shifting stance of revolving limbs and confused orientation, the stylist seems wreathed with a dozen illusory arms. These add (Occult) dice on disarm and distract gambits. When successfully dodging an attack causes an attacker at close range to lose Initiative, she can make a **decisive** counterattack that deals dice of lethal damage equal to the Initiative lost, ignoring Hardness. This doesn't include her Initiative or reset her to base. Alternatively, she can counterattack with a disarm or distract gambit, which uses her Initiative as normal, but adds bonus dice on the Initiative roll equal to her attacker's lost Initiative.

Terrestrial: The stylist must pay two Initiative to make a counterattack.

Special activation rules: When the stylist provokes a nontrivial opponent into rolling Join Battle against her with an influence roll, or causes an enemy's Initiative to fall below her own by dodging his attack, she may reflexively enter this Form.

Inauspicious Moment for Attack

Cost: 2m, 1wp; **Mins**: Martial Arts 4, Essence 2

Type: Simple

Keywords: Clash, Decisive-only, Terrestrial

Duration: Instant

Prerequisite Charms: Laughing Monster Form

With a sudden clap echoed by 98 hidden hands, the stylist adopts an off-kilter stance of chaotic omen. She clashes an attack against her with a distract gambit, adding attack roll extra successes to the Initiative roll. Winning the clash counts as dodging the attack, and lets the gambit's beneficiary reflexively make a **decisive** attack against the attacker.

Against enemies afflicted by Unitary Being Forge, the stylist can instead clash using a damaging **decisive** attack, taking the imp's damage bonus for that round as the attack's base damage and ignoring Hardness. This doesn't include her Initiative or reset her to base. It still benefits from effects that enhance distract gambits.

Terrestrial: This counts as the stylist's attack for the round, and can't be used if she's already attacked that round.

Subtle Hammer

Cost: 5m; **Mins**: Martial Arts 5, Essence 2

Type: Reflexive

Keywords: Decisive-only, Mastery

Duration: Instant

Prerequisite Charms: Inauspicious Moment for Attack

The stylist makes a showy, exaggerated feint, only to swiftly reverse it into an unexpected death-blow. After a successful distract or disarm gambit, she can use this Charm to reflexively make a **decisive** attack against the same enemy, rolling dice of damage equal to her extra successes on the gambit's Initiative roll, ignoring Hardness. This doesn't include her Initiative or reset her to base. If this incapacitates him, the gambit's Initiative cost is refunded.

This Charm can only be used once per scene, unless reset by successfully clashing a nontrivial enemy's attack with Inauspicious Moment for Attack.

Mastery: Laughing Monster Form's bonus dice are added to attack rolls made with this Charm.

Thieves Fall Out

Cost: 6m, 2i; **Mins**: Martial Arts 4, Essence 2

Type: Simple

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Laughing Monster Form

The stylist's wicked cunning tangles the bonds of friendship into a tripwire. She rolls a single **decisive** attack against two enemies within close range of each other, dividing her Initiative

evenly between them, rounded up, to determine the damage rolled. If she hits both enemies, she disrupts their battle rhythm, causing them to stumble over each other as long as they remain in proximity. For the rest of the scene, while they're within close range of each other, both suffer −1 Defense, and each loses one Initiative at the start of each of his turns, which the stylist gains.

This Charm can instead be used to make a single attack against a battle group, doubling the attack's effective damage dice to determine how many extra levels of damage it inflicts (**Exalted**, p. 208). A hit battle group suffers the above penalties for the scene, but loses Magnitude instead of Initiative (which doesn't grant the stylist Initiative).

Friendship-Dissolving Venom

Cost: 3m, 3i, 1wp; **Mins**: Martial Arts 4, Essence 2

Type: Reflexive

Keywords: Dual, Mastery, Perilous, Terrestrial

Duration: Instant

Prerequisite Charms: Thieves Fall Out

Lies and dissimulation intoxicate enemies with their own aggression, setting them against each other as the stylist exults in their discord. If the stylist successfully dodges an attack, she redirects it against another character within range of the original attack. The attack and all effects enhancing it are rolled again, using the same dice pool, against the new target. Any Initiative a **withering** attack would grant to the attacker goes to the stylist instead. If the stylist has any damage bonuses against her attacker from Furiously Stalling Destiny, they apply to the redirected attack (as well as her next attack against the attacker).

If the redirected attack roll exceeds its target's Resolve, he forms a Minor Tie of outrage towards the attacker, or strengthens an existing negative Tie by one step. Any positive Ties he has towards that character are suppressed for the scene. The stylist reflexively makes a (Manipulation + [Presence or Socialize]) persuade roll against the victim to convince him to act against the attacker's interests in some fashion.

This Charm's Willpower cost is waived if both the attacker and the victim are affected by Thieves Fall Out and within close range of each other.

Mastery: The stylist can use Supplemental Laughing Monster Charms to enhance a redirected attack.

Terrestrial: The stylist can only redirect attacks to crashed or trivial enemies.

Unitary Being Forge

Cost: 6m, 1wp; **Mins**: Martial Arts 5, Essence 2

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisite Charms: Laughing Monster Form

A true warrior sets aside everything but the fight, letting no errant idea stray onto the battlefield. The stylist helps her enemies with a strike that unbinds unnecessary thoughts, expelling such beasts of the mind. When she makes a **decisive** attack against an enemy with a negative Tie she's aware of, she rerolls (Intimacy) failed dice on the damage roll. If she deals at least (his base Resolve) damage, she expels that Intimacy from him as a quasi-tangible imp, whose appearance makes the Intimacy's nature and intensity obvious to all who see it. This is a mental shaping effect, which Destiny-Manifesting Method (**Exalted**, p. 304) and similar effects can defend against.

The imp is always at the victim's side, moving automatically with him no matter how far he goes. It remains manifest for a scene, during which the victim loses the Tie's benefits (but not any negative effects it imposes), and halves his base Guile as the imp betrays whatever he tries to conceal. Once per round, the stylist may have the imp grant (lower of Intimacy or her Essence) dice of damage to a **decisive** attack against the victim by any character. The imp can be destroyed with a difficulty (Intimacy) gambit, but it has Defense equal to the stylist's Guile, and requires magic capable of striking dematerialized foes. If it's destroyed with magic capable of permanently killing spirits, the Intimacy is weakened one step.

Shuffling the Pieces

Cost: 3m; **Mins**: Martial Arts 5, Essence 3

Type: Reflexive

Keywords: Decisive-only, Terrestrial

Duration: Instant

Prerequisite Charms: Unitary Being Forge

Flimsy truths of reason and identity are caught up in the whirlwind of the Laughing Monster's mayhem. Who can say where they'll end up? The stylist snatches an imp created with Unitary Being Forge off the character within close range afflicted by it, twisting it around her weapon. It no longer grants bonus damage to attacks against that character, although he still suffers the Charm's other effects. The imp can still be attacked and destroyed in this state, although the stylist is considered to be protecting it with a defend other action (**Exalted**, p. 196).

The stylist can release the imp through a **decisive** attack, embedding it in the psyche of whoever she strikes, rerolling (Intimacy) dice on the damage roll. If she attacks someone other than the imp's original victim and deals at least (his Resolve) damage, the Intimacy it sprung from is transferred from the original victim to him. This is a mental shaping effect. If the transplanted Intimacy is opposed by one of the character's Major or Defining Intimacies or is fundamentally incompatible with his sense of identity, he gains a Minor Derangement (**Exalted**, p. 168) chosen by the Storyteller. Either way, this dissipates the imp.

Terrestrial: Instead of fully transferring the Intimacy, embedding the imp in a character causes him to gain it at Minor intensity, and weakens the original character's Tie by one step.

Dancing Wind-Monster Transformation

Cost: —(+7m, 1wp); **Mins**: Martial Arts 5, Essence 4

Type: Permanent

Keywords: Terrestrial

Duration: Permanent

Prerequisite Charms: Friendship-Dissolving Venom, Shuffling the Pieces, Subtle Hammer

Locking together a million fingers in a squirming net of self-defeat, the stylist fades from existence, leaving only the sound of her mocking laughter and the enraged bellows of her foes. When she uses Laughing Monster Form, she may pay a seven-mote, one-Willpower surcharge to dematerialize, diffusing into a cloud of madness. Allies within short range gain Laughing Monster Form's benefits, and the stylist can use Reflexive and Supplemental Laughing Monster Charms to benefit their attacks or dodges.

The stylist can attack dematerialized characters within short range. Alternatively, she can attack materialized characters afflicted by Unitary Being Forge within short range, using the imp to strike at them. She can use Shuffling the Pieces to snatch imps from enemies within short range, dematerializing such imps, and can discharge them through the attacks of allies within short range. However, enemies capable of striking the dematerialized can attack her as though she were one range band closer to them, rending her cloud-body.

The stylist rematerializes, ending this Charm's benefits, if there are no nontrivial enemies within short range of the stylist when her turn ends. To dematerialize again, she must reuse Laughing Monster Form.

Terrestrial: The stylist remains vulnerable to materialized enemies' attacks, but gains +2 Evasion against them if not enhanced by magic capable of striking the dematerialized.

Swaying Grass Dance Style

The strikes and motions of this style resemble a dance far more than a conventional martial art, hearkening back to its origins in slave uprisings. Disguising their training as ritual dances and religious celebrations, the legendary Swaying Grass Dancers of old honed their art to overthrow those who enslaved them.

The style is swift and unpredictable, employing feints and misdirection to force enemies off their rhythm. Dance-like footwork is key to the style, used to maneuver around foes, evade attacks, and set up the dancer up to deliver devastating kicks. Some dancers embrace the style purely as a fighting art, while others honor its history by covertly spreading it to slaves and the oppressed, fomenting rebellions and upheaval.

Swaying Grass Dance Weapons: This style's unarmed attacks are primarily kicks and knee strikes, though it also makes use of punches, elbow strikes, and headbutts. It also uses batons, iron boots, and knives. Unarmed attacks enhanced by this style's Charms can be stunted to deal lethal damage.

Armor: This style is incompatible with armor.

Complementary Abilities: Performance is central to Swaying Grass Dance, while Dodge is used to evade and outmaneuver foes.

Jubilant Battle Proposition

Cost: 3m; **Mins:** Martial Arts 2, Essence 1

Type: Supplemental

Keywords: Mastery

Duration: Instant

Prerequisite Charms: None

The stylist catches foes off-guard, concealing her aggressive intent behind joyous dancing. She Joins Battle with ([Appearance or Manipulation] + Performance), which also counts as a dance-based inspire roll against everyone who can see her, ignoring penalties for multiple targets. If she's in environmental conditions that conceal her footwork, such as tall grass, dust clouds, or water, she adds (higher of Essence or 3) bonus dice. If she uses her first turn to attack an enemy whose Resolve was beaten by her inspire roll, it's an unexpected attack (**Exalted**, p. 203), even if he resisted with Willpower.

Mastery: If the dancer uses her first turn to make what would have already been an unexpected attack against an affected enemy who's unaware of her — typically because she set up an ambush, but has a lower Initiative than her enemy — it becomes an ambush instead.

Reed-Breaking Banda

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

Type: Supplemental

Keywords: Dual, Mastery, Perilous

Duration: Instant

Prerequisite Charms: Jubilant Battle Proposition

The dancer strikes her enemy's legs out from under him with a series of sweeping kicks. An enemy that takes 5+ **withering** damage or 1+ **decisive** damage must roll (Dexterity + Athletics) at difficulty (stylist's Strength) or fall prone. Alternatively, the Initiative cost and Defense penalty of a smash attack are waived.

If an enemy hit by this attack rises from prone or disengages on his next turn, he loses one Initiative, which the dancer gains.

Mastery: If the dancer's attack is unexpected, or if she stunts it with a description of how the environment — tall grass, dust clouds, water, etc. — conceals her footwork, she inflicts a −2 penalty on her enemy's (Dexterity + Athletics) roll; if it's an ambush, the roll automatically fails.

Sweeping Meadow Awareness Practice

Cost: 2m; **Mins:** Martial Arts 3, Essence 1

Type: Reflexive

Keywords: Perilous, Stackable, Terrestrial, Uniform

Duration: Instant

Prerequisite Charms: Jubilant Battle Proposition

Swaying and weaving as she fights, the dancer shifts her body to maintain full awareness of her surroundings. She halves onslaught and unexpected attack penalties to Evasion, rounding down.

A successful dodge reduces the Initiative cost of Swaying Grass Dance Charms, disengages, and gambits by one until the end of the stylist's next turn, stacking to (Essence/2, rounded up). If a Perilous Charm with an Initiative cost has its Initiative cost completely discounted, it loses Perilous.

Terrestrial: The stylist can't reduce penalties by more than (Performance/2, rounded up).

Swaying Grass Dance Form

Cost: 7m; **Mins:** Martial Arts 4, Essence 1

Type: Simple

Keywords: Form

Duration: One scene

Prerequisite Charms: Reed-Breaking Banda, Sweeping Meadow Awareness Practice

The stylist begins to sway and dance rhythmically, shuffling in and out of combat-ready stances with unpredictable fluidity and playful cunning. She gains +1 Evasion, and ignores penalties for fighting prone. She doubles 10s on **decisive** damage rolls for surprise attacks and attacks against prone enemies, and waives the Initiative cost of attacking with improvised equivalents of style weapons. She can use Performance in place of Athletics for rushes, and in place of Stealth to establish concealment.

Special activation rules: If the stylist beats the Resolve of a non-trivial enemy at close range with a dance-based Performance roll, she may reflexively enter this Form.

Rolling-with-the-Wind Method

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

Type: Reflexive

Keywords: Dual, Perilous, Terrestrial

Duration: Instant

Prerequisite Charms: Swaying Grass Dance Form

Swift to react to danger, the dancer adapts to her enemy's rhythm. After being hit by an attack, but before a damage roll, she reflexively disengages. On a successful roll, the post-soak damage of a **withering** attack is halved, rounded up, while a **decisive** attack's damage takes a penalty of −(her extra successes against his opposed roll), maximum −(Performance), and she moves one range band away from her attacker after the damage roll. This counts as her movement action for the round, but if she's already taken one, she may have it count as her movement for the next round instead.

Terrestrial: The dancer can't reduce **withering** damage by more than her extra successes against the attacker's opposed roll. She can't use this Charm if she's already taken a movement action this round.

Teeth-in-the-Grass Strike

Cost: 4m, 2i; **Mins:** Martial Arts 4, Essence 2

Type: Supplemental

Keywords: Decisive-only, Mastery

Duration: Instant

Prerequisite Charms: Swaying Grass Dance Form

The dancer feints high, then suddenly scythes up from below, forcing her enemy off-guard. She adds (Performance) dice to a **decisive** attack or a distract gambit. If her attack roll exceeds her target's Resolve, the attack becomes unexpected. The first time in a scene she uses this with a distract gambit, it instead becomes an ambush.

This Charm can only be used once per scene, unless reset by beating a nontrivial enemy's Resolve with a dance-based Performance roll.

Mastery: If the dancer lands a surprise attack, she adds (Performance/2, rounded up) dice to the damage roll, or a gambit's Initiative roll.

Whirling Rhythm Revolution

Cost: 4m, 1wp; **Mins:** Martial Arts 5, Essence 2

Type: Reflexive

Keywords: Decisive-only, Terrestrial

Duration: Instant

Prerequisite Charms: Teeth-in-the-Grass Strike

Listening to the music pounding in her heart, the dancer whirls into an attack. Upon a successful rush, disengage, or dance-based Performance roll, she reflexively makes a **decisive** attack, which doesn't count as her attack for the round. The total mote cost of any Excellencies or other Swaying Grass Dance Charms used to enhance this attack are discounted by the number of motes spent enhancing the action that triggered it.

Terrestrial: The dancer's attack doesn't receive a mote discount, and counts as her attack for the round.

Grass-Reaping Posture

Cost: —; **Mins:** Martial Arts 5, Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Whirling Rhythm Revolution

Taking control of the battle, the dancer imposes her rhythm on a foe, confusing him and buffeting him with strikes should he try to escape. While in Swaying Grass Dance Form, she can use Whirling Rhythm Revolution when an enemy within close range attempts to rise from prone or fails to disengage from her to attack him.

Inescapable Tumbleweed Prana

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

Type: Supplemental

Keywords: Perilous

Duration: Instant

Prerequisite Charms: Grass-Reaping Posture, Rolling-with-the-Wind Method

Shuffling forward in a dizzying series of quick-steps and cartwheels, the dancer follows her enemy's every step, pursuing the dance towards its conclusion. A successful rush lets her move one range band toward her enemy each time he moves away from her until the scene's end. She loses this benefit if she attacks or rushes another enemy, moves away from that enemy, or is crashed. She can use this Charm to rush from concealment, and the reflexive movement granted by a successful rush doesn't require her to make new Stealth rolls.

Serenading the Reed

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

Type: Reflexive

Keywords: Mastery, Perilous, Terrestrial, Uniform

Duration: Instant

Prerequisite Charms: Inescapable Tumbleweed Prana

The music of the tall grass grows louder as the wind blows through it, mounting to a dramatic crescendo. Hearing this song and moving to its rhythm, the dancer achieves an incomparable battle rhythm. She adds (lowest of Appearance, Manipulation, or Performance) Evasion. If she can hear music from another character or source, she adds the highest of those traits instead. If she dodges the attack, and it rolls fewer successes than the Evasion bonus added by this Charm, her attacker resets to base Initiative.

Alternatively, the dancer can employ the technique known as Serval Leaps From Tall Grass to reflexively clash an attack from close range with her own **decisive** attack. If she can hear music from another character or source, she adds her enemy's 1s on the attack as dice of damage.

Mastery: The dancer can use Serval Leaps From Tall Grass to clash an ambush against her, intuiting the direction from which an unseen foe will strike.

Terrestrial: Serval Leaps From Tall Grass counts as the dancer's attack for the round.

Sorcery

Shaping Rituals

Raksi's Tutelage

Raksi trains Silver Pact students with a curriculum distilled from the greatest trove of sorcerous knowledge in Creation, albeit one filtered through the lens of her own experiments and experiences. Guiding them through study and critique of First Age texts, hallucinogen-induced vision quests, and mystical trials, she reveals sorcery in all its gruesome splendor.

Shaping Rituals

- **Balancing on the Edge:** Once per story, after a Shape Sorcery roll, the sorcerer may propose a twist or caveat for the spell being shaped — something that diminishes the spell's

effect or her control over it but does not negate its purpose or function. A Death of Obsidian Butterflies might veer from its course, inflicting collateral damage on bystanders as well as targeted foes; her Peacock Shadow Eyes might continue to shine noticeably for hours after she's cast the spell. If the Storyteller accepts, she reflexively makes a second Shape Sorcery roll. If she used an Excellency to enhance the first roll, she applies the same benefits to the second one at no additional cost — and, if she's shaping her control spell, she likewise carries over the benefits of all effects that enhanced her first roll.

- **Sigil-Skin Geometry:** The sorcerer can roll (Intelligence + [Linguistics or Lore]) at difficulty 2 to mark her skin with carefully devised sigils and formulae over several hours, binding her to one spell. She gains a pool of sorcerous motes equal to her extra successes, which can only be spent on the bound spell. If binding herself to a control spell, she adds (higher of Essence or 3) non-Charm dice on the roll. She can only be bound to one spell at a time, and can't make this roll more than once a day.

- **Terror-Relishing Art:** Even the universe bends to its fear of the sorcerer. Once per scene, when she succeeds on a threaten roll or a roll to inspire fear against a nontrivial character, she gains sorcerous motes equal to the Attribute used, which last until the scene ends. If she successfully influences a higher-Essence character, she gains additional sorcerous motes equal to the difference in their Essence ratings.

Other Benefits

Scar-Strengthened Will (•••): Having endured the worst of Raksi's mind-bending sorceries unbroken, the sorcerer gains +2 Resolve as a Charm bonus against fear-based influence and against any social influence conveyed through spells or sorcerous workings.

Sage of Three Circles (••••): The sorcerer has studied the Book of Three Circles under Raksi, and its eerie knowledge has taken root in her soul. Once per story, she may cast a spell she does not know, although she must still meet its prerequisites. Thereafter, she may learn that spell without requiring a mentor or source. The Storyteller may deem some spells aren't contained in the Book, primarily those newly invented by sorcerers of the Second Age.

The Jasmine Gems of Mishiko

The ghost of the Moon-Touched sorceress Mishiko often appears to her students in the twilight minutes between day and night as a young girl shaped from moonfire. She's tied to Creation by a number of crystalline flowers that emerge unbidden from unexpected places — the sepulcher of an ancient shaman; the site of a lengthy, difficult birth; the vista that inspired a painter's first work; a tree that once shaded a traveling sage. Each is a sorcerous relic (**Exalted**, p. 470) as well as a conduit to Mishiko. Gentle and astute, her wisdom comes in the form of poetry, parables, and uncomfortable truths, spurring students to explore and discover. Many young Lunars find the gems gravitating towards them as if by fate, though elders speculate that some subtler force is at work.

Shaping Rituals

- **Remembrance of Mishiko:** Once per day, the sorcerer may make an offering to Mishiko, rolling (Charisma + Performance) at difficulty (5 – Resources value of her sacrifice). She gains (Essence + extra successes) sorcerous motes, which last until the story ends or she makes another offering.

- **Sorcerer's Quest:** When the sorcerer learns of a place she must go to advance a major character or story goal or succeeds on a Survival roll to navigate to such a place, she gains one sorcerous mote, which lasts until the story ends, up to a maximum of 10 sorcerous motes. Once per story, when she upholds an Intimacy by entering such a place for the first time, she gains (Essence x Intimacy) sorcerous motes, which last until she leaves.

- **Twilight Koan:** Mishiko appears at every dawn or dusk to pose a seemingly nonsensical question or riddle to the sorcerer. The sorcerer's player can stunt an action with a description of her realizing an answer to this koan, gaining (higher of Intelligence or Lore) sorcerous motes which last until the scene ends. Once she's done so, she must wait until the next sunrise or sunset for Mishiko to pose a new koan before she may do so again.

Other Benefits

Cryptic Insights (••): Once per story, the sorcerer may confer with Mishiko when she rolls to introduce a fact, adding (higher of Essence or 3) non-Charm successes and waiving the need for an applicable Lore background, drawing instead on the ghost's poem-prophecies.

Evocations: Exalted sorcerers may awaken Evocations from a jasmine gem as per a three-dot artifact (**Arms of the Chosen**, p. 18). These may allow greater communion with Mishiko, or draw on themes of mystery, discovery, and questing to enhance her sorcery.

Root-Lore

There is a language in the world's trees, herbs, and flowers, each teaching subtle lessons that reveal Creation's deepest mysteries. Not every herbalist and apothecary can divine these secret lessons; initiation into sorcerous root-lore requires both slow, careful study of Creation's flora and a piercing insight into the truths behind them. Those who walk this path read secret wisdom from the petals of flowers, and draw power from roots and herbs.

Shaping Rituals

- **Master Apothecary Enlightenment:** A successful Lore roll to introduce a fact about herbs or Medicine roll to treat a patient using herbal medicine awards the sorcerer (Intelligence + extra successes) sorcerous motes, which last until the story ends. Completing a basic or major crafting project to create a medicine, drug, poison, or similar compound from plants grants (Intelligence + silver points awarded + [gold points awarded x 2]) sorcerous motes, which last until the story ends. The sorcerer can only have sorcerous motes from one use of this ritual at a time; if she wishes to accept more, she must give up any from previous uses.

- **Sorcerer's Harvest:** When the sorcerer takes a Shape Sorcery action within medium range of a prominent living plant, such as a tree, large hedge, or flower garden, she can draw (Essence) sorcerous motes from it towards the spell. Each such source can only be tapped once per day. The sorcerer can also draw power from a wood elemental within medium range, draining (her Essence) motes from him, but only if her Shape Sorcery roll exceeds his Resolve, and only once per day. Drawing motes to cast a control spell doesn't count towards the once-per-day limit.

- **Thousand Blossom Arts:** The sorcerer can spend a few hours foraging in the wilderness to retrieve a root, herb, or flower that will aid in her sorcery, a difficulty 2 (Intelligence + Survival) roll. The roll's difficulty is increased in areas with little or no plant life. Collecting multiple reagents raises the difficulty by 2, but provides the sorcerer with an effectively

unlimited stock. Once per scene, she may incorporate a reagent into a spell, contributing (highest of Intelligence, Lore, or Survival) sorcerous motes towards it. Reagents retain their power for a week, and can only be used by the sorcerer who harvested them.

Other Benefits

Greenfriend (•): The sorcerer is one with the flora of Creation and worlds beyond. Wood elementals, sentient plants, and similar beings are treated as having a Minor Tie of affection toward her.

Ever-Blossoming Mastery (••): When the sorcerer casts a spell that creates or manipulates plants, wood, or associated spirits, its cost is lowered by three sorcerous motes. If it's her control spell, she may waive one point of Willpower from its cost once per day.

Esoteric Botany (•••): Once per week, the sorcerer may add (Occult) Charm dice on a Survival roll to forage for plants, a Lore roll to introduce facts about them, or a Craft roll to create medicines, poisons, or similar substances from them.

Terrestrial Circle Spells

Blood Lash

Cost: 10sm, 1lhl, 1wp

Keywords: None

Duration: Until dismissed

The sorcerer scourges her own spirit with a masochistic invocation, forcing blood from her open wounds to coalesce into a long, scarlet whip tipped with black barbs. The whip has direlash traits (ACC +5, DMG +10, DEF +0, OVW 3; Tags: Lethal, Melee, Natural, Disarming, Grappling, Flexible, Reaching). The sorcerer halves her wound penalty, rounded down, when attacking, grappling, or parrying with the lash. This spell's health level cost is waived if the sorcerer has any non-bashing damage in her health track.

The lash gains additional powers as the sorcerer's wound penalty rises:

- **−1: Whipped Dog Infliction** (3m; Reflexive; Instant): After damaging an enemy, the sorcerer reflexively rolls a threaten action against him. Wound penalties don't apply to this roll; they're instead converted to bonus dice.
- **−2: Endless Crimson Coils** (5m; Supplemental; Instant; Uniform): The blood lash extends to attack out to short range. If the sorcerer grapples an enemy at range, she may choose to pull him instantly to close range, or leave him where she is. If she chooses the latter option, however, the grappled character can be freed from the clinch by an ally with a difficulty 3 gambit.
- **−4: Bloodthirsty Scarlet Serpent** (5m, 1wp; Simple; Instant; Decisive-only): The sorcerer makes a **decisive** attack as the blood lash grows a terrible fanged maw, draining her victim's vitality. She heals a level of non-aggravated damage for every 3 levels of damage dealt to a living nontrivial enemy, minimum 1. Endless Crimson Coils' and Whipped Dog Infliction's costs are waived if used with this power. This power can only be used once per scene, unless reset by taking 7+ levels of **decisive** damage.

A sorcerer with Blood Lash as her control spell is covered with dark, prominent veins. She can control any blood she sheds until it dries, causing it to move as she wills. Using the blood to assist in actions provides exceptional equipment bonuses (**Exalted**, p. 580). The blood's movement is rarely sufficient to attempt rolled actions, but if the Storyteller deems it possible, the sorcerer rolls normally. This power has no range limit, but doesn't provide any mechanism for the sorcerer to perceive what she's doing beyond the reach of her senses.

Distortion (Goal Number: 10): The blood lash congeals, inflicting bashing damage instead of lethal, and losing the Flexible tag. The sorcerer's wound penalty is treated as one lower for purposes of the lash's powers.

Flight of Separation

Cost: 15m, 1wp

Keywords: None

Duration: Indefinite

Reciting a short paean in praise of things both small and many, the sorcerer disintegrates into a flock of dozens of diminutive birds. Her consciousness is diffused across many bodies, becoming the flock's guiding intelligence. She designates a location within ten miles, and begins flying towards it. The flock uses her normal traits, but the only actions she can take are movement actions and dodging. She gains +2 Evasion, although not against area-of-effect attacks, and adds (higher of Essence or 3) dice on disengage and withdraw rolls. Outside combat, she flies at ([Dexterity + Athletics] x 2) miles per hour. The sorcerer can end this reflexively spell at any time. It also ends once she's reached her destination, or is incapacitated.

Sorcerers with Flight of Separation as their control spell can speak to and understand birds, though some species may not make for the best conversation. All birds and bird-like spirits are treated as having a Minor Tie of fondness for her.

Special activation rules: After collecting the required sorcerous motes to cast this spell, the sorcerer may hold it in readiness rather than casting it. She suffers a −1 penalty on all actions and to all static values while doing so, as she must will her body not to burst into birds. Once readied, she can cast it reflexively at any time, although if any enemies are at close range, she must reflexively disengage against them. On failure, the spell is lost.

Distortion (Goal Number 10): Distorting the Flight of Separation undermines the unity of the various birds of the sorcerer's flock-self, sending them darting in different directions. In combat, she must make a difficulty 2 (Wits + Integrity) roll each turn to control the flock, suffering one die of Hardness-ignoring bashing damage on failure as parts of herself fly away. Outside of combat, she must make this roll for each mile of flight, and failure halves her speed, rounded down, for that mile.

Peacock Shadow Eyes

Cost: 7sm, 2wp

Keywords: Psyche

Duration: One scene

The sorcerer's eyes blaze with many-colored flames that enrapture and entrance. She rolls ([Intelligence or Manipulation] + Occult) against the Resolve of a character within medium range. Success induces a trance, imposing a −2 Resolve penalty on the target. He can still act, as if sleepwalking, but retains no memories of time spent in this trance, rationalizing away the effects of any social influence used on him during this time as his own emotions. Attacking or otherwise harming a target shatters the trance immediately. Blind characters and those without eyes are immune to this spell.

If a character's suppressed memories would endanger a Major or Defining Intimacy — e.g., if the sorcerer revealed the existence of an imminent threat to the object of such an Intimacy during a trance — he may spend two Willpower to resist this Psyche effect, reclaiming his memories. Any social influence used on him during the trance remains in place.

This spell is subtle but noticeable; onlookers with a Resolve higher than the sorcerer's roll — including her victim, if she fails to beat his Resolve — can roll (Perception + Occult) opposing it. Success lets them recognize she's employed some form of supernatural power; otherwise, they dismiss it as a trick of the light.

The irises of a sorcerer with Peacock Shadow Eyes as her control spell are alive with luminous shifting colors. She treats her Appearance as one higher on influence rolls to inspire fascination with herself or any influence rolls against characters affected by this spell, but suffers a –2 penalty on disguise rolls.

Distortion (Goal Number: 12): If the trance is distorted in the scene this spell was used, the target experiences cryptic flashbacks of the suppressed scene. After (6 – Integrity) days, he can spend Willpower to resist, as above, in the absence of a threat to his Intimacies.

Celestial Circle Spells

Cloud Trapeze

Cost: 30sm, 1wp

Keywords: None

Duration: Until dismissed

Wrapping her fingers in a fiendish cat's cradle, the sorcerer weaves vapor and Essence into a massive barge of cloud-stuff. The cloud lifts the sorcerer and (Essence x 10) tons of cargo and willing characters within long range, flying at a rate of (Essence x 10) miles per hour. Strong winds, natural or magical, might propel the cloud trapeze at faster or slower speeds. If the sorcerer must navigate the trapeze through obstacles or perils, she rolls (Wits + Occult) to do so. In combat, the sorcerer may move the cloud and everything in it one range band in any direction as a miscellaneous action, which counts as her move action for the turn. Its passengers aren't affected by ill weather, extreme temperatures, or similar perils of aerial travel.

The cloud trapeze conceals those within it, imposing a –3 penalty on any vision-based rolls made against characters or objects within it by those outside of it. However, those within the trapeze can see out of it as though it were transparent. If the cloud trapeze ascends high enough to travel among other clouds in the sky, it requires a difficulty 5 (Perception + [Occult or Survival]) roll or the use of weather-predicting magic like Weather-Anticipating Intuition (**Exalted**, p. 389) to discern.

The sorcerer must remain aboard the trapeze to direct its course, though she need not constantly focus on piloting it. If she disembarks, the cloud descends swiftly, depositing its passengers and cargo as safely as possible before dissipating.

A sorcerer with Cloud Trapeze as her control spell adds (Intelligence/2, rounded up) to her Essence when determining the trapeze's carrying capacity and speed. While within medium range of mist, fog, or a body of water, she can make a difficulty 2 (Intelligence + Occult) roll as a miscellaneous action to shape water vapor into a solid bridge, ladder, or similar structure spanning one range band.

Distortion (Goal Number: 10): Distorting a cloud trapeze inverts its opacity, rendering it transparent to those outside while obscuring the view of those within it.

Insidious Tendrils of Hate

Cost: Ritual, 2wp

Keywords: Psyche

Duration: (Manipulation) days

For two long hours, the sorcerer feeds her malice into a fire until it blazes green as the sun of Hell. At the ritual's culmination of the ritual, she casts a symbolic link to her intended victim into the flames — either a piece of the target's body, such as hair, nail clippings, or blood taken within the past three days or an object of personal significance to him.

As she completes the ritual, smoke envelops the target, wherever he may be, seeping into his skin and soul. The sorcerer rolls (Manipulation + Occult) against the Resolve of the victim and anyone within short range of him. Anyone affected by the spell becomesparanoid and hateful, perceiving insults in every word and assuming the worst of everyone. This functions as an inspire roll to create hatred, but can't be resisted with Willpower, and its effects last the spell's duration. Affected characters' positive Major Ties are treated as Minor, while positive Minor Ties are suppressed entirely.

A sorcerer with Insidious Tendrils of Hate as her control spell exhales subtle wisps of acrid smoke from her mouth and nostrils when she exhales. She adds (Essence) dice on rolls to inspire hatred, including this spell's roll, and on influence rolls leveraging hatred-based Intimacies.

Distortion (Goal Number: 10): Distorting this curse on an individual lets him spend one Willpower to resist the inspired hatred, though his positive Ties still remain diminished for the spell's duration.

Prince of the Fallen Tower

Cost: 20sm, 1wp

Keywords: None

Duration: (Essence) hours

A shimmering doorway of foul water opens, beckoning forth a twenty-foot ogre covered in rust-colored chitin and weeping sores, one of the Princes of the Fallen Tower sealed away long ago. The prince is largely unintelligent, but will obey the sorcerer's commands faithfully, and forms a Defining Tie of loyalty to her that can't be weakened or altered. If summoned into combat, it rolls Join Battle immediately. She can't have more than (Essence) princes summoned at a time.

A sorcerer with Prince of the Fallen Tower as her control spell may pay a one-Willpower surcharge to summon a prince permanently, which doesn't count against her limit on summoned princes. It counts as her familiar (**Exalted**, p. 161). It gains an additional Charm, comparable in strength to those below, at the end of each story. She can only have one permanently summoned prince at a time; if it dies, she may summon a new one, which retains any Charms gained by its predecessors.

Distortion (Goal Number: 7): Distorting the prince causes it to lose access to its Corrupting Touch Merit and Glory-Blighting Corruption Charm for one scene.

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Prince of the Fallen Tower

Essence: 3; Willpower: 5; Join Battle: 10 dice

Personal Motes: 30

Health Levels: −0x4/−1x4/−2x4/−4x2/Incap.

Actions: Feats of Strength: 14 dice (may attempt Strength 10 feats); Resist Poison/Illness: 12 dice; Senses: 8 dice; Threaten: 9 dice

Appearance 5 (Hideous),Resolve 4, Guile 3

Combat

Attack (Unarmed): 14 dice (Damage 15B/3; see Maker's Bane)

Attack (Grapple): 8 dice (9 dice to control). Makes unopposed grapple rolls against smaller opponents, unless they use magic like Dragon Coil Technique (**Exalted**, p. 280).

Combat Movement: 7 dice

Evasion 2; Parry 6

Soak/Hardness: 10/4

Special Abilities

Corrupting Touch: The prince may destroy up to ten cubic feet of mundane wood, stone, or metal as a miscellaneous action. Targeting a worn or wielded object requires a difficulty 3 gambit

Maker's Bane: The prince's unarmed attack ignores four points of soak or Hardness from mundane armor and deals aggravated damage to earth- and wood-based spirits.

Charms

Glory-Blighting Corruption (1m, 1wp; Reflexive; Instant; Decisive-only): When the prince lands a **decisive** attack that deals 3+ levels of damage, it may waive one level to corrupt an artifact attuned by the wielder. The lightness conferred by attunement weakens, imposing a −2 mobility penalty, and its Evocations incur a one-mote surcharge. Removing this corruption requires a major repair project (**Exalted**, p. 242).

Red Rending Fury (5m; Supplemental; Instant): The prince doubles 7s on a feat of demolition.

Sword-Shattering Sinew (3m, 2i; Reflexive; Instant; Decisive-only, Perilous): The prince adds its soak to its Hardness against an attack. Mundane weapons that fail to overcome this Hardness are destroyed.

Merits

Entropic Urge: The prince treats any influence that would cause it to cease engaging in destruction as unacceptable influence (**Exalted**, p. 220), even the orders of the sorcerer that summoned it.

Legendary Size: The prince doesn't take onslaught penalties from the attacks of smaller opponents (magically inflicted onslaught penalties still apply). The **withering** attacks of smaller enemies can't drop it below 1 Initiative unless they have a post-soak damage of 10 dice (although attackers can still gain the full amount of Initiative damage dealt). The **decisive** attacks of smaller enemies can't deal more than (3 + attacker's Strength) levels of damage with a single attack, not counting levels of damage added by magic. [sidebar ends here]

Thorn of Cold Rebuke

Cost: 10sm, 2wp

Keywords: Decisive-only

Duration: Instant *or* Indefinite

Pursing her lips, the sorcerer breathes out a puff of shimmering mist that condenses into a javelin of ice and hurls it forward to fall at a point within long range, shattering into a burst of icy blue mist. She rolls an unblockable (Dexterity + Thrown) **decisive** attack with (Occult) bonus dice against all characters, friend or foe, within medium range of the spear's impact. This attack deals (Intelligence) dice of lethal damage to those caught within it, ignoring Hardness, and the sorcerer divides her Initiative evenly among all of them, rounding up, on top of this. Battle groups instead take (sorcerer's Intelligence + Initiative) dice of damage, without counting against her total Initiative.

For (Essence) hours thereafter, an eerie cold fills the area, a difficulty (sorcerer's Intelligence), Damage 1B/hour hazard. Exposed surfaces freeze over for the duration, becoming difficult terrain (**Exalted**, p. 199) and imposing a –3 penalty on balance-related rolls. Bodies of water freeze into icebergs and floes, which are naval hazards (**Exalted**, p. 244) requiring a single roll at difficulty (sorcerer's Intelligence); failure inflicts a point of Hull damage and leaves the ship immobilized, requiring it to be broken free before it can move. These are capable of damming all but Creation's widest rivers.

A sorcerer may choose to withhold the Thorn of Cold Rebuke, wielding it as a spear (Accuracy +3; Damage 12L/4; Defense +1; Tags: Lethal, Melee, Thrown (Short), Piercing). If she wishes, she can use her entire turn to make a **decisive** attack that shatters the spear and unleashes a freezing vapor, as per the spell's primary effect.

A sorcerer with Thorn of Cold Rebuke as her control spell may extend its effects to (Essence) days, choking the area with unmelting ice. Spirits of water and wood are treated as having a Minor Tie of fear toward her, cowed by her wintry presence. While she wields the Thorn, it's exceptional equipment (**Exalted**, p. 580) for intimidating such spirits.

Torrential Cascade

Cost: 25sm, 2wp

Keywords: Perilous

Duration: Instant *or* Until ended

The sorcerer sings in a meaningless glossolalia that evokes the Storm Who Drowned the World. A churning pillar of water takes form above her, drawn from nearby lakes and rivers, deep aquifers, and the clouds themselves if need be. It then collapses in a great wave, engulfing a ninety-degree arc in any direction out to short range. This is a difficulty (Intelligence), damage 1B environmental hazard. Battle groups that fail their roll against the hazard must immediately check for rout (**Exalted**, p. 209). Mundane structures less than one range band high and similar inanimate objects suffer uncountable damage (**Exalted**, p. 205) at the Storyteller's discretion, as the wave uproots trees, crushes stone buildings, and washes away fields of crops. Characters caught in the wave suffer a –3 on rolls other than those against the hazard and begin to drown (**Exalted**, p. 232), although succeeding against the hazard lets them breach the water long enough to take in a breath.

Once the sorcerer's begun casting, she can sustain the spell with an unrolled Shape Sorcery action on her turn at no cost, causing the wave to advance another range band, maximum long. Any characters who failed their roll on her previous turn are dragged with the wave. If the wave has caused significant structural damage, the hazard's damage increases by one die each subsequent round from the debris that swirls within the wave. Some environmental circumstances, like being dammed by a structure the Storyteller deems too sturdy for the wave to break through may block its flow, in which case it's redirected in one or more different directions, at the Storyteller's discretion.

Once the wave's reached long range, the sorcerer ceases casting it, or the sorcerer is crashed, it collapses, drenching the ground with water. Earthen surfaces caught in the spell's area become difficult terrain (**Exalted**, p. 199) until they dry out; the Storyteller dictates the consequences of draining water on other surfaces.

A sorcerer with Torrential Cascade as her control spell can guide and shape the wave as it moves. She can cause it to change direction in mid-course or flow around obstacles that would normally block it, and may cause it to split and harmlessly flow around certain characters or structures. When she experiences strong emotions, nearby bodies of water become agitated, furiously roiling and churning.

Distortion (Goal Number: 10): Distorting the Torrential Cascade causes it to flow harmlessly around the distorting sorcerer and anyone within close range of him for the duration. This can be accomplished even by a sorcerer already engulfed in the wave.

In a certain longhouse at the edge of town in eastern Kulinth, two men played cards. They'd played Deliberative, and Ring the Mountain, and Salt, and the night began its retreat from the rising sun. Other players had come and gone. The longhouse was empty now, and quiet but for shuffling cards and the warm summer wind howling outside.

The first player: Winglord Ledaal Haraku, commander of Kulinth's Imperial garrison. Azure tinged his hair and moustache, and he kept a cruel blue jade dagger on the table, "to aid Plentimon's judgment of cheaters."

His opponent: Azu Tegama Asarkon, who'd charmed his way into one game, then stayed for the rest. He'd lost more often than he'd won, but his self-effacing smile never faltered. Tegama kept his hands where Haraku's sharp eyes could see, and kept his weapon nowhere at all.

"Shall we play one more game, commander, before sunrise?" asked Tegama. "Qibing, if it please you. Marukani rules."

"Qibing's fine, but answer me a question first."

"Of course."

"Do you think me a fool?"

Tegama paused, smiling in confusion. "Hardly, commander. You bested me decisively in Deliberative."

The Dragon-Blood kept his gaze on Tegama. "I know how assassins work. You've gotten me alone: the other players, lodgers, even my own retinue left as we played. I only wonder how I didn't notice their absence, or think to ask your name, until now."

Tegama sighed and laid out two rows of cards face-down: opposing lines of cavalry. "Your eyes are sharp, commander. Maybe too sharp. I merely had to be too interesting for you to look away."

"No, it's more than that. I've never known anyone to play with such love for the game. I thought I'd found a like spirit. A friend."

"I was only a mirror, commander." Tegama smiled apologetically. He rested two fingers on his cavalry line, the traditional ready position. "You saw the passion you wished to see."

"Then what are you, inside?" demanded Haraku coldly, readying his own cavalry. "What passion does a mirror have?"

"I respect others' passions: your honesty, your love of games." Tegama smiled earnestly. "And I respect the people's yearning to shatter the Realm's crushing grip on Kulinth."

Haraku kicked over the table, scattering cards and snatching his cruel dagger from the air. Tegama reached into no-place, where secrets were kept, and found his moonsilver blade. He pulled the sheathed daiklave into view with his left hand, and drew with his right, slicing through the table in a single stroke.

Haraku skated between the falling table-halves on a gust of air, ducking Tegama's outstretched blade. The jade dagger moved quicker than lightning, and would've cut Tegama's belly open if not for the sheath in his off-hand. He blocked the dagger at its hilt, barely, but with force enough to stagger Haraku.

Tegama pressed his brief advantage mercilessly, driving the Dragon-Blood back with long-arced sweeps of moonsilver. He sheathed his blade anew after each strike, only to draw it again with blinding speed. Haraku dodged with foresight born of experience, shouting, “I won’t die for your revolution, smiling devil!” His wrath became a whirlwind, and cards rose to obscure him so his blade seemed to come at Tegama from a hundred directions.

Tegama felt death all around, and sought refuge in simplicity. He unsheathed his blade, as thoughtless and effortless as releasing a breath, and let the wind guide it to the storm’s heart. Moonsilver found flesh, and crimson droplets whirled through the air, spattering Tegama like rain. The commander fell, gasping, blood-slick hands clutching his chest.

Tegama raised his blade. “Not for mine,” he agreed. “For everyone’s.”

Chapter Eight
Wrought from Moonsilver
Eyebright (Moonsilver Lamellar Armor, Artifact •••)

Having retired from years of soldiering, Ophione grew old and blind in her kin's company, but her alertness never dimmed. When her village sheltered a band of travelers overnight, she sensed a wrongness about them, and Exalted fighting off the disguised bandits when they struck by night.

Though Ophione loved her people, a small village offered little scope for her renewed vitality and heroic passions. While wandering the world, Ophione encountered the Dragon-Blooded prince Anandra of Brass, whom she deemed honorable and well-intentioned, and eventually sought a commission as a captain under him. Anandra had Eyebright forged for Ophione so that she need not go without sight in his service. Ophione was Anandra's strong right hand on the battlefield and in his Dreaming Sea court, but his lifespan was tragically far shorter than hers. Though she was the logical successor to his throne, she has no interest in ruling or generalship, and left to wander Creation once again.

After Ophione perished in the fateful duel where she slew her Solar mate, the formidable East Wind Prince, Eyebright vanished from history for centuries thereafter, reappearing after the Usurpation in Thousand-Swords Oravan's armory. Since his Silver Principiate's fall, the hauberk has passed between many Lunars; it currently resides in the treasure vaults of the Three Devil Princes of the Southwest, who await a worthy bearer.

A coat of glittering moonsilver scales reinforced with pauldrons and vambraces, Eyebright's most noteworthy features are its star sapphires. Seventy-seven in number, large as robin's eggs, the gems sparkle all across the armor's surface. Each serves as an eye, its chatoyant star shifting to follow its wearer's attention.

Attunement: 5m; **Type:** Medium (Soak +8, Hardness 7, Mobility Penalty −1)

Tags: None

Hearthstone slot(s): 2

Era: Wars of Realignment

Evocations of Eyebright

Eyebright's wearer can see in all directions, adding a success on all sight-based rolls opposing Stealth. She ignores penalties from visual impairment to her own eyes, such as optic trauma or a blindfold, but not from impairment that also affects the armor's eyes, such as darkness or fog.

Eyebright's Evocations rely on the wearer's understanding of her opponents, measured by *Insight*. Her Insight into each opponent equals the highest value of any of that character's Intimacies relevant to the fight of which the wearer is aware, e.g., Intimacies that sparked the confrontation or those that influence the opponent's tactics and priorities during the fight.

Enfolding Sentinel's Prescience

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

Type: Supplemental

Keywords: Resonant

Duration: Instant

Prerequisites: Heart-Evading Sidestep

Eyebright sees when an enemy will act before he knows it himself. The wearer rerolls non-1 failures on Join Battle equal to the highest Insight she possesses into any opponent.

Resonant: The wearer also rerolls 1s until they cease to appear.

> Resonance and Dissonance
>
> Different Exalted harmonize differently with each of the magical materials. An Exalt can be resonant with a material, neutral, or dissonant. The Resonant and Dissonant keywords mark Evocations that function differently depending on the user's connection to an artifact. Lunars are resonant with moonsilver and neutral with all other materials, although Deadly Beastman Transformation (p. XX) weakens this by one step. See **Arms of the Chosen**, pp. 16-17, for more.

Heart-Evading Sidestep

Cost: 1i; **Mins:** Essence 1

Type: Reflexive

Keywords: Uniform, Perilous

Duration: Instant

Prerequisites: Enfolding Sentinel's Prescience

When the wearer knows an enemy's heart, she sees where his every strike is aimed. She adds (Insight/2, rounded up) Defense.

Knowing the Hunter's Soul

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Ever-Wary Fox Technique

Upon making a successful Perception roll enhanced by Ever-Wary Fox Technique (p. XX), the Lunar may reflexively read her attacker's intentions to discern an Intimacy related to the attack.

Special activation rules: This Evocation awakens at no cost when the Lunar uses its prerequisite to successfully detect a concealed opponent.

Resonant: The Lunar rerolls (Essence) failed dice.

Sapphire Warrior Intuition

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

Type: Reflexive

Keywords: Resonant, Uniform

Duration: Instant

Prerequisites: Enfolding Sentinel's Presence

Who can contest a warrior who knows your every move before you make it? Upon successfully defending against an attack by an opponent the wearer has Insight into, she gains one Initiative.

Resonant: If the attack was made from close range, the attacker loses one Initiative.

Thousand-Eyed Sword Dancer

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisites: Sapphire Warrior Intuition

Seeing in all directions, Eyebright's wearer dances untouched through the hurricane's eye. She ignores (Insight) points of onslaught penalty to her Defense against the attacks of enemies she has Insight into. Battle groups she has Insight into don't add Size to attack or damage rolls against her.

All-Seeing Awareness Stance

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

Type: Simple

Keywords: Resonant

Duration: One scene

Prerequisites: Knowing the Hunter's Soul, Thousand-Eyed Sword Dancer

Eyebright's sapphires blaze like tiny suns, their perceptions sharpening to supernal heights. At the start of each turn, the Lunar reflexively aims at an enemy she has Insight into. She ignores environmental penalties on rolls to detect enemies she has Insight into, and adds (Insight) non-Charm dice on rolls opposing their concealment or disguises.

Special activation rules: When the Lunar detects a concealed enemy with Ever-Wary Fox Technique, she can reflexively activate this Evocation.

Resonant: The wearer gains +1 Evasion.

Far-Ranging Eye (Moonsilver Infinite Chakram •••)

A swooping circle of moonsilver inset with seven glinting jewels, Far-Ranging Eye was created not as a weapon, but as a vow. Ojun of Qamad was a prince of modest power and ambition, who trusted too easily and inquired too little after his generals and counselors. Ripped from his throne and left on the savannah, Ojun found unknown courage, resolve, and ferocity within himself.

When he returned to Qamad, he was a hardened creature, made strong by his exile and raised high by Luna's grace.

None speak of the bloody day of his vengeance, except to say that he tore seven jewels from his ancestral crown before putting it on the head of some cousin. He swore to keep a better vigil over Creation than he'd managed over his homeland, and forged those jewels into Far-Ranging Eye so he might always remember the cost of inattention.

In the hands of the outcaste Ahta Najit, Far-Ranging Eye was a weapon of justice, ever vigilant for bloody hands and guilty minds. For Starless Shadow, it was a bulwark against countless assassination attempts. Today, Far-Ranging Eye has passed back into legend, last seen in the treasure-house of Highroost — a falconfolk clan fallen into chaos and infighting.

Attunement: 5m; **Type**: Light (+10 DMG, OVW 3)

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

Tags: Lethal, Thrown (Medium), Cutting

Hearthstone slot(s): 1

Era: Hundred Lanterns Period

Special: Far-Ranging Eye returns to its wielder's hand after being thrown.

Evocations of Far-Ranging Eye

Upon attuning to Far-Ranging Eye, the wielder awakens Eye-of-Strife Meditation at no cost.

Eye-of-Strife Meditation

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisites: None

A lens of prismatic Essence coalesces within the chakram, focusing the wielder's attention on the truth. She adds (Perception/2, rounded up) non-Charm dice on an Investigation roll involving evidence of violence, or a tracking roll to pursue someone struck by Far-Ranging Eye in the previous (Essence + Perception) days.

Blinking Eye Omen

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisites: Eye-of-Strife Meditation

Far-Ranging Eye quivers with anticipation on the verge of battle, warning its wielder of oncoming danger. She rerolls 1s on a Join Battle roll until they cease to appear, and treats her

Initiative as (Essence + 3) higher to determine whether she's vulnerable to ambushes in the first round of combat (**Exalted**, p. 203).

Razor Vigil Meditation

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

Type: Reflexive

Keywords: Resonant, Uniform

Duration: Instant

Prerequisites: Blinking Eye Omen

Far-Ranging Eye's attentions are unswerving. The wielder reflexively aims against an enemy she has a Major or Defining Tie of suspicion or distrust toward, or who she's ever witnessed making a surprise attack against her or a character she has a positive Tie towards.

Resonant: With Essence 3, if both of this Evocation's conditions are met, the wielder takes two aim actions instead.

Soul-Piercing Lens

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

Type: Simple

Keywords: Perilous

Duration: Instant

Prerequisites: Razor Vigil Meditation

Holding Far-Ranging Eye to frame her suspect, the wielder pierces defenses both literal and figurative. She instantly completes a read intentions or profile character roll with (Thrown) non-Charm dice against a character within medium range. If successful, she can use Razor Vigil Meditation against him for the scene, and may track him with Eye-of-Strife Meditation as though she'd hit him.

Reflections on Adversity

Cost: —; **Mins**: Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Soul-Piercing Lens

Once per day, when the wielder sleeps, she rolls (Perception + [Investigation or Socialize]) against the Guile of a character she's successfully examined with Soul-Piercing Lens that day. Success reveals a piece of valuable information about the target — a forthcoming plan, flash of his history, or other actionable intelligence.

Special activation rules: This Evocation can't be purchased with experience. It awakens at no cost when the wielder discovers evidence of a previously unknown plot against her or someone to whom she has a positive Tie.

Razor Rends the Veil

Cost: —; **Mins**: Essence 3

Type: Permanent

Keywords: Perilous, Resonant

Duration: Permanent

Prerequisites: Reflections on Adversity

Those who hide behind trickery find themselves unveiled. When the wielder successfully uses Soul-Piercing Lens against an enemy employing magical disguise, concealment, or similar sense-deceiving magic, she may roll Initiative at a difficulty of (that power's minimum Essence + 2), using the same rules as a gambit (**Exalted**, p. 199). This counts as an unblockable, undodgeable attack. Success ends that effect. If that character benefits from multiple such effects, the wielder chooses which one to target. This Evocation can't negate shapeshifting, resplendent destinies, or instant or permanent effects. If used against effects that enhance mundane disguises, like Perfect Mirror (**Exalted**, p. 319), it won't retroactively negate any bonuses to the disguise roll, although it will cancel any deception above and beyond the usual effect of a successful disguise.

Resonant: The gambit's Initiative cost is halved, rounded down.

Seven Eyes Cyclone

Cost: 8m, 1wp; **Mins**: Essence 3

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Reflection on Adversity

Resonant: This Evocation can only be awakened by wielders resonant with Far-Ranging Eye.

Far-Ranging Eye glints madly as it flies in an arc, searching out thieves, traitors, and usurpers. To use this Evocation, the wielder must have Initiative 12+. She makes a single **decisive** attack against up to (Perception + 1) enemies within short range. This attack can hit concealed foes within range if the wielder designates fewer than the maximum number of targets, although they receive +3 Defense against it. The Storyteller chooses which hidden enemies are struck. The wielder divides her Initiative evenly among all hit enemies, rounded up, to determine the damage rolled against them. Concealed enemies damaged by the attack must roll (Dexterity + Stealth) opposing the levels of damage dealt to them, losing concealment on failure. The wielder can use Razor Vigil Meditation this scene against any enemy struck by the attack, and can use Reflections on Adversity against any of them that night.

The Hundred Rings of Hadam-Ul (Moonsilver Dire Chain, Artifact •••)

Once, there was a serpent. It swam the seas of Creation and the Wyld alike, born of neither world but a terror to both. It was a creature of uncertainty — sometimes large enough to blot out the

sun, other times finer than a single strand of hair. No net could catch it, no harpoon could pierce it, and even names slid off the beast, which was and remains nameless.

In the end, it fell to Hadam-Ul, a Lunar of modest renown but boundless patience. He followed the behemoth for one hundred days and nights, testing its strength and observing its habits. Each day, he dove into the water, grappled with the serpent, and tied another knot into its body before it escaped. With his hundredth knot, Hadam-Ul tied its tail to its head — for it could not escape itself.

Out of respect for his prey — and to end the suffering of a beast unable to die — Hadam-Ul forged the serpent into a dire chain, transforming each of his knots into a linked ring of moonsilver. The serpent's spirit abides inside the Hundred Rings, eager for a master who will unleash it to hunt anew.

Attunement: 5m; **Type**: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Bashing, Disarming, Flexible, Grappling, Martial Arts, Reaching

Hearthstone slot(s): 2

Era: Thanatya Dynasty

Evocations of the Hundred Rings

Upon attuning to the Hundred Rings, the wielder awakens Serpent Ornament Embrace for free.

Serpent Ornament Embrace

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

Type: Reflexive

Keywords: None

Duration: Instant

Prerequisite Charms: None

Like the beast at its core, the Hundred Rings of Hadam-Ul are of indeterminate size. The dire chain takes a more convenient shape, shrinking down to form a necklace, bracelet, or girdle of moonsilver links, gaining the Concealable tag (**Exalted**, p, 588). The weapon can be readied and restored to full size reflexively with a second activation.

Scathing Torment Coils

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

Type: Reflexive

Keywords: Counterattack, Decisive-only, Resonant

Duration: Instant

Prerequisites: Serpent Ornament Embrace

The Hundred Rings wind themselves around their captured prey, extending razor-thin spines that press menacingly against him. When a grappled foe makes an attack against any character, the wielder may unleash a **decisive** counterattack against him. She adds her current rounds of control, maximum (Strength), as dice of damage.

Resonant: With an Essence 3 repurchase, the wielder may pay a one-Willpower surcharge to clash the attack instead.

Prey-Seizing Span

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

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Until grapple is released

Prerequisite Charms: Serpent Ornament Embrace

Hunger thrums through the Hundred Rings as they stretch towards their prey. She makes a grapple gambit against an enemy within medium range, adding (higher of Essence or 3) dice on the control roll. If successful, the grappled foe remains in place. Her drag actions only cost one round of control, and she can pull her foe a range band towards herself even if she doesn't take a move action.

Alternatively, the wielder can extend the Hundred Rings to up to thirty feet in length for other purposes, such as providing a line for to swing from, anchoring a ship, or creating a tripwire to snare a behemoth. Waive such uses' Willpower cost.

Resonant: The wielder's restrain actions also only cost one round of control.

Silver Python Spiral

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

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisites: Prey-Seizing Span

The Hundred Rings build an awful momentum as their wielder spins her grappled foe in circles, mounting to a deadly finish as she looses him. Her **decisive** throw adds up to (wielder's rounds of control) attack roll extra successes as dice of damage, and can fling enemies one range band away.

Resonant: With a throw that deals 5+ levels of damage, the wielder can fling her foe two range bands away, maximum long.

Sun-Swallowing Maw

Cost: 4m, 2i; **Mins**: Essence 3

Type: Supplemental

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Silver Python Spiral

Resonant: Only wielders resonant with the Hundred Rings can awaken this Evocation.

The Hundred Rings of Hadam-Ul twist, multiply, and expand until they can capture even the sun in the heavens. The wielder adds a free full Excellency on a grapple attack roll, and can grapple Legendary Size foes. Every 10 on the attack and Initiative rolls rerolls a failed die on the control roll. On a successful clinch, the wielder may expend three rounds of control to knock her foe prone beneath the chains' weight.

Living Moonsilver Vice

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

Type: Reflexive

Keywords: Decisive-only, Resonant

Duration: Until grapple is released

Prerequisites: Scathing Torment Coils (x2), Sun-Swallowing Maw

Resonant: Only wielders resonant with the Hundred Rings can awaken this Evocation.

Stirring from its moonsilver slumber, the serpent sealed in the Hundred Rings seizes its prey with killing intent. After succeeding on the Initiative roll of a grapple gambit, the wielder can use this Charm to unleash the serpent. If she succeeds on the control roll, the chain is animated and gains its own Initiative, treating the control roll as its Join Battle roll. It takes control of the grapple, allowing the wielder to act freely on each of her turns, and ensuring she won't lose rounds of control if attacked or damaged.

On its turn, the serpent can only take the standard grapple actions (**Exalted**, p. 201), using her dice pools to do so. The wielder can use the Hundred Rings' Evocations through the serpent, including letting it make counterattacks or clashes with Scathing Torment Coils. It has Parry (her Strength +1), Evasion (her Wits + 1), soak 16, and Hardness 10, along with (her Essence + Stamina + Strength) −0 health levels. It doesn't lose rounds of control for being attacked or damaged. If its health levels are filled, this Evocation ends, and can't be used again for the rest of the day.

Nightbane (Moonsilver Powerbow, Artifact •••)

When the physician's slave Copper Turtle Exalted, Luna wore the form of one of the plague-stricken wretches his master had left for dead. With a gurgling death-rattle, Luna told him where he might find a cure for both the pestilence ravaging the land and his own imprisonment. That night, he tossed his master into the corpse-pit; a week later, he returned in jackal-shape to gnaw his master's spine free of rotting flesh. From moonsilver and bone he fashioned a purifying weapon to slay all manner of evils afflicting mankind. His arrows drove the plague from the land, and slew slavers, ministers, and princes.

When the Great Contagion struck, Copper Turtle — by then an esteemed shahan-ya — bequeathed Nightbane to his most gifted student, sending them south while he traveled eastward to fend off the pestilence. Neither survived. The Silver Pact, hard hit by the Contagion, was too late to retrieve the artifact; instead, an opportunistic scavenger prince looted it and countless other valuables from the corpse-strewn desolation. Over the centuries, it's ended up in the Guild's hands, despite the Pact's efforts to reclaim it; it's currently kept well-guarded in the Guild's Nexus headquarters, used by an Exigent champion to cure high-ranking Guildsmen of their infirmities.

Attunement: 5m; **Type:** Medium (+12 DMG, OVW 4)

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

Tags: Lethal, Archery (Long)

Hearthstone slot(s): 1

Era: The Upadhosh Schism

Evocations of Nightbane

Nightbane's wielder rerolls 1s until they cease to appear on diagnosis rolls and on Craft and Survival rolls to either create or gather medicinal substances.

Argent Panacea Arrow

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

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: None

Nightbane's arrows scourge venom and pestilence from the blood. Its wielder performs a gambit targeting a character suffering a poison or disease, making an (Intelligence + [lower of Archery or Medicine]) attack roll against a poison's remaining duration or a disease's morbidity. The poison's remaining duration or disease's morbidity is also the difficulty of the gambit's Initiative roll. Charms that enhance rolls to treat poison or disease, as appropriate, can apply to this gambit's attack roll. Success completely purges a poison from a character's system, or lets a character immediately roll (Stamina + Resistance) against a disease's morbidity, without the risk of intensifying his symptoms on failure.

Outside combat, this Evocation can be used without making an Initiative roll.

Resonant: If the wielder upholds a Major or Defining Principle by successfully using this Evocation, she gains one Willpower.

Hundred Devils Purgation

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

Type: Supplemental

Keywords: Aggravated, Dual, Resonant

Duration: Instant

Prerequisites: None

The wielder's arrows fall like shafts of moonlight, denying devils their refuge in the darkness. Her attack against a fae or creature of darkness gains (Essence) dice of post-soak damage if **withering**, or adds (Essence) dice of damage and deals aggravated damage if **decisive**.

Additionally, once the wielder awakens this Evocation, Nightbane's attunement bonus applies on Awareness rolls to detect fae and creatures of darkness and Survival rolls to track them.

Resonant: The damage bonuses increase to (higher of Essence or 3).

Fallen Moonbeam Judgment

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Hundred Devils Purgation

The wicked are a blight upon their homes as much as any plague, and Nightbane's arrows strike them down with equal ease. The wielder can use Hundred Devils Purgation against an enemy she's witnessed acting against one of her Defining Principles, and Nightbane's attunement bonus extends to Awareness and Survival rolls to detect or track such characters.

Nightmare's End Arrow

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

Type: Simple

Keywords: Decisive-only, Psyche, Resonant

Duration: Instant

Prerequisites: Argent Panacea Arrow, Hundred Devils Purgation

Nightbane's arrows pierce the soul, banishing dark passions and maddening afflictions. This is a gambit against a character with an appropriate Intimacy — either any negative Tie, or a Principle contrary to one of the wielder's own — that the wielder is aware of, rolled with (Dexterity + [lower of Archery or Presence]) against his Resolve, boosted by that Intimacy. Characters can't choose not to apply Resolve, although they may opt to use Defense instead if it's higher. The difficulty of the gambit's Initiative roll is (Intimacy + 1). If successful, the Intimacy is fully eroded. The target may spend one Willpower to instead have the Intimacy only weakened one step.

Outside combat, this Evocation can be used without making an Initiative roll.

Resonant: With Essence 3, this gambit can target Derangements. This functions as above, except that success temporarily lowers the Derangement's intensity by one step for the story, which suppresses Minor Derangements altogether.

Curse-Breaking Quarrel

Cost: 8m, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Nightmare's End Arrow

Resonant: This Evocation can only be awakened by characters resonant with Nightbane.

Her arrows wreathed in the moon's light, Nightbane's master burns away vile sorceries and the twisting taint of chaos. She makes a gambit against a character suffering a curse or shaping effect, rolling (Dexterity + [lower of Archery or Occult]) against the Essence of the character responsible for that effect. This is also the difficulty of the gambit's Initiative roll. If the curse or shaping wasn't caused by a creator, the Storyteller instead assigns an appropriate difficulty for both rolls. Success shatters the curse, or reverses the shaping.

If the wielder knows Crimson-and-Silver Rebirth (p. XX), Order-Affirming Blow (**Exalted**, p. 334), or a similar Charm capable of undoing shaping effects, successfully negating an effect with this Evocation while the character responsible is also in the combat causes him to lose one Willpower, which the wielder gains.

Outside combat, this Evocation can be used without making an Initiative roll.

Divine Huntress Curse

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

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Curse-Breaking Quarrel, Fallen Moonbeam Judgment

Resonant: This Evocation can only be awakened by characters resonant with Nightbane.

As Nightbane's master lays eyes on a wicked monster clothed in human skin, or an otherworldly devil whose very presence taints the world, she looses an arrow wreathed in transformative Essence, cursing her foe with a shape better suited to his dark heart. She makes a **decisive** attack against either an enemy she's witnessed acting against one of her Defining Principles, or a creature of darkness or fae, adding attack roll extra successes as dice of damage.

If this incapacitates her foe, or deals at least (his Willpower) damage, he's permanently transformed into an animal of the wielder's choice (except Legendary Size or Minuscule Size animals) as a shaping effect. This functions like Lunar shapeshifting (p. XX), except that the victim's physical actions use the *lower* of his or the animal's dice pool or static value (3 dice if the animal has no listed pool). His intellect isn't diminished, though must use the lower of his or the animal's Resolve and Guile.

If the wielder knows Insidious Lunar Transformation (p. XX), she need only deal (his current temporary Willpower) damage to transform him.

This Evocation can only be used once per day. Using it against trivial foes doesn't count towards this limit, and waives its Willpower cost.

Night's Sweet Whisper (Moonsilver Panpipes, Artifact •••)

Allia the Songbird remained independent of the Silver Pact throughout the Shogunate, shepherding and protecting the people of the small, isolated village she'd lived in all her life rather than taking part in her fellow Lunars' war against the usurpers. Queen Nabira of Many Hands forged Night's Sweet Whisper from moonsilver and the bones of angyalka for the singer-shaman in hopes of earning her gratitude and admiration — but, while Nabira succeeded in that regard, Allia still refused to join the Pact.

When the crusading armies of the Fair Folk fell upon Creation, Allia's village was one of the few places spared from annihilation. For seven days and nights she played Night's Sweet Whisper without ceasing, and such was the beauty of her song that no Wyld-born nightmare would dare harm her or the land that birthed her. The fae passed by, but Allia was not content to simply protect her homeland. She departed to Creation's edge, doing whatever she could to help stem the invasion's tide. She fought alongside the Silver Pact, but also with Dragon-Blooded, Sidereals, and mortal women and men taking up arms in defense of their homes.

For all Allia's efforts, the lives she saved were but a grain of sand, while those claimed by the Fair Folk were a great desert. Though she survived, her spirit could not withstand this despair, and she returned to her village to live out the rest of her life in seclusion with her blood kin. She left Night's Sweet Whisper with Nabira's apprentice Snow Devil, for the queen had fallen to a raksha's lash. Since then, shamans and artists of the Silver Pact have continued Allia's song — as well as the occasional outsider, for to keep Night's Sweet Whisper solely in the Pact's hands wouldn't honor Allia's independence.

Attunement: 2m

Evocations of Night's Sweet Whisper

Night's Sweet Whisper is an exceptional instrument (**Exalted**, p. 580). Fae suffer −2 Resolve against Performance-based inspire, instill, and persuade rolls made by playing it. A Silver-Voiced Nightingale stylist (**Exalted**, p. 447) who uses the pipes to attack deals aggravated damage to fae with **decisive** kiais.

Moonlit Serenity Paean

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

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisites: Refrain of the Gentle Moon

The piper's music brings peace even to the Age of Sorrows. When she makes a (Charisma + Performance) roll to persuade a character to refrain from harming her or the object of one of her positive Ties, the roll waives the Resolve bonus for not using spoken language, and always counts as being supported by a Minor Intimacy. For fae, this counts a Major Intimacy instead. If a target already has a supporting Intimacy of that intensity or higher, he suffers an additional −1 Resolve instead.

If a Lunar uses Beast-King Dictates (p. XX) or Taboo-Enforcing Beast (p. XX) with this Evocation, their costs are reduced by two motes each.

Nightmare-Soothing Melody

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Crossroads Walker Entreaty, Moonlit Serenity Paean

The fae remember Allia's beautiful music, and even the cruelest Fair Folk cannot bear to harm those who continue her song. While the Lunar uses Crossroads Walker Entreaty (p. XX), as long as she plays Night's Sweet Whisper and takes no non-reflexive actions, fae can't attack her or otherwise attempt to harm her, even if they've paid Willpower to engage in hostilities. She can extend Crossroads Walker Entreaty's duration to Indefinite, although such activations only apply to fae.

Refrain of the Gentle Moon

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

Type: Simple

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: Moonlit Serenity Paean

Night's Sweet Whisper soothes savage hearts, snuffing the flames of hostile intention. The piper rolls (Charisma + Performance) with (higher of Essence or 3) bonus dice to inspire peace, ignoring multiple target penalties and targets' Resolve bonus for not employing spoken language. In addition to the inspire action's usual effects, each affected character loses (1 + the piper's extra successes against him) Initiative, and one Initiative at the end of each of his turns (which the piper doesn't gain).

If a Lunar uses Charismatic Lunar Trick (p. XX) or Heart-Stirring Expression to enhance this roll, their costs are reduced by two motes each.

This Evocation can only be used once per scene.

Resonant: The piper gains up to (Charisma) Initiative lost by affected characters.

Cold Iron Cadence

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Battle Anthem of the Lunar Exalted, Refrain of the Gentle Moon

Allia's song was her greatest weapon against the encroaching Wyld, filling her companions' hearts with the will to survive and triumph over the fae. Allies that benefit from the piper's Battle Anthem of the Lunar Exalted (p. XX) gain (her Performance) natural soak, and the anthem bolsters positive Ties to groups they fight for in addition to rage-based Intimacies. Against fae, the damage dice added by the anthem are converted to successes, and the **decisive** attacks of characters who can hear it deal aggravated damage.

Beast-Heart Harmony

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Refrain of the Gentle Moon, Wild Fury Awakening

The Lunar's song beckons pack and pride to fight for Creation. She adds (Performance) non-Charm dice on rolls with Wild Fury Awakening (p. XX) and Pack-Calling Cry (p. XX). The natural weapons of animals beckoned by either Charm count as iron against fae.

If the Lunar knows Cold Iron Cadence, she may activate Battle Anthem of the Lunar Exalted reflexively when she activates Wild Fury Awakening.

Resonant: The Lunar can reflexively take Charisma-based command actions targeting battle groups assembled with Wild Fury Awakening while playing Night's Sweet Whisper.

Edge-of-Chaos Hymn

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Harmony-With-Reality Technique, Refrain of the Gentle Moon

Even the crumbling edges of reality and the hungry tides of chaos that wait beyond heed the Lunar's melody. When she uses Harmony-With-Reality Technique (p. XX), she can roll ([Charisma or Wits] + Performance) instead of the normal roll, and she can use it outside of her claimed territories if doing so benefits a group she has a positive Defining Tie towards.

Once per story, when she upholds a positive Major or Defining Tie to a community by successfully stabilizing the Wyld, she gains three Willpower and loses one Limit.

Lullaby for the Damned

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

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Refrain of the Gentle Moon

Allia's soul is reborn in the piper's song, calling out to the living nightmares and soul-drinking princes of the Wyld and offering them peace. The piper rolls a special gambit with (Charisma + Performance) against the Resolve of a fae within long range. This attack roll can benefit from magic that enhances inspire rolls. The gambit's difficulty is (the fae's higher of Essence or Willpower). Success transforms it into a harmless shape — a small animal, a tree, a mortal child, etc. — for a year and a day. It retains its intellect, Essence, and Charms, but its memories of the time before the transformation become hazy and dreamlike. It forms a Defining Principle of belief that it has always been whatever it was transformed into, and a Defining Principle of

nonviolence. Any Intimacies incompatible with these are suppressed for the transformation's duration. Some fae may remain transformed permanently, at the Storyteller's discretion — usually weak fae, or those who prefer their new existence.

This Evocation can only be used once per story, unless reset by succeeding on an influence roll against a nontrivial fae that's opposed by a Defining Intimacy, or instilling a nontrivial fae with a Defining Intimacy. The Dawn Caste anima power can't reset it.

Resonant: The gambit's difficulty is (the fae's higher of Essence or current temporary Willpower).

Phaessa and Deinon (Moonsilver Short Daiklaves, Artifact •••)

The haunted, blood-soaked forests of Ashbloom, deep in the Northeast, once held Logerion, a shining arboreal metropolis of the First Age. Knows-the-Horizon, a young Lunar socialite and savant, was drawn to the cosmopolitan city, with its wise birds, its palaces of living wood, and its Solar queen's joyous court.

When the city burned in the Usurpation, its queen and her favorites put to the sword, Knows-the-Horizon fled into the Northeast's deep forests. Isolated from the elegant dance of urban society and the depths of the First Age's libraries and scholastic societies, she sought out the Lunar mystic Opal Heart, whose teachings offered solace in contemplating the intricacies of the wilderness spirit courts and the mysteries of Luna's cycle of change.

In recognition of that cycle, Knows-the-Horizon forged a pair of moonsilver blades, calling down the minor moon-gods Phaessa and Deinon and — in exchange for rediscovering the key to the Midnight Sky Gate and returning it to the Court of the Silver Chair — binding them into the swords that would bear their names. She blooded her new blades well against the Shogunate. When she perished in battle, others in the Silver Pact took up the swords in her name.

These paired blades are curved like scimitars, or the crescent moon. Etchings on each blade bear lost scriptures to Luna in a forgotten First Age tongue. But while their form is identical, the two can't be mistaken for one another. Phaessa shines a brilliant silver-white, and hums with predatory intensity; Deinon gleams darkly beneath its tarnish, cleaving the air with a susurrus of whispers.

Attunement: 5m; **Type:** Light (+5 ACC, +10 DMG, +0 DEF, OVW 4)

Tags: Lethal, Melee, Balanced

Hearthstone slot(s): 2

Era: Birth of the Silver Pact

Evocations of Phaessa and Deinon

Depending on which blade's power is ascendant, the blades can be either *waxing*, *waning*, or neither. While waxing, Phaessa dazzles prey with searing silver radiance, adding one non-Charm die to threaten rolls and **withering** damage rolls. While waning, Deinon bewilders foes with a hypnotic play of shadows, adding one non-Charm die to Stealth rolls and **decisive** damage rolls.

The blades become waxing upon incapacitating an opponent. They become waning upon gaining an Initiative Break. Whenever the blades become waxing, they cease to be waning, and vice versa. The blades cease to be waxing or waning at end of scene.

When a resonant wielder wins Join Battle, the blades become her choice of waxing or waning.

> Lone Blades
>
> If the wielder employs Deinon without Phaessa — if she's been disarmed of Phaessa, for example — she gains no benefits from the blades being waxing. If she wields Phaessa without Deinon, she gains no benefits from the blades being waning.

Unsheathe the Crescent Moon

Cost: 1m, 1i (+1a); **Mins:** Essence 1

Type: Reflexive

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: None

As the wielder's combat stance shifts, Phaessa and Deinon follow suit. When the wielder successfully rushes an opponent, she may activate this Evocation to make the swords waxing. When she establishes concealment against all enemies, she may activate this Evocation to make the swords waning.

Special activation rules: This Evocation awakens at no cost when the wielder reduces an enemy's Initiative from higher than hers to lower than hers with a **withering** attack while the blades are waxing, or incapacitates a nontrivial foe with a **decisive** attack while they're waning.

Resonant: At Essence 3, the wielder may pay a one-anima surcharge to use this Evocation without needing to enhance an action. If this leaves her anima above the dim level, the swords become waxing; otherwise, they become waning.

Moon-Crossing Cloud Mobility

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

Keywords: None

Duration: Instant

Prerequisites: Unsheathe the Crescent Moon

Wreathed in monochrome fires, the wielder seems as weightless as moonlight. While the blades are waxing, she rerolls (higher of Essence or 3) failed dice on a rush or a roll opposing a disengage. While the blades are waning, she rerolls (higher of Essence or 3) failed dice on a disengage or a roll opposing a rush.

Selenic Psyche Reinforcement

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

Type: Reflexive

Keywords: Resonant

Duration: Instant

Prerequisites: Unsheathe the Crescent Moon

Communing with the moon gods within the swords, the Lunar draws upon their strength of will. She adds +1 non-Charm Resolve or Guile.

This Evocation can only be used once per day. Using it to increase Resolve while the swords are waxing or increase Guile while they're waning doesn't require a reset.

Resonant: A wielder who's awakened this Evocation may, by meditating, communicate with the moon gods bound within the swords. They may also manifest in her dreams as she sleeps. Their knowledge is limited to what their wielder knows, as well as the experiences of previous wielders and their time in Luna's spirit court, so their advice is largely limited to possible approaches to take. Phaessa is fierce, determined, and disdainful of obstacles to her wielder's will. Deinon is subtle, patient, and favors attacking problems from unexpected angles.

Silver-and-Shadow Regalia

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

Type: Reflexive

Keywords: None

Duration: One scene

Prerequisites: Moon-Crossing Cloud Mobility

The wielder swathes herself in Phaessa's magnificent brilliance or Deinon's dark flames. While the blades are waxing, every 10 she rolls on an Appearance-based command action or influence roll rerolls a failed die. While the blades are waning, she rerolls 1s on Stealth rolls.

Ranging Moonbeam Strike

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

Type: Simple

Keywords: Dual, Resonant

Duration: Instant

Prerequisites: Finding the Needle's Eye, Unsheathe the Crescent Moon

With a flick of the wrist, the Lunar hurls her sword's chiaroscuro flames in a deadly arc. To use this Evocation, the blades must be waxing or waning. She attacks an enemy within medium range.

While waxing, the attack is **withering**. If it crashes the target, he's set ablaze in a burst of silver flames. At the end of his next turn, if he's still crashed, he suffers (1 + 10s on the damage roll) dice of lethal damage, ignoring Hardness.

While waning, the attack is **decisive**. Its icy chill is a one-time environmental hazard extending out to close range, in addition to the attack's damage roll, with difficulty (wielder's Strength) and

Damage (1 + 10s on the damage roll), and inflicts a −1 penalty on all actions and to Defense for a number of rounds equal to the levels of damage dealt by the hazard.

Resonant: This Evocation's effects also count 10s on the attack roll.

Luna's Blaze Sears the Wicked

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Selenic Psyche Reinforcement, any Charm this Evocation enhances

The Lunar rouses the moon-gods slumbering within the blades. This Evocation upgrades the following Charms:

- Claw That Rends the Veil (p. XX) can be used to enhance the blades.
- While the blades are waxing, she may flurry Argent Guardian Yantra (p. XX) with an attack, ignoring penalties for doing so.
- Demon-Drinking Fang's mote cost (p. XX) is waived while the blades are waning.

Chiaroscuro Conflagration Crescendo

Cost: 10m, 1wp (+1-3a); **Mins:** Essence 3

Type: Reflexive

Keywords: Mute, Resonant

Duration: One scene

Prerequisites: Selenic Psyche Reinforcement, Silver-and-Shadow Regalia, Ranging Moonbeam Strike

Resonant: This Evocation can only be awakened by characters resonant with Phaessa and Deinon.

When Phaessa and Deinon waken to their full might, no corner of the battlefield is free of their selenic influence. This Evocation can only be used when the swords become waxing after incapacitating an enemy with a **decisive** attack from Initiative 15+, or when they become waning after crashing an enemy with a **withering** attack that leaves the Lunar at Initiative 15+.

The swords gain the following abilities:

- Whenever the swords become waxing (including upon activating this Evocation), a tower of black and silver flame manifests the Lunar's terrifying image. She makes a reflexive threaten roll against all opponents who can see her, and may spend levels of anima to enhance this: one level doubles 9s, two levels doubles 8s, and three levels doubles 7s. Each character whose Resolve is beaten loses five Initiative. In addition, a menacing nimbus enshrouds her thereafter. As long as the blades are waxing, opponents whose Resolve was beaten or who have fear-based Ties toward the Lunar suffer a −3 penalty on attack rolls against her, and to Defense against her

attacks. Battle groups suffer a −3 penalty on rout checks caused by her, and don't add their Size on attack or damage rolls against her.

• Whenever the swords become waning (including upon activating this Evocation), a vortex of light and shadow engulfs the Lunar. She reflexively rolls to enter concealment, and may spend levels of anima to enhance this; one level doubles 9s, two levels doubles 8s, and three levels doubles 7s. (Her ability to enter concealment is based on her anima level after spending anima, not before.) In addition, lingering shadows cling to her as she moves. As long as the blades are waning, she ignores all penalties to Stealth rolls; doesn't need adequate hiding spots unless in wide-open, brightly lit terrain; and she increases the Defense penalty against her unexpected attacks by one.

Special activation rules: This Evocation can't be awakened with experience points. Instead, it awakens at no cost when the Lunar performs an agreed-upon task for the moon gods bound into the swords. They choose a task based on information available to the Lunar, which will typically be a matter of purification, revelation, or mending, e.g., cleansing a polluted river, exposing a false prophet, or making amends to a wronged rival.

The Ichneumon Blades (Moonsilver Slayer Khatars, Artifact ••••)

After the dread gaze of the fae Prince Balor shattered the fabled lance Eternal Talon, Okopa the God-Slaver gathered as many of its fragments as she could. While she didn't salvage enough to recreate Eternal Talon, she used what she had to forge the twin edges of the Ichneumon Blades. To her disgust and horror, the weapons she created had nothing of Eternal Talon's nobility or wisdom, having drunk so deeply of Balor's death-gaze that it poisoned them down to their Essence. The Ichneumon Blades know only ice-cold sadism, a hunger for pain that no master has ever been able to slake.

Each Ichenumon Blade is a long, thin spike of moonsilver, with jagged edges fit for maiming flesh. They're attached to bracers of rune-embossed elk leather, reinforced with moonsilver rivets that gleam like pale stars. Though Okopa was disquieted by them, many in the Silver Pact have delighted in turning their malice against the hated heirs of the usurpers. Their last wielder fell in battle rescuing a newly Exalted Lunar, and the tales disagree on the weapons' fate.

Attunement: 5m; **Type:** Light (+5 ACC, +10 DMG, +0 DEF, OVW 3)

Tags: Lethal, Brawl, Piercing, Worn

Hearthstone slot(s): 2 (1 each)

Era: The Year of False Peace

Evocations of the Ichneumon Blades

The Defense penalty for making piercing attacks (**Exalted**, p. 586) with the Ichneumon Blades is waived.

Silver Wasp Sting

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

Type: Supplemental

Keywords: Decisive-only, Dissonant, Resonant, Stackable

Duration: Instant

Prerequisites: None

The Ichneumon Blades fracture as they plunge into flesh, leaving their sharp-edged brood growing in their victim's wounds. A **decisive** attack that deals 3+ levels of damage embeds a splinter in the wound, raising the victim's wound penalty by one. If the wielder makes a piercing attack, it ignores (Dexterity) Hardness. Up to (higher of Essence or 3, maximum 5) splinters can be embedded in a victim, stacking their penalty increase.

The increased penalty lasts until the embedded splinter is surgically removed, requiring a difficulty 3 (Intelligence + Medicine) roll that takes one hour, and inflicts an unavoidable level of lethal damage on the patient even if successful. If a victim suffers from multiple splinters, each must be removed separately.

Dissonant: This Evocation can't raise victim's wound penalties above −4.

Resonant: This Evocation waives the Initiative cost of making piercing attacks.

Wicked Mother's Eye

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Silver Wasp Sting

The Ichneumon Blades sense their progeny. Each splinter embedded in a character by Silver Wasp Sting adds a non-Charm die on the wielder's Awareness rolls to notice him, Survival rolls to track him, Investigation rolls to profile him or case the scene of his actions, or Socialize rolls to read his intentions.

Whispering Wound Infestation

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

Type: Simple

Keywords: Psyche, Resonant

Duration: Instant

Prerequisites: Wicked Mother's Eye

The Ichnuemon Blades' shards whisper to their hosts at night, poisoning their dreams. The wielder rolls (Manipulation + [Occult or Presence]) against the Resolve of a character whose general location she knows and who has at least one splinter from Silver Wasp Sting. Success afflicts him with a Derangement (**Exalted**, p. 168) of the wielder's choice at Minor intensity. Its intensity fluctuates with the victim's current number of splinters, rising to Major if he has 3+ splinters, or Defining with 5+. Removing splinters can lower the Derangement's intensity. Once all are removed, the Derangement lingers at Minor intensity until the story's end, when it fades altogether.

Derangements inflicted by this Evocation stir to life in the Ichneumon Blades' presence. Upon joining battle against the wielder, the victim must also make a Willpower roll against the Derangement. Failure causes him to lose (intensity) Initiative, which she doesn't gain.

This Evocation can't be used against the same character more than once per story.

Resonant: Successfully afflicting a Derangement on a nontrivial character grants the wielder one Willpower.

Argent Brood Eruption

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

Type: Reflexive

Keywords: Perilous, Withering-only

Duration: Instant

Prerequisites: Silver Wasp Sting

The Ichneumon Blades' progeny hatch in a gruesome display, extending countless spines that pierce their host from within. After her **withering** attack crashes an enemy with at least one splinter embedded in him, the wielder can use this Evocation to roll (splinters + 10s on the **withering** damage roll) dice of lethal damage, ignoring Hardness. The impaling spines remain extended, imposing a −1 mobility penalty (**Exalted**, p. 591) as long as any remain. Moreover, any subsequent splinters the wielder inflicts on the victim instantly blossom into spines, rolling a single die of Hardness-ignoring damage. This lasts until all transformed splinters have been removed.

Extracting splinters transformed by this Evocation is far more difficult than usual. The surgery is rolled at difficulty 5, suffers a −4 penalty if not enhanced by magic, and takes a day to complete.

Once this Evocation's been used against a character, it can't be used against him again until all splinters have been extracted from him.

Wasp-of-the-Labyrinth Trick

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

Type: Reflexive

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Argent Brood Eruption, Whispering Wound Infestation

Even in death, the Ichneumon Blades won't release their progeny's hosts. When the wielder's **decisive** attack kills a human with any embedded splinters, she may use this Evocation to reanimate the body as a zombie (**Exalted**, p. 502), which is immediately rolled into battle. These zombies loyally follow their creator's commands, and suffer no ill effects from embedded splinters.

This Evocation's cost is reduced by one mote for each splinter past the first embedded in its victim.

Ravening Swarm Consumption

Cost: 8m, 4i, 1wp; **Mins:** Essence 3

Type: Simple

Keywords: Dissonant, Perilous, Resonant

Duration: Instant

Prerequisites: Wasp-of-the-Labyrinth Trick

The moonsilver splinters seeded in a victim's flesh move slowly and agonizingly towards his heart, bringing a gruesome death closer with each passing minute. The wielder rolls (Manipulation + Brawl) opposing the (Stamina + Resistance) roll of a character with at least one splinter within medium range. If successful, all splinters in his body begin moving to impale his vitals. This is modeled as a supernatural disease, with morbidity (splinters + 3) and a one-day interval. In addition to the usual effects of disease (**Exalted**, p. 234), it has the following effects:

Minor: The victim's wound penalty increases by one point. Add +1 to the difficulty of surgery to remove the splinters unless enhanced by magic.

Major: In addition to the above, whenever the disease inflicts a botch or Willpower loss on the victim, it also rolls a die of lethal damage against him, ignoring Hardness. The surgery's difficulty is increased even for efforts enhanced by magic.

Defining: In addition to the above, after each scene in which the victim is physically active at all, he suffers a die of lethal damage, ignoring Hardness. Surgery to remove the splinters is impossible without magic, and rolls two dice of lethal damage in addition to inflicting an automatic level.

This disease is capable of killing characters with Exalted Healing. The wielder is aware of such deaths, and can use Wasp-of-the-Labyrinth Trick at no cost to reanimate the corpse. The wielder may provide the zombie a simple directive to carry out, or leave it to mindlessly attack any living being it encounters.

If a victim's splinters have been transformed by Argent Brood Eruption, their movement through his flesh is much more dangerous — each day, he suffers (splinters) dice of lethal damage, ignoring Hardness.

This Evocation can only be used against a given character once per story.

Special activation rules: After successfully using Whispering Wound Infestation on a character, the wielder may use this Evocation against him reflexively and regardless of distance.

Resonant: Successfully infecting an enemy with this Evocation resets the wielder's attack (**Exalted**, p. 255).

Dissonant: Characters dissonant with the Ichneumon Blades can't awaken this Evocation.

Penumbra Gleam (Moonsilver Thunderbolt Shield, Artifact ••••)

The raksha Maja of the Starling's Song is still remembered in the Silver Pact's war-chants. A relentless warrior, ceaseless in pursuit of perfection, she honed her techniques before her looking-glass, correcting even the smallest errors in her attacks. When she led her goblin army against Creation, she swept through foes as if moving through the steps of a dance — no motion

wasted, no strike off its mark. In her hubris, she named herself Equal to the Sun, for surely no other could match her.

Her downfall came at the hands of a Lunar Circle, still young but steadfast in their camaraderie. Umrita Dal stole into her camp by night and absconded with her fabled looking-glass. His sister, Antarin Iron-Wise, reshaped it into a mighty shield, calling from its silvery depths the memory of Maja's every mistake. Once completed, the warrior Hundred Thunders bore the shield into battle, confounding the raksha with all her failures and follies. In the end, Maja submitted, all pretense of perfection shattered.

Since then, many in the Silver Pact have born Penumbra Gleam. It's often given to young Lunars — especially those who need a lesson in humility, for the shield reveals the flaws of anyone it reflects, especially its wielder. Granting the shield to another is considered either a show of confidence or a rebuke, but it's served many Lunars in its time, all of them bettered by the ordeal.

Penumbra Gleam is a gently curved pane of unblemished moonsilver polished to a mirror sheen. Strange images sometimes flash across its surface — most of all, Maja's shadow.

Attunement: 5m; **Type**: Medium (+3 ACC, +12 DMG, +1 DEF, OVW 4)

Tags: Bashing, Melee, Shield

Hearthstone slot(s): 1

Era: The First River Crusade

Evocations of Penumbra Gleam

Upon attuning to Penumbra Gleam, its wielder awakens Meditation in Silver for free. Maja's shadow appears in the shield's surface, offering only a single word of advice: "Strive."

Meditation in Silver

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

Type: Simple

Keywords: Resonant, Stackable

Duration: Indefinite

Prerequisites: None

As the wielder practices and drills in front of Penumbra Gleam, her reflection comes to life, eager to offer suggestion and critique. After spending several hours under its guidance, she makes an instill roll against herself with (Perception + Integrity) to erode an Intimacy expressing pride or bravado, or create or strengthen one expressing humility or frustration with herself. She banks points of *Reflection* equal to her total successes on this roll, maximum (Perception + Melee). She can spend up to (Perception/2, rounded up) Reflection on a Melee attack to reroll that many non-1 failures, and can spend Reflection in place of Initiative when taking a full defense (**Exalted**, p. 196). She can stack Reflection from multiple uses of this Evocation; she need not commit the cost of subsequent uses.

Resonant: As long as the wielder has a Major or Defining Intimacy expressing self-doubt, self-loathing, or inadequacy, she adds (higher of Essence or 3) to her maximum Reflection.

Flawed Strike Mockery

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

Type: Reflexive

Keywords: Resonant, Uniform

Duration: Instant

Prerequisites: Meditation in Silver

Enemies who witness their failed techniques reflected in Penumbra Gleam falter. Successfully blocking an attack steals one point of Initiative from the attacker and grants one Reflection.

Resonant: With Essence 3, the wielder may pay a one-Willpower surcharge to steal Initiative equal to the difference between the failed attack and her Parry, maximum (Perception).

Broken Sword Echo

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

Type: Reflexive

Keywords: Counterattack, Resonant

Duration: Instant

Prerequisites: Flawed Strike Mockery

As their blades rebound from Penumbra Gleam, enemies are assailed by thoughts of failure. If the wielder successfully blocks an attack, she makes a special counterattack, rolling (Perception + Melee) against the attacker's Resolve. If successful, that enemy suffers a −3 penalty on rolls against the wielder for the scene and forms a Minor Tie of self-loathing. He can spend Willpower to resist the Tie, but not the penalty.

Resonant: The wielder adds non-Charm dice on her counterattack roll equal to the difference between the enemy's attack roll and her Parry.

Fault-Finding Defense

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

Type: Reflexive

Keywords: Uniform

Duration: Instant

Prerequisites: Flawed Strike Mockery

Penumbra Gleam exaggerates flaws — especially flawed attacks. After an attack overcomes the wielder's Parry, she may use this Evocation to impose a penalty on the damage roll equal to the 1s on the attack roll, maximum (Perception).

Silver Phantom Phalanx

Cost: 5m, 1+ Reflection; **Mins:** Essence 2

Type: Reflexive

Keywords: Dissonant, Resonant, Uniform

Duration: Until next turn

Prerequisites: Fault-Finding Defense

Bracing against an attack, the wielder throws off a host of images displaying how she *might* defend against it, confounding her foe. Every point of Reflection she spends adds +1 Parry, maximum (Perception/2). A foe may spend one Willpower to pierce this illusion, ignoring the Parry bonus.

Resonant: If the wielder took a full defense on her turn, enemies can't pay Willpower to resist this Evocation.

Dissonant: Each +1 Defense costs two Reflection instead of one.

Symmetry of Violence

Cost: 7m, 5i, 1wp, 0+ Reflection; **Mins:** Essence 3

Type: Reflexive

Keywords: Clash, Decisive-Only, Resonant

Duration: Instant

Prerequisites: Silver Phantom Phalanx, Broken Sword Echo

Resonant: Only characters resonant with Penumbra Gleam can awaken this Evocation.

Turning a foe's strength against him, the wielder conjures a reflection of her attacker from within Penumbra Gleam's surface to strike back. She clashes an attack from any range with a **decisive** counterattack, using her attacker's Initiative instead of her own to determine damage. She may spend up to (Perception/2) Reflection to add that many dice to the attack and damage rolls. Additionally, she can duplicate any Supplemental or Reflexive magic enhancing the attack for (effect's minimum Essence + 3) Reflection each. This clash doesn't reset her Initiative. Unlike most clashes, this Evocation can be combined with Broken Sword Echo's counterattack.

This Evocation can only be used once per scene, unless reset by crashing an enemy by blocking his **decisive** attack.

Seven Furies Caged, (Moonsilver Articulated Plate, Artifact ••••)

Such was the wrath of the young Blood Nail when he faced the Shogunate's forces in battle that the Full Moon went forth heedless of danger, refusing to armor himself against the Wyld Hunt. Thus his protection fell to his Circlemate and lover, Amareq Winding-Glory, who labored to shape moonsilver around Blood Nail even as he battled. By the time he completed the armor, it was stained with gore — both Blood Nail's and his victims. Seven Furies Caged had drunk deep of its wearer's rage, and been born a monster.

Blood Nail and Seven Furies Caged slaughtered many great foes, whose skulls were hung from the armor's spikes. The Lunar's victories saw him recognized as a shahan-ya in the Realm's infancy, as young Lunars who'd barely survived the Great Contagion and the Fair Folk crusades sought his aid in mastering their rage. He lends the armor freely to students and allies, so long as

they vow to use it to further his agenda of open warfare against the Realm's satrapial holdings. Lunars of other political leanings must trade favors for a chance to bear the artifact into battle.

Seven Furies Caged is jagged and bestial in design — some might call it crude, though others remember the difficulty Amareq faced in creating it. Sharp spikes of moonsilver jut from its helm, pauldrons, and gauntlets. Here and there its plates are discolored where a fragment of jade or splinter of a Dragon-Blood's bones was caught in the moonsilver while Amareq worked it.

Attunement: 6m, Type: Heavy (Soak +11, Hardness 10, Mobility Penalty −2)

Hearthstone slot(s): 2

Era: Siege of Gunuku

Evocations of Seven Furies Caged

Seven Furies Caged's wearer adds her wound penalty to the armor's soak and Hardness.

Jubilant Loss of Control

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

Type: Supplemental

Keywords: Decisive-only, Protean

Duration: Instant

Prerequisites: None

As pain clouds the warrior's thoughts, Seven Furies Caged offers the clarity of rage, urging her onward to the slaughter. She ignores wound penalties on a Join Battle roll, adding them as bonus dice instead. If she wins Join Battle and makes a **decisive** attack on her first turn, the attack roll enjoys the same benefit, and she adds her wound penalty in dice to the damage roll.

Harnessed Fury Mantra

Cost: —; **Mins:** Essence 1

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Jubilant Loss of Control, Relentless Lunar Fury

Seven Furies Caged feels its wearer's pain, its moonsilver humming with intensity born of agony. While using Relentless Lunar Fury (p. XX), the wearer gains a bonus dot of Strength. She negates wound penalties on the wearer's feats of strength, adding them as bonus dice instead.

Resonant: Relentless Lunar Fury adds one die to the damage of the Lunar's **decisive** attacks.

Invincible Berserker Approach

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

Type: Reflexive

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: Jubilant Loss of Control

The doomed and the damned who stand against the berserker watch in fear as their blows do nothing. She adds (Stamina) to the armor's Hardness against a source of **decisive** damage. If she has any damage in her −4 health levels, she enjoys this Hardness even while crashed (but not the armor's base Hardness, or any other sources of Hardness). If her Hardness negates an enemy's **decisive** attack, she may reflexively make an ([Appearance or Charisma] + Presence) threaten roll against him, ignoring wound penalties and adding them as bonus dice.

Resonant: The wielder can use this Evocation while crashed if she has any damage in her −2 levels.

Unrelenting Destroyer Fury

Cost: 4m; Mins: Essence 2

Type: Supplemental

Keywords: Dual, Resonant

Duration: Instant

Prerequisites: Jubilant Loss of Control

The berserker unleashes her anger in blows that crush stone and turn bones to dust. She adds (Strength) bonus dice on an attack roll with any weapon against an enemy that's dealt **decisive** damage to her since her last turn. **Withering** attacks add (wound penalty) dice of post-soak damage; **decisive** attacks add (wound penalty) attack roll extra successes as damage dice.

Resonant: This Evocation can enhance attacks against enemies with a lower wound penalty than the wearer, even if they haven't damaged her.

Blood Moon Ascendant

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

Type: Simple

Keywords: Resonant

Duration: Instant

Prerequisites: Harnessed Fury Mantra, Invincible Berserker Approach, Unrelenting Destroyer Fury

Howling her pain to the sky, the berserker taps the illimitable rage of every warrior to have ever borne Seven Furies Caged into battle. To use this Evocation, Relentless Lunar Fury must be active. She rolls (Stamina + Strength), ignoring her wound penalty and converting it into bonus dice, and gains Initiative equal to the successes.

This Evocation can only be used once per scene, unless reset by incapacitating a nontrivial enemy with an attack that dealt 5+ levels of damage more than necessary to do so.

Special activation rules: This Evocation can be flurried with a feat of strength, rush, or threaten roll.

Resonant: If the wearer gains 10+ Initiative from this Evocation, her attack is reset (**Exalted**, p. 255).

Seven Vengeful Fangs

Cost: —; **Mins:** Essence 3

Type: Permanent

Keywords: Counterattack, Decisive-only, Resonant

Duration: Permanent

Prerequisites: Blood Moon Ascendant, Knife-Biting Attitude

Seven Furies Caged roars as it's struck, extending its spikes to impale its attacker. When the wearer uses Knife-Biting Attitude (p. XX), she may unleash a **decisive** counterattack with any of her weapons after her attacker rolls damage. Her counterattack only uses the Initiative gathered by Knife-Biting Attitude for its damage, and ignores Hardness. It doesn't include the rest of her Initiative or reset it, although the gathered Initiative is spent. If Relentless Lunar Fury is active, she can make this counterattack even while crashed.

Resonant: The Lunar may opt to include her Initiative in the counterattack's damage, although this resets her to base if it's successful.

Bleeding Behemoth Rampage

Cost: —; **Mins:** Essence 4

Type: Permanent

Keywords: Decisive-only, Resonant

Duration: Permanent

Prerequisites: Blood Moon Ascendant, Frenzied Desperation Strike

Even if its master can barely stand, Seven Fangs Caged forces her body to obey her will, moonsilver doing what muscle cannot. When she uses Frenzied Desperation Strike (p. XX), she adds her wound penalty both to the damage of the attack and to her Initiative after resetting if successful. Frenzied Desperation Strike is reset the first time in a scene she takes damage to a −4 health level.

Resonant: If Relentless Lunar Fury is active, waive Frenzied Desperation Strike's Willpower cost.

Death at the Root (Moonsilver Grand Grimcleaver, Artifact •••••)

A master Lunar geomancer and artificer of the First Age, Shu Ri-Li the Dragon Line Shepherd wielded his Crook of Earthly Harmony to raise chatoyant towers that ascended into Yu-Shan, consecrated pagodas that sealed shadowlands, and jungles of living gemstone. But when the Usurpation's aftermath saw his life's work delivered into the hands of the traitorous Dragon-Blooded, he snapped his green jade rod, and reforged it with a heavy moonsilver blade. With the newly-christened Death at the Root, he denied the usurpers the power of their stolen manses,

maiming the dragon lines themselves and destroying irreplacable geomantic and sorcerous infrastructure of the lost age.

A weapon of immense power well-suited to the Silver Pact's purposes, Death at the Root has been held by many Lunars throughout time. Seventh-Born Moth used it to destroy four of the five manses that purified the River of Tears, turning its waters salt once again. Black Heavens Magister turned it against the Four Winds Throne at Greyfalls, laying low the almighty Realm Defense Grid for a season, though the ensuing Wyld Hunt killed him and captured the grimcleaver. It would not remain long in Dragon-Blooded hands; Hajkal Pra stole it from Ledaal Purun's sanctumn-manse and sundered the wards worked into its walls as an afterthought. It frequently trades hands within the Pact as a repayment for favors between shahan-yas and their schools.

Attunement: 5m; Type: Heavy (+1 ACC, +14 DMG, +0 DEF, OVW 5)

Tags: Lethal, Melee, Chopping, Reaching, Two-Handed

Hearthstone slot(s): 3

Era: Birth of the Silver Pact

Evocations of Death at the Root

Upon attuning to Death at the Root, its wielder awakens Sever the Flow for free. The grimcleaver can be used to destroy hearthstones without needing the normal prerequisites and period of examination to do so (**Exalted**, p. 604).

Sever the Flow

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

Type: Simple

Keywords: Perilous, Resonant

Duration: Instant

Prerequisites: None

Slamming Death at the Root into the earth, the wielder unleashes a shockwave that disrupts the flow of dragon lines. While in a demesne or manse, she rolls (Intelligence + [Craft (Geomancy) or Melee]) at difficulty (its Merit rating), suppressing that site's supernatural properties within close range — plus an additional range band for every two successes — for the scene. This includes increased mote recovery for characters attuned to the site, their ability to sense Essence use within the disrupted region, and any other supernatural properties the demesne or manse possesses. A demense or manse can only be disrupted by one use of this Evocation at a time.

Resonant: If the wielder rolls 3+ extra successes, her attack is reset (**Exalted**, p. 255).

Welling Sap Strike

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

Type: Reflexive

Keywords: Stackable, Withering-only

Duration: One scene

Prerequisites: Sever the Flow

Where the bark is cut, sweet life flows out. After dealing damage with a **decisive** attack or successfully using Sever the Flow, the wielder gathers geomantic Essence from her surroundings into a shining corona around the grimcleaver, adding one die to the raw damage and Overwhelming of its **withering** attacks.

The wielder can stack this Evocation up to (Essence) times. If used in a demesne or manse, this increases to (its Merit rating), if that's higher.

World-Breaker's Blade

Cost: 2m; **Mins:** Essence 1

Type: Supplemental

Keywords: Decisive-only

Duration: Instant

Prerequisites: Welling Sap Strike

Blazing with the dragon lines' varicolored fire, Death at the Root deals out a grievous wound. To use this Evocation, Welling Sap Strike must be active. The wielder adds its damage dice bonus to a **decisive** attack.

Dragon's Egg Cracked

Cost: 2m, 1wp; **Mins:** Essence 2

Type: Simple

Keywords: Decisive-only, Resonant

Duration: Instant

Prerequisites: World-Breaker's Blade

Death and rot come to the fruits of the dragon lines in the wielder's wake. She rolls a gambit to destroy a hearthstone on an enemy's person, with difficulty 5 for lesser hearthstones and 8 for greater hearthstones. Success destroys the stone and breaks its bearer's attunement to the demesne or manse. If the hearthstone originated from a demense or manse the wielder has disrupted with Sever the Flow, she adds (Essence) dice on the attack and damage rolls.

Resonant: Shattering a hearthstone socketed into a weapon also disarms that weapon.

Dweomer-Cleaving Edge

Cost: —; **Mins:** Essence 2

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Sever the Flow, Spell-Rending Talon

Death at the Root sunders the threads of sorcery. The Lunar waives Spell-Rending Talon's (p. XX) cost when using it to enhance a chopping attack (**Exalted**, p. 585). It can also be used to

counter a spell being cast, stripping one sorcerous mote per two levels of damage dealt to the sorcerer.

Resonant: When using this Evocation to counter spells, each level of damage strips one sorcerous mote.

Cutting the World-Root

Cost: —(+1wp); **Mins:** Essence 3

Type: Permanent

Keywords: Resonant

Duration: Instant

Prerequisites: Sever the Flow

The world's lifeblood withers and runs dry at Death at the Root's fall. The wielder may pay a one-Willpower surcharge to extend the suppression inflicted by Sever the Flow to (Essence + Strength) days.

Special activation rules: This Evocation awakens at no cost when the wielder successfully uses Sever the Flow against a greater demesne or manse, or uses Dragon's Egg Cracked to destroy a greater hearthstone.

Resonant: If the wielder uses this Evocation at an especially vulnerable point within a demesne or manse, such as where its hearthstone grows, rolling 5+ extra successes suppresses the entirety of the site's magic for the duration, and shatters any Linked hearthstones (**Exalted**, p. 604) originating from it.

World-Soul Harvest

Cost: —(+10m, 1wp); **Mins:** Essence 3

Type: Permanent

Keywords: Perilous

Duration: Permanent

Prerequisites: Cutting the World-Root, Dragon's Egg Cracked

Death at the Root drinks deeply of the world's power, stealing it for itself. After using Cutting the World-Root to suppress a demense or manse with (its Merit rating) extra successes, the wielder may pay ten motes and one Willpower to draw its Essence into one of the grimcleaver's hearthstone sockets. Over the next day, a duplicate of that demesne or manse's hearthstone forms within that socket (assuming at least one is empty). It shatters if removed from Death of the Root. Such hearthstones are always Steady (**Exalted**, p. 604), even if the original isn't.

This Evocation can only be used once per story.

Broken Circle Ruin

Cost: —(+1wp); **Mins:** Essence 4

Type: Permanent

Keywords: Perilous, Resonant

Duration: Permanent

Prerequisites: Cutting the World-Root, Dweomer-Cleaving Edge

Resonant: Only characters resonant with Death at the Root can awaken this Evocation.

Death at the Root rends miracles in twain, ushering an end to the relict wonders of a lost age. The wielder can use Sunder the Flow against sorcerous workings for a one-Willpower surcharge, rolling against difficulty (Circle x 3). Terrestrial Circle workings are negated entirely; Celestial and Solar workings have their effects suppressed for (Essence + Strength) days.

This Evocation is especially effective against workings that incorporated a demense or manse as one of their Means (**Exalted**, p. 487). Such a Celestial Circle working can be permanently undone, while such a Solar working can be suppressed for (Essence) months.

Manse-Razing Strike

Cost: 10m, 1wp; **Mins:** Essence 5

Type: Simple

Keywords: Resonant

Duration: One extended action

Prerequisites: World-Soul Harvest

Resonant: Only characters resonant with Death at the Root can awaken this Evocation.

The ultimate power of Death at the Root is its most fabled and infamous, the great and awful power to bring low the towers of the mighty. This Evocation can only be used against a demesne or manse that's been completely suppressed with Cutting the World-Root. The wielder begins an extended (Intelligence + Craft [Geomancy]) action to completely destroy that site, cutting away those features of the terrain or architecture that are most vital to its geomancy. This has difficulty (its Merit rating), goal number 40, and a one-day interval. Success permanently destroys it, entailing massive damage to the structures of a manse or the landscape of a demesne. On failure, the wielder can't use this Evocation against that site again.

This Evocation can only be used once per story.

Weirdflame (Moonsilver Devil Caster •••••)

In the Usurpation's aftermath, the shaman-smith Saint of the Sands fled to the Wyld and built a palace-forge in its depths. He savaged the Wyld and its Fair Folk, feeding them to his furnace to quicken his weapons of vengeance. Weirdflame was the last of these masterpieces, crafted from the chaos-twisted ruins of his workshop itself.

Since the Saint's death, Weirdflame and the rest of his arsenal have been scattered across Creation and the Wyld, wielded by the Silver Pact and its enemies alike, but few have matched Weirdflame's infamy. Its flames burn with the Wyld's power, twisting and tainting that which they touch rather than consuming them. In the hands of Eight-Eye Weaver, Weirdflame razed satrapies and transformed warriors into faceless monsters. The witch-king Kurzimand used it as an instrument of fear, warping criminals into awful grotesques.

Weirdflame is a gaudy weapon, with a spiral moonsilver barrel shot through with veins of garish, pulsating chaos and a mother-of-pearl grip. Its flames burn in a rainbow of colors, both those

known in Creation and alien spectra born of the Wyld. It currently lies where its last wielder, the Four Pine Sage, sealed it away

…yet Weirdflame still burns, beckoning its next master.

Attunement: 5m; **Type**: Medium (+12 DMG, OVW 4)

Accuracy: Close +1; Short +5; Medium +3; Long +1; Extreme −1

Tags: Lethal, Archery (Short), Flame, One-Handed, Mounted, Slow

Hearthstone slot(s): 1

Era: Blood Moon Interregnum

Evocations of Weirdflame

When attuning to Weirdflame, the wielder awakens Spark of Madness at no cost.

Spark of Madness

Cost: —; **Mins**: Essence 1

Type: Reflexive

Keywords: Uniform

Duration: One day

Prerequisites: None

Weirdflame and wielder burn alike. Upon awakening this Evocation, her player chooses a Derangement (**Exalted**, p. 168). While this Evocation is active, she suffers that Derangement at Major intensity, but Weirdflame loses the Slow tag and requires no ammunition.

This Evocation can't be ended early.

Wyld-Flame Crucible

Cost: 5m, 1wp; **Mins**: Essence 1

Type: Simple

Keywords: Decisive-only, Resonant, Stackable

Duration: Instant

Prerequisites: Spark of Madness

Unleashing a conflagration of morphic fire, Weirdflame's master twists her foe in a gruesome display of power. She makes a difficulty 5 gambit. If successful, she inflicts one of the following transformations, which lasts one day:

Humanity-Immolating Pyre: Twisted into a gruesome and terrifying shape, the victim inspires fear in all who behold him. He gains the Hideous Merit and suffers a −2 penalty on inspire and instill rolls based on any emotion but fear, and bargain and persuade rolls. Anyone who sees him assumes he's a demon, fae, or similar horror unless they succeed on a difficulty 3 (Perception + Occult) roll. Characters who know him and recognize him add +3 dice on this roll; on a failure, they assume he's a monster that's somehow stolen the original's shape.

Limb-Twisting Molt: One of the victim's limbs or organs is grotesquely transformed — a leg turned to coral, an arm stripped of bones, eyes turned to fungal growths, etc. — inflicting a −3 penalty to any roll requiring its use.

Melting Face Curse: Weirdflame's fire burns away the victim's face and all other identifying features. Recognizing him by sight, scent, or voice is impossible without magic, and even then requires a (Perception + Awareness) roll at difficulty (Lunar's Manipulation + Essence). This can't disguise him as another individual.

This Evocation is a shaping effect which can be defended against by Destiny-Manifesting Method (**Exalted**, p. 304) or similar magic. The wielder can stack its effects on a single foe, but can't stack the same effect more than once — with the exception of Limb-Twisting Molt, which can be applied once per body part.

Weirdflame's master can develop new transformations of comparable power for three experience points (or one bonus point) each.

Resonant: The wielder makes a damaging **decisive** attack instead. As long as the damage inflicted beats the gambit's difficulty, she may forgo three levels of damage to inflict a single transformation.

The Moon in Flames

Cost: —; **Mins**: Essence 1

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Sharing Luna's Gifts, Wyld-Flame Crucible

The Lunar may use Weirdflame's fire to transform characters with Sharing Luna's Gifts (p. XX), waiving its health level cost. If she knows Insidious Lunar Transformation (p. XX), she can make its gambit with Weirdflame, waiving its health level cost. Any Evocations that enhance Wyld-Flame Crucible can also enhance Insidious Lunar Transformation — for example, reducing the difficulty of using it against a target marked by Twisting Ash Brand.

Special activation rules: This Evocation awakens at no cost when the Lunar fails a roll against the Derangement inflicted by Spark of Madness.

Mad-Fire Ultimatum

Cost: 3m, 1wp; **Mins**: Essence 2

Type: Supplemental

Keywords: Psyche, Resonant

Duration: Instant

Prerequisites: Wyld-Flame Crucible

The wielder doubles 9s on a threaten, instill, or inspire roll to torment or outrage a victim of Wyld-Flame Crucible. If beats his Resolve, she also inflicts a Minor Derangement of hysteria for (1 + extra successes) days, or for the transformation's duration if it's longer.

Resonant: The wielder doubles 8s.

Twisting Ash Brand

Cost: 3m; **Mins**: Essence 2

Type: Supplemental

Keywords: None

Duration: Instant

Prerequisites: Wyld-Flame Crucible

Weirdflame exhales a spume of varicolored smoke and glowing cinders. As its wielder aims at a foe, this smoke clings to him, lowering the difficulty of the next gambit made against him with Wyld-Flame Crucible by two.

Ruined Phoenix Crucible

Cost: —; **Mins**: Essence 3

Type: Permanent

Keywords: Resonant

Duration: Permanent

Prerequisites: Mad-Fire Ultimatum

Emerging from the ashes like a broken-winged phoenix, a foe is reborn. Wyld-Flame Crucible's transformations last (wielder's Essence x2) days, or (Essence) months against mortals. The wielder may commit Wyld-Flame Crucible's cost when transforming a foe with equal or lesser Essence, making the transformation's duration Indefinite.

Resonant: Mortals whose Willpower is lower than the wielder's Essence can be permanently transformed without committing motes.

Wyld Nightmare Inferno

Cost: 10m, 5i, 1wp; **Mins**: Essence 4

Type: Simple

Keywords: Perilous, Resonant

Duration: One scene

Prerequisites: Ruined Phoenix Crucible, Twisting Ash Brand

Resonant: Only a wielder resonant with Weirdflame can awaken this Evocation.

Raising Weirdflame skyward, the wielder unleashes a Wyld-fire vortex that engulfs the world around her in chaos. This is a difficulty (Essence), Damage 4L/round environmental hazard extending out to medium range from her. Rolls to resist it use the lower of the appropriate (Attribute + Ability) pool or a character's (Wits + Integrity). If Spark of Madness is active, the wielder is immune to this hazard.

Each level of damage a character takes from the hazard lowers the difficulty of Wyld-Flame Crucible's gambits against him by one. Once the difficulty's been lowered to 0, each subsequent

time a character takes damage, the wielder may afflict him with one of Wyld-Flame Crucible's transformations, without needing to pay any cost or make any rolls.

This blaze can't be extinguished by water, or even fire-suppressing magic, but it ends if the wielder is crashed.

War horns rang out over Kulinth, as though anyone could hear the clashing of swords and the shouts and *not* recognize the alarm had been raised. Castellan Mitali Vogl had played her part exactly as Sazay'd expected, raising the cry over poor, murdered Glimmering Shroud. She'd alerted Prince Asmund and flung her accusations Cathak Vanida's way. The satrap countered with whispers *she'd* heard — Silent Pearl's poisoned rumors — and from there, the tension reached a boiling point. When Winglord Ledaal Haraku's soldiers found his body early that morning, the hostilities spilled over.

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Tula winged over a quiet street, calling down orders with a song. It was all she could do not to trill in triumph. All night, her fighters had ambushed orderly packs of garrison troops: striking from cover, sowing blood and chaos, melting back into Kulinth's twisting alleys before the trained soldiers could rally and retaliate. Two months ago she'd been uncertain they could learn so quickly. Now, though, they did exactly as she bade, and though they'd suffered losses, would suffer more in the hours to come, grieving could wait. Tonight, they saved their people.

She spotted a group ahead, scuttling from shadow to shadow: a family trying to escape. *This way,* she called to her flock hiding in the shadows. A handful emerged from cover to lead the refugees to safety. The rest skulked after Tula as she wheeled down an alley, toward the garrison force coming to make a sweep. They'd find more than scared peasants to test their blades against.

•••••

Sazay'd worn half a dozen faces tonight, and by morning she'd don half a dozen more. She'd been a square-jawed old commander, sending his troops to the wrong side of the city. She'd been one of the satrap's mouthpieces, delivering orders in a stolen voice. She'd been the tax collector, scurrying into a stolen carriage with boxes of pilfered scrolls. She'd been a close friend of Glimmering Shroud, declaiming an impassioned speech to all who would listen about avenging his death. She'd worn animal shapes, too, sneaking mouse-tiny into a meeting room to eavesdrop on the satrap's desperate plans. She'd been a kestrel, carrying those plans to Tula and Tegama. She'd been her beloved fennec-self, slipping into storehouses and kicking over oil lanterns.

Her favorite so far was running as a wolf at Silent Pearl's side, exulting in the joy of being part of a pack as they tasted coppery blood torn from soldiers' throats.

•••••

The fighting wasn't confined to the city's walls. Silent Pearl preferred to lure their enemies away from the safety that came with comrades in arms; they dragged the battle over snowy fields and out onto the frozen lake, where spirits of ice and gale waited to sink frigid talons into warm mortal flesh. The fight went out of the soldiers as the cold crept in, though Silent Pearl felt no pity. They'd promised their otherworldly allies a feast, and the winds howled with approval.

•••••

It was nearly midnight, but Kulinth's central square glowed bright as day. At its center, limned in white and surrounded by soldiers, flowed Azu Tegama Asarkon. His form blurred as he moved, the silver blade flashing in his grip. It left a bright streak in its wake, often followed by a crimson arc. Tegama cut through his opponents efficiently, methodically. With every swing, he took a

step closer to the palace where Cathak Vanida had holed up, surrounded by her most trusted guards.

Clutched in winter's frozen grasp, the city of Kulinth burned.

Chapter Nine
Heroes and Monsters

The following quick characters can be used both to represent specific characters and as guidelines for others. Some are venerated shahan-yas and luminaries of the Silver Pact; others are prominent within it, or independent of it altogether.

The Charms listed for each Storyteller are only a sampling of each character's most iconic powers. Storytellers should feel free to add Lunar Charms, Martial Arts Charms, Evocations, or spells to either increase a character's power, or diversify their talents into other fields.

> Might of the Elders
>
> This chapter includes ancient Lunars who've mastered Essence 6+ Charms. Such Charms don't represent a new tier of power beyond what Essence 5 Charms are capable of — rather, they depict these elders' unique and idiosyncratic capacities, signature feats that define their legend but remain within the bounds of ordinary power.

Hata Mor

Pressed into slavery as a child along with the rest of his village by the Guild, Hata Mor was torn from his parents and sold by the Guild factor Rodikhar of Nathir to the prince Blossoming Vine to fight in his arena. The prince spared no expense in tending to the health of his precious gladiators, but had no concern for their humanity, considering them less than his hunting hounds or stable of horses. But when Blossoming Vine sought to court a visiting queen with a taste for blood, Hata Mor found himself thrown into a brutal death match that left him bleeding out in the sand.

Mor barely managed to crawl out of the arena. Determined to survive, he tried to bind his wounds. That was where Luna found him. That night, he escaped his slavery. Silver Pact emissaries him out not long after, but he rejected their offers. He knew little of the Realm, and the rage burning in his heart had pressing targets far closer to hand than that distant empire. Nor did he seek the mentorship of the Pact's Lunars; after a life in chains, he was wary of even the most seemingly benevolent masters. Instead, he pursues a far more personal vendetta.

Blossoming Vine believes Hata Mor dead, but in truth, the young Lunar's set out to ruin both the prince and the Guild factor who enslaved him. Blossoming Vine and Factor Rodikhar deserve none of the respect his fellow gladiators did — rather than a swift, violent end, they must be humbled and humiliated as Mor unravels their lives' works. He moves among the elite of Vine's kingdom, sowing unrest and stoking the ambition of rival nobles, while undermining Rodikhar's mercantile ventures with his own trading consortium, the Hidden Stonefish Company. Only when his tormentors succumb to despair will he permit them their deaths.

Caste: Casteless

Spirit Shape: Stonefish; **Tell:** A mottled birthmark on his face.

Essence: 2; **Willpower:** 6; **Join Battle:** 6 dice (+2 for 2m, +4 for 4m)

Personal: 17; **Peripheral:** 42

Health Levels: −0/−1x2/−2x4/−4x2/Incap.

Actions: Assess Goods: 7 dice (+4 for 4m, +7 for 7m); Feats of Strength: 8 dice (+4 for 4m, +7 for 7m; may attempt Strength 5 feats); Read Intentions: 10 dice (+4 for 4m, +7 for 7m); Resist Poison/Illness: 7 dice (+4 for 4m, +7 for 7m), Senses: 8 dice (+4 for 4m, +7 for 8m); Social Influence: 10 dice (+4 for 4m, +7 for 7m)

Appearance 3, Resolve 3 (+1 for 2m, +2 for 4m), Guile 5 (+2 for 4m, +4 for 8m)

Combat

Attack (Unarmed): 11 dice (+5 for 5m, +10 for 10m; Damage 12B, +3 for 3m, +5 for 5m)

Attack (Grapple): 7 dice (+4 for 4m, +7 for 7m; 10 dice to control, +4 for 4m, +7 for 7m)

Combat Movement: 6 dice (+2 for 2m, +4 for 4m)

Evasion: 2 (+1 for 2m, +2 for m); Parry 4 (+2 for 2m, +4 for 4m)

Soak/Hardness: 4 (+2 for 2m, +4 for 4m)/0

Intimacies

Defining Principle: I am my own master.

Defining Tie: Prince Blossoming Vine (Hatred)

Defining Tie: Guild factor Rodikhar (Hatred)

Major Principle: I value safety and certainty.

Major Tie: Fellow Slaves (Compassion)

Major Tie: Luna (Gratitude)

Minor Tie: Reave (Companionship)

Minor Tie: The Guild (Enmity)

Minor Tie: The Hidden Stonefish Company (Pride)

Escort

Hata Mor has a claw strider familiar (**Exalted**, p. 561) named Reave. He's sometimes accompanied by hired bodyguards, with battle-ready troop traits (**Exalted**, p. 496).

Shapeshifting

Hata Mor has the shapes of a variety of city-dwelling animals, and a handful of Eastern predators, including a bear, wolf, and panther (**Exalted**, pp. 557, 562, 565). He possesses considerably more human shapes, largely taken from Blossoming Vine's kingdom. He can take shapes with Debt of Borrowed Skin (p. XX) and Terrifying Predator Consumption (p. XX).

Offensive Charms

Adder Fang Method (3m; Supplemental; Instant; Decisive-Only, Protean): **Decisive** attack conveys poison with Damage 2i/round (B in Crash), Duration 4 rounds, and a –2 penalty; or increase duration of a venomous animal shape's poison by two rounds.

Divine Predator Strike (2m; Supplemental; Instant; Dual): Add (1 + attack roll 10s) to post-soak **withering** damage (maximum 5) or **decisive** damage (maximum 2). Against crashed enemies, count 9s as well.

Defensive Charms

Halting the Scarlet Flow (6m, 1wp; Reflexive; 4 turns; Perilous): Heal one level of non-aggravated damage at the start of each turn. Ends if crashed. Once per day.

Impenetrable Beast-Armor (3m; Reflexive; Instant; Dual): +3 soak or Hardness 4.

Social Charms

Forked Tongue Discernment (2m; Reflexive; Instant): Roll Read Intentions with two successes to determine if someone's lying. Once Mor catches someone lying, subsequent uses that scene don't require rolls.

Gnawing Mouse Malaise (5m, 1wp; Simple; One story; Mute): Spend a scene sabotaging an organization Mor has authority within to roll Social Influence with three successes opposing an appropriate roll by an involved group member. Rolls to carry out the organization's business take twice as long, and 1s subtract successes; Mor gains one Willpower when such a roll fails, maximum once per day. He gains +3 Guile to conceal his culpability. This can be ended by uncovering Mor's involvement and completing a project to undo his sabotage.

Unceasing Hunger Affliction (5m; Simple; Instant; Psyche): Roll Social Influence against one character to inspire fascination for a good or service. Success also inflictions Minor Obsession (**Exalted**, p. 169). Victim suffers additional −1 Resolve against bargains offering that good or service. Derangement lasts (6 – target's Integrity days), but a failed Willpower roll against it resets duration. Once per scene.

Uncertain Sky Ambiguity (6m; Simple; Instant; Mute): Roll Social Influence with three bonus dice to cause targets to doubt a given fact's truth. This doubt is a virtual Major Intimacy until the scene ends. Characters can resist without spending Willpower if presented with direct evidence of the fact; it's unacceptable influence against characters with Intimacies of belief in the fact.

Lilith

After all these centuries, Lilith's youth seems like a dream. Her recollections are sharp but fleeting, a dwindling flock of brilliant images against the dark — the verdant fields of Erya-Duat, that fertile enclave carved out of the Southern desert; the hunt against the great vulture-strix wherein she Exalted, strangling the arrow-riddled beast as it raked her with terrible claws; racing with her Lunar mentor across the night skies, chasing the moon into the west.

But more than anything, she recalls her first glimpse of Andamani of the Scarlet Field. O! so resplendent in gold and crimson, so proud of bearing! O! and how his icy countenance melted into a warm smile when he saw her, how that warmth that suffused her in turn. In that moment, memories not her own flooded her, a rush of past lives weighted with passions she could not name.

Their love caught fire in an instant, and for a time it was all-consuming. They dallied in Ilyamun's hidden gardens, danced in the ballrooms of Malachite's Dawn, addressed the Deliberative from a shared plinth, and rode to war against the House of Shards in the same chariot.

Over time their love cooled, and troubles grew more frequent, marring their life together with occasional quarrels, lies, and betrayals. But their bond remained firm until the end.

When Andamani perished in the Usurpation, Lilith was shattered. Escaping the first Wyld Hunts, she joined her fellow Lunars to shape the nascent Silver Pact.

She stayed with the Pact for a time, advising her peers in matters of society and war. But too many things reminded her of Andamani, of the relationship she'd woven through every aspect of her life for a thousand years. She tried to lose herself in war against the Shogunate — inspiring rebels, battling soldiers, murdering ministers and generals — but her ravaged heart remained raw, and every dealing with humanity was salt in the wound.

It was easier to be an owl, with an owl's innocent hungers and needs, than to be human, with human memories and pain. As the centuries passed, her dealings with Creation — battles with the Shogunate, dalliances with heroes and spirits, tutelage of young Lunars — grew fewer and farther between. Meanwhile, she spent more and more time as a beast, hunting and soaring through the wilderness.

Eventually, she stopped changing back.

Five years ago, Andamani was reborn, along with the other imprisoned Solars. Through the bond they'd once shared, through dreams, through the wind's scent, she sensed his return. Slowly, she awakened from being an owl. Slowly, she became Lilith once more.

Stirred from her avian dream, Lilith seeks new purpose in an unfamiliar world. She pursues rumors of the Solars among mortals and spirits, hoping to find Andamani reborn. But she also pursues meaning among her own kind. A few surviving First Age and early Shogunate-era Lunars are known to her, and though she's not yet ready to commit herself to the Silver Pact and its responsibilities, she would renew those friendships — and her vendetta against the usurpers.

Other Lunars, hearing rumors of the questing owl, now seek out Lilith in turn. The eldest Pact members know her as a peer, while younger Lunars desire her strength and her counsel.

Lilith's human form is a lean, dark-skinned woman of middle height. Moonsilver mail of ancient design covers her body; an owl's-head helm conceals her silver-white hair. But she rarely assumes human form, favoring a variety of animal shapes, her owl shape most of all.

Lilith is typically silent, not out of shyness, but because she only speaks when she has something to say. This trait becomes less exaggerated as she spends more time in human company.

Caste: Casteless

Spirit Shape: White spotted owl; **Tell:** White feathers in her hair

Essence: 6; **Willpower:** 8; **Join Battle:** 11 dice (+5 for 5m, +10 for 10m)

Personal: 21; **Peripheral:** 43 (15 committed)

Health Levels: −0/−1x2/−2x12/−4x6/Incap.

Actions: Command: 6 dice (+2 for 2m, +4 for 4m); Conceal Evidence/Tracks: 12 dice (+5 for 5m, +10 for 10m); Feats of Strength: 10 dice (+4 for 4m, +7 for 7m; may attempt Strength 5 feats); Occult Insight: 6 dice (+2 for 2m, +4 for 4m); Read Intentions: 9 dice (+4 for 4m, +7 for 7m); Resist Disease/Poison: 7 dice (+4 for 4m, +7 for 7m); Senses: 10 dice (+4 for 4m, +7 for

7m); Social Influence: 12 dice (+5 for 5m, +10 for 10m); Stealth: 8 dice (+4 for 4m; +7 for 7m); Strategy: 10 dice (+4 for 4m, +7 for 7m); Tracking: 10 dice (+4 for 4m, +7 for 7m)

Appearance 4, Resolve 5 (+2 for 4m, +4 for 8m), Guile 6 (+2 for 4m, +5 for 10m)

Combat

Attack (Queen of Winds, moonsilver powerbow): 13 dice at short range (+5 for 5m, +10 for 10m; Damage 17L/4, +3 for 3m, +5 for 5m)

Attack (Nyx, moonsilver direlance): 12 dice (+5 for 5m, +10 for 10m; Damage 19L/5, +3 for 3m, +5 for 5m)

Attack (Unarmed): 14 dice (+5 for 5m, +10 for 10m; Damage 12B, +3 for 3m, +5 for 5m)

Attack (Grapple): 14 dice (+5 for 5m, +10 for 10m; 10 dice for control, +4 for 4m, +7 for 7m)

Combat Movement: 11 dice (+5 for 5m, +10 for 10m)

Evasion 4 (+2 for 4m, +4 for 8m); Parry 6 (+2 for 4m, +5 for 10m)

Soak/Hardness: 12 (+2 for 2m, +4 for 4m; see Deadly Beastman Transformation and Hybrid Body Transformation)/7 (Shining Strix, moonsilver hauberk)

Intimacies

Defining Principle: Life's only constants are loss and grief.

Defining Tie: Andamani (Ambivalence)

Defining Tie: The First Age (Wistful Nostalgia)

Major Principle: Isolation in the wilderness eases my pain.

Major Tie: Fellow Lunars (Loyalty)

Major Tie: The Shogunate and its successor states (Loathing)

Minor Principle: I wish I could turn my back on the past.

Minor Tie: Solar Exalted (Curiosity)

Minor Tie: Luna (Reverence)

Shapeshifting

Lilith possesses a menagerie of countless animal shapes. While she does have human shapes, most are people long dead; she's only taken a few human shapes to aid in interaction over the last five years. She can claim shapes with Face-Taker's Gaze (p. XX), Stalking Nightmare Hunter, and Terrifying Predator Consumption (p. XX)

Offensive Charms

Bleeding Crescent Strike (5m; Supplemental; Instant; Uniform): Double five 9s on an attack roll. Against battle groups, add their Size to the number of dice that can be doubled, and can double 8s as well. Each halo adds an additional die to the attack roll; halos disappear at end of turn.

Deadly Beastman Transformation (1m, 1wp; Simple; One scene; Withering-only): Hybrid Body Transformation must be active; can use reflexively with it. +5 dice on **withering** damage

rolls, feats of strength, and move actions. +5 soak. Adds +6 to effective Strength for attempting feats of Strength. −1 Defense. *Horrifying Beast-God Might:* Initiative Breaks are increased by (1 + crashed enemy's wound penalty).

Falling Scythe Flash (5m; Supplemental; Instant; Dual): Add five dice to the damage of a **decisive** attack against an enemy with lower Initiative, or the raw damage of a **withering** attack.

Greatest Killer Attitude (3m, 1wp; Supplemental; Instant; Dual): A **withering** attack ignores soak bonuses from Size and converts five dice of post-soak damage to successes. Each halo adds one die of post-soak damage; halos disappear at end of turn. A **decisive** attack converts five dice of damage to successes, and doubles its effective damage for inflicting extra levels against battle groups (**Exalted**, p. 208).

Hybrid Body Transformation (4m; Simple; Indefinite): Gain Night Vision (p. XX), one-dot Unusual Hide and three-dot Wings (**Exalted**, pp. 167-168). *Terrifying Ogre Alteration:* While using Deadly Beastman Transformation, gain upgrade to three-dot Unusual Hide and five-dot Wings.

Limb-Maiming Flourish (3m, 1wp; Supplemental; Instant; Decisive-only): While at Initiative 10+, if enemy doesn't take a crippling injury, roll dice of damage equal to dice on original roll that showed successes. In animal shapes with crippling attacks, gain one Willpower for incapacitating or crippling a nontrivial foe. Enemies that take crippling injuries are immune for rest of scene.

Mighty Ram Smash (3m, 1wp; Simple; Instant; Decisive-only, Protean): Make **decisive** attack, adding one success to damage. With 3+ damage successes, knock enemy back one range band; collisions inflict 3 dice of damage, ignoring Hardness. With 5+ damage successes, knock him back two range bands (maximum medium); collisions inflict 5 damage dice. In animal shapes with Deadly Charge, double effective damage successes. *Fatal Strix Flight:* Pay four-mote, one-Initiative surcharge from close range to launch foe vertically, replacing impact damage with falling damage (**Exalted**, p. 232).

Swooping Hybroc Death-Strike (3m; Reflexive; Instant; Decisive-only, Protean): After using Fatal Strix Flight, jump with foe and make a **decisive** attack, using collision damage amount. Ignore falling damage. In flight-capable forms, add six non-Charm dice on attack roll, and can remain hovering in air.

White Reaper Form (8m; Simple; One scene; Form): Double 10s on **decisive** damage rolls. Gain a halo (maximum 5) after incapacitating or crashing a nontrivial opponent or damaging a battle group; each adds +1 Resolve. Battle groups reduce Defense as though their Drill was one lower; poor Drill gives −1 Defense instead. Move through battle groups without spending Initiative. Can activate reflexively after beginning the turn within an enemy battle group, or within close range of 3+ nontrivial opponents. *White Reaper Beastman Avatar:* Can activate reflexively on using Deadly Beastman Transformation.

Defensive Charms

Bending Before the Storm (2m; Reflexive; Instant; Uniform): Halve Defense penalties, or ignore all against lower-Initiative enemy. Doesn't reduce surprise attack penalty.

Flickering Corona Barrier (2m; Reflexive; Instant; Uniform): +1 Parry. Attacking battle groups doesn't add Size to the attack roll. Can expend all halos to add (halos expended) to her Parry.

Foe-Defying Frenzy (5m [+1wp]; Reflexive; Instant; Clash, Decisive-only): Clash with a **decisive** attack. Doesn't roll damage or reset Initiative unless she pays a one-Willpower surcharge; incapacitating nontrivial foe refunds Willpower.

Gleaming Crescent Block (3m; Reflexive; Instant; Uniform): After attack roll, up to six 1s subtract successes.

Heron Sheds Rain (5m [+2m, 1wp]; Reflexive; Instant; Perilous, Uniform): Block unblockable attacks. For two-mote, one-Willpower surcharge, roll Initiative, add successes as non-Charm Parry, and reset to base. Once per scene, unless reset by gaining 20+ Initiative in an instant.

Impenetrable White Shroud (4m, 1wp; Reflexive; One scene): +(3 + [current halos x2]) armored soak. Battle groups don't add Size to damage against her.

Revolving Crescent Defense (4m, 1i; Reflexive; Instant; Uniform): Ignore onslaught penalties against one attack. For each point of penalty canceled, add +1 Parry against it.

Titan-Rending Fury (6m, 5i, 1wp; Reflexive; Instant; Clash, Perilous, Withering-only): Make a **withering** clash attack against a crashed foe that succeeds automatically. Can't be used against him again that scene unless he recovers from crash and is crashed again.

Social Charms

Beast-Mind Metanoia (10m, 1wp; Reflexive; Instant; Protean, Psyche): Against influence that beats Lilith's Resolve, she reduces her ability to understand it to that of an animal whose shape she possesses. Costs five motes, one Willpower in that animal's shape. Once per story, unless reset by Limit Break.

Labyrinth of the Beast (4m, 1wp; Reflexive; Instant; Mute, Protean): Against failed read intentions roll any 1s, make opposing character believe he succeeded and discerned only an animalistic drive of Lilith's choice, disregarding her that scene unless her actions prompt further attention. In animal shapes, he sees only instinctive behavior; usable even after a successful read intentions roll against her, as long as it contained any 1s.

Silver Mask Submersion (6m, 1wp; Simple; Indefinite; Psyche): Lilith replaces her conscious mind with the identity of a human shape she has a Tie for — replacing her Intimacies with his — or of an animal shape, replacing her Intimacies with Intimacies reflecting that species' instinctual behavior. Her memories are skewed to fit her belief that she is the shape she wears. She can't voluntarily leave her current shape or end this Charm. Lilith defines a circumstance to terminate this Charm; otherwise, it only ends at end of story or when she witnesses one of her true Major or Defining Intimacies being threatened.

Miscellaneous Charms

Emerald Grasshopper Form (10m, 1wp; Simple; One day): Change into a Minuscule Size animal. Waive Willpower cost when shifting between Minuscule Size shapes.

Omniscient Instinct Concentration (—[1wp]; Permanent): Whenever an event within 600 miles threatens or strongly impacts the object of one of Lilith's Defining Ties, she may spend one Willpower to receive a brief description of the event, direction, and distance. Survival rolls

to navigate towards the event's location double 7s. Lilith can sense her Solar mate's death or reincarnation, regardless of range or realm of existence, without spending Willpower.

Towering Beast Form (15m, 1wp; Simple; One day): Change into a Legendary Size animal. Must pay five motes each subsequent round in combat that he doesn't make a **decisive** attack or spend 8+ motes on offensive effects, or each hour outside combat. Waive Willpower cost when shifting between Legendary Size shapes. *Undaunted Behemoth Avatar:* Waive recurring mote cost unless crashed.

Elder Prowess

Waking Dreamer Fugue

Cost: —; **Mins:** Manipulation 5, Essence 6

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Silver Mask Submersion

When Lilith uses Silver Mask Submersion in an animal shape, she remains capable of shifting into other forms, although she retains the Intimacies of the shape she used that Charm in. If she enters a human shape, she can simulate human behavior, although her demeanor is noticeably strange; she'll likely be treated as though she were mad or possessed.

Silver Mask Submersion's mote cost is waived in Lilith's spirit shape.

Ma-Ha-Suchi

To the Realm, Lookshy, and many in the Eastern Threshold, Ma-Ha-Suchi is a monstrous warlord whose beastfolk warriors pillage and raid indiscriminately. To the Chante-Sa peoples that live in the jungles around his Nameless Lair (p. XX), the Lunar is a divinely appointed leader and beloved champion. To his peers in the Silver Pact, he's an ambiguous figure — some see him as having withdrawn from the vendetta against the Realm too long to be of any use; others find his politics questionable if not infeasibly idealistic; while some believe in both his power and vision as the Time of Tumult shakes Creation's pillars.

Ma-Ha-Suchi is a masterful social manipulator, and has excelled as an infiltrator, seducer, and culture hero, among other roles. Intimidation may be his most common approach at present, but only by choice. He's also a terror on the battlefield, ordering formations of beastfolk soldiers even as enters his terrible battle-rages.

Ma-Ha-Suchi most often wears his hybrid form, which has grown comfortable beyond any other over the centuries. He rarely has cause to wear other human shapes, save for when he wishes to walk unnoticed among the Chante-Sa.

Caste: Changing Moon

Spirit Shape: Chimera of goat and wolf; **Tell**: A voice like silver bells.

Essence: 6; **Willpower:** 10; **Join Battle:** 11 dice (+5 for 5m, +10 for 10m; see Chimera-Soul Expression)

Personal: 21; **Peripheral:** 53 (5 committed)

Health Levels: −0/−1x7/−2x7/−4x11/Incap.

Actions: Command: 11 dice (+5 for 5m, +10 for 10m); Feats of Strength: 10 dice (+4 for 4m, +7 for 7m; may attempt Strength 5 feats); Read Intentions: 11 dice (+5 for 5m, +10 for 10m); Resist Poison/Disease: 6 dice (+2 for 2m, +4 for 4m); Senses: 7 dice (+2 for 2m, +4 for 4m); Social Influence: 11 dice (+5 for 5m; +10 for 10m); Strategy: 11 dice (+5 for 5m, +10 for 10m); Tracking: 7 dice (+2 for 2m, +4 for 4m); Understanding Cultures: 10 dice (+4 for 4m, +7 for 7m)

Appearance: 5, **Resolve**: 6 (+2 for 4m, +5 for 10m), Guile 5 (+2 for 4m, +4 for 8m)

Combat

Attack (Horns): 13 dice (+5 for 5m, +10 for 10m; Damage 14L, +3 for 3m, +5 for 5m; see Claws of the Silver Moon and Hybrid Body Transformation)

Attack (Javelin): 10 dice at close range (+4 for 4m, +7 for 7m; 14L, +3 for 3m, +5 for 5m)

Attack (Unarmed): 14 dice (+5 for 5m; +10 for 10m; Damage 12B, +3 for 3m, +5 for 5m)

Attack (Grapple): 10 dice (+4 for 4m, +7 for 7m; 10 dice to control, +4 for 4m, +7 for 7m)

Combat Movement: 9 dice (+4 for 4m, +7 for 7m)

Evasion 3 (+1 for 2m, +2 for 4m), Parry 7 (+2 for 4m, +5 for 10m)

Soak/Hardness: 13 (+3 for 3m, + 5 for 5m; see Deadly Beastman Transformation and Hybrid Body Transformation)/7 (God-Bone Raiment, Moonsilver Lamellar)

Intimacies

Defining Principle: I doubt whether this struggle has been worth it.

Defining Principle: I will raise up a new Lunar Realm where I'm admired and respected by all.

Defining Tie: The Usurpers (Hatred)

Major Tie: The Chante-Sa (Paternal Protection)

Major Tie: The Silver Pact (Unreliable Partnership)

Major Tie: Raksi and her adherents (Bitter Loathing)

Minor Tie: Luna (Respect)

Minor Tie: The Three Mothers (Loyalty)

Minor Tie: The Nameless Lair (Possessiveness)

Escort

Ma-Ha-Suchi's typical escort is a Size 2 battle group of wolf-folk elite bodyguards (**Exalted**, p. 497) with elite Drill and Might 1. He's occasionally accompanied by one or more of his adherents, such as a Lunar warlord (**Exalted**, p. 545) or Changing Moon trickster (**Exalted**, p. 546).

Merits

Cult 3

Shapeshifting

Ma-Ha-Suchi has a vast repository of animal shapes, primarily Eastern species. He has a considerable number of human forms, but few contemporary ones — he has some traded for with the Chante-Sa, and some taken from captives from neighboring kingdoms and the Realm. He can claim shapes with Debt of Borrowed Skin (p. XX) and Heart-Drinking Kiss (p. XX).

Offensive Charms

Chimera-Soul Expression (Permanent): While in spirit shape or hybrid form, gain Enhanced Smell (**Exalted**, p. 165) and Fast Reflexes (**Exalted**, p. 161).

Claws of the Silver Moon (5m, 1wp; Simple; One scene): **Withering** horn attacks gain +1 Accuracy, +3 Damage, and Overwhelming 4. Spend three motes to add 5 non-Charm dice on feats of demolition.

Deadly Beastman Transformation (1m, 1wp; Simple; One scene; Withering-only): Hybrid Body Transformation must be active; can use reflexively with it. +5 dice on **withering** damage rolls, feats of strength, and move actions. +5 soak. Adds +6 to effective Strength for attempting feats of Strength. −1 Defense. *Horrifying Beast-God Might:* Initiative Breaks are increased by (1 + crashed enemy's wound penalty). *Undying God-Beast Perfection:* Heal a level of non-aggravated damage upon resetting Initiative, maximum once per round.

Divine Predator Strike (2m; Supplemental; Instant; Dual): Add (1 + attack roll 10s) dice to post-soak **withering** damage or **decisive** damage, maximum 5. Against crashed foes, count 9s as well.

Ferocious Biting Tooth (2m; Supplemental; Instant; Dual): **Withering** attack gains +6 Overwhelming. On **decisive** attack, add up to 5 attack roll extra successes as dice of damage.

Hybrid Body Transformation (4m; Simple; Indefinite): Gain Hideous (**Exalted**, p. 162), four-dot Horns (**Exalted**, p. 165) granted the Piercing and Smashing tags by Deadly Weaponry (p. XX), and one-dot Unusual Hide (**Exalted**, p. 166), in addition to mutations from Chimera-Soul Expression. *Terrifying Ogre Alteration:* While using Deadly Beastman Transformation, gain Pain Tolerance (**Exalted**, p. 164).

Limb-Maiming Flourish (3m, 1wp; Supplemental; Instant; Decisive-only): While at Initiative 10+, if enemy doesn't take a crippling injury, roll dice of damage equal to dice on original roll that showed successes. In animal shapes with crippling attacks, gain one Willpower for incapacitating or crippling a nontrivial foe. Enemies that take crippling injuries are immune for rest of scene.

Relentless Lunar Fury (3m, 1wp; Reflexive; One scene, Protean): Can only use upon taking **decisive** damage. Halve wound and crippling penalties, rounded down. Gain 1 Initiative whenever he takes **decisive** damage. In animal shapes with Berserker, add one die on physical rolls. Can't withdraw, use social influence unrelated to combat, or stop fighting till all foes are dead or fled. *Bloodthirsty Siaka Frenzy:* Can activate upon damaging a foe's −2 levels; pay three motes on resetting Initiative with **decisive** attack to add enemy's wound penalty to base Initiative.

Savage Moonsilver Talons (2m, 1a, 1wp; Simple; Instant; Dual, Perilous): Make a **withering** or **decisive** attack against an enemy whose Initiative is at least 15 lower. W**ithering** attacks double

extra successes; **decisive** attacks add extra successes as dice of damage. Once per scene, unless reset by resetting Initiative with a **decisive** attack and then crashing an enemy.

Defensive Charms

Bending Before the Storm (2m; Reflexive; Instant; Uniform): Halve Defense penalties, or ignore all against lower-Initiative enemy. Doesn't reduce surprise attack penalty.

Gleaming Crescent Block (3m; Reflexive; Instant; Uniform): After attack roll, up to six 1s subtract successes.

Heron Sheds Rain (5m [+2m, 1wp]; Reflexive; Instant; Perilous, Uniform): Block unblockable attacks. For two-mote, one-Willpower surcharge, roll Initiative, add successes as non-Charm Parry, and reset to base. Once per scene, unless reset by gaining 20+ Initiative in an instant.

Halting the Scarlet Flow (6m, 1wp; Reflexive; 5 turns; Perilous): Heal one non-aggravated level of damage at the start of each of Ma-Ha-Suchi's turns. Ends if crashed. Once per day. *Deathless Fury Unleashed:* Waive either Willpower cost or Perilous when activating with Relentless Lunar Fury. *Unyielding Battle Vigor:* Extend duration by one turn on incapacitating a nontrivial enemy with 3+ levels of damage more than necessary, or by forgoing an Initiative Break.

Social Charms

Divine Terror Avatar (4m, 3i, 1wp; Reflexive; One scene; Perilous): Ma-Ha-Suchi can't be attacked or threatened by enemies with Ties of fear toward him; they lose two Initiative at the end of each of their turns if they don't move away from him. Affected battle groups suffer (Intimacy) penalty on rout checks while they can see him. Resisting costs one Willpower and requires a Decision Point; can't be done while crashed.

Goddess Crowned by Horns (6m; Supplemental; Instant): Before a Social Influence roll that upholds a Major or Defining Intimacy, roll (Intimacy) dice, rerolling failures. Each success adds a non-Charm die; 10s also increase cost to resist by one Willpower. Once per story, unless reset by upholding that Intimacy through social action.

Thousand Throat Howl (10m, 3a, 1wp; Simple; Instant; Protean): Roll Social Influence against all enemies, ignoring multiple target penalties. Enemies with temporary Willpower lower than Ma-Ha-Suchi's temporary Willpower (permanent Willpower in Legendary Size shapes or forms the target has a Tie of fear towards) take a Resolve penalty equal to the difference, stacking with Intimacy-inflicted penalties (maximum −4). Affected characters suffer −3 penalty on all actions except fleeing or hiding, which they gain one die on rolls to achieve.

Warfare Charms

Invincible Beast-Warrior Empowerment (15m, 1wp, 1i per turn; Simple; One scene; Perilous): Allied battle groups convert dice from Size, Might, and Ma-Ha-Suchi's orders to successes. Successful command action grants battle groups 6 successes on rout checks until scene ends or Ma-Ha-Suchi gives another battle group a command roll.

Pack Leader Attitude (2m; Supplemental; Instant: Add 6 dice on a command action. With Initiative 12+, reroll 1s until they cease to appear.

Raiton Banquet Assault (2m, 1i, 1wp; Supplemental; Instant; Perilous): Command roll adds dice to damage as well as attack roll. Once per scene, unless reset by ordering a battle group to make an attack that incapacitates a nontrivial foe or causes a battle group to lose Size.

Miscellaneous Charms

Towering Beast Form (15m, 1wp; Simple; One day): Change into a Legendary Size animal. Must pay five motes each subsequent round in combat that he doesn't make a **decisive** attack or spend 8+ motes on offensive effects, or each hour outside combat. Waive Willpower cost when shifting between Legendary Size shapes.

Elder Prowess

Blood Moon Warlord Prowess

Cost: —; **Mins:** Charisma 5, Essence 6

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Invincible Beast-Warrior Empowerment, Thousand Throat Howl

Once per day, when Ma-Ha-Suchi wins Join Battle or enters combat under a Demoralized Stratagem he's enacted, he can use Thousand Throat Howl reflexively for free. Affected enemy battle groups must check for rout. Allied battle groups gain +1 Might (maximum 2) against affected characters.

Raksi

The Usurpation taught Raksi that life is full of betrayal, and only strength and fear could be trusted to keep her safe. She cleaves to this truth as the central axiom of her existence, and has grown much stronger and much more feared than she was as a young philosopher of the First Age. While her peers lament Creation's fallen state, she rejoices in the wisdom gleaned from it.

Raksi's eminence as a sorcerer is legendary. Envoys visiting Mahalanka or passing through the Thousand Fangs Army Total Control Zone may witness some of the greatest workings of occult power seen since the Usurpation, miracles that Raksi performs when the whim takes her. On top of millennia of skill, she holds the Book of Three Circles, a grimoire containing the writings of history's greatest sorcerers, and a formidable arcane artifact in its own right. But she's a scholar of many other fields: artifice, economics, geomancy, mathematics, demonology, philosophy, politics, and obscure matters of metaphysics. Few in Creation could equal her knowledge, and sadly for the quality of her conversation, many of them are on the wrong side of the Silver Pact's vendetta.

Raksi changes between human skins as though donning elegant attire, rarely wearing the same shape for long, and never revealing her true form. Adherents, guests, and apefolk courtiers are expected to recognize her no matter what her shape — if not by her backward-bending wrists, then by her prideful bearing and haughty self-assurance.

Caste: No Moon

Spirit Shape: Chimpanzee; **Tell:** Backwards-bending wrists

Essence: 7; **Willpower:** 10; **Join Battle:** 8 dice (+4 for 4m; +7 for 7m)

Personal: 18; **Peripheral:** 51

Health Levels: −0/−1x2/−2x12/−4x6/Incap

Actions: Administration: 4 dice (+2 for 2m, +4 for 4m); Command: 6 dice (+2 for 2m, +4 for 4m); Craft: 11 dice (+5 for 5m, +10 for 10m); Investigation: 10 dice (+4 for 4m, +7 for 7m); Medicine: 10 dice (+4 for 5m, +7 for 7m); Read Intentions: 10 dice (+4 for 4m, +7 for 7m); Senses: 9 dice (+4 for 4m; +7 for 7m); Social Influence: 10 dice (+4 for 4m, +7 for 7m); Sorcery: 11 dice (+5 for 5m, +10 for 10m); Stealth: 8 dice (+4 for 4m, +7 for 7m); Strategy: 10 dice (+4 for 4m, +7 for 7m); Tracking: 7 dice (+4 for 4m, +7 for 7m); Vast Knowledge: 11 dice (+5 for 5m, +10 for 10m)

Appearance 4, Resolve 6 (+2 for 4m, +5 for 10m), Guile 6 (+2 for 4m, +5 for 10m)

Combat

Attack (Chopping Swords): 10 dice (+4 for 4m, +7 for 7m; Damage 12L, +2 for 2m, +3 for 3m)

Attack (Dart): 12 dice at close range (+5 for 5m, +10 for 10m; Damage 10L, +2 for 2m, 3 for 3m)

Attack (Unarmed): 10 dice (+4 for 4m, +7 for 7m; Damage 10B, +2 for 2m, +3 for 3m)

Attack (Grapple): 6 dice (+2 for 2m, +4 for 4m; 7 dice to control, +4 for 4m, +7 for 7m)

Combat Movement: 8 dice (+4 for 4m, +7 for 7m)

Evasion 6 (+2 for 4m, +5 for 10m); Parry 5 (+2 for 4m, +4 for 8m)

Soak/Hardness: 3 (+2 for 2m, +3 for 3m)/0

Intimacies

Defining Principle: I must be feared.

Defining Principle: Only being the most powerful can keep me safe.

Defining Tie: Herself (Unrepentant Delight)

Major Principle: There won't be any clean or pretty victories in our vendetta.

Major Tie: The Usurpers (Hatred)

Major Tie: Those who aren't afraid of her (Respect)

Major Tie: Her dominion (Ownership)

Major Tie: Ma-Ha-Suchi and his adherents (Disdain)

Minor Principle: I don't care for the petty details of governance.

Minor Tie: The Thousand Fangs Army (Pride)

Minor Tie: Luna (Wonder)

Minor Tie: The Book of Three Circles (Ownership)

Escort

Even when she seems alone, Raksi's likely to be attended by at least one Second Circle demon, and a Size 1-2 battle group of blood apes (**Exalted**, p. 525) or other martial First Circle demons with average Drill and Might 2, which wait dematerialized until she needs them. Her typical escort is a Size 2 battle group of elite apefolk warriors (**Exalted**, p. 497) with elite Drill and Might 1, as well as any Lunar students accompanying her.

Merits

Cult 4

Sage of Three Circles: Once per story, Raksi can cast a spell she doesn't know.

Scar-Strengthened Will: +2 Resolve against fear-based influence and influence conveyed through sorcery.

Sobriquet: Once per story, when Raksi makes an influence roll that aligns with her image as the monstrous Queen of Fangs, the level of stunt awarded is increased by one.

Shapeshifting

Raksi has the shapes of a variety of Eastern animal species, as well as hundreds of human forms, including members of cultures through the Thousand Fangs Army Total Control Zone and beyond. She can take shapes with Blood Geas Binding (p. XX), Face-Taker's Gaze (p. XX), Nest-Raiding Slyness (p. XX) and Whispering Heart Revelation (p. XX).

Offensive Charms

Insidious Lunar Transformation (10m, 1lhl, 1wp; Simple; Instant; Decisive-only): Raksi feeds a target her blood (difficulty 5 gambit in combat) and rolls Sorcery opposing his (Stamina + [Integrity or Resistance]) to turn him into an animal — per shapeshifting (p. XX), except he uses lower of his or animal's dice pools. Lasts (1 + extra successes) days, unless she undoes it or sets a condition to undo it. Mortals and animals with Willpower 7 or less can be transformed permanently. *Witch-Among-Swine Spite:* Waive health level cost and need to feed blood against enemies she has a negative Major or Definining Tie towards who've slighted her that scene.

Defensive Charms

Becoming Water's Envy (5m, 1wp; Reflexive; Instant; Decisive-only, Perilous): After a non-gambit attack beasts Evasion, before damage roll, Raksi rolls (current temporary Willpower + Evasion against the attack). If attack would inflict fewer levels of damage, it's negated entirely, unless it would incapacitate her. Once per day, unless reset by dodging every attack against her in a combat scene, minimum three.

Bending Before the Storm (2m; Reflexive; Instant; Uniform): Halve Defense penalties, or ignore all against lower-Initiative enemy. Doesn't reduce surprise attack penalty.

Flowing Body Evasion (5m [+1wp]; Reflexive; Instant; Perilous, Uniform): Dodge unblockable attacks or add +1 Evasion. If hit, pay one Willpower to subtract (Evasion against the attack) succcesses from the damage roll.

Social Charms

False Burrow Pursuit (3m, 1wp; Reflexive; Instant; Mute, Protean, Psyche): When a character makes an influence roll, roll Social Influence against it. Success changes the topic, causing the character to forget his original intent and make influence appropriate to Raksi's chosen topic. He

forgets the previous topic, unless he's reminded and pays one Willpower. If he has a Tie towards Raksi's animal or human shape, he must enter a Decision Point. Once per scene.

Forked Tongue Discernment (2m; Reflexive; Instant): Roll Read Intentions with three successes to determine if someone's lying. Once Raksi has caught someone lying, subsequent uses that scene don't require rolls.

Hyena-Grinning Playfulness (4m; Supplemental; Instant): Threaten roll won't cause targets to form negative Ties or take offense unless they spend one Willpower. Once per scene.

Warfare Charms

Quicksilver Strategy Meditation (3m, 1wp; Simple; Instant): Choose two stratagems for a Strategic Maneuver; can allocate successes to either, or enact both with sufficient successes.

Miscellaneous Charms

Emerald Grasshopper Form (10m, 1wp; Simple; One day): Change into a Minuscule Size animal. Waive Willpower cost when shifting between Minuscule Size shapes.

Memory-Drinking Meditation (1m [+4m, 1wp]; Reflexive; Indefinite; Stackable): On claiming a human's shape, gain one of his known Ties to an individual at Minor intensity, and all memories concerning that Tie. If the Tie is completely eroded, this Charms ends. Gain all memories for four-mote, one-Willpower surcharge.

Penumbra Witch Mastery (3m; Supplemental; Instant): Add seven dice and reroll 1s on a Sorcery roll; a Vast Knowledge roll related to supernatural beings or phenomena; or an Investigation or Read Intentions roll against fae or spirits.

Sorcery

Shaping Ritual: Raksi knows all three shaping rituals from Raksi's Tutelage (p. XX).

Cosmos-Rending Fury (5m, 1wp; Reflexive; Instant; Perilous): Upon winning Join Battle, reflexively Shape Sorcery with a free full Excellency.

Shadow-Hands Invocation (2m [+4m, 1wp]; Reflexive; One Turn): Can flurry Shape Sorcery actions and non-attack actions, ignoring all penalties. Pay a four-mote, one-Willpower surcharge to extend to one scene.

Cantata of Empty Voices (15sm, 2wp; Instant *or* Until ended; Perilous; Control spell): One-time difficulty 5, Damage 2L environmental hazard out to short range. Characters who fail roll lose one Willpower, or check for rout if they're battle groups. Can repeat on next turn, extending range one range band; upon reaching long, takes three rounds per range band, maximum one mile. If crashed, the spell ends if hit by a **decisive** attack before recovering.

Death of Obsidian Butterflies (15sm, 1wp; Instant; Decisive-only): Raksi rolls Sorcery with seven bonus dice as an undodgeable **decisive** attack aagainst enemies in a line out to medium range, rolling (7 + extra successes) damage to individuals, or (14 + extra successes) to battle groups.

Demon of the First Circle (Ritual, 2wp; Instant; Control spell): Summon a First Circle Demon in a night-long ritual, rolling Sorcery against its Resolve to bind it.

Demon of the Second Circle (Ritual, 3wp; Instant): Summon a Second Circle Demon in a night-long ritual on the night of the new moon, rolling Sorcery against its Resolve to bind it.

Impenetrable Veil of Night (30sm, 1wp; One day): Create a column of darkness one mile in diameter. Battle groups immediately check for rout at +1 difficulty. Characters suffer −3 penalty on vision-dependent rolls; even those able to see in darkness suffer −2 penalty on sight-based Perception and Awareness rolls.

Infallible Messenger (5sm, 1wp; Instant): Send a five-minute-long message to one person anywhere in Creation, reaching him within a day. Can convey influence rolls, but not Charms.

Invulnerable Skin of Bronze (20sm, 1wp; One day): Gain +6 soak, Hardness 6, immunity to contact poisons.

Magma Kraken (30sm, 1wp; One scene): Summon ten magmatic tentacles within long range. They have base Initiative 7 and are rolled into battle collectively with Sorcery. Characters above the tentacles where they emerge must succeed on a difficulty 2 (Dexterity + Athletics) roll or be knocked one range band away and fall prone. The tentacles roll Sorcery with seven bonus dice for attacks and feats of strength, can reach out to short range, have Defense 5, and soak 10. On their turn, the tentacles can roll a single **withering** attack (Accuracy +3, Damage 19L/4), dividing successes against up to one target per tentacle; roll a single **decisive** attack, dividing Initiative evenly among hit enemies, minimum three per enemy; or roll a grapple gambit against one enemy, with a flat 12 successes on the control roll, rendering the grappling tentacle unable to do anything else. A difficulty 5 gambit can destroy one tentacle.

Stormwind Rider (15sm, 1wp; One hour): Flying whirlwind carries Raksi and up to fourteen other characters; she rolls Sorcery for movement. Whirlwind provides light cover against attacks made through it. Characters fall from it if crashed or hit with **decisive** attacks.

Evocations

Arcane Precedent Invocation (3m, 1wp; Supplemental; Until spell is cast): When shaping a spell in a way that exploits a fact introduced that scene, double 9s on all rolls made to shape it and as part of casting it, except damage rolls.

Spell-Swallowing Pages (—[1wp per Circle]; Permanent): Raksi counts as knowing all spells for purposes of countering and distorting them. Successfully countering a spell lets her draw it into the Book of Three Circles; she can use her entire turn to cast it for one Willpower per Circle — even Solar Circle spells.

Elder Prowess

Witch-Queen's Midnight Crown

Cost: —; **Mins:** Intelligence 5, Essence 6

Type: Permanent

Keywords: Perilous

Duration: Permanent

Prerequisite Charms: Cosmos-Rending Fury

A successful Shape Sorcery roll grants Raksi +10 natural soak and Hardness 15 until her next turn, and Initiative equal to the 10s on her roll. She loses this soak and Hardness if she makes an attack or move action. This Charm is incompatible with armor, and doesn't function while crashed.

Shadow-Rending Razor

Shadow-Rending Razor wasn't always an assassin. In the Shogunate's last days, she walked the land under another name as an itinerant Immaculate monk, ministering to common folk troubled by banditry, disease, oppressive rulers, and rogue gods.

When the Contagion came, she did her best to combat it, ultimately resigning herself to comforting the dying even as she succumbed to the plague herself. When Luna came to her, she was overwhelmed by religious epiphany. Inspired by Luna, she gathered survivors into a utopian society, dedicated to community, compassion, independence, and fierce dedication to one's kin. The Silver Pact reached out to her, seeking an ally against the Shogunate, but she refused, dedicated to her community above the Pact's vendetta. Instead, she honed her newfound divinity protecting this commune against the Fair Folk onslaught and the risen Contagion dead, earning the name she now wears.

The commune thrived for decades, overcoming the perils of a post-apocalyptic world. But then came the nascent Realm, with its Wyld Hunt and its legions, to tear down all she'd built.

Her people fought by her side against the invaders. Her people died.

Enraged, Razor hastened to the Pact's side, pursuing its vendetta with bloodthirsty zeal. She flung herself against the Northern satrapies again and again, daring impossible odds.

While recuperating from a near-mortal wound taken while assassinating a Jerah scion, Razor took shelter in a ruined First Age fortress, the Shattersea Bastion, and befriended its small community of scavengers, pirates, outlaws, and hermits. Preaching to her new neighbors, she established a new cult to Luna, one to her aspect as a goddess of the hunt.

Today, Shadow-Rending Razor is as much cult leader as assassin. She preaches Luna's love for outcasts and renegades to the Bastion's mortal cultists while training them as elite assassins. She teaches Lunar students infiltration, assassination, and medicine, but also theology — both Luna's sacred mysteries, and their enemies' Immaculate doctrines.

Minor moon gods and members of Luna's spirit court occasionally visit the Bastion, drawn by offerings and festivals, and pact with cult members to bestow dark blessings. Razor's cult remains small; many of the ruined fortress' inhabitants have left to pursue their holy mission in Northern satrapies, their numbers replenished slowly by occasional shipwrecks and outcasts seeking refuge on the fabled archipelago of assassins.

Razor's doctrine and political agenda are one and the same: The Realm and all other usurpers whose legitimacy rests on the false Immaculate Texts must be torn down so that Luna's cult may rise. Her assassins, Lunar and mortal alike, destabilize Realm control by assassinating those in positions of political, cultural, and economic power within the satrapies, or even on the Blessed Isle.

Razor's true shape is a tall, muscular woman with light brown skin. She shaves her head and wears monastic robes; were it not for their midnight black hue and her moonsilver tattoos, she might be mistaken for an Immaculate. Despite her stoic demeanor, she misses the peaceful simplicity of her mortal life. She keeps a small apiary in the Bastion, a pastime that lets her forget the worries of a shahan-ya and master assassin for minutes or hours at a time. At times, she leaves to sojourn through Creation, isolating herself in the ruins of temples she once served in or wandering satrapies in a healer's guise.

Caste: Full Moon

Spirit Shape: Greater noctule bat; **Tell:** Fangs

Essence: 5; **Willpower:** 7; **Join Battle:** 11 dice (+5 for 5m, +10 for 10m)

Personal: 20; **Peripheral:** 50 (4 committed)

Health Levels: −0/−1x5/−2x5/−4x7/Incap.

Actions: Command: 6 dice (+2 for 2m, +4 for 4m); Conceal Evidence/Tracks: 10 dice (+4 for 4m, +7 for 7m); Feats of Strength: 8 dice (+4 for 4m, +7 for 7m; can attempt Strength 3 feats); Investigate: 8 dice (+4 for 4m, +7 for 7m); Medicine: 11 dice (+5 for 5m, +10 for 10m); Read Intentions: 9 dice (+4 for 4m, +7 for 7m); Resist Poison/Illness: 9 dice (+4 for 4m, +7 for 7m); Senses: 11 dice (+5 for 5m, +10 for 10m); Social Influence: 7 dice (+4 for 4m, +7 for 7m); Spirit-Lore: 7 dice (+4 for 4m, +7 for 7m); Stealth: 11 dice (+5 for 5m, +10 for 10m); Strategy: 6 dice (+2 for 2m, +4 for 4m); Tracking: 9 dice (+4 for 4m, +7 for 7m)

Appearance 2, Resolve 5 (+2 for 4m, +4 for 8m), Guile 6 (+2 for 4m, +5 for 10m)

Combat

Attack (Unarmed): 14 dice (+5 for 5m, +10 for 10, Damage 10B, +2 for 2m, +3 for 3m)

Attack (Grapple): 11 dice (+5 for 5m, +10 for 10m; 9 dice to control, +4 for 4m, +7 for 7m)

Combat Movement: 11 dice (+5 for 5m, +10 for 10m)

Evasion: 6 (+2 for 4m, +5 for 10m); Parry 5 (+2 for 4m, +4 for 8m)

Soak/Hardness: 10 (+3 for 3m, +5 for 5m)/4 (Five Hundred Verses, moonsilver chain shirt)

Intimacies

Defining Principle: I long to see Creation at peace.

Defining Tie: Luna (Zeal)

Major Principle: Some crimes are too severe to forgive.

Major Tie: Adherents of the Immaculate Texts (Scorn)

Major Tie: Her cult (Familial love)

Major Tie: The Realm (Hatred)

Major Tie: The Silver Pact (Camaraderie)

Minor Tie: Ma-Ha-Suchi (Friendship)

Escort

Razor's often accompanied by mortal cultists, using assassin traits. (**Exalted**, p. 499), and may be found with Lunar students or spirit allies.

Shapeshifting

Razor has a copious menagerie of animal forms, primarily drawn from the North and East. Her most ferocious battle forms include a great cat (**Exalted**, p. 565), hellboar (**Exalted**, p. 566), ox-dragon (**Exalted**, p. 567), river dragon (**Exalted**, p. 571), and tyrant lizard (**Exalted**, p. 573), but

she has a number whose tactical value is limited, but which she enjoys being. She has comparatively fewer human shapes, largely prominent satrapial and Realm officials. She can take shapes with Face-Taker's Gaze (p. XX), Nest-Raiding Slyness (p. XX), and Terrifying Predator Consumption (p. XX).

Offensive Charms

Agitation-of-the-Swarm Technique (2m; Supplemental; Instant; Decisive-only): Attack that deals 3+ **decisive** damage disarms or unhorses enemy.

Octopus-and-Spider Barrage (8m, 1wp; Simple; Instant, Decisive-only, Protean): Make up to five **decisive** attacks, splitting Initiative evenly among them, rounded up. In animal shapes with more than four limbs, each successful attack adds one die to damage of subsequent attacks.

Thousand Claw Affliction (4m, 4i, 1wp; Simple; Instant; Perilous, Protean, Withering-only): Make up to five **withering** attacks. Can't gain more than 5 Initiative per damage roll; 7 in shapes with more than four limbs. Once per scene, unless reset by incapaciting an enemy with an attack that resets Initiative, then reaching Initiative 15+.

Defensive Charms

Becoming Water's Envy (5m, 1wp; Reflexive; Instant; Decisive-only, Perilous): After a non-gambit attack beasts Evasion, before damage roll, Razor rolls (current temporary Willpower + Evasion against the attack). If attack would inflict fewer levels of damage, it's negated entirely, unless it would incapacitate her. Once per day, unless reset by dodging every attack against her in a combat scene, minimum three.

Bending Before the Storm (2m; Reflexive; Instant; Uniform): Halve Defense penalties, or ignore all against lower-Initiative enemy. Doesn't reduce surprise attack penalty.

Elusive Prey Approach (3m, 3i; Reflexive; Instant; Mute, Perilous, Uniform): After dodging an attack, roll Stealth.

Flowing Body Evasion (5m [+1wp]; Reflexive; Instant; Perilous, Uniform): Dodge unblockable attacks or add +1 Evasion. If hit, pay one Willpower to subtract (Evasion against the attack) successes from the damage roll.

Twisting Penumbra Veil (7m, 4i, 1wp; Reflexive; Instant; Clash, Decisive-only, Mute, Protean): While at Initiative 12+ and within short range of a hiding spot, clash an attack with a Stealth roll. In animal shapes with Tiny Creature or Minuscule Size, they penalize the attack roll. Success lets her move into hiding spot establishes concealment against attacker; other enemies must make opposing rolls against Stealth. Once per scene, unless reset by landing a **decisive** unexpected attack that resets Initiative.

Stealth Charms

Argent Whisper Cunning (3m [+1wp]; Reflexive; One turn; Mute, Protean): Flurry a Stealth roll with a non-attack action. In animal shapes with Ambush Hunter, ignore flurry penalties. Pay one-Willpower surcharge to flurry a **decisive** attack from concealment with a Stealth roll; must use her reflexive move to enter a new hiding spot, and Stealth automatically fails if attack misses.

Cryptic Unknown Beast (10m, 1wp; Reflexive; Instant; Mute, Protean): After Awareness is rolled against Razor's Stealth, opposing characters must reroll all dice showing successes. In

animal shapes with Ambush Hunter, if this establishes stealth against all enemies, she rolls Join Battle. Once per scene, unless reset by incapacitating an enemy with a nontrivial attacking and establishing concealment against all enemies.

Skulking Rat Spirit (3m; Supplemental; Instant; Mute, Protean): Reroll 1s until they cease to appear (2s in animal shapes with Tiny Creature or Minuscule Size) on a Stealth roll, conceal evidence roll, or conceal tracks roll.

Miscellaneous Charms

Constant Quicksilver Rearrangement (3m, 1wp; Simple; One day): Waive mote cost of shapeshifting.

Emerald Grasshopper Form (10m, 1wp; Simple; One day): Change into a Minuscule Size animal. Waive Willpower cost when shifting between Minuscule Size shapes.

Memory-Drinking Meditation (1m [+4m, 1wp]; Reflexive; Indefinite; Stackable): On claiming a human's shape, gain one of his known Ties to an individual at Minor intensity, and all memories concerning that Tie. If the Tie is completely eroded, this Charms ends. Gain all memories for four-mote, one-Willpower surcharge.

Quicksilver Second Face (2i; Reflexive; Instant; Perilous): Shapeshift reflexively. Costs one Initiative while using Constant Quicksilver Rearrangement. *Behemoth-and-Flea Mastery:* Once per scene, pay one-Willpower surcharge to use Emerald Grasshopper Form or Towering Beast Form reflexively. Waive Willpower surcharge if using Constant Quicksilver Rearrangement. *Ever-Evolving Defense:* Using Quicksilver Second Face against an attack that misses grants two Initiative. For a four-mote surcharge, can use it after the attack roll to take a shape Razor hasn't taken that scene — waive the surcharge while using Constant Quicksilver Rearrangement.

Towering Beast Form (15m, 1wp; Simple; One day): Change into a Legendary Size animal. Must pay five motes each subsequent round in combat that he doesn't make a **decisive** attack or spend 8+ motes on offensive effects, or each hour outside combat. Waive Willpower cost when shifting between Legendary Size shapes. *Undaunted Behemoth Avatar:* Waive recurring mote cost unless crashed.

Swift Wayward Whisper

A child of the Kaiyet, nomads who settled the fertile Peran Valley, Swift Wayward Whisper has been called away from her ancestral homeland by the Silver Pact's cause. She doesn't align herself with any shahan-ya, but is a courier and spy willing to aid any member of the Pact in need of her help. She's sailed, ridden, walked, flown, and stowed away across all Creation in the Pact's service.

Whisper still returns to her family's secluded village in Peran Valley when she has the chance, though it may be seasons or years before such opportunities arrive. There's much love between them, and they've come to accept her new self — both as a demigod and a woman — but their worlds grow farther and farther apart each day she spends plumbing the secrets concealed within Wyld-haunted forests or battling Immaculate monks to save newly Exalted Lunars.

Whisper has a strong sense of morality, but her impatience sometimes gets the better of her foresight. She'll intervene in the communities she passes through if she perceives injustice — freeing the unjustly imprisoned, humiliating monks or nobles, burning tax records — but such

well-intentioned acts can have unforeseen consequences. When slighted nobles double taxes to make up for lost revenues or satraps send Imperial soldiers to suppress rebellious villages, Whisper remains among the people, championing them against their oppressors, even if it means calling in favors from older Lunars.

Taller and more rebellious than her stoic, diplomatic sisters and with somewhat angular features, Whisper dresses in airy fabrics and allows her long hair to blow around her face in the sharp breeze that whips through the valley. She collects clothing from the cultures she immerses herself in as she travels, allowing her to blend in among the locals and better embrace her life as a woman rather than her upbringing as a man.

Caste: Changing Moon

Spirit Shape: Gray squirrel; **Tell:** A shadow with a mind of its own

Essence: 2; **Willpower:** 6; **Join Battle:** 6 dice (+2 for 2m; +4 for 4m)

Personal: 17; Peripheral: 42

Health Levels: −0/−1x2/−2x6/−4x3/Incap.

Actions: Conceal Tracks/Evidence: 8 dice (+4 for 4m, +7 for 7m); Folklore: 10 dice (+4 for 4m, +7 for 7m); Navigation: 10 dice (+4 for 4m, +7 for 7m); Read Intentions: 6 dice (+2 for 2m, +4 for 4m); Senses: 6 dice (+2 for 2m, +4 for 4m); Social Influence: 9 dice (+4 for 4m, +7 for 7m); Stealth: 5 dice (+2 for 2m, +4 for 4m); Tracking: 6 dice (+2 for 2m, +4 for 4m)

Appearance 4, Resolve 3 (+1 for 2m; +2 for 4m), Guile 4 (+2 for 4m, +4 for 8m)

Combat

Attack (Whip): 7 dice (+4 for 4m, +7 for 7m; Damage 8B, +1 for 1m, +2 for 2m)

Attack (Long Bow): 8 dice at short range (+4 for 4m, +7 for 7m; Damage 10L, +1 for 1m, +2 for 2m)

Attack (Grapple): 7 dice (+4 for 4m, +7 for 7m; 5 dice to control, +2 for 2m, +4 for 4m)

Combat Movement: 6 dice (+2 for 2m, +4 for 4m)

Evasion: 3 (+1 for 2m, +2 for 4m); Parry 2 (+1 for 2m, +2 for 4m)

Soak/Hardness: 6 (+2 for 2m, +4 for 4m)/0

Intimacies

Defining Principle: I can't do nothing in the face of injustice.

Defining Principle: I want to see new places and meet new people.

Major Tie: The Silver Pact (Devotion)

Major Tie: The Realm (Opposition)

Minor Tie: Her blood kin (Love)

Shapeshifting

Whisper's taken a diverse handful of animal shapes in her voyages across Creation; her most prized shapes include an Eastern grizzly (**Exalted**, p. 557), a snowy owl (p. XX), and a black

mamba (**Exalted**, p. 574). She has a handful of human shapes from across Creation. She can take shapes with Argent Trickster's Rook (p. XX).

Defensive Charms

Impenetrable Beast-Armor (3m; Reflexive; Instant; Dual): Gain +3 soak or Hardness 3.

Social Charms

Crowd-Inciting Fervor (4m, 1wp; Simple; Instant): Roll Social Influence with double 9s to inspire rage. Affected characters are also instilled with an Intimacy based on their rage. Resisting requires invoking at least a Major Intimacy in a Decision Point.

Fox-Tailed Trickster's Grace (5m; Reflexive; Instant): After violating a custom, roll Social Influence to excuse it; affected characters won't hold the violation against her unless they enter a Decision Point and invoke a Major or Defining Intimacy to resist.

Scent-of-All-Nations Attitude (5m; Simple; Indefinite): Onlookers believe Whisper's a member of their culture unless they successfully read her intentions or profile her and discover a contradictory detail. Alternatively, she appears to belong to a specific culture, imposing a −2 penalty on rolls that would reveal contradictory information.

Miscellaneous Charms

Lodestone Reckoning Manner (1m, 1wp; Simple; Indefinite): Roll Navigation with 3 bonus dice and double 9s to plan a journey, banking all successes. Can add up to two banked successes on rolls to forage, find shelter, or navigate naval hazards.

Pack Instinct Affirmation (—[+1wp]; Permanent): All animals have a Minor Tie of loyalty to Whisper, except familiars and magically enhanced animals. Her influence doesn't suffer multiple target penalties against them, and they don't gain Resolve bonuses for lacking a shared language. For one Willpower, this becomes a Major Tie for one scene, except for nontrivial animals with reason to defy her.

Vanamaithri Mirror-Soul

Vanamaithri was born in the East near the Second Age's dawn. The village elders predicted the child, born in such a chaotic time, would lead a life devoted to balance and harmony. Vanamaithri grew to be a mediator within their community, honored for their wisdom and for walking a path neither male nor female. Devoted to living up to the predictions made at their birth, Vanamaithri strove for calm and compassion in all things, repressing any anger or negative emotions.

Vanamaithri's Exaltation cracked this careful balance. Essence fever clashed with their calm, impartial bearing, demanding that they give voice to the rage howling in their heart. Vanamaithri fled their home, afraid of this new drive to act on anger and seeking answers from the Silver Pact. Under their shahan-ya's tutelage, Vanamaithri took their anger out across the Southeast, becoming a fearsome warrior against the Realm and a terrible local legend. Imperial garrisons, Wyld Hunts, and legionnaires all fell to the red fury of Vanamithri's rage.

Vanamaithri's violence served the Pact well, but came to disquiet them over the years. One night, in a moment of clarity, they found themself sickened by smell of blood on their hands. Seeking guidance from Luna, they followed rumors of a mountain city built in the Moon's honor to Skandhar-Bhal (p. XX). After years of meditation, prayer, and tutelage under the valley's

monks, Vanamaithri devoted themselves to a path of peace, forswearing the violence that'd defined their Exaltaton. They became a mediator and a teacher once again, naming themselves Mirror-Soul.

Vanamaithri prefers to appear in their true human form, lithe and androgynous with brown skin and bone-straight long hair. They favor loose robes in natural colors and minimal silver jewelry, often showing off their moonsilver tattoos by leaving their left arm and back bare.

Caste: Full Moon

Spirit Shape: Giant tortoise; **Tell:** Two missing fingers on their left hand

Essence: 4; **Willpower:** 9; **Join Battle:** 10 dice (+4 for 4m; +7 for 7m)

Personal: 19; **Peripheral:** 50

Health Levels: −0/−1x6/−2x6/−4x9/Incap.

Actions: Command: 9 dice (+4 for 4m, +7 for 7m); Feats of Strength: 14 dice (+5 for 5m, +10 for 10m; may attempt Strength 5 feats); Medicine: 7 dice (+4 for 4m, +7 for 7m); Read Motives: 8 dice (+4 for 4m; +7 for 7m); Resist Illness/Poison: 13 dice (+5 for 5m, +10 for 10m); Senses: 8 dice (+4 for 4m; +7 for 7m); Social Influence: 7 dice (+4 for 4m; +7 for 7m); Strategy: 5 dice (+2 for 2m, +4 for 4m); Theology: 8 dice (+4 for 4m, +7 for 7m)

Appearance 3, Resolve 6 (+2 for 4m; +5 for 10m), Guile 2 (+1 for 2m; +2 for 4m)

Combat

Attack (Unarmed): 15 dice (+5 for 5m, +10 for 10m; Damage 12B, +3 for 3m, +5 for 5m)

Attack (Grapple): 11 dice (+5 for 5m, +10 for 10m; 11 dice to control, +5 for 5m, +10 for 10m)

Combat Movement: 11 dice (+5 for 5m, +10 for 10m)

Evasion: 3 (+1 for 2m; +2 for 4m); Parry 6 (+2 for 4m; +5 for 10m)

Soak/Hardness: 5 (+3 for 3m, +5 for 5m; see Hybrid Body Transformation)/0

Intimacies

Defining Principle: Teach and protect all those who ask for guidance.

Defining Principle: I seek enlightenment in balance and harmony.

Defining Tie: Skandhar-Bhal (Selfless Devotion)

Major Principle: I will not become a monster again.

Major Tie: Luna (Reverent Gratitude)

Minor Tie: The Silver Pact (Brotherhood)

Minor Tie: The Realm (Grief)

Escort

Vanamaithri is often accompanied by monks of the Order of the Moon-That-Fell. Use monk traits (**Exalted**, p. 499). He's occasionally found with one or more of Skandhar-Bhal's gods.

Merits

Cult 3

Shapeshifting

Vanamaithri has a small retinue of mountain-dwelling animal shapes they employ on a regular basis, as well as others from across the East and Southeast they assume less frequently. They haven't had many opportunities to wear other human shapes since finding Skandhar-Bhal, though they possess plenty. They can claim shapes with Hero's Heart Challenge (p. XX), Moonlit Path Guide (p. XX), or Terrifying Predator Consumption (p. XX).

Offensive Charms

Divine Predator Strike (2m; Supplemental; Instant; Dual): Add (1 + attack roll 10s) to post-soak withering damage (maximum 5) or decisive damage (maximum 4). Against crashed enemies, count 9s as well.

Empowering Justice Redirection (3m; Supplemental; Instant; Withering-only): Add one success on a **withering** attack roll and one die of post-soak damage against an enemy who attacked Vanamaithri or a character protected by their defend other in the current or previous round. Double this if the attack hit.

Ferocious Biting Tooth (2m; Supplemental; Instant; Dual): **Withering** attack gains +4 Overwhelming; **decisive** attack adds up to four attack roll extra successes as dice of damage.

Humbling Enlightenment Commentary (1m, 1wp; Supplemental; Instant; Decisive-only): Add stunt bonus to **decisive** damage roll. If damage exceeds enemy's Resolve, instill a positive Tie to a group or a Principle. If enemy resists, he loses five Initiative.

Hybrid Body Transformation (4m; Simple; Indefinite): Gain one-dot Claws (**Exalted**, p. 165), Hideous (**Exalted**, p. 162), Natural Shield (p. XX), three-dot Unusual Hide (**Exalted**, p. 166)

Kindly Sifu's Quill (5m; Supplemental; Instant; Decisive-only): Double 10s on **decisive** damage roll. With appropriate stunt, Principles or positive Ties to groups penalize Defense.

Wisdom of the Celestial Crane (7m, 1wp; Reflexive; Instant; Decisive-only): **Decisive** counterattack in response to a non-gambit **decisive** attack adds enemy's Initiative to damage. Incapacitating an enemy strengthens a Principle or positive Tie to a group to Defining. Once per scene, unless reset by going three rounds without being hit.

Defensive Charms

Bending Before the Storm (2m; Reflexive; Instant; Uniform): Halve Defense penalties, or ignore all against lower-Initiative enemy. Doesn't reduce surprise attack penalty.

Crane Form (8m; Simple; One scene; Form): +1 Parry. Full defenses cost one Initiative less. When taking a full defense or defend other, can respond to attacks with **withering** or **decisive** counterattacks. Can activate reflexively when defending against an enemy's attack drops his Initiative below hers.

Ferocious Guardian Beast Stance (3m; Reflexive; One scene; Uniform): Reflexively take a defend other action that lasts one scene. Characters attacking ward count as lower-Initiative for Bending Before the Storm.

Gleaming Crescent Block (3m; Reflexive; Instant; Uniform): After attack roll, up to six 1s subtract successes.

Heron Sheds Rain (5m [+2m, 1wp]; Reflexive; Instant; Perilous, Uniform): Block unblockable attacks. For two-mote, one-Willpower surcharge, roll Initiative, add successes as non-Charm Parry, and reset to base. Once per scene, unless reset by gaining 20+ Initiative in an instant.

Impenetrable Beast-Armor (3m; Reflexive; Instant; Dual): +4 soak or Hardness 5.

Unflagging Predator Vitality (5m; Reflexive; Instant; Perilous, Protean, Withering-only): Halve a **withering** attack's total damage, rounded down; it can't reduce Vanamaithri below Initiative 1 unless their attacker has at least (their current temporary Willpower; add +9 in animal shapes with Impenetrable Armor) more Initiative before attacking

Wound-Mastering Body Evolution (6m, 1wp, +1i per turn; Reflexive; One scene; Decisive-only, Perilous): Can only be used after taking **decisive** damage. Gain +8 soak and Hardness 20 against attacker. Ends if crashed.

Social Charms

Herd-Reinforcement Stance (4m [+1wp]; Supplemental; Instant): Influence roll against members of a culture treats them as having a Minor Principle to one of its customs. For one-Willpower surcharge, increase to Major against people of Skandhar-Bhal, except outcasts and dissidents.

Animals

Badger

Various species of these nocturnal mammals can be found across Creation. Badgers are burrowers, living in underground warrens alone or in families of up to fifteen, depending on species. Earthworms, insects, and ground-nesting birds' eggs comprise most of their diet, but they also eat fruit, roots, mushrooms, carrion, and small mammals, reptiles, and birds; some species even hunt venomous snakes. Occasionally, badgers live and hunt alongside foxes, coyotes, or raccoon dogs in mutually beneficial relationships. People hunt badgers for meat and pelts.

Essence: 1; **Willpower:** 5; **Join Battle:** 4 dice

Health Levels: −0/−1/−2x2/−4/Incap.

Actions: Climbing: 5 dice; Digging: 8 dice; Senses: 5 dice (see Keen Nose and Hearing); Stealth: 4 dice

Resolve 3, Guile 1

Combat

Attack (Bite): 5 dice (Damage 14L)

Attack (Claw): 6 dice (Damage 12L)

Attack (Grapple): 8 dice (5 dice to control. Badgers can only savage while grappling)

Combat Movement: 6 dice

Evasion: 2; Parry 3

Soak/Hardness: 3/0

Special Abilities

Burrow: Badgers can use their reflexive move action to tunnel through the ground, potentially ignoring difficult terrain by burrowing beneath it. They can dig through sand or soil, but not stone or other solid barriers. If a badger burrows and makes an unexpected attack on the same turn, it adds two successes on the damage roll.

Merits

Keen Nose and Hearing: Badgers doubles 9s on scent- or hearing-based Perception rolls.

Beetle/Cockroach

Creation is home to innumerable species of beetles, found in any habitat imaginable save the seas and the far North. Some are despised as vermin; others are prized, like the rhinoceros beetles that Dynasts train to participate in wrestling competitions. Many, but not all, species can fly, though some prefer ground-based movement.

Essence: 1; **Willpower:** 1; **Join Battle:** 3 dice

Health Levels: −1/−2/−4/Incap.

Actions: Flight: 4 dice; Senses: 4 dice; Stealth: 5 dice (see Camouflage); Wriggle Through Tight Spaces: 10 dice

Resolve 1, Guile 1

Combat

Attack (Mandibles): 3 dice (Damage 12B against Minuscule Size enemies. Can't deal **decisive** damage to larger enemies.)

Attack (Grapple): 7 dice (3 dice to control. Can't grapple larger enemies)

Combat Movement: 4 dice

Evasion: 2 (see Minuscule Size); Parry 1

Soak/Hardness: 1/0

Merits

Camouflage: Many beetle species' coloration lets them blend into their native environments, such as leafy vegetation or desert sand, doubling 9s on Stealth rolls there.

Minuscule Size: +3 Evasion against larger foes' attacks. Larger characters subtract three successes from Awareness-based rolls against them. Against foes with the Tiny Creature Merit, this drops to +2 Evasion and −2 successes.

Butterfly/Moth

These migratory insects move with the seasons, staying ahead of cold temperatures; some species travel thousands of miles annually. Beyond variances in coloration and migration routes, the main difference between butterflies and moths is that butterflies are primarily diurnal, while mouths are largely nocturnal. They occupy a diverse range of habitats, encompassing almost everywhere flowers grow: forests, grasslands, mountain plateaus, mangrove swamps, and even deserts.

Essence: 1; **Willpower:** 1; **Join Battle:** 4 dice

Health Levels: −1/−2/−4/Incap

Actions: Find Flowers: 8 dice; Fly: 10 dice; Senses: 7 dice; Stealth: 7 dice (see Camouflage, Minuscule Size)

Resolve 1, Guile 2

Combat

Combat Movement: 8 dice

Evasion 4 (see Minuscule Size), Parry 0

Soak/Hardness: 1/0

Special Abilities

Soporific Scales (Magical; 5m): The butterfly shed beautiful but sleep-inducing scales. It rolls a **decisive** attack with a pool of 10 dice. Success deals no damage, but conveys poison with Damage 3i/round (B in Crash), Duration (Master's Essence + 5) rounds, and a –3 penalty.

Merits

Camouflage: When resting on similarly-colored surfaces, such as bark for moths or flowers for butterflies, double 9s on Stealth rolls.

Minuscule Size: +3 Evasion against larger foes' attacks. Larger characters subtract three successes from Awareness-based rolls against these insects. Against foes with the Tiny Creature Merit, this drops to +2 Evasion and −2 successes.

Vanish: These insects flee from predators by darting into cover and laying low. Double 9s to go to ground (**Exalted**, p. 204).

Crab

Crabs inhabit the entire West and much of the other Directions' waterways. Most walk along the ocean floor, using their claws to gather algae and other vegetation, catch fish, crack open shellfish, and defend themselves. Some cooperate in family groups when large threats appear. Sea-dwelling crabs can grow to enormous size, the most massive reaching more than twelve feet in length.

Essence: 1; **Willpower:** 2; **Join Battle:** 4 dice

Health Levels: −0x2/−1/−2/−4/Incap

Actions: Senses: 7 dice; Stealth: 7 dice (see Camouflage, Tiny Creature); Swimming: 4 dice

Resolve 2, Guile 1

Combat

Attack (Claw): 7 dice (Damage 3L; 10L against enemies the crab's size or smaller)

Attack (Grapple): 6 dice (10 dice to control. Can only grapple enemies their size or smaller, and can only savage grappled foes.)

Combat Movement: 4 dice

Evasion 2 (see Tiny Creature), Parry 3

Soak/Hardness: 3/0

Special Abilities

Grasping Claws: Crabs add three dice of post-soak damage on **withering** savaging attacks, or one die of damage to **decisive** savaging attacks.

Merits

Camouflage: While on the seafloor, double 9s on Stealth rolls.

Tiny Creature: Add +2 Evasion against larger foes' attacks. Larger characters subtract two successes from Awareness-based roll to notice crabs.

> Variable Size
>
> While most crabs use these traits, others vary in size:
>
> **Minuscule Size:** The smallest crab species, such as flattop and pea crabs, have Minuscule Size. They add +3 Evasion against larger character's attacks (+2 if the attacker has the Tiny Creature Merit), and subtract 3 successes from rolls to notice them (2 successes from characters with the Tiny Creature Merit). Their **decisive** attacks don't damage larger characters.
>
> **Large:** Spider crabs and other large species lack the Tiny Creature Merit. Their claws have raw damage 10L against all enemies regardless of size, and they can grapple larger foes. They have soak 8, and gain three −1 health levels.

Elk/Deer

Elk — and other cervids, including deer and caribou — inhabit forests throughout the North, East, and Blessed Isle. Adults may range from a quarter- to a half-ton, making them valuable game animals, while a few cultures have successfully domesticated them as beasts of burden. Elk travel in herds with a rigid, dominance-based hierarchy. Male elk (and all caribou) keep their antlers for most of the year, using them as weapons against predators and other elk who challenge their dominance.

Essence: 1; **Willpower**: 3; **Join Battle**: 7 dice

Health Levels: −0x1/−1x4/−2x4/−4x2/Incap.

Speed Bonus: +4. Although elk can rarely be tamed as mounts, some cultures have bred them for this purpose.

Actions: Feats of Strength: 7 dice (may attempt Strength 3 feats); Jumping: 8 dice; Senses: 6 dice

Resolve 3, Guile 1

Combat

Attack (Antlers): 9 dice (Damage 14L)

Attack (Kick): 8 dice (Damage 12B)

Combat Movement: 9 dice (see Swift-Hooved)

Evasion: 3; Parry 2

Soak/Hardness: 6/0

Special Abilities

Gore: Add attack roll extra successes on **decisive** antler attacks against lower-Initiative enemies as damage dice, as long as the elk hasn't taken any other actions that turn.

Trample: On a kick attack against an enemy who, on his last turn, provoked the elk's reflexive movement from a rush, a hit knocks him prone. Apply the prone defense penalty (**Exalted**, p. 202) retroactively when calculating the attack's threshold successes.

Horn Toss (Latent): After dealing 3+ **decisive** damage with an antler attack, an elk can reflexively grapple its victim. If successful, it immediately throws him to short range. Once per scene.

Merits

Keen Nose: Elk double 9s on scent-based Perception rolls.

Swift-Hooved: Elk double 9s on disengage and withdraw rolls. They can be trained to apply this to rushes as a latent ability.

Moose

Moose use elk traits except as follows:

Speed Bonus: +0

Health Levels: −0x4/−1x4/−2x4/−4x2/Incap.

Attack (Antlers): 10 dice (Damage 17L)

Attack (Kick): 9 dice (Damage 12B)

Combat Movement: 5 dice

Evasion: 1; Parry 2

Soak/Hardness: 16/10

Frog/Toad

While especially abundant in tropical rainforests, frogs are widespread throughout Creation. Most are carnivores, feeding on insects and small invertebrates. Some species also feed on fruit, while the largest eat fish, small mammals, and other frogs. Frogs are often hunted for their meat, while poisons secreted by their skin glands have many uses for herbalists and shamans.

Essence: 1; **Willpower:** 2; **Join Battle:** 3 dice

Health Levels: −1/−2/−4/Incap.

Actions: Climbing: 6 dice; Jumping: 8 dice; Senses: 5 dice (see Nictitating Membrane, Wide-Range Vision); Stealth: 6 dice (see Camouflage, Tiny Creature); Swimming: 8 dice

Resolve 1, Guile 1

Combat

Attack (Bite): 4 dice (Damage 1L; 12L against enemies the frog's size or smaller)

Attack (Grapple): 7 dice (2 dice to control. Can only grapple enemies their size or smaller, and can only savage grappled foes. See Sticky Tongue)

Combat Movement: 8 dice

Evasion: 3 (see Tiny Creature); Parry 1

Soak/Hardness: 1/0

Special Abilities

Poisonous: Some frog species secrete poison from their skin, which are rarely dangerous to humans, but deter predators. Enemies that hit a frog with a bite attack or similar attack are exposed to a poison with Damage 1i/round (B in Crash), Duration 3 rounds, and a −1 penalty. Brightly colored poison dart and arrow frogs secrete poison with damage 3i/round, Duration 5 rounds, and a −2 penalty.

Sticky Tongue: Add three successes on grapple attack rolls against Minuscule Size enemies.

Merits

Amphibious: Can breathe in and out of water.

Camouflage: Double 9s on Stealth rolls in their native environment.

Nictitating Membrane: Ignore vision-based Perception penalties for seeing underwater.

Tiny Creature: Add +2 Evasion against larger enemies' attacks. Larger characters subtract two successes from Awareness-based rolls to notice frogs.

Wide-Range Vision: A frog's bulging eyes see in nearly all directions, adding one die on vision-based Perception rolls. This increases to three dice on rolls opposing Stealth.

Hippopotamus

Hippopotamuses live near rivers, lakes, and mangrove swamps, spending the daytime immersed and moving inland into forests or savannas at dusk to graze. Bull hippos exhibit territorial behavior in the water, presiding over a pod usually consisting of ten adult females and any number of calves, but emerge onto land individually. Despite being herbivores, they're highly aggressive and unpredictable. Known to fight off lions and crocodiles, they pose as much threat to humans as the most dreaded predators.

Essence: 1; **Willpower:** 6; **Join Battle:** 7 dice

Health Levels: −0/−1x4/−2x4/−4x2/Incap.

Speed Bonus: +3. Taming a hippo to be ridden is a nigh-impossible task.

Actions: Endure Heat: 5 dice; Feats of Strength: 10 dice (may attempt Strength 5 feats; see Beast of Burden); Resist Poison/Disease: 7 dice; Senses: 7 dice; Swimming: 4 dice; Threaten: 5 dice

Resolve 3, Guile 2

Combat

Attack (Bite): 7 dice (Damage 19L/5)

Attack (Stomp): 9 dice (Damage 17B/4)

Attack (Grapple): 9 dice (8 dice to control)

Combat Movement: 6 dice

Evasion: 2; Parry 4

Soak/Hardness: 13/7

Special Abilities

Bone-Crunching Bite: An enemy damaged by a hippo's **decisive** bite suffers a penalty equal to attack roll extra successes on his Strength and Dexterity rolls that scene, maximum −5. Multiple attacks stack their penalties.

Crushing Bite: Withering bite attacks ignore four points of soak, plus an additional point for each attack roll extra success. This can't reduce an enemy's soak below (his Stamina).

Furious Rampage: When attacking or rushing a crashed enemy, add two automatic successes.

Trample: When making a stomp attack against an enemy that provoked the hippo's reflexive movement from a rush on his last turn, a hit knocks the enemy prone. Apply the prone defense penalty (**Exalted**, p. 202) retroactively when calculating the attack's threshold successes.

Merits

Beast of Burden: Double 8s on feats of strength to haul or carry heavy burdens.

Bottomless Lungs: Hippos can hold their breath for five minutes underwater. In combat, they can hold their breath for an entire scene, but must surface once it ends.

Great Stoat

Frentic carnivores native to Eastern grasslands and prairies, the great stoat is a dog-sized mustelid. They're highly opportunistic predators, hunting rodents and hares and claiming their prey's dens or warrens as their own. They're active both day and night, changing sleep schedules throughout the year to match seasonal prey. Great stoats will fight larger animals, including wolves and great cats. Hunters use tamed great stoats to corner rabbits, foxes, and other swift prey, but have never truly domesticated them.

Essence: 1; **Willpower**: 5; **Join Battle**: 7 dice

Health Levels: −0x1/−1x2/−2x1/−4x1/Incap.

Actions: Climbing: 8 dice; Jumping: 6 dice; Senses: 6 dice (see Keen Nose); Stealth: 7 dice; Threaten: 7 dice; Wriggle Through Tight Spaces: 8 dice (see Contortionist)

Resolve 3 (see Fearless), Guile 1

Combat

Attack (Bite): 6 dice (Damage 9L)

Attack (Grapple): 5 dice (8 dice to control)

Combat Movement: 8 dice

Evasion: 3; Parry 1

Soak/Hardness: 2/0

Special Abilities

Ambush Hunter: Add three dice on all attack rolls made from stealth.

Latch On: When dealing 5+ **withering** damage with a bite, the great stoat can reflexively grapple its target.

Opportunistic Strike (Latent): If an enemy is crashed while grappled by the stoat, the stoat may reflexively make a **decisive** savaging attack against it.

Merits

Contortionist: Double 8s on rolls to squeeze through tight spaces.

Fearless: +1 Resolve against fear-based influence.

Keen Nose: Double 9s on scent-based Perception rolls.

> Other Weasels
>
> Represent weasels, martens, mongooses, and similar creatures by applying the Tiny Creature Merit to great stoat traits, granting +2 Evasion against larger foes' attacks, and subtracting two successes from Awareness rolls made by larger characters to detect them. Their **withering** attacks have raw damage 2 against larger enemies, and they can only grapple enemies their size or smaller.

Iron-Skull Devil

Fifteen feet long and weighing half a ton, these bipedal lizards take their name from the distinctive bony domes covering their skulls, used in social displays and to fend off predators. They live in herds in Eastern forests, arid Southern savannas, and some Western islands, subsisting on low-lying vegetation such as leaves, seeds, and fruits. Many cultures that live near iron-skull devil herds prize helms made from their skull domes as trophies, though hunting them is a perilous endeavor.

Essence: 1; **Willpower:** 4; **Join Battle:** 7 dice

Health Levels: −0/−1x2/−2x2/−4/Incap.

Speed Bonus: +1. Taming iron-skull devils as mounts is inordinately difficult.

Actions: Feats of Strength: 7 dice (may attempt Strength 5 feats); Senses: 6 dice (see Sharp Sight); Threaten: 5 dice

Resolve 3, Guile 1

Combat

Attack (Headbutt): 8 dice (Damage 14B)

Attack (Grapple): 10 dice (8 dice to control)

Combat Movement: 5 dice

Evasion: 3; Parry 4

Soak/Hardness: 4/0

Special Abilities

Deadly Charge: Each range band an iron-skull devil moves in a straight line towards an enemy grants it two Initiative, until it reaches close range and makes a **decisive** attack against him. It loses all this Initiative if it takes any action other than moving towards that enemy or attacking him.

Head Bash: A **decisive** headbutt that deals 3+ levels of damage knocks the victim prone and hurls him back to short range. If his turn comes after the iron-skull devil's, he's delayed by (levels of damage dealt – his Stamina) ticks; if this would delay him to tick zero, he loses his turn entirely. If the iron-skull devil reflexively pursued the enemy after a successful rush on his last turn, double the effective amount of damage when determining this delay.

Merits

Sharp Sight: Double 9s on sight-based Perception rolls.

Jellyfish

Jellyfish are bell-shaped, gelatinous marine animals found in salt and fresh water. They're carnivorous, consuming plankton, small fish, or other jellyfish, depending on size. Some feed passively, collecting food as they swim; others hunt their prey, capturing them with their tentacles. Many species' tentacles are venomous, causing pain that ranges from mild discomfort to death. Jellyfish blooms, caused when they swarm in warm, plankton-rich waters, can clog and tear overfull fishing nets.

Essence: 1; **Willpower:** 2; **Join Battle:** 4 dice

Health Levels: −0/−1/−2/−4/Incap.

Actions: Senses (see Water Sense): 5 dice; Stealth: 6 dice (see Tiny Creature); Swim: 6 dice;

Resolve 1, Guile 1

Combat

Attack (Sting): 5 dice (Damage 3L; 10L against enemies the jellyfish's size or smaller. See Venom)

Attack (Grapple): 5 dice (6 dice to control. Can only grapple enemies of their size or smaller, and can only savage grappled enemies).

Combat Movement: 6 dice

Evasion: 2 (see Tiny Creature); Parry 1

Soak/Hardness: 1/0

Special Abilities

Bloom: Characters within close range of a jellyfish battle group suffer a −3 penalty on movement actions, and lose one Initiative at each round's end.

Luminesce: Some jellyfish species glow softly, illuminating the area within close range.

Venom: A venomous jellyfish's **decisive** sting attacks inflict a poison with damage 1i/round (B in Crash), duration 5 rounds, and a −4 penalty.

Merits

Tiny Creature: +2 Evasion against larger enemies' attacks. Larger characters subtract two successes from Awareness rolls to notice a jellyfish.

Water Sense: Jellyfish detect vibrations in water, doubling 9s on Perception rolls while underwater, and ignoring visual penalties due to lighting, obstructions, etc.

> Variable Size
>
> While most jellyfish species use these traits, Creation is home to a vast variety of them.
>
> **Miniscule Size:** The smallest jellyfish, like box jellies, are less than an inch long. They add +3 Evasion against larger character's attacks (+2 if the attacker has the Tiny Creature Merit), and subtract 3 successes from rolls to notice them (2 successes from characters with the Tiny Creature Merit). Their **decisive** attacks don't damage larger characters, but still convey poison.
>
> **Large:** Larger jellyfish species lack the Tiny Creature Merit. Their sting attacks have raw damage 10L against all enemies regardless of size, and they can grapple larger foes. They have soak 4, and gain an additional −1 and −2 health level.

Mountain Goat

Hardy and sure-footed, mountain goats climb promontories and scale cliff faces that stymie others. They sport beards and long black horns whose rings reveal the animal's age in years. Their double coats —a dense woolly undercoat covered by a layer of longer, hollow hair — protect against extreme cold and high winds. In spring, they shed extra wool by rubbing against trees and rocks. Northern cultures collect these fibers and spin them into fine, warm fabrics.

A mountain goat's cloven hooves have inner pads that provide traction and dewclaws that prevent slipping. These, combined with strong neck and shoulder muscles, let them ascend steep-pitched slopes and jump to higher ground. When kid goats first begin to climb, nannies often position themselves on slopes below to stop falls should a kid lose its footing.

Although they'll sometimes descend to lower ground in search of salt licks and sustenance, most mountain goats stay above the tree line. While not aggressive, they make shows of dominance during mating season or to ward off predators, and will fight when provoked, especially if their young are in danger.

Essence: 1; **Willpower:** 4; **Join Battle:** 6 dice

Health Levels: −0/−1x3/−2x2/−4/Incap.

Actions: Climbing: 10 dice; Endure Cold: 8 dice; Feats of Strength: 6 dice (may attempt Strength 3 feats); Jumping: 7 dice; Senses: 5 dice

Resolve 4, Guile 1

Combat

Attack (Bite): 8 dice (Damage 10B)

Attack (Horns): 6 dice (Damage 7B)

Attack (Kick): 6 dice (Damage 10B. See Brutal Kick)

Attack (Grapple): 5 dice (5 dice to control)

Combat Movement: 7 dice

Evasion: 3; Parry 1

Soak/Hardness: 4/0

Special Abilities

Brutal Kick: Enemies smaller than a human that take 5+ damage from the goat's **withering** kicks are knocked back one range band and fall prone.

Gore: Add attack roll extra successes on **decisive** horn attacks against lower-Initiative enemies as damage dice.

Lock Horns: Goats use their horns to grapple, violently twisting and wrenching their opponent about. **Decisive** horn savaging attacks double 10s; **withering** savaging attacks gain +3 Overwhelming.

Merits

Mighty Leap: Double 9s on jumping-based movement actions.

Mouse/Rat

Rodents live throughout Creation, in sprawling cities and tiny villages, and aboard every fleet sailing the seas. They're typically brown, black, gray, or white, with long, thin tails they can shed to escape capture. While many rats are only a few inches larger than mice, some species can grow well over a foot in length.

Rodents thrive in human-populated areas, causing food shortages and spreading disease if left unchecked. Not all are aggressive, though most bite if cornered or threatened. They're intelligent and intuitive creatures, able to recall complicated routes to food sources. They also take well to training, whether as performing animals for traveling troupes or poison-sniffers for nobles.

These traits also support various other small, innocuous rodents, like squirrels.

Essence: 1; **Willpower:** 3; **Join Battle:** 5 dice

Health Levels: −0/−1/−2/−4/Incap.

Actions: Climbing: 7 dice; Gnaw Through Things: 5 dice; Senses: 8 dice (see Keen Nose); Stealth: 7 dice (see Tiny Creature); Wriggle Through Tight Spaces: 7 dice

Resolve 2, Guile 1

Combat

Attack (Bite): 4 dice (Damage 3L; 5L against enemies the rat's size or smaller.)

Attack (Claw): 6 dice (Damage 1L; 3L against enemies the rat's size or smaller.)

Combat Movement: 7 dice

Evasion: 3 (see Tiny Creature); Parry 1

Soak/Hardness: 1/0

Special Abilities

Tail Decoy: When taking a withdraw action, a rat may accept a level of bashing damage to drop its tail, contributing one success towards the goal number of the action and lowering the Initiative cost to one point per round. Shed tails regrow after a season, resetting this ability, and can be regrown by any magic that heals crippling effects. Some other rodents share this ability.

Terrifying Swarm: Rodent battle groups impose a −2 penalty on rolls made by enemies within close range.

Merits

Keen Nose: Double 9s on sense-based Perception rolls.

Tiny Creature: +2 Evasion against larger foes' attacks. Larger characters subtract two successes from Awareness-based rolls to notice rodents.

Discerning Scent (Latent): Trained rodents can distinguish specific scents and indicate their presence, from poison in food to a mineral vein in a mine. Double 8s on scent-based Perception rolls to detect this substance. A rat can be trained in this Merit multiple times for multiple substances.

> Unusual Size
>
> Larger rodents such as capybaras or beavers use rat traits, but lack the Tiny Creature Merit and the Tail Decoy and Terrifying Swarm special abilities. Their **withering** damage isn't reduced against larger creatures.

Octopus

Found throughout the oceans, these eight-armed invertebrates have bulbous heads and beak-tipped maws. Suction cups along their arms grip surfaces and objects, letting them taste whatever they hold. Many species live their lives completely submerged; others inhabit intertidal zones, coming to the surface to bask in the sun or seek food.

Octopuses can change color to blend into their surroundings and avoid predators. Their soft bodies can squeeze through any gap that their beak can fit through; a 500-pound octopus can slip through a hole the size of an obol. All octopuses are venomous, though to humans their bites are an irritant, only deadly in extreme cases.

Essence: 1; **Willpower:** 5; **Join Battle:** 7 dice

Health Levels: −0/−1x2/−2x2/−4/Incap.

Actions: Feats of Strength: 6 dice (may attempt Strength 3 feats); Senses: 8 dice (see Sharp Sight); Solve Puzzles: 6 dice; Squeeze Through Tight Spaces: 12 dice (see Amorphous Body); Stealth: 7 dice (see Camouflage); Tracking: 5 dice

Resolve 2, Guile 1

Combat

Attack (Beak): 6 dice (Damage 6L, see Venom)

Attack (Arms): 7 dice (Damage 7B)

Attack (Grapple): 10 dice (10 dice to control)

Combat Movement: 6 dice (see Ink)

Evasion: 3; Parry 3

Soak/Hardness: 2/0

Special Abilities

Ink: The octopus releases a jet of ink, clouding the water around it. It doubles 9s on disengages.

Many-Armed: When flurrying an arm attack, reduce the flurry penalty on both rolls to −1.

Venom: A **decisive** beak attack inflicts a poison with damage 4i/round, duration 3 rounds, and a −1 penalty.

Merits

Amorphous Body: Double 7s on rolls to squeeze through tight spaces.

Camouflage: The octopus changes color to match its surroundings, doubling 9s on Stealth rolls.

Sharp Sight: Double 9s on all sight-based Perception rolls.

> Variable Size
>
> These traits depict larger octopus species. For smaller species, adjust their traits as follows:
>
> **Miniscule Size:** The smallest octopus species, like the deadly blue-ringed octopus, have this Merit. They add +3 Evasion against larger characters' attacks (+2 if the attacker has the Tiny Creature Merit), and subtract 3 successes from rolls to notice them (2 successes from characters with the Tiny Creature Merit). Their **decisive** attacks don't damage larger characters, although they still convey poison.
>
> **Tiny Creature:** Smaller octopus species have this Merit. They add +2 Evasion against larger character's attacks, and subtract 2 successes from rolls to notice them. Their **withering** attacks have damage 3 against larger characters.
>
> **Legendary Size:** Creation's seas are home to monstrous octopus species of Legendary Size. In addition to this Merit's benefits (p. XX), their attacks gains +1 die on attack rolls, +3 Damage, and Overwhelming 3, and they have soak 6 and Hardness 4. They gain three additional −1 and −2 health levels.

Owl

These nocturnal birds of prey use large, powerful eyes to hunt by night, feeding primarily on small mammals, insects, and other birds. Even the largest owls can fly all but silently, attacking completely unexpectedly. Owls also possess incredibly keen hearing and have almost no blind spot, thanks to the immense degree they can rotate their heads. They can be found throughout much of Creation, from the near North's snowy owls to the desert owls of the Burning Sands.

Essence: 1; **Willpower:** 5; **Join Battle:** 7 dice

Health Levels: −0x2/−1/−2/−4/Incap

Actions: Fly: 10 dice; Senses: 10 dice (see Keen Hearing, Night Vision, Wide-Range Vision); Endure Cold: 5 dice; Resist Poison/Disease: 6 dice; Tracking: 6 dice; Stealth: 11 dice (see Silent Flying)

Resolve 2, Guile 1

Combat

Attack (Peck): 6 dice (Damage 10L)

Attack (Talons): 9 dice (Damage 6L)

Attack (Grapple): 9 dice (5 dice to control. Owls can only savage grappled enemies, unless they have the Tiny Creature or Minuscule Size Merits)

Combat Movement: 9 dice

Evasion 4, Parry 2

Soak/Hardness: 3/0

Special Abilities

Carried Away: When a **withering** talon attack deals 5+ damage to an enemy with Tiny Creature or Minuscule Size, the owl may forgo receiving Initiative to reflexively grapple its victim. Each point of Initiative it forgoes adds a die to the control roll of a successful grapples.

Death Dive: When an owl moves into close range with an enemy after beginning at a height of long range above it and makes a **decisive** attack, it adds four dice on the attack roll and doubles 10s on damage. Once per scene, unless reset by rising back to long range above all enemies.

Dread Clutches: When an owl savages a grappled foe with Tiny Creature or Minuscule Size, it can also drag him along with its movement action.

Swooping Descent: An owl that descends into close range with an enemy and makes a **decisive** unexpected attack on the same turn adds two successes on the attack roll.

Merits

Keen Hearing: Double 9s on hearing-based Perception rolls.

Night Vision: Owls can see in dim conditions as though in broad daylight, and reduce the difficulty of Perception-based rolls in deeper darkness by one.

Silent Flying: Double 9s on Stealth rolls while flying.

Wide-Range Vision: An owl can swivel its head to an incredible extent, adding one die on vision-based Perception rolls, or three dice opposing Stealth.

Shieldback Lizard

These tremendous lizards have bodies covered in bony plates and thick, club-like tails. They grow up to twenty-five feet in length and eight tons in weight. Slow and sluggish, they feed on

low-lying ferns, shrubs, leaves, and fruits, eating in quantities comparable to elephants, while occasionally supplementing their diet with invertebrates.

Shieldbacks dwell in temperate and subtropical forests, most commonly in the East. Adults are solitary; between their tough armor and deadly tails, most predators pose little threat to them.

Essence: 1; **Willpower:** 3; **Join Battle:** 5 dice

Health Levels: −0x10/−1x5/−2x5/−4/Incap.

Speed Bonus: +1. Taming a shieldback lizard as a mount is all but impossible.

Actions: Feats of Strength: 10 dice (may attempt Strength 7 feats; see Demolishing Tail); Resist Poison/Disease: 10 dice; Senses: 5 dice

Resolve 2, Guile 1

Combat

Attack (Stomp): 10 dice (Damage 17B/4)

Attack (Tail Slam): 9 dice (Damage 19B/5. Can be used to make smash attacks.)

Attack (Grapple): 11 dice (10 dice to control. Shieldback lizards make unopposed control rolls against smaller enemies, unless they use magic like Dragon Coil Technique.)

Combat Movement: 4 dice

Evasion: 1; Parry 5

Soak/Hardness: 16/10

Special Abilities

Bludgeoning Tail: When making a **decisive** tail-slam smash attack against an enemy with at least ten less Initiative, add attack roll extra successes as damage dice. Once per scene.

Trample: If a shieldback lizard makes a stomp attack against an enemy that provoked its reflexive movement from a rush on his last turn, a hit knocks the enemy prone. Apply the prone defense penalty (**Exalted**, p. 202) retroactively when calculating the attack's threshold successes.

Merits

Demolishing Tail: Shieldback lizards double 8s on feats of strength to push, topple, or destroy things with their tails.

Impenetrable Armor: Reduce the minimum damage of **withering** attacks against a shieldback lizard by one, minimum zero.

Legendary Size: A shieldback lizard suffers no onslaught penalties from the smaller enemies' attacks, unless inflicted by magic. It can't be crashed by smaller enemies' **withering** attacks unless they have 10+ post-soak damage, although attackers gain the full amount of Initiative damage dealt. Smaller enemies' **decisive** attacks can't deal more than (attacker's Strength + 3) levels of damage to it, not counting levels added by magic.

Swan

Striking in appearance and unpleasant in temperament, swans are most common along the Blessed Isle's waterways, although populations exist in almost all of Creation's temperate climes. Most are bright white, but others are black or gray. They're extremely territorial, only forming significant flocks to colonize large lakes and other bodies of water. Most swans form long-lasting relationships, even mating for life.

Despite being herbivores, with a diet consisting almost entirely of aquatic plants, swans respond to trespassers and predators with a puffed-up display of aggression that usually intimidates enemies into withdrawing.

Essence: 1; **Willpower**: 5; **Join Battle**: 6 dice

Health Levels: −0x1/−1x1/−2x2/−4x1/Incap.

Actions: Fly: 7 dice; Senses: 6 dice; Swim: 6 dice; Threaten: 6 dice

Resolve 3, Guile 1

Combat

Attack (Wing): 7 dice (Damage 9B)

Attack (Bite): 4 dice (Damage 10L)

Combat Movement: 6 dice (see Waterfowl's Grace)

Evasion: 2 (see Waterfowl's Grace); Parry 1

Soak/Hardness: 2/0

Special Abilities

Bluster: A swan gains one Initiative when an enemy disengages from it, or when it successfully threatens an enemy.

Merits

Devoted Mate: A swan ignores defense penalties when flurrying a defend other action to protect its mate or offspring, and doubles 9s on threaten rolls while fighting to protect them.

Keen Sight: Double 9s on sight-based Perception rolls.

Nictitating Membrane: A swan's semi-translucent "third eyelid" negates vision-based Perception penalties for seeing underwater.

Waterfowl's Grace: While swimming or flying, swans gain +1 Evasion and double 9s on disengage and withdraw actions.

> Other Waterfowl
>
> Swan traits can be used for ducks and other waterfowl, but they lack the Devoted Mate Merit. Less aggressive species lack the Bluster ability.

Thunder Lizard

These giant long-necked reptiles are Creation's largest land-dwelling animals, reaching heights of sixty feet and weights of over a hundred tons. With necks up to fifty feet in length, they can easily graze on treetops, though the sheer amount of food they require means they'll also feed on

lower-lying foliage, grasses, and aquatic plants. Most thunder lizard species inhabit wet or coastal habitats, traveling in herds segregated by age.

Few predators can threaten a thunder lizard herd, and a stampeding herd can reshape the land. Few human societies possess the means to even attempt to hunt thunder lizards, but opportunistically scavenging the remains of those felled by age, disease, or superpredators like tyrant lizards can provide a bounty of meat, bone, and other useful materials.

Essence: 1; **Willpower:** 3; **Join Battle:** 6 dice

Health Levels: −0x5/−1x5/−2x10/−4x10/Incap.

Actions: Feats of Strength: 14 dice (may attempt Strength 10 feats; see Beast of Burden); Resist Poison/Illness: 10 dice; Senses: 7 dice (see Keen Hearing); Threaten: 5 dice

Resolve 3, Guile 1

Combat

Attack (Stomp): 8 dice (Damage 17B/4)

Attack (Tail Slam): 6 dice (Damage 19B/5)

Attack (Grapple): 9 dice (7 dice to control. Thunder lizards make unopposed control rolls against smaller enemies, unless they use magic like Dragon Coil Technique.)

Combat Movement: 7 dice

Evasion: 2; Parry 4

Soak/Hardness: 16/10

Special Abilities

Thunder Tail: A thunder lizard can swing its tail with speed enough to create a sound like a cracked bullwhip, scaring off would-be predators. It can flurry a tail slam attack with a threaten roll without penalties, adding attack roll extra successes to the threaten roll as dice.

Trample: If a thunder lizard makes a stomp attack against an enemy that provoked its reflexive movement from a rush on his last turn, a hit knocks the enemy prone. Apply the prone defense penalty (**Exalted**, p. 202) retroactively when calculating the attack's threshold successes.

Merits

Beast of Burden: Double 8s on feats of strength to haul or carry heavy burdens.

Keen Hearing: Double 9s on hearing-based Perception rolls.

Legendary Size: A thunder lizard suffers no onslaught penalties from smaller foes' attacks , unless inflicted by magic. It can't be crashed by smaller enemies' **withering** attacks unless they have 10+ post-soak damage, although attackers gain the full amount of Initiative damage dealt. Smaller enemies' **decisive** attacks can't deal more than (attacker's Strength + 3) levels of damage to it, not counting levels added by magic.

Stampede: When a battle group of stampeding thunder lizards moves into close range of an enemy, it reflexively makes an engage gambit (**Exalted**, p. 209). Engaged enemies suffer a level of automatic bashing damage, ignoring Hardness, at the end of each of their turns.

Walrus

Among the most imposing Northern species, the walrus is a mountain of blubber and muscle well-adapted to hunting in icy shallows. They mostly prey on clams, mollusks, fish, and seals, but are opportunistic, feeding on whatever's available.

Social animals, walruses travel in pods to protect the young and infirm against the few predators that can endanger them. When cornered, they close ranks, sometimes even turning the tables on predators like polar bears, goring them with powerful tusks. Walruses are hunted for meat, blubber, hide, and ivory.

Essence: 1; **Willpower**: 5; **Join Battle**: 8 dice

Health Levels: −0x4/−1x4/−2x4/−4x2/Incap.

Actions: Endure Cold: 12 dice; Feats of Strength: 8 dice (may attempt Strength 5 feats); Resist Poison/Disease: 6 dice; Senses: 8 dice; Swimming: 10 dice; Threaten: 7 dice

Resolve 4, Guile 1

Combat

Attack (Tusks): 6 dice (Damage 14L)

Attack (Grapple): 8 dice (10 dice to control)

Combat Movement: 4 dice (10 dice underwater)

Evasion: 1 (see Aquatic Grace); Parry 4

Soak/Hardness: 10 (see Impenetrable Blubber)/4

Special Abilities

Gore: A walrus adds attack roll extra successes on **decisive** tusk attacks against lower-Initiative enemies as damage dice, as long as it hasn't taken any other actions that turn.

Herd Wall: A pod of walruses is extremely difficult to attack because they form a wall against predators. A walrus battle group gains +4 soak against attacks from close range made without aiming.

Impale: W**ithering** tusk attacks ignore four points of soak.

Warning Cry: When injured or threatened, a walrus may reflexively roar, granting other walruses within medium range two dice on their next Join Battle roll or Perception roll to notice danger.

Merits

Aquatic Grace: While underwater, double 9s on movement actions and gain +2 Evasion.

Ferocious Calf Guardian: When protecting its young with a defend other action, a walrus gains +1 Parry and ignores Defense penalties from flurrying.

Impenetrable Blubber: Minimum damage of **withering** attacks against a walrus is reduced by one die, minimum zero.

Keen Hearing: Double 9s on hearing-based Perception rolls.

Wasp

These winged venomous insects can be found throughout much of Creation, though woodlands, meadows, and grasslands are the most common habitats. While most wasp species are solitary, the greatest nuisances to humans are social wasps, which form colonies in hives constructed from chewed wood pulp or other plant fibers. Adult wasps subsist mainly on nectar, but spend much of their time hunting insects and spiders to feed to their carnivorous young.

Essence: 1; **Willpower:** 2; **Join Battle:** 6 dice

Health Levels: −1/−2/−4/Incap.

Actions: Find Flowers: 7 dice; Flying: 8 dice; Senses: 6 dice; Stealth: 3 dice (see Minuscule Size)

Resolve 1, Guile 2

Combat

Attack (Bite): 7 dice (Damage 3L; 14L against Minuscule Size enemies. Can't deal **decisive** damage to larger enemies.)

Attack (Sting): 12 dice (Damage 1L; 12L against Minuscule Size enemies. Can't deal **decisive** damage to larger enemies. See Venom)

Attack (Grapple): 7 dice (3 dice to control. Can't grapple larger enemies. Can only savage grappled enemies)

Combat Movement: 8 dice

Evasion: 3 (see Minuscule Size); Parry 1

Soak/Hardness: 1/0

Special Abilities

Terrifying Swarm: Wasp battle groups imposes a −2 penalty on rolls made by enemies within close range.

Venom: A wasp's **decisive** sting conveys a poison with damage 1i/round (B in Crash), duration 6 rounds, and a −2 penalty.

Merits

Minuscule Size: +3 Evasion against larger enemies' attacks. Larger characters subtract three successes from Awareness-based rolls to notice wasps. Against foes with the Tiny Creature Merit, this drops to +2 Evasion and −2 successes.

> Bees
>
> Bees can be represented with wasp traits. They lack bite attacks, and stinging a foe is fatal to many species of bee (but not to Lunars or other characters with Exalted Healing in bee form).

Outro

In the end, Cathak Vanida decided to run.

As dawn tinged the sky, the satrap recognized the futility of her situation. Horns sounded across Kulinth, signaling the retreat. Tula stationed watches on the storehouses and the treasury — most of them were aflame, or had been the targets of strategic attacks during the battle, but whatever was left within was for the people of Kulinth. *Let them march to Shale Strand with only the clothes on their back and the food they can scavenge along the way. Let them return home with nothing in their pockets but shame.*

In Kulinth's central square, the fighters were rounding up the prince's militia. They'd been stripped of their weapons and forced to sit on the frozen ground. Tula's orders were clear: watch them, but do them no harm. Not yet. They were men and women who'd chosen the prince's side — and thus the Realm's — and helped oppress their own people. She suspected they'd be finding deserters for weeks to come, Asmund's soldiers who'd shed their finely-made coats and blended in with the rebels. What to do with them was a question Tula didn't have an answer for yet. Where was the line between forgiveness and foolishness? Who would she give a second chance, and who would she put to the sword?

Tula and Sazay stood atop the battlement, watching the Realm's forces flee. At the column's head, the satrap rode in one of the few carriages Tula'd allowed to leave the city. "We could still kill her," said Sazay. Flecks of red dotted her face; she hadn't bothered wiping away the blood from her last kill. "A quick strike, you and me. Or I can find Silent Pearl if you'd rather. It'd send a message."

"Letting her live sends one, too. She'll have to answer for everything that went wrong, and I suspect she understands less than half of them. Let them fear us. Let them know if they come back, we'll turn them aside again."

Sazay grunted. "You've been talking to Tegama. He hates fun, too." But she laughed, regarding Tula with admiration. "You led your people well."

"You all helped me. I don't know that I'll ever be able to repay the debt."

"Oh, I have thoughts on that, but they're for another time." Sazay slipped into her fox skin and trotted away, leaving Tula to her thoughts.

•••••

The day after the battle was bright and cloudless, with the kind of brittle warmth that triggers a thaw. Throughout Kulinth, however, the fires had given the melting a head start. Mud covered the streets, much of it mixed with blood. People had laid out wood planks to walk on, but even those quickly grew slick.

With the satrap's garrison gone, Tula's people turned to putting out fires. Entire city blocks were little more than ash and char. The east wing of the prince's palace had collapsed, though the west still stood. Prince Asmund lived; the bulk of his personal guard had not. Tegama left him to rot in there, under the watchful eyes of a band of farmers. Perhaps they'd have mercy on him. It was no concern of Tegama's.

A group of children braved one of the barracks' supply buildings, despite their elders' warnings about structures weakened by flames. The children emerged covered in soot and reeking of

smoke, their hair gone gray with ash. They passed out what meager goods they'd found inside: some warm clothes, the last of a store of flour and dried meat. The blaze had destroyed the rest. It was the same across the city. Fire didn't take sides.

Still, there were small victories in the aftermath. When Tula led a wagon full of tax records and official Realm reports past, the people stopped her, crowding around to offer their thanks. It was nearly an hour before she could continue on, and they followed her to the town square[LR1][EM2][R3][ME(4][5], singing victory songs. When the bonfire went up, burning the records, they roared.

•••••

Throughout the day, Tula counted the dead and consoled the dying. They'd known, all of them, how risky it was to face down squads of trained Cathak soldiers. They'd known they might not survive — *probably* wouldn't, if it went sour at any point. They'd joined her cause anyway. She gathered mementos to give to their families, and oversaw the preparations for funeral rites.

Silent Pearl came and found her, wavering on the edge of exhaustion, and took her back to the house of some minor official who'd fled when the fighting began. "Sleep," they said, guiding her to an opulent divan heaped with blankets. "Let us help carry this. You're not alone anymore."

Not alone...

Maybe it was the permission she needed, or the one thing she needed to hear. Or maybe Silent Pearl had worked some ancient sorcery. Whatever it was, the words followed Tula down into a deep sleep.

•••••

Silent Pearl tended to the wounded. The army had set up in the intact side of the prince's palace, commandeering a cavernous ballroom where the physicians could do their work. Two nights ago, Asmund had held a feast here. The linens now served as shrouds for those too far gone to be saved. Silent Pearl had set a trio of girls to tearing tablecloths into strips to serve as bandages. It gave them something to do other than fret; both their parents were here, being ministered to, their prognoses uncertain.

The rhythms of healing came back to Silent Pearl quickly. Hundreds of years had passed since they lived in their little house in the marshes, since they'd taken on patients, cured their ailments and compounded tinctures to ease their aches. The world had changed since Silent Pearl went to sleep, but a broken bone was a broken bone. They set breaks and sewed up gashes. They sent helpers scurrying into the forest for herbs to help dull their patients' pain. By the time full dark settled in, their fingers cramped and their back throbbed. They'd done good work here, today. *For Tula,* they told themself as they headed off to find a meal before checking on their pupil.

"Wait!" It was one of the linen-tearing girls, her sisters peeking out from behind her.

Silent Pearl paused. "What?" The girls shrank back. The No Moon almost reached back to make sure they hadn't grown their nautilus shell, but no. They supposed it was simply their expression. Sazay had remarked once that Silent Pearl always seemed ready to bite. They tried softening their glare and considered it a success when none of the three burst into tears. "I'm sorry, children," they said. "I'm old and creaky, and it makes me gruff. What do you need?"

The girl in front held up an offering: a knotwork bracelet made from thin linen strips. “This is for you,” she said. She gathered up her courage and stepped toward Silent Pearl. Tied it around the gobsmacked Lunar’s wrist. “We wanted to thank you for helping our parents.” She trotted backwards, then all three turned and scampered away before Silent Pearl could respond.

They toyed with the bracelet and found themself smiling after the girls. *All right. Maybe it’s for me, too.*

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Tegama sat listening to the half-dozen people who’d taken interim charge of Kulinth. Membership on their council would very likely change in the coming weeks, as other citizens rallied for power and demanded a voice in the new government, but for now, these six were the city’s rulers. They were farmers and merchants, two of whom had served in Tula’s uprising. Since dawn, they’d been handling reports from all corners of the city: mounting concern over food stores, numbers of the dead and displaced. The lists of what needed sorting were endless. Their arguments over priorities and strategies made Tegama’s temples throb.

For time being, however, they’d set their disputes aside to present a united front before their prisoner. With them at the table was a woman dressed in finery, her hair neatly coiffed except for a few flyaway strands. Were it not for her bound hands and the way her eyes darted warily around the council, she could have been mistaken for an honored guest. She was Nellens Dinad, one of Cathak Vanida’s advisors and her liaison to Prince Asmund. They'd been interrogating her about Kulinth’s resources for the better part of an hour.

That was where Tegama came in handy. Someone — he suspected Sazay — had let slip that he’d helped overthrow a tyrant, once, and installed a new ruler in his place. That meant he knew which questions to ask, what information would help the city get back on its feet. Dinad had provided useful insights, but now the council was ready to move on to other matters, ones they didn’t trust a Dynastic lackey to overhear.

As two guards approached to return Dinad to her quarters, she chuckled. “They’ll come back for you, you know. You’ve betrayed the Realm and that will never be allowed to stand. They’ll hang the six of you first, and *you,*” she turned to Tegama, “the Wyld Hunt will come for you, Anathema.”

Tegama smiled. He hadn’t exactly been subtle, during the fighting. “The Realm isn’t coming,” he said. “Not any time soon. They might send some angry letters, maybe appoint some hapless nobody to come negotiate your release. But a full garrison? No. Kulinth’s too far north for them to reclaim it just now. Perhaps in a few years, when someone sits on that throne. Right now they’re too busy to worry about us.” He said it more for the council’s benefit than Dinad’s, but the words cut her as deeply as if he’d swung his blade. She said nothing more as they took her away.

When the doors closed behind her, the arguing started afresh.

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Sazay was pleased with how it all turned out. She’d composed the first part of the story, and was working on that first meeting with Tula and Silent Pearl. She lay by the fire in her fox form, drowsing as she pondered the details. She considered letting herself get in a few good nips in that fight. It didn't change the outcome, after all, and...

As if summoned, Silent Pearl sat down beside her, crouched in her shell.

No, I'll tell it true.

Tegama came in, smelling of cold and smoke. Perhaps the blast of cold air woke Tula, or the savory scent of soup bubbling away over the hearth. Her jaw cracked with the force of her yawn, and Silent Pearl took her face in their hands, examining Tula for injury.

"I'm fine," she said. "Just tired." She extracted herself and went to sniff at the soup. She added a pinch of salt before she looked around guiltily.

"One of the families brought it by," said Sazay, stretching out in her human form. "We're not insulted if you tinker with it." She looked hopefully at Tula and was rewarded with a spoonful to taste. "'s good," she said. "So. What next?"

Tegama glanced at her. The Silver Pact could use Tula elsewhere, but would she leave Kulinth? Would she leave Silent Pearl, who had no use for the Pact, and suggested Tula ought not as well? "There's work to be done in Shale Strand. We could use your help. Both of you."

Silent Pearl said nothing, watching Tula.

"We've made a difference here," she said. "And they'll need some time to get on their feet. I need to be here for the start of that. But." She looked at them each in turn, Silent Pearl the longest. "Kulinth isn't the only place this is happening. Other people need us. Need *me*. Luna can't have chosen me only for me to stay here."

The older Lunar retreated into her nautilus shell a moment, then emerged with a sigh. "Fine. Go with them."

Sazay opened her mouth to argue the reasons they needed Silent Pearl, too, but the No Moon wasn't done speaking.

"You go with them, and I'll go with you. I'm not done teaching you yet." They took in Sazay and Tegama with a glare, though it quickly softened. "I suppose you're not terrible to have around, either."

Sazay suspected she'd change that last bit, when it came time to tell the tale of how their Circle began.