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ITEMS OF WONDER

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LAST ITEM ADDED : LATHAN AL MRIETE

ARMOUR

Cloak of Darkness ●●●●●

write by Adrien

Description :

This artifact of the Underworld's origins are unknown, but it is said to be woven from some shadowy vine that grew around the river Styx, and bound with the Dark Sorcery of the Yozi Princes.

With the Cloak, the Deathknight Abbraxus (its current possessor), has proclaimed himself a DEATHLORD - much to the chagrin of the True Deathlords. Still, the Cloak's power is great enough that they have not yet ended his existence in Creation for his pride.

The Cloak is not only worn - it mystically bonds with the owner permanently. After which, the possessor transforms into a morphic shadow - a creature of literal darkness, like living (or unliving?) oil or smoke...

System :

The cloak permanently reduces the owners appearance to 0, but grants +4 to all intimidation checks.

It also grants:

+2 to Dodge

+2 Strength (even if this puts it over 5)

10 Bashing, 10 Lethal soak (any attack that does less causes NO damage - the character simply "flows" around the attack) Plus, the character moves as if under the PERMANENT EFFECT of Flow Like Blood.

The Cloak makes the shadow body morphic (able to transform) - as such the body can create all kinds of weapons from the shadowplasm (all weapons have a speed:+3, and a Damage of +5L; use martial arts or melee to attack). As well, it can "grow" in other ways - wings for flight, ooze through cracks in doors... etc. Kind of T2 effects, save that the overall mass of the owner cannot grow or shrink, and he is always an inky shadow.

Finally, the last known power of the cloak (though not known by many), is its most horrific. It allows the owner to POSSESS a victim (as per the spirit charm). To do so, the owner physically enters the victim's body - through the eyes, nose, ears, mouth, wounds, etc. The effect is intensely painful and traumatic to the victim, and he or she will gain a derrangement following the ordeal (should they ever be freed and live...). Other than that, it functions exactly like spiritual possession.

If there are other powers of the cloak, they have not yet been revealed. Fortunately, there is only one cloak known. Should its current possessor be slain, the cloak dissipates, transporting itself back into the bowels of the underworld. Only there can it be taken possession of by a new owner

Dreaming Armor, (The) ●●●●●

write by Aidoruboi

Description :

The Dreaming Armor is not a traditional armor. It does not come in pieces, but rather in a dark liquid form that is said to be drawn from the mysterious depths of a well found in the core of the Imperial Mountain Itself. Some say that the legends of the Armors creation are mere lies, that the Armor was actually a creation of the Fair Folk or a sorcerer of the Lunar Exalted. Some say it's just some curiosity of the Wyld, perhaps a Creature of some sort. Still other's claim that it may be an artifact of the First Age, but one thing is true: It's origins are as mysterious as the armor itself. Called the Dreaming Armor, because of it's ability to tap into the subconscious will of it's owner, it is well-known as a both a terrifying weapon, and a great defensive tool.

Calling on the Armor: Using the armor calls only for a person to will the armor into effect. Because the Dreaming Armor can only be bound to a single person at a time, and literally disappears into the body of it's owner, there is no reason for the owner to worry about ever losing it. Once bonded with a person, the Dreaming Armor can never be removed while that person still lives and breathes.

Appearance: The Dreaming Armor appearance varies from bearer to bearer. Under the Snow Crane Prince Empheon, a Fair Folk Noble, the Dreaming Armor took the form of flawless Ivory armor with stylized, exquisitely etched plating, delicate and almost ethereal chain link and decorated with a flowing cape made of the long feathers of a snow crane. However, the Armor never takes on the same appearance twice, even under the same bearer, although it does seem to remain in theme with the person bound to it's true nature.

System :

The Armor works as Articulated Plate for damage protection, with a Mobility Value of -1 and a Fatigue rating of 0. The Dreaming Armor requires a commitment of 8 Essence to be bonded to it's wearer.

Powers:

This First Power of the Armor is only available to Wearer that have a Essence of 3 or higher. Upon donning the Armor and summoning it into use, the wear has the power of shift parts of the armor in weaponry at the cost of Essence motes. For every 5 motes of Essence spent, the Character creates weaponry with a 3L of damage. A character may create up to two times their Essence Rating in weapons. All damage caused by the Armor's weaponry does Lethal and the Armor's weaponry cannot damage it's wearer. An example: In a Battle between the Snow Crane Prince and his Dire Enemy, in which the Prince willed his cape of feathers to take on a diamond edge on all it's many long feathers. This Act aided to the battle, as it provided the Prince with a third method of attack.

The Second Power is only available to wearers that have an Essence 4 or higher. This power is a limited for of the Shapeshift Rede, allowing the wear to create shapeshifting illusions while using the armor. These Illusions are similar to the Anima Power of Dawn Caste Solars, in their ability to terrify the enemy. Such Illusions cost 3 motes of Essence per

use, and last for a Scene or until the Wearer of the Armor allows the Illusion to disipate.

Dreamsong Strider ●●●●●

write by Morgensturn

Description :

During the war against the enemies of the gods, the Exalted often found themselves fighting enormous Behemoths. In order to even the odds against the Behemoths' huge size, formidable weapons and tough hide, the Exalted created 20' tall magical armors called Warstriders.

After the first couple of Warstriders were created, the Exalted realized that this weapons have great flaws, Especialy the need for a large workshop and large amounts of expensive materials to maintain the Warstriders, and the difficulty and cost of forging weaponry large enough for them to use.

Following this, the Exalted sorcerers set out to design a better version.

Using the help of friendly Fae, the Exalted started experimenting with Glamour, eventually designing the Dreamsong Strider. Alas, the designing process took many centuries, and the new Striders weren't created in time to help in the war, and due to the great costs involved in building one, the project was closed and no mention is made weather any such armor was ever made, nor was any made in the 2nd age, as no Fae could be found who'd agree to help.

System :

If any were actually created, this artifacts would look and behave just like an ordinary Artifact articulated plate of any of the 4 original magical materials, except for a Hearthstone mount.

If a Hearthstone of at least level 4 is placed in the mount, the Strider can be activated.

By expending 15 essence motes, a Warstrider made of Glamour will appear around the wearer, instantly properly worn and attuned. the Warstrider will remain untill banished by the wearer, and has all the stats of a Royal Warstrider. The essence is committed until the Glamour ends

Additionally, any weapon carried by the wearer can be transformed to Strider size by spending 10 motes. This motes are also committed.

Maintaining the Strider is just like maintaining a normal Warstrider, except that the Strider can be maintained in it's armor mode, requiering smaller tools(can fit inside a backpack) and fewer materials(resources 2 per 40 hours, can fit in a backpack).

The maintainance must still be made by a qualified craftsman (lore 4 crafts {metalworking} 3 occult 3)

Glory Shirt ●●

write by Winteredge

Description :

These thin shirts were woven from one of the five magical metals. They were light, and extremely comfortable. The method of making them has been long lost, and they are nigh-

impossible to reproduce in the current age. Each Glory Shirt feels to the touch like the softest silk.

System :

When the shirts are attuned and essence (4 points) are committed to their use, they become impossibly light. Wearers of the Glory shirt find that the shirt (if punctured) mends itself when worn. Wearers gain 1B and 5L soak. This soak is magical in nature and cannot be bypassed with the use of attacks that would normally ignore armor. By expending 5 points of essence into the Glory shirt, the wearer may use their total bashing soak to soak lethal attacks for a number of rounds equal to their Essence trait. This can be performed reflexively at any time when the wearer is aware that they are about to be struck or simply when they expect that being struck is a possibility. Because the Glory Shirt is so thin and light, it may be worn below other types of armor allowing soak bonuses to stack.

Hardskin Bracers ●●●

write by Winteredge

Description :

These bracers are large bands of magical metal worn as a pair around both hands. They are slightly large, and their weight takes a bit of getting used to.

When activated, the wearer's skin begins to take on a slight sheen similar to that of the type of the bracers themselves. This effect is most obvious at the wearer's hands which may appear to totally transform into the metal of which the bracers are made.

System :

Stoneskin bracers have the same abilities as those provided by Hearthstone bracers in the core book on page 338. These, however, have an additional power.

By expending 5 motes of essence, an Exalted character wearing these bracers may take on the hardness of the metals of which the bracers are made. This effect lasts for a scene, during which the character gains the following benefits:

1. The wearer gains an additional 2 soak to bashing and lethal damage.
2. The attacks upon the wearer are made at +2 difficulty.
3. The wearer may parry lethal attacks with their hands, and perform lethal attacks with their bare hands. Both hardskin bracers must be worn in order to use these effects (simply wearing one won't work). Both hardskin bracers have a setting for a single hearthstone.

Note: This artifact was created in compliance with the Book of Three Circles guide to artifact creation.

Lunar Deception Buckler ●●

write by Winteredge

Description :

Appearing as little more than a small circular disk of moonsilver, sometimes alloyed with other magical metals, the Lunar Deception Buckler was a common item of protection created by Lunar Exalted in the first age and given as gifts to their Exalted companions. Many of these items bear designs worked into them, such as spiral patterns, or symbols important to the intended recipient.

When worn, the disk fastens itself on to the back of the hand of the wearer, taking on the appearance of a metallic tattoo. Many of these bucklers were made using Orichalcum and Moonsilver. These typically bear a sun symbol on them, which translates to a golden colored sun tattoo when worn.

System :

When a character attunes themselves to the artifact, and commits a point of essence to its use (commitment of 2 wrong metal penalty) the buckler takes on its tattoo like state.

Once in this state the buckler has two powers.

The first power may be activated by the expenditure of a mote of essence. Doing so makes the user seem hazy and slightly blurred at the edges. This is a subtle thing which is often overlooked save by those who are actively attempting to strike the character. All attacks on the character after activation of this power are made at 1 difficulty, similar to the effects of wearing a buckler. This does not conflict with any charms that prohibit the use of armor or shields.

The second power may be only be activated when the moon is in the heavens, though the moon need not be visible for this power to work. It is activated for a scene by the expenditure of a willpower point. Once active, the character adds 2 dice to their Lethal, Bashing, and Aggravated Soak for the duration of the scene. This power does not conflict with any charms that specifically require the user not to wear armor, nor can its provided soak be bypassed by armor penetrating charms.

Sunlight on Moonsilver ●●●

write by Jerinth Greywings

Description :

Needing excellent armor and freedom of movement together, a Night Caste assassin travelled deep into the Eastern forests until she found a Lunar Exalted who would take her as apprentice. Slowly, she came to understand some of the secrets of working the Lunars' metal. Months of experimentation followed and from the forge, Sunlight on Moonsilver drew not only her first work in two magic materials, but her name as well.

Sunlight on Moonsilver's Armor is a very delicate suit of articulated plate armor formed of mirror polished steel heavily engraved and reinforced with equal parts of orichalcum and moonsilver. It fits very closely to the wearer as comfortably as tailored clothing. The plates of the armor seem to shimmer sometimes as light does on calm water.

System :

The armor can be attuned and worn by both Solar and Lunar Exalted; it performs exactly the same way for both. Through

its moonsilver nature, the armor shifts form subtly, fitting the wearer so lightly and perfectly that there is no mobility or fatigue penalty. Through its orichalcum nature, the armor protects the wearer far better than such a suit ordinarily would. (soak 10B/10L, mobility 0, fatigue 0, artifact 3, commitment 9)

HEARTHSTONES

Arboreal Wrath, (Gemstone of) ●●●

write by Smaugfrost

Description :

A plain, uncut emerald of dark Green, this gemstone is a powerful Boon to any Haltan warrior, or for that matter any fighter with a penchant for wooden weapons. Believed to be crafted first in ancient Manses dedicated to the mighty tree spirit Entwold, these stones have appeared and passed through many different hands.

System :

This Hearthstone when socketted into a wooden weapon will cause the weapon to grow spines out from it almost as tree branches and then it will transform the weapon into a very dark blending of Black Ash and IronWood.

This results in the damage increasing by +4.

Rumours abound of an earth stone which produces the same effect in metallic or stone weapons, sprouting from them crystalline branches of razor sharpness

Clearsight, (Gem of) ●●●●

write by Resplendent_Elk

Description :

When the bearer of this partly transparent, faceted gem concentrates, materials he directly looks upon appear transparent. Ten yards of solid matter can be seen through under optimal circumstances, but heavy and dense materials are harder to see through than light materials and limit the range. The Five Magical Materials can not be seen through at all. The bearer of the stone can choose what to focus on with enough accuracy to read a letter in an envelope without opening it.

The uses of this stone go beyond simple spying though. A concealed weapon is clearly visible through the flesh and cloth of the as-sassin, and the innards of lock mechanisms, traps and similar devices can be seen without disturbing them.

System :

Up to four dice can at the Storyteller's discretion be added to Perception-based rolls that make use of this Hearthstone. Using a Gem of Clearsight limits normal vision and decreases all related dice pools by two. It cannot look into places or objects warded against spying.

Crackling Pines, (Manse of the) ●●●●●

write by Jerinth Greywings

Description :

Far in the northeast, near the Wyldlands and almost equidistant between the poles of Air and Wood, is one of the most harsh environments in Creation. In spite of the bitter cold of the region, life abounds amid the dense pine forests and indeed, civilization once extended from the Realm to these far reaches. It is here that the ancient manse of Sun Meets the

Frost exists: The Manse of the Crackling Pines; named for the sound made when the Unconquered Sun's light touches the frozen trees.

The seat of a First Age power, the Manse of the Crackling Pines is both large and powerful. Centered in a clearing within a ring of huge and ancient pine trees, the Manse entrance is in the side of a permanent snow mound. The rest of the Manse is beneath, cut into the permanent ice and frozen ground. The rooms nearest the surface have ceilings of thick clear ice, allowing bright winter sunlight within. Rooms in the lower levels are similarly illuminated; sunlight travels down tubes of pure clear ice. All of the rooms are lined in native stone and woods cut from the surrounding forest and furnishings are all made from local animals, eld and mammoth hides predominate.

The Manse of the Crackling Pines is not simply a powerful Manse; it was the capital of the region during the First Age, a remote center for trade, the barracks of a small army, and the center of strength for a powerful sorceress. It is also a tomb. Sun Meets the Frost, who ruled benevolently from the Manse for over a thousand years, died of grief at the onset of the Solar Purge before she could be killed. The Dragon Bloods who were sent to kill her simply sealed the Manse and hid the entrance after escorting all of the inhabitants away. If ever found, the Manse of the Crackling Pines would prove a fantastic base of operations for those who can make use of the sorceries within.

Sun Meets the Forst believed strongly in the independence and fortitude of her home and her people. She felt that harnessing the intense cold for power was not only central to maintaining that independence, but should also be a theme for most of her sorceries. The sheer coldness of the territory surrounding the Manse served as a powerful ingredient in a vast number of her artifacts and spells. The hearthstone of her most powerful manse and home was no exception: The Eye of the Winter Sun.

System :

The Eye of the Winter Sun is an elegantly faceted gemstone that appears to be a beautiful diamond, glowing with a bright inner light. It sparkles not with vibrant spring colors, but with softer winter tones. The Eye is a long crystal, around six inches in length and an inch in diameter; Sun Meets the Frost wielded it on the tip of her staff where all could see it's light.

By concentrating, the bearer of the Eye of the Winter Sun can intensify it's inner light into a beam and focus it on an area or even a single target. This light removes the blessing of the Unconquered Sun's warmth, freezing it utterly and unless protected by very powerful sorceries, destroying it irrevocably. Sun Meets the Frost proved, more than once, that removing the Unconquered Sun's warmth was even enough to crack hearthstones, shatter daiklaves, and break open even a warstrider's armor.

Finnibars Palace of Delight ●●●

write by Masters Challenge - Exalted mailing list

Description :

his large, golden, Hearthstone has the ability to project a one-half scale replica of the Manse where it was formed. The Manse is complete and accurate in every detail with the current state of the Manse. The only aspects of the Manse that are not replicated are any living beings currently in the actual Manse. The replica is physical and can be used as shelter if need be, most of the halls and rooms in the real Manse are oversized to allow the replica to be quite comfortable. The replica of the Manse and any replica items within it will vanish at the next sunrise.

System :

A common thing for the master of this Manse to do is to stock it with double-sized items that he finds to be useful on the road. When he stops for a time, he can then simply make a replica of the manse and everything in it and he has all of the tools that he needs at hand.

Fire Weapon Gem ●●

write by Winteredge

Description :

This hearthstone, when socketed into a weapon made of one of the five magical metals, can be made to cause the weapon to burn with a magical flame.

System :

Causing a weapon to burn magically with a Fire Weapon Gem requires a full round of concentration to activate. The weapon will then burn in this manner for the rest of the scene.

This effect is quite similar to the abilities of Fire Aspected Terrestrial Exalted to cause their weapons to burn magically.

Interestingly enough, depending on the type of magical metal the hearthstone has been socketed in, the flames take on slightly different appearances. When socketed into moonsilver weapons, for example, the flames appear silvery. The hearthstone socketed into an Orichalcum weapon can cause the weapon to flare up with a golden color flame.

Regardless of the appearance, a weapon that is flaming in this manner adds two dice of damage to its base damage.

Golden Labyrinth ●

write by Masters Challenge - exalted mailing list

Description :

This Manse is a subterranean maze built to harness the energy of a powerful demesne. The excess energy is filtered through the walls of the manse to light the interior. There are three "eyes" within the design of the maze, at the center of each eye rests the crucible upon which a Hearthstone has formed.

System :

Individually, each hearthstone gives it's owner an in-depth knowledge of the layout of the section of the maze where it's crucible resides. When all three of the hearthstones are placed into a single object and attuned to a single owner, that owner

gains the ability to manipulate several of the walls within the maze itself, shifting them or changing their appearance to suit his will.

Hurricane Hands, (Jewel of the) ●●●●

write by Smaugfrost

Description :

Used in the defense of a powerful Air Manse in the Northern Tundra by an icewalker Shaman named Yediwen, this brilliant swirling black and azure lustered jewel is a marvel to behold, calling forth the Northern Elementals of Wind to carry enemies away from the bearer and keep a holy site untouched by outsiders.

System :

When in use, this stone enables the caster to repel any approaching targets or ranged attacks. With a dice action roll of Perception + Occult, the first success forces the approaching target to halt and each extra success causes target to be repelled 15 yards and delivering 2 health levels bashing (lethal if arrows) to itself and any obstacles it may hit.

Example: 3 successes > target arrow returns along flight path travelling 30 yards delivering 4 lethal health levels to anyone it may hit.

Weight affected can be up to the Perception + Occult on the Strength Tables. If high enough can blow away warhorses for instance.

Each use of the Stone requires 1 mote of essence.

Note: Multiple defenses can be performed by taking multiple actions

Kahooli's Fightin' stone ●●

write by Earthbinder

Description :

This stone appears to be a pebble that shines in starlight when no moon is risen. it always appears in the hand of whoever is attuned to the Great treehouse manse on Kahooli's isle (see Kahooli's pretty stone for more info).

System :

This stone grants the user the power of swashbuckling. anytime they perform a stunt that involves jumping or swinging a rope/vine/pole etc is conveniently nearby it adds a situational modifier of 2-5 dice to the stunt.

It also has the power to prevent accidental damage to the user from botches in combat.

If more than one person is attuned the person with the lowest STR DEX melee thrown brawl archery will have it appear in their hand

Kahooli's pretty stone ●

write by Earthbinder

Description :

A small opal with faint silver flecks the front is a perfectly smooth ellipse, on the obverse the ancient rune for beauty is carved.

It comes from a small manse thirteen feet underwater in the lagoon of a small tropical island SW of the realm. The mase was grown from coral and took Kahooli 200 years even with the use of charms. His treehouse manse upon the island is even more impressive. Sadly Kahooli passed into the earth at the hands of Marruk Avamar an newly exalted deathknight whilst on a botanical expedition to the elemental pole of wood to collect some more Youth flowers.

System :

The user of this hearthstone can add 3 die to any appearance based checks but only so long as the gem is visible and set in jewelry with a resource cost of 3 or more

Lightning Response, (Stone of) ●●

write by Winteredge

Description :

This blue stone is shot through with white imperfections that are somewhat similar to lightning in a clear blue sky.

There are two types of manses which can generate this type of stone, air aspected manses and water aspected manses.

The design of such manses tend to be tall and thin, usually taking the form of towers, though one such manse that generated such a stone was built into a series of caves that went straight down into the rocky stone on a shore-line.

System :

When a character is attuned to a manse and carries the stone of Lightning Response, that character gains the ability to act as if they had won initiative even if they have not.

This means that though the character has lost initiative, they may still split actions as though they had won initiative, allowing them to parry multiple blows without relying solely on soak to protect them.

Lightning Wave Gem ●●●

write by Winteredge

Description :

Water aspected.

This type of hearthstone is a dark blue/green gem that scintillates beautifully in any light source.

When socketed into a weapon of one of the five magical elements it causes the weapon to flare with a burst of lightning that traverses the length of the weapon whenever the weapon makes a strike.

System :

Opponents who are hit with such a weapon are struck with one die of lethal lightning damage on top of any damage done normally by the weapon. This weapon ignores armor, and can only be soaked with stamina.

One of the best benefits of this lightning wave, however, is that it strikes an opponent even if the opponent carries the

attack because of the lightning wave's ability to traverse the opponent's weapon as well.

Pheonix Gem, (the) ●●●●●

write by Smaugfrost

Description :

The Pheonix Gem ,a brilliant Fire Opal, is an ancient crafting of the sorcerous first age, a Power of Fire and Reincarnation. This Gem has been passed down through the Dawn Caste to its most powerful warriors in the Battles of the Gods.

A warrior who fell in battle would thus be able to fight on as either a Pheonix Lord until he desired eternal rest.

System :

When in use, the Pheonix Gem can capture the Soul of a dying Exalted and maintain it perpetually. All powers (Charms and Spells) are kept as well as all mental attributes.

Abilities and Attributes remain as well but no physical actions may be taken.

The Power comes when this device is fitted into a Warstrider, and the spirit animates it as his own physical body.

Its Strength becomes his Strength.

Such animates known as Pheonix Lords are only destroyed when the stone is somehow destroyed or if a Solar level spell of exorcism is cast upon the device. Abyssals are a real threat to a risen Pheonix Lord.

Also Abyssals are capable of creating their own versions called Black Titans.

Pure Water Gem ●

write by Awaikaze

Description :

This is a rounded sapphire of a shifting blue hue, slowly fading in and out like the waves of the sea. It is quite translucent, and seeming to be of clearest nature were one to look through it. Holding the gem, it's texture is quite smooth, almost slippery.

System :

This is a minor hearthstone of Water, that will purify any liquid it comes in contact with. Although it does nothing to taste, any liquid-based toxins that are introduced to the attuned character's system are eliminated. The effect adds 3 dice to the character's resistance rolls against any poison, and can be used to allow any other person whom is currently suffering from some form of liquid-based toxin to make another Resistance roll. Coupled with a person with Medicine knowledge, it is fairly powerful in breaking the effects of such toxins.

Refreshment, (Stone of) ●●

write by Winteredge

Description :

The type of manse which creates this type of hearthstone is generally set into the hollow of a living tree. Often the rooms are somewhat larger and more comfortable than a large cottage.

System :

The Stone of Refreshment provides the following benefits to its attuned user.

When worn, the wearer will always feel clean and refreshed. Dirt and grime on the character and the character's carried equipment will simply slowly dissipate allowing a character to feel constantly fresh.

For as long as the bearer wears the stone, she need not eat or drink.

The character's scent is also muted making all attempts to track the character by scent incur an additional +1 difficulty.

Sight, (Stone of) ●●●

write by mr-seano

Description :

This stone is about the size of a man's eye. It is perfectly clear and one can only tell it is anything because it refracts the scene seen through it. When looked through it shows all that is true shedding illusions. When concentrating on someone or something, he may be able to see it happening as if it was in front of his very eyes.

System :

Whenever one brings up the stone to their eye and looks through it, all is revealed. This means whenever the character looks through it he sees any unmaterialized spirits, sees through any disguise, and if he spends 2 motes of essence he may see what is happening anywhere else up to his essence rating in miles. In order for him to do this he must think hard on the subject, be it person place or thing....

Speechstone ●●

write by Winteredge

Description :

This hearthstone appears as a white, milky stone with no shine at all.

System :

An attuned holder of this stone may use it to perform two functions.

First they may simply whisper a name or a person within eyesight and think a thought. The person named will then hear the thought as though it had been whispered in their ear. If the person named is not within sight (for example, if an imposter is standing in place of the king, and the king is not within eyesight, and the king was so named) then the holder of the stone will hear a soft dissonant chime.

The second power of the stone is that the holder may say the name of any person whom they know well (for at least a year and a day of ongoing contact) and the user may then utter a single sentence taking no more than 3 seconds to relate. This sentence will be heard by the intended target instantaneously, assuming the target is able to hear. (A deaf or sleeping

recipient will likely miss any such messages.) This second effect may only be performed once a day, and only during daylight hours.

Spires of Tan'eshti, (Gem of the) ●●●●

write by Winteredge

Description :

Air Aspected Hearthstone

This Opalescent gem is cut into an odd seven sided form and has an oddly heavy feel to it. It is pale white with a single blurred shimmer at its center. If one watches, this shimmer seems to flow from movement to movement.

System :

The holder of this stone may make one additional attack a round at their full die pool when in combat.

Storms Blessing ●●●●

write by Lei Shen Hu

Description :

Air Aspected Hearthstone

This hearthstone is a dark cloudy grey that seems to spark with an inner energy, almost as if a current of electricity is running through it.

System :

This hearthstone provides two effects.

The first effect allows the wearer to ignore environmental penalties based on stormy weather to all their actions (fighting, archery, even travel).

The second ability is that the bearer can make one dodge attempt per round per attack he makes.

TreeHart of Sundered Roots ●●●●

write by Smaugfrost

Description :

Deep inside the Wyld lands of the eastern forests lies a hidden treasure. Bestowed by a powerful Tree Spirit called Entwold to the Haltan people in the First Age, this petrified acorn was used in the long struggles against the Linowan people of the plains.

System :

Socketed into any wooden hafted weapon, this stone causes one dot of Stamina to be lost by the target of a successful attack. Its effects are cumulative and if an opponent is reduced to zero stamina he is slain as all of his life force is cut loose from Creation.

Reincarnation will occur as normal.

Lost stamina is recovered at a rate of one point per hour.

Viridian Heart, (Manse of the) ●●●

write by Jerinth Greywings

Description :

Deep in the forests of the East in the cold temperate rainforest zone, there exists a grove of trees several dozen miles around.

Within this grove grow massive trees, ancient precursors to the giant redwoods, these trees are far larger than even the grandfather trees of the Haltan forests. Many thousands of feet high and acres of ground covered by the base, these trees are surpassed only by those trees nearer to the eastern pole.

Near the center of this grove, where the trees' green canopy mingles with the mountain clouds, grows a tree much like its brethren save that its trunk houses a moderately powerful manse: The Manse of the Viridian Heart.

Based on an architecture lost even to expert builders of the First Age, the Manse is a multi-level series of rooms within the tree itself, connected by an extensive network of open tunnels through the wood of the massive tree. Not simply a manse, but also a home, most of the rooms have very practical uses as living, sleeping, working, or eating areas. Somehow, the tree itself channels water condensed from its cloud-hidden canopy down into a series of beautiful troughs, fountains, and waterfalls in the rooms, providing for those who live in the Manse. Many of the rooms are near the surface of the tree's bark; the cracks in the bark allow light and fresh air from the balconies to flow down the wide tunnels to the inner rooms. The balconies themselves are crafted from huge shelf fungi that grow outward from the treebark.

The lowest room of the Manse is well over 700 feet from the ground and most of the rooms are much higher than that. The uppermost corridors and rooms are quite small and some have yet to be explored. Legends that seem to predate the First Age tell of the tree itself growing in the courtyard of the Manse at the beginning of Creation, over time growing large enough to absorb the entirety of the buildings. The arrangement of rooms and decorations within the Manse suggest that this legend may be true.

System :

The Manse of the Viridian Heart grows a single Hearthstone deep in a windowless room within the heartwood of the tree itself: The Stone of Resplendant Repair. A more powerful version of the Stone of Mending Flaws, this Hearthstone is also a pourous green and blue rock the size of a person's eye. It glows when it is used; tendrils of essence caress the surface of the materials it is used repair. Unlike its lesser version, this Hearthstone will repair more extensive damage over a larger area. So long as at least half of the item remains, the Stone will repair it over a time of about a day. Mundane items can be restored and improved to excellent quality simply by an extensive handling by the bearer of the stone. Even very minor flaws in items made of the Five Magical Materials can benefit from this Hearthstone if it is socketed into the item for long periods of time.

Winter Night ●●●●●

write by Jerinth Greywings

Description :

This articulated plate armor is designed with brushed alloyed steel and glittering orichalcum trim, giving it the appearance of deep frost on a winter night. The effect is that the Winter Night appears to absorb as much light as it reflects. The plates are all perfectly smooth and rounded, and yet in a certain light they seem faintly etched with the angular designs of bright snowflakes. The only overt design is on the breastplate; a geometric snowflake that blazes into a Dawn Caste sunburst for a few moments each time the Winter Night's powers are used. Completing the armor is a massive and warm fur cape, held to the shoulders by strangely quiet chains.

Winter Night was made by and for Sun Meets the Frost, a First Age Dawn Caste Solar who lived, ruled, and died in the bitter cold forests of the northeast. Sun Meets the Frost believed that the key to effective rule involved harnessing the strengths of the surrounding territory, and thus created Winter Night to demonstrate the power of a modest northeastern Demesne.

System :

Winter Night has three known abilities. The first is simply that it keeps the wearer comfortable and well protected. (11/11, -2 mobility, 1 fatigue, 8 commitment). In warmer climates, Winter Night is surprisingly easy to wear, its icy nature keeping the wearer from overheating.

The second ability allows the wearer to hurl shimmering blasts that form elemental ice. The blasts (dexterity + archery/throwing) do 2 dice of bashing damage per mote of essence spent (to a limit of the wearer's Essence) plus successes and have a range of 20 yards times the wearer's Essence. Even should the damage be soaked, each die of damage forms around 10 pounds of ice on the target. It is up to the Storyteller to determine the effects of this heavy ice on characters or the environment.

The final ability is flight. By spending 7 motes of essence, the wearer may summon bitter winter winds to lift her plus 200 pounds into the air for a scene. Intended primarily as a means for fast travel (around 100 miles per hour), the swirling icy winds hinder most other actions, adding a difficulty of 3 to both the wearer and anyone interacting with her in such a way that the winds might interfere (including attacks).

NON-COMBAT

Alabron (N/A)

write by Solarium

Description :

One of the oldest and most powerful artifacts among the Exalted was created by the legendary smith Alabron. A robust and extraordinarily strong man, Alabron is rumored to have forged many of the artifacts that dealt with the creation of other artifacts and many of the strange materials used in their creation. One of these was the Forge of Cormor, which could burn as hot as the Unconquered Sun itself - but would not burn the one using it in the slightest.

In his dying days, Alabron knew that few possessed the strength that he had, as well as the ability to craft as he could. Rather than taking much of his strength and power with him, he decided to create one last item. He labored for a month, pouring his essence into a pair of magnificent gloves and a wide belt. When the task was finally completed, he had just enough time to inform his last apprentice that his last creation was done - and then he passed. However, the power which Exalted him did not pass to another, and remained instead within the gloves and belt.

The gloves and belt (which became known collectively as Alabron's Strength) were passed down successively between his final apprentice and then his apprentice's apprentices. They allowed their user to control Alabron's potent abilities at forging and create even more artifacts. After the Solar Purge, the gloves and belt were separated from one another and their power diminished.

System :

The gloves and belt of Alabron's Strength are potent artifacts, and allow the wearer to forge the most potent of artifacts. Separate, they possess strong abilities. The gloves of Alabron's Strength capture his deft manipulations of the hammer and tongs and give the wearer 2 dots of Craft: Blacksmithing. The belt of Alabron's Strength capture his raw power and strength, giving the wearer 2 dots of Strength (allowing the wearer to reach a maximum of 6 dots - which ignores the normal maximum of 5 dots).

Together, their powers are unrivaled. The presence of both the gloves and belt further reinforce the power - giving the wearer 3 dots of Craft: Blacksmithing and 3 dots of Strength (again upto a maximum of 6 dots). However, the spirit of Alabron also speaks to the wearer, whispering the secrets of alloying metals both mundane and magical. The forging of artifacts becomes as child's play, and the difficulty and time of creating an artifact (see page 89 of the Book of Three Circles) is halved. In addition, botches during creation are ignored - although the time for creating the artifact will be increased by a week, as the user smooths out the errors and resumes work on the artifact.

Blue Bottle, (The) (N/A)

write by raven

Description :

This artifact is believed to be as old as the time of the Primordials. Legends claim that the Gods placed this item in the world to tempt the Primordials' followers with its power. What exactly the bottle's power is exactly, remains a mystery. The most common ability attributed to this item is to grant the user his/her "deepest, most hidden desire".

The precise description of the bottle is unknown because very few claim to have actually seen it. Those who have, claim to have purged themselves of any memories associated with the "accursed object".

These rare tales may be completely untrue. What is true, however, is that those who have actively sought it out have either vanished mysteriously or have died under very violent circumstances (murder, freak accidents, etc.) when they actually found the artifact (or got close to claiming it).

The bottle remains a dangerous enigma in the Age of Sorrows.

System :

Storytellers can use the Blue Bottle as a very ancient and powerful item or simply a fool's errand. A complete falsehood. On the one hand the answer to its power, can be that those who find it will be granted their "deepest, hidden desire"; a release from the burdens and needs of living!

This fate should not actually befall the heroes, but perhaps they can escort someone who seeks the item (where they witness the horrible end to his/her quest).

Another way of handling this is to allow the bottle to grant the user's wish. Such an item can only grant a single wish and only for the one who strove hardest to acquire the bottle.

In this latter case, the deaths and disappearances could be due to guardian spirits/demons or even Gods (who only want the right person to find the bottle). (Perhaps the bottle vanishes forever following the successful wish?)

There are many possibilities beyond these suggestions.

Circlet of Discipline ●

write by Pointyman2000

Description :

The circlet of discipline is a simple bronze circlet devoid of any design or decoration save for a small hearthstone set in the front. Usually given to unruly Solar students by the Gold Faction Sidereals, the circlet shrinks at the spoken command of the Teacher, making sure that it will be a lesson that the student will not easily forget.

System :

The teacher attunes himself to the Circlet before giving it to his student at the cost of 2 motes. At his command, the circlet will begin to shrink around the student's head, bringing severe pain and inflicting anywhere between 2-6 Bashing damage (storyteller's discretion) that may only be soaked with the targets stamina.

Cloak Of The Night ●●

write by <unknown>

Description :

The Cloak of the Night is a long cloak with a hood, made of strange oily-looking scales. Nevertheless, it feels like silk and offers good protection against the weather and even blows. When not activated, the cloak is black in color (very beautiful, too).

The cloak's power become apparent when it is attuned to... and when the small moonsilver clasp, disguised as simple silver, is turned inwards.

Then the cloak begins to color itself according to the environment, like the skin of a chameleon... only much more so.

System :

The cloak gives soak of 2L/4B.

Attunement cost 3 motes.

One action to activate power.

When activated, the cloak blends into environment, concealing the wearer.

+5 dice to Stealth rolls when moving slowly, +3 when moving fast.

If the character covers himself completely with the cloak and stands still, he becomes virtually invisible (unless someone bumps into him, he can't be found).

In the First Age the Exalted assassins and spies favored this cloak. However, it is not too difficult to destroy (stronger than simple silk but still destructable) and thus most of those cloaks were lost in the last 1500 years along with the secret of their making (and the origins of the oily black scales that make the cloak).

To know the cloak for what it is is a roll of intelligence+lore difficulty 2. Understanding how it works is a roll of intelligence+lore difficulty 2.

Clockwork Mechanic ●●

write by Obsidian Razor

Description :

Wise Electrum, one of the most powerful sorcerers of the second age was tired of having to fix his circle's warstrider after each battle, so he builded with some First Age manuals about robotics a group of mechanical helpers to do the job. They worked so finely that he no longer has to oversee their work.

System :

Once activated they absorb essence from the ambient, so they need no commitment of it. Treat them as normal mortals, with a strength of 4 a dexterity of 3 and an intelligence of 3 and a craft of 3 with specialization of 3 on warstriders. They have no abilities except for that, they cannot establish combat or defend themselves, for they do nothing when they are not working except maybe obey commands like move there and such.

They only accept orders from the one who has activated them and those who he has designated. They look like slim men with only one big eye.

Crystal Lens of Assessment ●

write by Smaugfrost

Description :

This device appears as a simple sheet of square cut ultra thin red crystal and sets into a partial diadem as a monacle over the left eye.

"Lord Vegeta... that Solar has over 100 motes!!!"

"What, impossible!!! I have not even powered up yet!!!"

System :

This Hearthstone grants its bearer the ability to use Occult+Perception in order to read the Essence levels of opponents, Exalted and Spirit alike.

1 success grants Essence Rating (1 to 6+)

3 successes grants Motes total

5 successes grants any Combos in use

Destiny Device, (The) (N/A)

write by ratfruit

Description :

Within the ancient pyramid lost to even the scholars of the Immaculate Order, is a huge clockwork device powered with geothermic energy that, when activated with one's essence, can control the destiny of any individual.

Looking like a sphere of star metal with in a sphere of star metal within a sphere of star metal, and the manes hearthstone in the centre, when essence is channelled through it the stone will glow and the spheres will rotate.

In the podium and which the device stands, is a slot. When an individual specially made stat chart is entered (made from soul steal with the information in a series of punched holes) the machine will attune itself to that individual and begin to tap into her threads of destiny. Using ancient lore, if various rods are inserted into the spheres, certain effects will happen to the individual. This could be simple affects such as being in a rainstorm (which the machine can achieve via simple chaos manipulation) to meeting other individuals, catching diseases or even failing a simple task.

This machine works via the rods affected the world on a precise quantum level, as well as using astrology to predict the individual's already possible destined paths. The machine is subtle but very effective. Once it begins to rotate, all must leave the room or interfere with its process.

During the first age the machines most deadly process was almost carried out. As the Dragon Bloods slew the Solars, a group of Sidereal exalted decided to use the machine to destroy a whole realm where a group of particularly strong Solars were known to be present amassing a final army in a last attempt to save themselves. The Sidereal scholars used the device to manipulate not a person, but a meteor above the world. Causing it to be subtly knocked from its present course and onto the earth. If the plan had been successful, half of creation would have been destroyed, letting Wyld energies in.

At the last minute, a young sidereal realised the full affect of what would happen, and tried to stop it, the meteor was already on its way, and moving to fast to manipulate with the device, so the young sidereal figured to slightly alter the moons path. It talk all of her essence, injuring her greatly, but the meteor struck the moon lighting the sky bright red. This occurred during calibration, so this just added to the world's fear of that dangerous time of year.

System :

Like the Eye of Autocthon, this devices uses are totally up to the individual Storyteller. The hearthstone centre is a powerful level five hearth stone of destiny manipulation – in its basic form it allows the user to lessen the difficulty number of any task like a sidereal can by 5, it is quite powerful. When placed in the centre of the starmetal globes, the machine can manipulate the destiny of any individual, or any place, on any level. The hearthstone must be charged with an amount of essence up to the Storyteller that varies on the difficulty of the manipulation. To locate the individual place, person or other thing, a specially made starchart of starmetal is needed, which requires a similar process to crafting a magic item to make. As long as the person, place, or object was created under the stars, or is of the heavens, like minor astrological bodies, it can have its destiny manipulated in any way. This item is best used as a plot device in games where something needs to be found (it can subtly affect the world to open a path way), or for another great meteor to be knocked off course, or an enemy or friend of the players could use it to manipulate there destiny for better or worse.

Essense Gem (N/A)

write by Earthbinder

Description :

Artifact 1-5

these are crystals of jade that have been washed in the blood of a newborn dragon-blooded

System :

Each essence gem can hold a number of points of peripheral essence equal to its rating times 3

An exalted can transfer essence into or out of a gem at a rate of personal essence per round 1 per sucess on an willpower roll

if an essence gem reaches 0 essence its permanent rating drops by one point and it looses some of it lustre and shine the only way known to restore a completly used essence gem is to bathe it in the blood of a newborn dragon-blooded

all essence gems cost one point of essence to attune on the fly or can be attuned by a week of meditation

(if an essence gem is bathed in the blood of one of each type of exalted for one week it gains one of the following powers)

Solar

Dawn

lightstone: for 1 essence the user can make the stone glow as brigh as a 40watt bulb

Night

Darkstone: for 1 essence the user can shroud his face in darkness that is impeneteable for one scene (no light in on light out they are blind till the effect ends but can talk, hear and smell normally)

Twilight

Rossettastone: for 1 essence the exalted can understand simple words and phrases in any language (see spot run, run spot run)

Zenith

Charmstone: the user of this stone can add 1die to any one charisma test (once per story)

Eclipse

Sightstone: the user of this stone can spend one essence and see ghostly outlines of unmaterilised spirits within arms length

Lunar

No-moon

rubberball: the character can add one die to any stunt involving a leap or jump (it cannot be converted into essence or willpower)

Changing moon

Smokeyball: the character can add one die to any stunt involing deception or disguise (it cannot be converted into essence or willpower)

Fullmoon

Manaball: the character can add one die to any stunt involving sorcery or magic (not cahrms) (it cannot be converted into essence or willpower)

Sidereal

Mercury

Speed Crystal: the exalted adds one to their base movement rate

Venus

Peace Crystal: the user can reroll any one die that causes him to lose permanent a willpower point

Mars

Strength Crystal: the user can re-roll any one die that caused him to botch a strength roll (not damage)

Jupiter

Thought Crystal: the user can silently communicate to any other thoughtcrystal his has touched (the sidereals use this to keep in touch over long distances)

Saturn

Wise Crystal: the user gains one experience point everytime a story finishes with a happy ending.

Dragon blooded

Wood

PathwatcherGem: the user may spend three essence from their personal pool and be able to speak with any one plant for the remainder of the scene

Earth

RockfinderGem: the user may spend three essence from their personal pool and be able to locate any one stone within 10 ft 1 ft per additional point expended (it will not create a stone just tell the user wher it is, if no stone of the selected type is around the essence is lost)

Fire

FirestarterGem: the user may spend three essence from their personal pool to ignite any flammable material within arms reach

Air

RoadwatcherGem: the user may spend three essence from their personal pool to be able to speak to any non sentient bird or avian in sight

Water

HelmguiderGem: the user may spend three essence from their personal pool to know which direction the pole of water lies or to know the location of the nearest potable (drinking) water

Abyssal

Day

Shadow: all mortals and animals suffer a -1 to perception tests against the character

Dusk

Fear: animals and mortal suffer a -1 penalty to all social rolls

Midnight

Slayer: the user can pick any one mortal or animal for 2 essence they can cause them to lose one -0 health level (may only be performed once per story)

Daybreak

Miasma: the user can trigger a vile stench of rot and decay (for 3 essence) all mortals and animals within 3yards are at -1 to all actions. those with enhanced smell suffer a -2 and must make a D1 stamina check

Moonshadow

Bloodbond: the user may by spilling a drop of his blood and a drop of a willing target bind the two together in a blood bond. the bonded will always know the state of the other and the user of the stone will know the approximate location of the other. only two people may be bonded at the same time.

Everlong Rope ●

write by Jerinth Greywings

Description :

In the Eastern forests, several societies make their homes in the tops of the forest giants, trees that can be thousands of feet tall. Most members of these societies may never set foot on the ground, content to stay safely high up within their tree cities. Rope is of great importance to these societies; the most common person will carry it with them most everywhere.

Everlong Ropes come in a variety of styles. As items of magic go, they are very easy to make. Virtually every society that uses rope has a version of this artifact. Some are made of hemp, some of leather, some of woven wire, and some from giant wolf spider silk; all have a complex knot or an object woven into one end to serve as a focus for the magic.

System :

Everlong Ropes really only have one function: by concentrating, the owner of such an artifact can make it lengthen as long as necessary or shorten again for ease of carrying. It costs no essence or willpower to make the change in length as the rope absorbs essence gradually over time.

However, there is always a soft glow that accompanies the change in length; a byproduct of the ropes use of essence.

Variations of Everlong Ropes generally involve having an extra material included when it is made (and increasing the cost to two dots in artifact). Including the sinews of a regenerating creature makes a rope that heals itself when damaged or cut. Including moonsilver wire makes a rope that doesn't so much lengthen or shorten as it expands and contracts in such a way that it can lift or squeeze. Including white jade makes a rope almost impossible to damage.

A common variant is a grip with a leather and moonsilver wire rope, making a very effective, and sometimes deadly, whip.

Eye of Zafir ●●

write by DrNuncheon

Description :

This wonder is a cunning arrangement of orichalcum wire attached to a large, cabochon-cut piece of yasal crystal (for details, see _Scavenger Sons_). It was fashioned in the First Age for Zafir, a member of the Eclipse caste who forged some of the spirit alliances that protect his castemates even to this day.

System :

The yasal crystal in the eye may be used as normal, but to gain the benefits of the wonder, it must be put in place of the user's natural eye.

If the user wears the eye in this fashion, she gets 4 extra dice on the bargaining roll to determine how many uses of the spirit's power she may have. Also, the wearer may use the charm Spirit-Detecting Glance as if she possessed it.

Golden Essence Jar ●

write by Winteredge

Description :

These Orichalcum items are leftovers from the first age. The trick of their creation is not yet known. In appearance the Golden Essence Jars are always very small (some are no larger than a man's thumb) and the size of these items seems to have no bearing on their power. What is known is that all of them appear to be some mixture of Orichalcum and glass. They are virtually indistructable, and have no apparent opening. Nonetheless, the Golden Essence Jars are incredibly useful items.

It is said that the creation of these items was kept a great secret trusted to none save the greatest of the Twilight Caste. When the Solar Exalted were being killed, a handful of Twilight Caste members (who were collectively known as the True Copper Spiders) hid the Golden Essence Jars, and other great items of wonder, in places well hidden from even the prying magics of the Sidereal Exalted.

Many Golden Essence Jars look nothing like jars at all. Some appear to be large glass beads, and more than a few appear in the form of rings, or large stones worked into rings.

When filled with essence each Golden Essence Jar will glow. This glow is usually quite dim, and will not be noticed except in very dark conditions.

System :

The Golden Essence Jar is always represented by at least three dots in a background trait. When an Exalted character is attuned to a jar (requiring only a single committed mote of essence, even for other types of Exalted) the Golden Essence Jar will store essence which may be drawn upon at any time.

Each Jar can hold as much as five points of essence per background point reflecting this treasure.

As long as an attuned exalted is holding the Golden Essence Jar, they may expend essence from its pool rather than their own.

An exalted who wishes to use the essence from an essence jar does so through a connection between the jar and his/her anima. This means that any essence spent in this manner is considered Peripheral for determining Anima effects.

An exalted character wishing to recharge an Essence Jar does so similarly, expending essence which is absorbed by the jar. The Golden Essence Jar is not terribly efficient, requiring the expenditure of three points of essence for every two stored. As the transfer of essence in this manner is done through the character's anima, all essence transferred contributes to the character's Peripheral Essence spent for determining anima effects.

Note, a character expending peripheral essence in this manner (as usually the case) does not "double" the anima effect, all such motes spent are only counted once in regards to the anima effect.

Essence spent in this manner is not considered committed and will return to the character at a normal rate.

When more than ten points of essence is stored in a Golden Essence Jar it begins to glow noticeably (like a candle flame). If it stores fifteen or more motes it glows like a dim torch. If it stores twenty or more motes it glows with the light of a camp fire.

Golem Stone ●●●

write by Winteredge

Description :

Golem Stones are huge stones, often as large as a foot or more in diameter, that are used to activate and funnel power to Golems. They come in all shapes and colors, some appearing to be metal constructs, while others appear to be multifaceted gems. Most are crafted from odd alloys of the five magical metals.

System :

Golem Stones are set within a manse, and must be attuned to a person who is attuned to the manse the stone is set in.

Activation of a Golem Stone creates a great drain of energy from a manse, often reducing its effective power level for purposes of regaining Essence.

Each golem the character wants to control with a Golem Stone must be calibrated to a specific stone. This often requires a great deal of craft work, and 10 points of essence focused through the Golem Stone and the Golem itself.

Once calibrated a golem may be activated from anywhere within a perimeter of a few hundred yards of the manse's edge in which it sets.

Once activated by the Golem Stones, the user may declare a password, or simply provide simple orders to attack all who come near specific areas, or both.

Activation of a Golem Stone usually requires that the user spend 15 motes of essence.

Guardian of the heart ●●●

write by Jose Luis Pérez

Description :

This talismans were used during the first age by exalted to protect their mortal companions and loved ones from harm inflicted by magical means. At least a set of 20 of them existed and nowadays are even more useful to those who find them than in the first age, for solars nowadays are not normally married with lunars. When the mortal wears the artifact he is protected by the soul of his exalted companion from anything he normally would not be able to defend against.

System :

The artifact takes the shape of any kind of jewelery: most commonly rings, pendants and the like.

The exalted commits 2 motes of essence and 1 temporary willpower point (yes committed) and gives it to the mortal to be protected, who has to be someone really close to the Exalted (an important friend, a lover or the like) if these conditions are not met by either sides the artifact doesn't work. In the case of an Exalted considering his mount a close friend, if the animal felt "affection" for him, the artifact would work.

When the mortal wears the artifact he is protected by the soul of his exalted companion, this is reflected by allowing the character to make protective rolls that normally mortals are not allowed to do, and negate those that exalted do. When a charm or spell is used to harm the integrity or freedom of the wearer and the charm or sorcery in question has more beneficial rules for exalted characters (such as where Exalted characters get rolls to resist, but mortals die outright) then the mortal being protected gains those same benefits as if they were the exalted protector.

Example:

Locke, a Dawn caste solar who normally travels with his mortal lover Diana, is going to confront a Bronze faction Sidereal that has been the circle's nemesis for the last month. Shadamus, the sorcerer, has obtained an object from Diana, and his plan is to cast Irresistible Puppetry on her to have Locke backstabbed by his own beloved, however when Shadamus casts his spell, it automatically fails just like if he had tried to cast it on an exalted, because Locke's soul is protecting her from harm. If Shadamus had gotten close

enough to cast Blood of Boiling oil on her and only scored 3 successes, he would fail, because Locke's permanent essence is 3, and that spell requires the user's Essence score is subtracted from the rolled successes. In this example, if the Sidereal would have scored 4 successes, then Diana would have taken 4 levels of lethal damage from his permanent essence, but she would still be alive and Locke would probably have time to save her.

Gwydions ship of ice (N/A)

write by Earthbinder

Description :

There were many great artifacts of the first age, one of which was created by the Air aspected Dragon-Dlooded sorcerer Gwydion the White (he achieved the impossible in that he mastered solar sorcery as a dragon-blooded).

The ship of ice is a huge vessel (about three times as large as a modern cruise liner) and is crewed by spirits of air and water. It was last seen chasing the Yozi Brahama-Galthor into the elemental field of air.

Prophecy states that when Gwydion is re-born the ship will return to him the knowledge of his past lives.

System :

rumors abound of its power (but ultimately it is up to the ST to decide on its powers)

- it can fly
- it needs no crew
- it has weapons equivalent to the ice bows for attacking cities
- in the night it takes on the aspect of a starry field
- in the day it reflects what is above and below.

House of Doors (N/A)

write by BlackNumberOne

Description :

Once, ages ago, the great cities of the First Realm were linked by a series of intricate and powerful transit nexus hubs. It is said that during the Age of Legends, the glimmering walls of the Houses of Doors could be seen in every major metropolis, and that the Solar Deliberative would set aside funds for their construction, so great was their utility. For the Houses of Doors were capable of collapsing time and bridging vast distances in the merest of eyeblinks. Through these Houses, instant travel and communication became a reality to the people of the First Realm, and they became integral to maintaining the Realm's day-to-day operations. Whenever a new city was founded, a Demense would be created for the sole purpose of raising a House of Doors upon it, if the location did not already have such a place. The Houses were maintained by both Solars wise in the way of Solar Circle magic, and by Sidereals, whose mastery of astrology was necessary to tune the crystals within and without the House itself.

The use of all the Magical Materials was required in order to bring a newly constructed House online. Most Houses were built upon Demesnes, with orichalcum extractor rods sunk into

the very heart of the Demesne to draw Essence from it. This Essence was collected into jade repositories, where it would be held until needed. Moonsilver reflectors caught and held the light drawn in by painstakingly ground and shaped lenses, while starmetal wire would be drawn into shaping, locating, and focusing patterns, allowing the attending Sidereal to program the House for its jump destination.

Though most folk saw only the Houses themselves, the earthbound buildings were only half the equation. The architects of the Houses had set hundreds of massive crystals the size of palaces into orbit around Creation. It is these crystals that the Sidereals would use as beacons and markers in order to pinpoint the jumps made by the House's arcane engineering. Light drawn in from the Unconquered Sun would be focused in the transit chamber, concentrated, and then bounced off these crystals to the jump's final destination. In this way was the actual transit completed, taking literally minutes to cross the entirety of Creation.

Once declared functional, the House of Doors would be open for business. The Houses were available only to the Realm's wealthy, for the cost of making a transit was both physically exhausting to the Exalted performing the jump as well as spiritually exhausting to the House itself, draining large quantities of Essence. The process itself was a relatively simple one. The patron would pay the master of the House (known by such colloquialisms as 'Gatekeeper' or 'Doorguard'), and then bring whatever he wished transported into the House. Many Houses were large enough that small caravans or mercenary units could be transported at once. Once within the transit chamber, the master of the House would calculate the jump point. Though it was possible to use scrying methods to set a jump point, Sidereal star-navigation proved to be the most reliable and accurate. Finally, the Doorguard would seat himself in the throne above the transit chamber and open himself to the House's Hearthstone. This would enable him to channel the Essence stored in the jade repositories into the starmetal glyphs, and through the chamber itself. Light from the sun would be funneled inward and reflected out to the crystal network, the two spaces bridged, and the transit completed. While the easiest jumps were made between two Houses, with time and planning, a single House could complete a jump to any point in Creation.

During the revolt of the Terrestrials, the Sidereals sabotaged a great many of the Houses so that the Solars could not use them to escape. Others were cannibalized for the Magical Materials and Essence they held, the physical structures re-consecrated as Immaculate or Dynastic Manses. Only three Houses of Doors remain in operation today. One is part of the Realm's defense system, and only the Empress has been known to use it. Another is set within the Palace Sublime, and the Immaculate Order often attributes Mela, the Elemental Dragon of Air, with its construction and use. The third resides within the lowest chambers of the Heptagram, unknown to all but the most advanced students of arcane sorcery. The number of people within the Realm with the knowledge to actually perform a safe transit is exceedingly low--mostly elder

Sidereals and a few of their Immaculate and Dynastic protégés; and of these people, even fewer have the actual Essence and strength of will to activate the ancient gearworks. Although the crystal network remains in orbit over Creation, thousands of years without careful maintenance has caused some of the prisms to become flawed, cracked, and otherwise useless. Not only do actual jumps now take far longer--hours as opposed to minutes--but they are far less accurate and far more dangerous. There have been reports of Dynasts beseeching the Empress to send talons of soldiers to relatives in the Threshold, only to find that every single man was jumped into the depths of a canyon or the bottom of the sea. Precise calculations are required, and there is much less room for error than there was during the First Age.

However, as broad and expansive as the First Realm was, there are sure to be Houses of Doors that have been lost and forgotten, deep in the wilds of the Threshold. Perhaps a person wise in the ways of ancient sorcery could even learn how to reanimate the ancient crystal-work and bring the House back online. Alas, such a feat of sorceric engineering is far, far beyond the capabilities of most people in the world today. If these wonders of the First Age are to be restored, then it will be the work of a lifetime, to be sure.

System :

The House of Doors provides near-instant transportation, anywhere within the Realm. Once, there were many such Houses, and traversing the Realm was a simple, if expensive, matter. Now, stories of such Houses are but one of the many legends from the vanished First Age.

Many things are required in order to perform a successful jump. First, the subject to be transited must be attuned to the House. During the First Age, this was a minor rite that took only a few moments. Now, the subject must stand within the center of the transit chamber, under the light of the sun, while the chamber's operator performs an hour-long ritual that links the subject's Essence with the House's.

Next, the House must align itself with the crystal network. When there were skilled artisans and sorcerers to maintain and keep up the network, this was rarely a problem--the Doorguard could count on there being a crystal beacon overhead, and could count on being able to trace a direct route through the network to the destination. Dragon-Bloods and the like must simply wait for the network to align itself to the House, although anyone skilled with Celestial Circle sorcery can actually draw a crystal into alignment.

Once the House is aligned with the crystal network, then a jump point must be calculated. Once upon a time, Sidereal astronomers could make such calculations easily. The masters of the Heptagram have these star charts, and the Immaculates are advised by Air-aspected monks who are wise in such ways. Dragon-Bloods seeking to use the Imperial House must rely on scrying and visionary tools in order to fix a jump point. Finally, a Gatekeeper must ascend to the top of the transit chamber and strap herself into the throne at the sphere's apex. Once this is done, she must open herself to the Manse's

Hearthstone. Solar Exalted attempting this need not roll, although accessing and activating the jade power capacitors requires the expenditure of 15 motes of Essence. Other Celestial Exalted may also activate the House, but the cost is triple for them, and may require a Wits + Occult roll in order to direct such large quantities of magic. Dragon-Blooded cannot activate a House of Doors, for their Essence is far too weak to set the crystalline clockworks in motion. However, they may activate a House if they utilize a Hearthstone collar properly crafted to augment their own Essence (such a collar would be at least a 3-dot Artifact itself, the construction of which would be limited to those intimately familiar with the unique workings of the Houses of Doors themselves).

If all the above is performed properly, then the House will activate. Sunlight will be drawn into the house, absorbed by the moonsilver reflectors, and then directed into the transit chamber, creating a scintillating, shimmering matrix of light. Simultaneously, a secondary beam will track out to the crystal network and be refracted throughout it, until it reaches a spot directly overhead the jump point. When the network was whole, this was rarely a problem. Nowadays, passengers must hope for the best--pinpoint jumps are a thing of the past, and most subjects will find themselves tens, if not hundreds, of miles from their actual destination. Once the jump has been completed, the House must wait a full month before another jump may be attempted. The jade capacitors must be fully charged, and magic no longer exists that can hasten the recharge time.

In all, utilizing a House of Doors is a long, complicated, and dangerous process, but sometimes, the need to travel instantaneously outweighs the risks. It is hardly practical to use while travelling relatively short distances--say from Lord's Crossing to Arjuf. But when a troop of soldiers in the Imperial City needs to be in Lookshy the very next day, then the House of Doors may be employed, cutting a months-long voyage into a single day.

If all goes as it should and everything proceeds accordingly, a jump to anywhere in Creation may be completed in under a day. Other factors may cause the travel time to be longer or shorter, at the Storyteller's discretion. The crystal network is always decaying, and usable prisms are becoming harder and harder to find. The Houses themselves show signs of breakdown and wear, from corroding orichalcum extractor rods to worn and rusting starmetal focusing mandalas.

There are a number of things to keep in mind when using a House of Doors. First of all, all ritualizing can be done whenever the Doorguard finds time, but the actual jump itself must be made during the height of the day. Only when the sun is high in the sky can enough light be harnessed to trigger an actual jump. False light conjured through sorcery is useless--actual sunlight must be drawn through the lenses if the jump is to succeed. Secondly, as it is a beam of light making the journey, it is impossible to jump anywhere the light cannot reach. Hence, one cannot jump into an underground cave or a building. The one exception to this rule is when jumping between Houses--each House has a beacon crystal that can be

used to track in on other Houses, allowing a (more-or-less) safe transit between two House transit chambers. However, even heavy cloud cover at the jump point can throw the landing off. Lastly, unless one is actually jumping into another House of Doors, the transit is one-way. After the jump is complete, the light fades, and the subject finds itself (hopefully) at or near its destination. But there is no doorway or portal left to provide a trip back. Once the jump is finished, the subject must find its own way.

The Houses can make excellent plot devices, useful for instant travel or story fodder. Imagine the power a Solar might have at their fingertips if they were to stumble upon a functional House in the Threshold. Imagine the fight they'd have to go through in order to keep it! They can be as accurate or inaccurate as the story requires--after all, this was some pretty tricky magic, even during the First Age. In the end, use them as best suits the story, either as a get-there-fast solution or as the center of an ongoing Chronicle surrounding lost wonders fo the First Age.

Hungry Chair, (The) ●●

write by M

Description :

This is something I wrote for a writer friend of mine. His black desk chair is basically the same thing.

During the times of the First Realm when powerful magics were commonplace, people of great power and influence often commissioned the construction of artifacts they could use in their everyday life. This piece was crafted for Zekarius Shrubman of what would later become the Imperial City. Zekarius was a scribe and court functionary who traveled from his hometown of Thorns after the defeat of the Primordials to write about how the people of the Realm were adapting to the post-war climate. His papers gained notoriety amongst the courts and rulers of the major city states in the Threshold, and he was able to open a small printing shop to produce copies of his manuscripts. With his new found fame, Zekarius decided he needed some tools to help him stay at his desk longer so he could produce more. He commissioned a Master Craftsman to construct a special chair that was guaranteed to increase the amount of time he could spend in his study. To this end, the chair performed perfectly.

The Hungry Chair appears like a simple black Yeddim leather desk chair a functionary might have in his office or study. To improve on its efficiency and comfort it can both swivel and roll on castors, allowing the user to move his office about without standing up. The simple leather cover and padding is suspended by a complex and arcane internal lattice made of pure soul-iron. Hidden inside the cushions is a single mummified pancreas from a Farae Lord.

System :

Writers, lawyers and scribes who perform their duties in the chair roll their WITS + ESSENCE after working in the chair for an hour. This roll adds to all writing or bureaucracy rolls made while using the chair as long as the writer continues to

write without interruption and until the chair extracts its price. The chair will magically aid the writer in ignoring the outside world, eliminating the need for food, rest, bathroom visits and so on. Every time a writing roll is made, the user must roll WILLPOWER against a number of dice equal to the number of rolls made (1 for first roll, 2 for second, etc.) in a resisted action. Once this is failed, the chair will consume one point of temporary willpower and two hours of sleep for every success difference between the user and the chair. Furthermore, the chair can use these stored willpower points (taken from the user) in order to achieve successes in future rolls. There is no limit to how much willpower the chair can store.

Guidestone, (The) ●●●

write by Winteredge

Description :

This modest golden pendant, roughly the size of a man's palm, opens to reveal an Oricalcum needle spinning atop a piece of white jade. When a holder looks upon the stone and concentrates on a person or thing they know well, the needle points in the direction that person lies.

System :

The Guidestone does not require any commitment of essence, and may be used by any individual whether they be exalted or not. In order to activate the stone, the user must concentrate on an object or person known well (for more than a year and a day). If the user does this, the needle will spin completely around before centering on the target's location.

If the stone spins in a clockwise direction prior to centering on the target, then the target's destiny is generally a positive one.

If the stone spins in a counter-clockwise direction, the target will most likely suffer a negative fate.

This form of "fate sensing" is inconstant, sometimes producing a positive and then a negative fate for the same target, though a simple Perception + Occult roll at a difficulty of 2 will allow the user of the Guidestone to determine whether or not the spinning is "neutral" or "definite".

In cases where the target has been completely destroyed, the needle will either point to the remnants of the target (the body, ashes, or pieces that formerly made up the target), or will simply spin wildly in a counterclockwise direction.

Certain powerful concealing magic will cause the needle to likewise spin in a very fast counterclockwise direction.

Jade Golem ●●●

write by Winteredge

Description :

These constructs were designed to serve as bodyguards to important Dragon Blooded in the first age. They were gifted by powerful Solar Exalted who crafted the golems using jade and Oricalcum workings. Jade Golems were designed with subtlety in mind. Their white jade faces were often painted to look remarkably human. Most are designed to appear small (roughly 4 1/2' tall) and apparently plump. Most were made to dress traditionally as servants with broad hats and loose

(poncho-like) garments. Each of them were able to assume a battle form (by having their bellies apparently split and spread, forming massive shoulders, with their torsos unfolding at (what used to be) their shoulders. The final result is a gleaming jade plated automaton standing roughly 7 to 8 feet tall.

System :

They have the following stats :

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

Abilities: Melee 2 or 3

Base Initiative: 5

Attacks:

hand to hand: Speed 4, Accuracy 6, Damage 4L, Defense 2

Weapon Attacks (As per weapon type)

Dodge Pool: 3 Soak: 15B 11L 5A (armor 12B 10L 5A)

Health Levels: -0x4/-1/-2/-4/Incap./Destroy

Essence Pool: 30

Some golems (Artifact 4) possessed self healing processes that mimic normal human. All other golems require repair (Intelligence Lore at 2 difficulty, one roll per hour), with each success repairing one health level. All jade golems require at least 3 points of essence channeled into them per week. Some have essence batteries worked into their systems allowing them to store as much as 30 points of essence. Some others have been fitted with hearthstones to minor manses providing them with constant sources of essence (most of these, are the Artifact 4 versions).

One version of jade golem (Artifact 4, Allies 1) was made to house spirits. These spirits were often willing, as long as they were attuned to manses associated with the hearthstones powering the golem construct. These creatures are often more intelligent and graceful.

Jade Torch ●

write by Winteredge

Description :

This is a cylinder of red jade with a jewel set into its middle.

System :

The Jade Torch holds its own pool of essence which may be added to by any attuned Exalted. After attunement, an Exalted who has committed a single point of essence to a Jade Torch may expend essence which can be drawn directly into the Jade Torch. This essence is not considered committed and will return to the Exalted at a normal rate. Jade Torches can hold as much as 10 points of essence in this manner. When activated by the press of the gem, the Jade Torch expends a point of essence and begins to burn. During the next 24 hours after its activation the Jade Torch can be left to burn, or can be extinguished and re-lit any number of times with the press of its gem. Some models of this torch burn without heat, while others can be made to burn without light.

If a creature attempts to draw the essence from a Jade torch, the torch will crumble to jade dust.

Jump Obi ●●●

write by HeWhoIs

Description :

The Jump Obi is a wide belt of essence-strengthened silk interwoven with white jade, which is wrapped twice around the midsection of the wearer and clasped with small white jade belt hooks. While beautiful, the belt is rather stiff and uncomfortable (but not enough to inflict dexterity penalty).

Once it is attuned to, the true function of the obi becomes obvious. The weight of the wearer can be altered by will alone, giving one the ability to leap to great distances.

The Jump Obi is a creation of the First Age, acting on the now-lost principles of gravity conditioning. They were used by elite Dragon Blooded front troops of old for scouting, bypassing obstacles, leaping above walls into enemy cities, etc. Most of the Jump-Obi were lost during the last 1500 years along with the secret of their creation.

System :

5 committed essence.

Wearer of the belt can alter his weight by thought alone in an instant. This makes leaping to great distances easy (up to willpower X strength upward or [willpower X strength]X4 forward), and grants the effects of the Graceful Crane Stance charm.

The belt has many more uses. I will give an example of technique used in First Age battles :

The wearer makes himself extremely light and leaps up. After choosing a target and beginning to fall towards it, the wearer makes himself extremely heavy, plummeting towards the target at great speed, and then makes himself light again a moment before reaching ground. The maneuver requires a roll of wits+dexterity, difficulty 3, but adds the successes on this roll to the attack roll against the target.

To understand the function of Jump Obi is an intelligence + lore roll, difficulty 3. To understand how it is used it's an intelligence+lore roll difficulty 1 (and a failure can be disastrous).

Lathan al Mriete ●●●●

write by Solarium

Description :

There are many artifacts from the First Age that possess strange and singular powers. Among the most recognized are the ancient Daiklaves and Warstriders, which are easily visible and bring great destruction with them. However, other artifacts are more subtle - but no less powerful. One such item is the Lathan al Mriete.

During the First Age, a young woman of marrying age was often given an intricate veil - not to hide her features, but to further enhance the aura of mystery that can often captivate young men. Some were very simple, but others were intricate -

woven of spider silk from the far Eastern forests and set with pearls from the deepest Western oceans. One, however, was spun in intricate patterns from golden orichalcum and set with and the clearest diamonds known.

It was said that the young woman wearing this veil could captivate men with a single glance, and one single word could bring them to their knees. Entire rooms could be brought to silence as the wearer crossed the room. And the politics of a land could be manipulated with a single smile.

System :

The Lathan al Mriete is sought by those who do not wish to command in open, but wish to manipulate and control those who do. It is also sought by those who seek the attentions and affections of another. It greatly aids the wearer in both these situations, granting 2 dots in Socialize. It also allows the wearer to captivate those who gaze upon her - make a Socialize + Appearance roll (difficulty 3) - which will slowly cause conversation in the room to die down, and make it easier to speak and interact with others.

Its last power, which is far more sinister, is the ability to plant suggestions in the mind of the listener. By speaking correctly to the listener (who must hear the words and be paying attention to them), the wearer can plant a short (less than 10 word) suggestion in the mind of the listener. Make a Manipulation + Socialize roll (difficulty equal to the number of words divided by 2).

If successful, the listener will be bound to follow the suggestion to the letter - but will remember it as if it were his own idea. If failed, the listener will not notice the suggestion, but nothing will happen. A botch, however, will cause the listener to notice the suggestion (which might require some smoothing over) and render them immune from any more suggestions until the sun rises again.

Lesser Mantle of Brigid ●●●●●

write by Lei Shen Hu

Description :

These cloaks are lesser copies of the robe given to Brigid by the spirit in the far East. While they vary in style and artistry, all are items of immense power and usefulness.

The most common form is that of a cloak designed to be worn with armor, and is woven with the finest of threads and one of the Five Magical Materials. Others have been made in the form of robes, gowns, travelers cloaks, and in one case, a simple monks frock. All of these items date back to the First Age, as the power and ability to make one of these items is lost to all but the oldest of Lunars and Sidreals, who do not have the hundred years or so of time to invest in making one.

There are at least a dozen examples of these artifacts in existence. Five are possessed by Dynast sorcerers, two are worn by Immaculate sorcerers, and another three are worn by outcastes. The other two known Mantles are currently lost, after their wearers mysteriously disappeared. This number

does not count those worn by Sidreals (as no one knows if they possess any or how many), Lunars of the No Moon caste, and Solars who have discovered one. It is assumed that a sufficiently powerful Deathlord could make one of these, and if so, it is possible that an Abyssal necromancer has one as well.

System :

These artifacts have several powers, and gain benefits depending on the magical material it is made of. Attuning one of these items is easy, it must be worn for at least one week, during which it provides no benefit. It would seem as if the artifact itself gained power from the world around it, and is not powered by the Exalted using it.

The first power it grants is that of an increased essence. The wearers essence is increased by two while this item is worn, and the users essence pool is recalculated accordingly. However, if the wearer removes the Mantle while she has spent more motes of essence than her normal essence would allow, she will take a number of health levels of bashing damage equal to this excess, soakable only by Stamina. i.e. Stylwynd has a personal essence pool of 20 normally, but an essence pool of 26 with the Mantle on. If he takes the Mantle off while he has spent more than 20 points of essence from his pool of personal essence, he will take one point of bashing damage per point over the twenty he has spent. This applies to personal and peripheral essence equally.

Secondly, the mantle adds five dice to any Occult roll the wearer makes. These dice do not count as an increase to the wearers Occult skill for any purposes (i.e. spells or Charms that increase the Occult pool.)

Third, the wearer gains an additional benefit depending on what material the Mantle is made of as follows:

Orichalcum

Orichalcum Mantles were symbols of authority and power in the First Age, and that was in part due to magic. While worn, the wearer is considered to have a Charisma of two points higher than normal, and a Presence score four points higher than normal.

Moonsilver

These Mantles gave the wearer some of the mystic knowledge attributed to the Moon. They add three dice to any rolls involving mystical perception or knowledge, and add four dice to any Lore rolls the wearer makes.

Jade

Unlike most artifacts, Jade Mantles are the rarest of the mantles. Very few of these made for the Dragon-Blooded, but they were all the more prized for it. They enhance the wearers ability to use magic in an impressive way, allowing them to learn the Celestial Circle Sorcery Charm and spells of the Celestial Circle.

Starmetal

Mantles made of starmetal seem to channel the wearers ability to discern and manipulate fate to an uncanny degree, allowing them to see seconds into the future. This translates into a bonus of +3 to speed, +2 to accuracy, and a +3 to defense. In addition, the wearer is almost impossible to surprise, and is

considered aware of every attack aimed against them. There are also many non-combat uses to being able to see seconds into the future that are left up to the Storyteller. The ability to see into the future is limited to about 3-4 seconds.

Soulsteel

No information about soulsteel Mantles exists, and it is not known if they can be made by a Deathlord or not. If they were, they would most likely benefit the necromantic abilities of an Abyssal Exalted in some way.

Authors Note: These artifacts are not playtested, and I would like any feedback you might have about them. It is quite possible that they are overpowered, but I tried to follow the guidelines listed in The Book of Three Circles.

Machine of the Black gem ●●

write by Earthbinder

Description :

created by a new breed of serpent Abyssals this machine has the ability to do two things

1. socket any hearthstone in the forehead of a recipient allowing full use of the hearthstone
2. allow the full essence of the manse to tear through the recipients mind killing them

System :

this means that you can place a hearthstone in the head of an enemy as a control method seeing as that much raw essence will destroy any normal mind

A Int+resistance+valor roll Diff 1 can be made to remain alive after activation however this only lasts for 1turn and always costs 1 willpower point

or power up an previously defeted abyssal villan with a Heartstone courtesy of his master both as a punishment for defeat and a reward for sucess.

another variation of the machine can be used to recover the hearthstone

once used the machine cannot place any other hearthstones till it has been used to remove the previously installed stone

Mercurial Sandals ●●●

write by Bob The Pariah

Description :

These items, which are also known as Shoes of Prodigious Movement, come in many different styles of comfortable footwear. Moccasins, sandals and slippers, made from the finest, most comfortable leathers and silks are all common choices. The vast majority of these artifacts are made without any of the Five Magical Materials; while the rare few have a small bit of Starmetal wire woven into them. Other than their exception quality and simple design, there is nothing unique looking about these shoes.

System :

These shoes require the commitment of 10 motes of essence to attune. While this is fairly expensive, the benefits are well worth it. Due to the fact that this artifact is not made from one

of the 5MM, there is no increase in essence costs, and any creature with the necessary motes of essence (even a non-Exalted), and attune these shoes.

An Exalted wearing attuned Mercurial Sandals doubles all foot-based movement rates.

This means an Exalted wearing these shoes can walk at twice their normal rate, run at twice their normal rate, and even jump twice as far.

Any movement enhancing Charms (such as Monkey Leap) are also doubled.

In addition, Fate helps guide the wearer's feet, keeping them from falling on loose rock or slippery leaves. The wearer may add one die to foot-based ability checks. These include Stealth, Athletics and Endurance (when making checks for continued running, only); however, they do not include Brawl, Martial Arts or Dodge, they do not guide kicks, nor to they "do the dodging for you".

In addition, walking (or running) through a crowd is far easier and quicker for people wearing these shoes; people merely move out of the wearer's way, without realizing it. Any penalties a Storyteller might normally apply in these situations are halved.

For the cost of 5 motes, the wearer can triple his or her movement for a scene (or an hour, when outside of dramatic time).

Please note, while these shoes are comfortable, and light, they do nothing to hide the tracks of the wearer apart from their aforementioned bonuses to stealth.

All effects of this artifact can be disabled and enabled with a thought, and a die-roll equivalent action.

These shoes cannot be attuned except at night, when Mercury is visible.

Moonsilver Shoes ●●

write by Winteredge

Description :

These are shoes crafted from spun moonsilver. When worn, the shoes are incredibly comfortable and impossibly resistant to wear and tear.

When someone with human sized feet attempts to wear the shoes, the shoes will conform to the size and comfort of the wearer.

Moonsilver shoes have excellent traction, and never become stained. A wearer's feet is always dry and comfortable, being kept cool in the summer and warm in the winter.

System :

Wearing Moonsilver shoes does not require commitment of essence. Indeed several pairs are worn by human nobles throughout the world.

When worn by an Exalted, requiring commitment of only one mote of essence, the moonsilver shoes gain the following properties:

Moonsilver shoes worn by an attuned Exalted leave no trace. Footsteps left in mud, snow, or by crushed flora will fill themselves back in, covering any trace left by the footsteps.

This gives the character an automatic success on all stealth or survival rolls made to hide one's progress.

When worn by Exalted characters, Moonsilver Shoes allow those characters to use balance related charms (such as Graceful Crane Stance) at a reduced cost of one less mote of essence.

Moonsilver shoes have one other benefit when worn by an Exalted character. Exalted characters may expend three motes of essence into the shoes for a scene making them able to traverse water as though it were solid ground, similar to the charm Feather Foot Technique, except that the effect lasts for a scene. Note: Moving bodies of water such as the surface of the sea, or quickly moving rivers may require that the character make athletics rolls to maintain balance. Once a character's body has fallen through the surface of a body of water, the shoes' water walking ability no longer functions until re-activated.

Night Gloves ●●●

write by shamrock42

Description :

In the First Age, the Night Caste of the Solar Exalted formed much of the Realm's security apparatus - keeping the people safe and secure. On occasion, this necessitated some... less than moral acts. To facilitate these acts, the Night Gloves were created.

System :

More like thin gauntlets than gloves, Night Gloves are made of thin, wire-mesh orichalcum. When attuned to a Solar with at least three dots in Larceny (at a cost of three motes), the typical shine of the metal is dulled - no matter how polished they are, they reflect sunlight poorly. The Night Gloves are always single gloves - they never come in pairs. In fact, should two be worn at once, the Solar will never be able to attune the second glove - an attempt to do so will cause blinding headaches resulting in a -2 dice penalty to all pools for the next three hours.

When attuned, the Night Glove adds 2 dice to all Larceny rolls made while using the Glove. In addition, while wearing the Glove, the Solar receives an additional die to all attempts made to fence or sell said stolen item, thus increasing the likely value paid - while this was not part of the original intent of the Gloves' creators, modern Solars will find it quite useful. Should a non-Solar Exalted attempt to attune the Glove, it will cost twice the normal amount of Essence, and the Larceny bonus is lowered to only 1 die - a reflection of just how these items were created. Versions of the Night Glove may well exist, none have been reported as yet.

One caveat - the Night Glove brings out some of the more mercenary instincts in a Night Caste Solar. If the Glove is worn by a Night Caste Solar, he MUST steal something at least once per season - and must steal it for personal gain or profit (in other words, stealing your friend's money purse and then handing it back doesn't count). If the Solar fails to do so, he feels his attunement to the Glove waning, and must steal

something of the Glove's value within one month, and must use the Glove to do it - and in these times, the value of the Glove is very high indeed. Should he fail to do this, he will lose all attunement to the Night Glove - and the Glove will be stolen or lost within one week.

Sharn ●●●●

write by SteelAngel

Description :

Once created by the sorcerer Theld of Gem, this cloak (a surprisingly mundane-looking item for one of Gem) was crafted for a mercenary general, Sharn Darkhands, as a gift for saving Theld's life from legionnaires convinced (rightly) that he was Anathema. So far it has only been used once to anyone's knowledge, but then the very nature of the cloak itself may explain why. When worn by the leader of any force of soliders, it wreathes the entire army in a mist so thick that it cannot be seen into, but on the inside, thin enough for individual soldiers to see twenty feet or so. The thing about this mist is that anyone seeing it will never think that an army is concealed within; they will rarely acknowledge it's existence at all.

The one recorded use was by general Sharn himself. The army of Alaric Sesus, three whole legions, lay waiting in ambush for Sharn's mercenaries in a valley that they had to pass. The record keeper recorded a thick mist begin to pour into the valley from the southern end, that was near impossible to see through. After a while the mist had surrounded the Dynast legions. And then, the records became untidy, as if rapidly scribed by the writer. It is said that Sharn himself appeared from nowhere, ripping his cloak off and yelling in Firetongue, "Death to the Dynasty!", and just like that, the mist vapourised around the legions. They found themselves outclassed and suprised, and though the southern mercenaries suffered minor casualties, only seventy Legionnaires escaped that onslaught. Of the general Alaric Sesus there was no record of survival. The Dynastic campaign to take the South back ended shortly after this defeat.

System :

When donned, the general of the force (Note: the cloak will not work if donned by anyone other than the commander of a group of ten or more soldiers) rolls Willpower to summon the mists. The number of successes needed is based on the size of the army; a group of ten men will only require one, whereas an entire army of hundreds of thousands, plus cavalry and artillery, will require five. If succesful, the mist shroud lasts for a number of hours equal to 6+number of successes rolled. Nothing bar supernatural senses can see or detect into the Mist, or even detect it as magical; those that have high Occult or Survival may note that the mist is unnatural, but that is all. Sensory charms or sorceries, including magical items, most often fail to see any distance into the cloud. Only the wearer can see out; the soldiers under his command can see ten feet in front of them. However, enemy soldiers caught in the cloud

can see nothing at all, their vision stopping around a foot before their eyes.

As soon as the cloak is removed or an attack is made, the mists vanish in a single round. Note that horses and other beasts are wary of its power; cavalry horses (or whatever) become jittery, adding +1 difficulty to their riders actions until the mists are dropped.

Sheru Blade (N/A)

write by ratfruit

Description :

The Sheru are the legendary warstriders of the Solar generals in the first age. Rumoured to be the first ever Warstriders, the Sheru where each unique, and immensely powerful.

The Sheru Blade, was one of these such warstriders, being owned by a great enginer of warstriders whoes name is lost to antiquety.

Sheru Blade is a huge warstrider the size of the largest Royal warstriders. Powers by Six hearthstones, equipped with huge crystal wings tha fold up behind the shoulders, a huge Dire lance, a lightning firing gauntlet, a strange shockwave ability, claws for gripping and climbing any surface as well as running, adn the ability to swim, this is one of only a few of the legendary Warstriders not even seen in the first age.

System :

As well as the usual hearthmount, surrounding it are five others. In each a hearthstone attuned to each of the elements (air, earth, fire, water and wood)of a power of at least two dot sof power, must be placed to power not only the warstrider, but each of its special abilities. The air hearthstone allows the Sheru Blade to unfold it shuge crystal winds and glide through the air, it cannot fly, but if it takes a run up, it can glide like a huge dragon on currents and updraughts. The Earth Hearthstone allows it to stomp in the ground causing a tremor that knocks anything smaller then a Noble warstrider unless it has god foundations, or makes a stamina and athletics roll vs the warstriders strenght and brawl roll. The Fire hearthstone allows the warstrider to shoot a bolt of lightning from its left hand. This is treated as a missle weapon and does 25L dice of damage. Other warstriders treat this as bashing, as do buildings. The Wood Hearthstone allows the warstrider to use its claws that retract from its knuckles and feet. These claws do Strength+6L damage, and give +5 dice to any athletics roll such as running, climbing or even cartwheeling, using these claws as nimble support when they dig into virtualy any surface. The water hearthstone allows the Sheru Blade to swim, it spower making it magically more streamlined. It can swim as a person with that strenght score and the pilots Dexterity + Athletics roll.

The Dire lance in its right hand is a standard dire lance.

The Sheru blades statistics are:

Strength 18

Bashing Soak 24

Lethal Soak 24

Fatigue 0 due to air hearthstone mounted

Mobility penalty 0 due to wood hearthstone mounted

NOTE: I wanted to have more mecha-style Warstriders, just to keep things unusual just when the players think they know everything. This is great in the hands of a villain, and may even work as a reward to heroes who need one. There are other Sheru, which are all unique, feel free to design one if you like so i can see other peoples ideas.

Speed	N/A
Accuracy	N/A
Damage	N/A
Defense	N/A
Minimums	

Tiger Grapple ●●●

write by Singing_Wind

Description :

A fairly common tool of Night Caste members and other such Exalts, the Tiger Grapple is perfect for gaining access to places surrounded by high walls.

It is built as a thick handle with a lever on the top side and a spool of wire made from one of the magical materials underneath. At the front end of the handle, and attached to the spool of wire, is a device generally in the shape of a tiger's paw, although other designs appropriate to the owner abound.

When the lever is pushed forward, the paw-device shoots out, seeking whatever the Exalt wishes to target. When it reaches the target, talons pop out with a faint click, embedding themselves in it. These claws are made of Essence, and do no actual harm to whatever they imbed in. Likewise, they can imbed themselves in nearly any surface, no matter how hard. Although the wire has a virtually infinite length, the Tiger Grapple will never hit animate targets, dropping short by several feet.

As the climb progresses, the wire automatically spools back into the device. If the climber needs to lower himself, he simply needs to push the lever slightly, so the grapple can be used to abseil by securing the paw at the top. This does mean the Tiger Grapple will stay in place until the climber returns to the top of the slope, however. The device can also be used to secure oneself to things, such as a ship to avoid being flung overboard by storms.

System :

The difficulty to climb anything when the Tiger Grapple has been deployed is 1, regardless of how unsuitable the suface is. External conditions, such as wind, rain and being attacked, that affect the climber directly still add to the difficulty.

This Artifact requires 3 Essence motes to commit. So long as it is committed, the user will never need worry about losing his grip on it unless she desires to do so.

Quill of Sleeping Jade ●

write by Winteredge

Description :

A favorite of spies and assassins among the Exalted for centuries, the Quill of Sleeping Jade is a needle roughly 4 inches long, which appears to be a feather, carved from green and black jade.

System :

When an Exalted wielding the quill pricks a human or an ordinary mortal creature of roughly man size, the creature is almost always put into a deep sleep. Strong willed creatures or humans (with a willpower greater than twice the Exalted's Essence rating in willpower) may make a willpower roll to resist this effect. They must score a number of successes equal to or greater than the Exalted's Essence trait to remain awake. The Quill of Sleeping Jade has no effect on undead, wyld-mutated creatures, Exalted, or spirits. Any Exalted character may attune themselves easily to the Quill, and may use it after committing only one point of essence to its use.

Windfinder (N/A)

write by Winteredge

Description :

This ancient frigate is said to have been carved from a single piece of blue jade, and adorned with moonsilver sails. It was lost more than a thousand years ago in a battle long forgotten, but every seaman of the west knows its name.

No ship was ever as beautiful, as fast, or as deadly on the open water. The ship itself was said to have been given by the moon to the Elemental Dragon of Water as a gift of thanks, forging a permanent bond forever between the moon and the sea.

System :

The true abilities of the Windfinder are left up to the storyteller's imagination. It is a legend among legends, and an artifact rare beyond comparison. Its abilities, whatever they be, must be truly remarkable.

Wings of the Crane ●●●

write by Jerinth Greywings

Description :

Born in a remote Hantan tree village in the forests of the East, Shou Lien grew up watching the infinite varieties of birds inhabiting the thousand foot high canopy. Many years later, Shou Lien Exalted into the Twilight Caste as Luminous Crane, becoming a very skilled sorceress. Remembering her childhood dreams of flight, Luminous Crane created an artifact worthy of her name to realize her dreams.

Wings of the Crane, when not animated by essence, is a heavy cloak with a large clasp at the throat. This clasp is shaped in such a way as to be a hearthstone setting. When activated with a hearthstone in the clasp, or by committing 10 motes of essence, the cloak changes into resplendantly feathered crane's wings on the wearer's back.

System :

Wings of the Crane are true wings and as such, rely on sufficient room for the wings to open for flight. The wings

have a wingspan of the wearer's height times five and fly at the wearer's running speed times seven. When not in the air, given enough room to at least partially open the wings, the wearer enjoys +2 dice to dexterity as the wings make him or her more nimble. Finally, Wings of the Crane grant the wearer full use of Graceful Crane Stance and Monkey Leap Technique, without cost.

Wonderous Tool ●

write by John Thompson

Description :

Many, many versions of this item were built long ago. A disorganized Sorcerer despaired of getting all the awls, scapels, files and such that he need to craft an item. So he make one item that would take all of them.

The sorcerer takes a large number of tools and mystically fuses them into a single item. By spending one essence, it will change shape. The most complicated a tool can be is a pair of scissors. It must be held in a single hand. None of the tools confer any special bonus, but it does provide a chisel, crowbar, sword, saw, or pen as needed.

System :

User spends one essence to change the form of the tool.

World map pyramid ●●

write by Earthbinder

Description :

this first age device was created by twilight caste solar exalted to measure the power of the primordials and their servants. it was intended to show new exalted how their powers could help the unconquered sun win and drive the evil back into a prison. however the few that remain have been given to immaculate order teachers to use to preach the word of threshold realms. the main components are four brass rods and five essence gems it works as detailed above but also has another function when used in a demense or manse it creates a Wall of defense around the manse.

System :

any creature trying to cross it loses 10 essence (from personal pools first) mortals who lose all their essence take the difference in lethal health levels (the same goes for any exalted who cannot pay the essence cost)

World map pyramid

WEAPONS

Band of the Tiger ●●●

write by Alabrax

Description :

The Bands of the Tiger is a magical piece of weaponry that appears as a Ornate bracelet, featuring tigers in an out stretched pose wrapped around the wearers wrist. When attuned by an Exalted character, and when the proper essence is committed to the object the bracelet disappears magically, and a Tiger's Claw (weapon) appears instead. This change is not witnessed as the observer always feels as though he has blinked while the change happens.

System :

The Bands of the Tiger are both a defensive and offensive device. The bands when worn as bracelets or claws gives the wearer a +3 to bashing damage and a +3 to lethal damage. In addition the Claws Give the user +2 dice when used as a climbing aid. The wearer also get +2 dice when using athletic charms. The Claws may also be used to parry lethal and bashing damage. The wearer can spend one mote to extend the claws or retract to the bracelet, as said before this change is never witnessed. This change is considered reflective and only takes one turn to take place.

The bracelet of all such weapons always have a socket for a hearthstone.

The user must have EITHER a Martial Arts rating of 3 or Brawling of 3, but does not necessarily need both rated at 3. Dexterity 3 and Strength 1, Essence 3.

Speed	1
Accuracy	1
Damage	3L
Defense	+3B/L
Minimums	D●●, S●●, MA●●●, B●●●

BattleHymn, Daiklaive ●●●●●

write by Lei Shen Hu

Description :

This mighty sword was crafted in the First Age for a Solar by her mate. He was a powerful sorcerer, that much was known. However time has erased the name of everything but the sword he crafted from records.

BattleHymn has a four and a half foot long blade, with a twelve inch haft on it. The haft seems to be composed of a mixture of Orichalcum, Moonsilver, Jade and Starmetal. The blade itself is the most odd of things, for it seems to be made of whatever material the Exalted attuned to it favors (i.e. Orichalcum for Solars, Jade for Terrestrials ect.) It is unknown how the blade accomplishes this, and it is a feat that has yet to be duplicated in the millenia that has passed since its creation.

The blade gets its name for its most obvious power. Its sings when used in battle. While the song varies with each bearer, it

does reflect their personality well. For the current bearer, Salim Orhnam, it sings a glorious hymn to the Unconquered Sun yet again. For its last bearer, a deathknight serving the Prince of Black Roses, it sang a funeral dirge, telling of the opponents death.

System :

BattleHymn costs 10 motes of essence to attune.

Its first, and most obvious power to a new bearer is that the blade changes to whatever magical material the bearer is aligned with. This costs no essence and is permanent until a new bearer attunes it.

Its second, and most well known ability is to sing an inspirational song in battle. This song provides a +3 dice bonus to all rolls in combat to the bearer and all his allies (by his or her perceptions) within earshot. It also provides a +5 dice bonus to all Valor rolls when they are in combat, their spirits uplifted and strengthened by the song. This ability can be negated by magical silence. Anything less and the power of the blade punches through it.

The last and least well known power of the blade is that it can actually *teach* Melee charms. Any charm known by a previous user that is linked to the Melee skill can be taught. While the Exalted bearing the blade must be able to learn the charm, the sword should be considered a teacher unparalleled. It has served in combat under the hands of many master swordsmen, and it can teach the weilder to achieve these lofty heights themselves. For game purposes, BattleHymn knows all Solar, Lunar and many Dragon-Blooded and Sidreal Charms, some of which have been forgotten thru the ages. It is assumed to have some Abyssal ones as well, since it was possessed by a deathknight, but the extent of its knowledge is unknown.

As a note, when the deathknight that previously owned the blade used its second power, it actually subtracted the appropriate number of dice from his opponents dice pools in combat. However Valor rolls were only penalized by 2 dice.

The stats below do not represent the material it is currently made of. These are its base stats, which are slightly higher than a normal daiklaive to represent its exceptional forging as well as the experience it grants as asks from the weilder.

Speed	+4
Accuracy	+3
Damage	+5L
Defense	+3
Minimums	S●●, M●●●

Boomer Blade ●●●●●

write by Christopher

Description :

This was on of the few weapons that uses all 4 of the magic metals form the 1st age. With a moonsilver staff handle, starmetal loading and firing places, and Red Jade firing chamber, and a slashing blade comming out near the firing hole.

System :

it can be used as a spear or ranged weapon both using the melee pool (spear: dex; Gun: stamina) it can only be used if attuned which has a cost of 20 motes (5 per metal) you load up to 5 metal balls or arrow heads in to the loading slot. when using as a gun pay 1 mote per ball shot (the essence is use in place of gunpower to fire the ball)

Speed	-1
Accuracy	+4
Damage	+2 or +5 see above
Defense	+1
Minimums	D●●●, S●●, MA●●●

Bright North Star ●●●

write by Jerinth Greywings

Description :

An artifact created for and by Sun Meets the Frost, Bright North Star became the sorceress' weapon of choice. Though not originally designed for it, this staff became the home of her most powerful hearthstone: The Eye of the Winter Sun. For at least two hundred years, Bright North Star was rarely more than arm's reach from the sorceress' side, as much a scepter of her authority as weapon or sorcerer's tool. After her death however, legend has it away from her tomb and in the hands of a band of Lunars...without the Eye of the Winter Sun.

Bright North Star is a short staff about four feet long made from the heartwood of a pine. The upper end has a hearthstone mount of white orichalcum and the lower end is shod in a white orichalcum point. The length of wood itself has been polished only by centuries of handling; the touch of hands hundreds of thousands of times.

System :

Bright North Star gains its name from its most widely known and used power. By spending a mote of essence, the tip of the staff glows with a pale winter sunlight with a diameter reach of one yard. This diameter *doubles* for every extra mote of essence spent. (2 motes, 2 yards; 3 motes, 4 yards; 4 motes, 8 yards...10 motes, 512 yards; 11 motes, 1024 yards, etc.) It is said that Sun Meets the Frost herself would fly into enemy encampments in the middle of the night and illuminate them entirely for her hunter-archers to attack.

The second ability of Bright North Star allows the bearer to spend five motes of essence and aim the staff to create a rudimentary version of the spell: sting of the ice hornet. The bearer rolls dexterity + melee or archery to hurl a swarm of sharp ice needles at her target. The ice will shred clothing or foliage easily, does a base damage of 10L plus successes, has no range limitations, cannot be parried but can be blocked, and will chip and penetrate cover less strong than metal. Unlike the modern spell however, these needles do not fly around cover or chase targets and they melt normally.

Speed	+2
Accuracy	+1
Damage	+2L
Defense	+1
Minimums	S●●

Bright Razor ●

write by Winteredge

Description :

This is an Orichalcum wrist pendant designed to be mounted to a bracer, or worn with a piece of jewelry on one's hand.

System :

The user must be attuned to it and must commit a point of essence to the Razor prior to using it. When the user channels three points of essence into the pendant, a small glowing throwing dagger appears in the user's hand. The dagger is relatively weightless, and remarkably small. It may be hurled at any target within (50 x Essence) yards. When thrown the blade deals damage equal to the user's Essence trait in damage (applied as automatic successes) plus the additional hit successes (applied as damage dice) on a successful hit. It has an accuracy of 2.

Other versions of this pendant exists which (Artifact 2) have an effective range of line of sight or require only one point of essence per dagger. Some (Artifact 3) deal aggravated damage to spirits and demons or multiply in flight (allowing the character to double rolled successes to hit). It is rumored that one version of this was made (Artifact 2) which did not require attunement to use, and could store as much as fifteen daggers worth of essence in the pendant allowing the wearer to call them as needed. These versions were often given to favored humans in the service of the Solar Exalted. In all of these cases, once the blades damage have been applied, the blades would fade and vanish, leaving only the wounds.

Celestial Wheels ●●●

write by Lei Shen Hu

Description :

These items are the magical equivalents of the wind and fire wheels used by mortals. Always found in pairs, they are rare and prized weapons.

System :

The celestial wheels come as a set. Each one takes 4 essence motes to attune, for a total of 8 to attune both. Each wheel has a setting for a single hearthstone. Also, they can be commanded to shrink down into bracers by anyone attuned to them. This costs 2 motes of essence each. Note that anyone familiar with these items will be able to tell what these kind of bracers are. Note that the stats below do not include bonuses for being made of the magical materials. Those bonuses will depend on the material they are made of. also, finding these items in this state is rare, many are more powerfully enchanted, use these stats as a base model.

Speed	+3
Accuracy	0
Damage	+2L
Defense +3	
Minimums	D●●●, MA●●●

Deadliest Dagger, (the) (N/A)

write by number6

Description :

Also known as the Doom of the Gods, Ahrimans Bane, Death and Nights Blade; this is the greatest weapon of the Gods. It's also their greatest fear.

The deadliest dagger is a plain looking 12 inch steel knife- its exceptional blade is eternally sharp and it can cut through anything without dulling and some assassin has used this feature to cut locks out of doors in order to reach their target.

During the opening stages of the War between the Primordials and Gods, the Unconquered Sun needed a weapon that would win the war. Something that could beat the incredible power and immortality of the raw natural forces and primordial darkness that made up the Malfeans, Yozi and Primordials.

And so the Deadliest Dagger was created, with one simple but powerful enchantment- it could kill anything. It could kill a man. It could even kill a ghost of man, sentencing them to dissipated nothingness. Spirits too would die. And so would the Primordials and with them their lessers- the Gods including the Sun Himself. No force on earth can turn its sharp edge, no flesh can stop it seeking the heart, or throat or eye. No weapon can chip or break it, no entity can take it while its wielder lives, and no spell can suppress its magic.

Given over to the chosen Night Caste, the blade was used twice by the assassins of the Gods- once to slay the Malfean of elemental Discord- Kaos and then Ahriman the Yozi Demon Prince of the 9th Rank!

Yet even as the other weapons of the Gods- the chosen soldiers called Exalted put the Primordials into an unquiet slumber, the Great Curse was cast. And within that labyrinthine, winding, prophetic litany of evil, a special line was reserved just for the blade.

"And when the End-times come, the Lord of the Sun will fall upon (to) his blade".

So, this dagger has passed down the ages. Both the Gods and mortal rulers have tried to destroy it, seize it, or even just lose it where no one will find it, but all such attempts have failed. Because, you see taking the lifeblood of two Primordials has given the Dagger a nascent hunger for death, and a desire to be used again. Its not intelligent, or animated or any such- merely the incredible power imbued into it over the aeons has created a certain synchronicity about it. People who need to kill that which everyone says is impossible to kill, find or come across it more often than simple chance would predict.

Since then it has been used by assassin after assassin, soldiers, guards, and Fae. But now the greatest assassin the world has ever known are returning- and soon the deadliest dagger will be reunited with killers no one can stop. Indeed its rumoured that the Scarlet Empress disappeared upon hearing that the one

weapon that she wasn't invulnerable to, had been found by the one Night Caste assassin that none of her guards could stop! This mighty weapon is still feared by the God who knows that this relic of the War in the Heavens may be the only thing that can harm them.

System :

the daggers central power is that it can kill anything permanently. Upon taking an entity last health level, no resurrection, charm or magic can restore it to life. Ghosts, spirits and Fae are consigned to nothingness, and even Celestial Exalted spirits will be destroyed, unable to reincarnate again!

Neither does creatures natural or magical soak work against the damage dealt by the dagger. The only thing that works against the dagger is natural, non-magical armour. Essence fuelled or created armour, Charms such as Glorious Solar Plate, or improved soaks of Iron Kettle Body cannot stop the blades damage. It was designed to penetrate the unholy resistance and magical armours of the Primordial, so mortal magic, or even the Twilights castes Anima effect provides no protection.

The Blade causes Aggravated damage and no power can heal the wounds it inflicts for as long as the injured person is within its presence. The owner of the blade (after attuning to it) will never lose the dagger unknowingly, nor can they be disarmed by force- all such attempts fail.

Speed	+3
Accuracy	1
Damage	9A
Defense	-2
Minimums	S●

Dire Lance of Kai Kresh ●●●

write by Winteredge

Description :

This is a dire lance with a large almost sword like Orichalcum head set on a long dark ebony wood speark body, worked through with inlaid Orichalcum. It appears much like many dire lances do.

The difference of this weapon is its ability to transform into a more easily carried piece of jewelry.

With some effort on the part of the wielder, this dire lance takes the form of a small band of orichalcum and ebony wood prayer beads which may be worn about the wrist.

System :

This Dire Lance must be attuned like any other such weapon. Once attuned, it allows its user to change its form between a small band of prayer beads and its more dangerous combat form.

In order to cause the dire lance to take the form of the prayer beads, the wearer must expend 5 motes of essence, and one willpower. Changing the weapon from its bead state to its

weapon form, however, is much easier, requiring only one point of essence to trigger the immediate transformation. The triggering process requires a die action. The stats provided below are for the dire spear used normally followed by the stats when used as a lance. For further information refer to page 342 of the core book.

Speed	+7 / +15
Accuracy	+3 / +2
Damage	+6 / (+4 / +12)
Defense	+1 / +0
Minimums	S ● ●

Dra Ti ● ●

write by Winteredge

Description :

A Dra Ti appears to be a long thin staff of tubed metal (usually 4 feet in length) with a club like end on one side.

System :

Often alloyed with one of the five magical metals, the Dra Ti can be wielded like a staff (gaining the bonuses of a mace of the appropriate magical metal(s)), or when pointed at a target and shoulder mounted, the user can expend five points of essence to make a distance attack (Acc 4, Range LOS (though difficulty increases by one for every 200 yards), Damage 5L). A Dra Ti must be attuned and essence must be committed as though it were a Daiklave.

Some versions (Artifact 3) are worked into the form of a slightly odd shaped Dire lance. These are a little less accurate than normal Dire Lances (one die less accurate, and two less speed due to its odd shape), but with the addition of a distant attack of the Dra Ti's power this is often a reasonable trade off. Dra Ti made from any metal other than Moonsilver are incredibly rare, though they were quite popular among a small subset of the Lunar Exalted who preferred live in the south western wilderness.

Speed	-3
Accuracy	+1
Damage	+5L
Defense	+1
Minimums	S ● ●

East West Rod ● ●

write by Jerinth Greywings

Description :

More a traveller's tool than a serious weapon, this artifact enjoyed a certain commonness during the First Age and can still be found quite often during the current era. Dragon-Blooded in particular have continued to create these during the last few centuries.

In appearance, these devices are always a rod of hardwood an inch in diameter and around a foot long. At each end of this wooden haft is a slim jade tip, which is often carved

artistically into delicate dragon shape, but sometimes is simply a sharp point. Regardless of the shape however, one end is always black jade and the other is always green jade.

System :

East West Rods have two abilities; one each based on the elemental poles after which the artifact is named. By spending a mote of essence (or temporary willpower for mortals) and using the black jade tip, the bearer of the rod can call forth a rush of water suitable for drinking, filling canteens, washing horses, or showering a small area for a scene.

By spending a mote of essence (or temporary willpower for mortals) and using the green jade tip, the bearer of the rod can change the length of the rod, making it as long as she likes. Most often, this is used to make a backup weapon staff, a walking stick, or pole for a battle banner, but no practical limitation exists for the length. The length is permanent until another mote is spent to change it again.

As a staff, an East West Rod is not particularly potent as a magic weapon, but can be quite stiff due to its wood nature or flexible due to its water nature, making it well balanced in combat.

Some of these rods are more powerfully made; the water called forth in a blast capable of unseating a rider from a horse at some distance, the wood hard enough to do far more damage than a staff, but these are far rarer and more expensive artifacts.

Speed	+1
Accuracy	0
Damage	+2L
Defense	+1
Minimums	S ● ●

Five Harmony Staff (The) ● ● ● ● ●

write by Solarium

Description :

During the First Age, great were the powers of the Exalted. The crafting of artifacts at this time was at its pinnacle, with some of the most strange and unusual creations. At the same time, Exalted of all types functioned in near perfect harmony, working together in a way that will never be possible again.

In the last years of the First Age, several types of Exalted cooperated on forging artifacts made from all the magical materials. The purpose of which was to create wonders that through the harmony of the magical materials working in conjunction, truly powerful effects could be realized. The Five Harmony Staff is one of the few surviving of these artifacts.

Formed from the still living wood of one of the tallest trees in the Far East and wrapped in strands of orichalcum, moonsilver, starmetal and jade of all five colors - the Five Harmony Staff is a powerful relic that can harness Essence for the Exalted wielding it and then shape it into nearly any desired form. The staff also has two caps at either end, formed

from a blending of all the magical materials, which has a setting for a single Hearthstone (allowing the staff to contain two at a time).

Only a few of these powerful relics survived the Contagion and the subsequent rise of the Realm. At least one or two are in the hands of powerful Terrestrial Exalted, and one may be buried in the tomb of a powerful Solar Sorcerer. The making of these relics was even thought lost, however it is rumored that at least one Deathlord has reacquired this knowledge. Since the presence of Terrestrial and Celestial Exalted were necessary to create these artifacts, it is unknown what the Deathlord could do with this knowledge.

System :

The Five Harmony Staff is one of the few wonders capable of being used by any of the Exalted (with the exception of the Abyssal, since it was not forged using their powers). Forged from four of the magical materials, it allows any of the Exalted using it to gain the powers of all the materials. Note: the stats presented below already include these adjustments. However, this is only the most mundane of its abilities.

Its second ability is the unique manner in which in channels Essence. The weaving of strands of the magical materials allows the wielder of the Five Harmony Staff to shape his own Essence and Anima to that of any of the other Exalted. This means that the wielder could use his own Essence in the same way as a Dawn Caste and cause his Anima to flare in the same way, even if the wielder were one of the Fire Aspected Dragon Blooded.

The third ability it grants to its wielder is that he is always under the effects of "Essence-Gathering Temper" and "Willpower-Enhancing Spirit" so long as he is holding the Staff. Furthermore, the Staff has no limit on the amount of Essence that may be regained using "Essence-Gathering Temper", except that the wielder may not go above his maximum.

The fourth ability, and considered to be its most fearsome, is its ability to project a corona of energy that encases both it and its wielder. This power is very similar to "Corona of Radiance", but does not end with just the Abyssal Exalted or undead. Any Exalted who attempts to strike the wielder is affected by the corona, and suffers the same effect if struck by the staff. The wielder must expend 5 motes of Essence and 1 point of Willpower in order to activate this ability. Non-Exalted who attempt to attack the wielder while the corona is active simply cannot touch him, and all attacks are considered to have failed.

Lastly, its fifth and most powerful ability allows the wielder to use any of his Charms in a Combo - even if he does not possess that Combo! The wielder must still obey the normal rules for developing a Combo, and must expend twice the normal Essence and Willpower to activate it. This makes the last power an expensive ability to use, but one which is immensely useful.

The Five Harmony Staff is not without drawbacks however. The wielder must commit 16 points to attune the Five

Harmony Staff, and can only activate its powers if he possesses a permanent Essence of 3 or more. Furthermore, while the staff is attuned, the Caste Mark of the wielder is always visible - which can lead to some rather uncomfortable situations.

Speed	+6
Accuracy	+5
Damage	+8L
Defense	+6
Minimums	S●

Firelance ●●●

write by Fedaykin Nate

Description :

The Firelance is an ornate polearm or spear which has a gem in the head, usually a ruby, emerald, or sapphire, though some rarer weapons are made of magical metals and/or have different gems. The gem stores Essence and can release it in searing bright beams of energy. Rubies release the least damaging beams while sapphires--particularly the rare violet variety-- release the most. The firelance can also be used as a normal melee weapon though the gem is delicate and can be broken if a mistake is made.

System :

The typical firelance holds 30 motes of Essence and a wielder can release this Essence by manipulating several studs on the shaft of the weapon. Targeting uses Dex Melee. Beams from a firelance are quite damaging, working like the Dazzling Flare Attack charm. Base damage is 3 for rubies, 4 for emeralds, and 5 for sapphires, lethal (aggravated to those susceptible to fire). This costs 2 motes from the weapon. The firelance is a direct fire weapon. Its range increment is 50. Each range increment subtracts one level, cumulative, from the damage done by the weapon, due to the beam losing power at range.

Additional motes can be used in the attack. A ruby has an effective Essence of 2, an emerald 3, and a sapphire 4, allowing these gems to "pump" more Essence into an attack. However, "pumping" a firelance drains the Essence of the device quickly--mote cost is cumulative. Thus, a ruby could fire for a base of 2 motes, put in an extra damage level for 3 motes, and put in two extra for 5 motes. A sapphire, by contrast, could put in up to an extra four damage levels at the cost of 12 motes per shot. In the hands of a Solar Exalted, the firelance becomes more dangerous still. The Solar's Essence can be channeled through the gem up to the Solar's or the gem's Essence (whichever is smaller), though also at the cumulative cost listed above.

Recharging a firelance requires an Exalted to channel his own Essence into the weapon, at a cost of two for one. Legendary First Age Manse fortresses had the ability to charge such weapons more efficiently.

Fire Projector ●

write by Fedaykin Nate

Description :

This device is totally mundane. It consists of a large crossbow with a atomizer piston in place of the quarrel, filled with a volatile flammable oil. In front of the weapon is a spark generator made from a piezoelectric crystal. When it is discharged, the string operates a piston which drives the oil through the atomizer and creates a spark to ignite a jet of flaming oil. Range of the fire projector is quite limited, but fairly broad, being a cone about three yards long and two yards wide at the end. It is also possible to remove the spark generator and load the atomizer with other substances, for instance poison mist, acid, or ink.

System :

Firing the fire projector requires a Dex Archery roll, usually difficulty 1. The entire area in front of the wielder is affected, though extra successes only affect the primary target (if they makes any sense to keep track of). Effect depends on the load; see the Resistance skill for suggestions. Flaming oil counts as a bonfire, but only lasts one turn. Ink has no immediate damaging effect, but will most likely blind the targets and is very difficult to remove. Reloading the device requires a Dex Craft check, difficulty 3. This roll can be an extended action and should be automatic when there is no time pressure. Needless to say, botches with this device can be bad indeed...

Frenzy ●●●

write by Tsunami

Description :

Frenzy is a large falchion-styled daiklave of orichalcum with an inlay in the shape of a shark along the blade done in black jade. The sword was once a part of the Tomb of Singing Swords in Nexus. Legend has it that one day a Dragon-Blooded wizard figured out a spell to stop the motion of the blades. He was successful in that he got the blades to stop moving and drop to the ground, unfortunately he didn't take into account the power of the tombs defensive enchantment and after walking only a few yards towards the tombs doors the swords reactivated and cut him to shreds. At the time the wizards original spell was a cast a small number of blades fell outside the defensive ring, and when the enchantment protecting the tomb reactivated they were not affected. Frenzy was one such blade.

System :

Much like the shark depicted on the length of it's blade, Frenzy is designed to draw blood and keep it flowing. For each success the wielder gets on his melee roll he is able to ignore 1 level of soaking from armour. This applies to armour only. Also the sword is enchanted to promote bleeding. With an expenditure of 1 mote for non-exalted and 5 motes for exalted, the victim of the blade must make a second soak check the following round or receive an additional level of damage from profuse bleeding as the sword calls the blood to itself.

Speed	+3
Accuracy	+2
Damage	+5L
Defense	+2
Minimums	S ●●

GateSmasher of Gullo Might-Wind (The) ●●●●

write by Sean Creef

Description :

This gigantic moonsilver sledge was given to the Lunar Exalted Barbarian Gullo Might-Wind by faerie allies to use against encroaching armies of a human warlord. Gullo was able to push the humans back to their fortress, a great castle with impenetrable walls, but he could not siege their castle. So his fae companions crafted the giant hammer in his likeness, a 7 and half foot long moonsilver handle with a squared, growling visage of Gullo Might-Wind's head. With this mighty weapon, Gullo was able to smash down the gate in a single blow, ensuring the victory of his barbarian horde.

System :

The Gatesmasher of Gullo Might-Wind will break down any non-magical barrier automatically with one swing. Most magical barriers lose any magical properties, and are treated as physical barriers of appropriate strength at the cost of 5 motes of essence.

Speed	-4
Accuracy	+2
Damage	+14L
Defense	-1
Minimums	S

Greater Blade of Cleansing, (The) ●●●●●

write by Jammin Ben

Description :

A weapon forged in the First Age made of Orichalcum, Red Jade, and Star Metal, this Grand Daiklave has been blessed by the Unconquered Sun to destroy the undead and those that oppose him. It has been blessed by the maiden Mars to grant the wielder greater skill in combat. Like the lesser blade, this weapon appear as a tongue of flame, but when used in battle, this blade springs forth into blazing fury and heat.

System :

This weapon delivers aggravated damage to everything it strikes.

It heightens the wielders senses allowing him to reflexively parry any incoming attacks.

Once per scene, the blade can launch a gout of flame delivering aggravated weapon damage to a distance of the wielders Essence x 10 yards.

The wielder also gets to add his permanent essence as automatic successes to all attack and parry rolls made with the weapon.

Speed +3
 Accuracy +4
 Damage +15A
 Defense +4
 Minimums S●●●●●, M●●●●●

Hand of Gold ●●●

write by Winteredge

Description :

This artifact is named for its effect rather than its appearance. It is actually a pair of Orichalcum bracers (with all the benefits listed for those magical devices) that when worn has another advantage.

System :

Its wearer may expend two points of essence causing their hands to glow a bright gold for a round. During that round the user's hand to hand attacks do lethal damage and the user may add their Essence trait total to the number of dice of damage rolled against a target. This is reflexive may be done in combination with any other charms. If the wearer performs this while wielding an Orichalcum weapon, the wearer must expend three points of essence to add the additional damage to their attack pool. This effect must be triggered prior to an attack, though once triggered will affect all attacks made that round. (ST note, this is much more powerful than you might think. You may wish to disallow this effect with the use of multiple attack charms).

Heaven's Whisper ●●●

write by Winteredge

Description :

Some Solar exalted at the height of the First Age found use for stealth and subtlety. These few made requests for weapons that did not instantly reveal them as Solar Exalted. It was for these individuals that weapons like "Heaven's Whisper" were forged. Heaven's whisper appears to be a thin, razor sharp short sword of simple design. Though the blade (from tip to pommel) is made of Orichalcum, it is prepared in such a way that the metal itself is altered in color by the essence that it is worked with. Instead of a tell-tale gold coloration, the blade takes on a dull mottled gray worked thorough with veins or folds of what appears to be opalescent flakes.

System :

When the wielder channels a point of essence directly through the blade, however, essence flows within the blade making the blade appear to melt and flow for a full scene (though its actual form and shape does not change). When wielded in this state, the blade has all of the characteristics of a Daiklave. Its cutting edge begins two and a half feet from its apparent tip (seemingly from thin air). Like other Orichalcum blades, Heaven's Whisper blades gain a plus one to all standard Daiklave weapon stats (except defense, which gains 2), and requires the commitment of five points of essence.

Speed 0 / 1 / 4
 Accuracy 1 / 3 / 3
 Damage 2L / 3L / 6L
 Defense 1 / 2 / 5
 Minimums S●

Immaculate Fists ●●

write by Aidoruboi

Description :

The Immaculate Order, while known for it's Dragon-Blooded martial artists, is also known for it's ranks of warrior monks. The Immaculate Fists were created by the Immaculates for their normal human members to be more effective in combat against more physically powerful enemies. The Immaculate Fists appear as a pair of tough, fingerless gloves made from thick animal hide, studded with metal bumps across the backside and at the knuckles. Most are adorned with prayers that petition the Elemental Dragons for strength and a swift victory.

When in use, these glove radiate an almost forceful aura of power, and the prayers set into the Fists glow faintly in the color of the Monk's chosen Immaculate Dragon (Blue for Daana'd, Red for Hesiesh, Green for Sextus Jylis, White for Mela and Grey for Pasiap). When a monk attacks with the fists, their punches and other hand maneuvers are followed with blurred streaks of color (again, the color is according to the monk's chosen Immaculate Dragon).

System :

These gloves provided the wearer with 3B damage to Brawl and Martial Arts attacks involving the hands (which includes Throws and Clinches), as well as 2 Dice to all lifting and throwing rolls. These gloves work normally for normal humans as they do for Exalts.

Speed 3
 Accuracy 0
 Damage 3B
 Defense 0
 Minimums S●●, MA●●●

Jewelled Jade Fists of Wyld Slaying ●●●●

write by Smaugfrost

Description :

Wielded by ancient warriors of the Dragon Blooded houses of Ironam and Aiden (both wood) these powerful jewelled fists of legend were used to quell the wyld and destroy the tree spirit Entwold and his army of Animate Trees. Now they are lost to legend and the passage of time but lie somewhere on the forest floor of the Eastern Wylds waiting to be discovered.

System :

Large green jade smash fists with orichalcum tracery and emeralds in the knuckles and palms of each hand (12 total emeralds). A Hearthstone setting adorns the back of each hand (2 total).

When wielded, these smashfists deliver aggravated damage to forest and wyld spirits as well as wood elementals and animated wooden beings.

When slain, a spirit's essence is trapped in one of the emeralds which then glows eerily.

This grants the wielder the ability to learn one charm from the entity for 15 experience.

Any spirits not learned from can be released.

These deliver lethal damage to any other targets struck by them.

Attunement: 10 (5 each)

Speed	+3
Accuracy	+3
Damage	+6L or +6A
Defense	+3
Minimums	S●●

Jivatma (blooded blade) ●●●●

write by Calaanthe

Description :

This artifact is based on the swords in Jennifer Roberson's "sword dancer" series of books, which I recommend. The theme of the books is excellent, and these swords were just plain meant to be made into artifacts. In the original version I posted online, I specified damage for each elemental attack type. This time, I think I'm gonna leave it blank, up to the GM. You could use the elemental damage in the book, or specify your own.

The jivatma is a sorcerous blade crafted by a talented exalted smith that is used primarily by the sword dancers and sword singers of the Far north and south. Not an art known in the golden age, it is only the last hundred years that these weapons have become known at all, primarily thanks to the sword academy Staal Ysta, in Diamond Hearth. They have one of the three smiths who are capable of making jivatmas in their employ, and award their greatest students with the blades when they graduate.

The sword is called a "blooded blade" because the weapon is incomplete until it is blooded for the first time. Then, the sword absorbs a piece of the victim's soul, and takes on some of their abilities. The weapon also takes on some of the attributes of its wielder, in the form of a controlled elemental force that fits with the owner.

The weapon exists in three states. When unactivated, it is in its normal state. It has no special properties here, but is uncomfortable to hold unless you are the owner of the weapon. Through singing, the blade next becomes "keyed" at which point the weapon comes alive with an aura all its own, and begins leaking elemental power. Its most powerful state is called "full key" at which point the elemental force inside is let loose completely.

The wielder may also commune with the soul inside the blade, or with their chosen gods through the blade. According to the An-Kaiden (sword masters) of Staal Ysta, the weapon, through its bleeding, becomes a conduit to the gods, and an

Ishtoya (student) or An-Ishtoya (great student, or graduated student), may speak to the gods and ask questions or petition them for favors.

The metal that the blade and hilt are made out of reflect the elemental that will be drawn into it during the forging process, and the owner will influence the color and keying method of the blade. Singing is the standard method, but there have been those, usually those so tone deaf that they don't even know what music is, who have found other ways of waking up their sleeping blades.

System :

A jivatma requires a commitment of eight essence. It also requires an expenditure of twenty essence to half key the blade, and thirty five to key the blade fully. The wielder of a jivatma may also pray to the soul in the blade or to their god through the blade, at five essence, and receive GM answers to simple questions.

When doing elemental damage, choose a value for full key, then halve it for the elemental damage at half key.

Blades made of oricalcum, besides the standard bonuses, are associated with the south, and as such tend to invoke hot, harsh, desert winds, adding damage from scouring sand winds and heat. When hilts are forged out of oricalcum, add 1 to defense.

Blades forged of moonsilver are some of the most deadly. Favored above all but starmetal, these blades, aside from standard bonuses, they favor the cold northern blizzard winds, doing freezing and wind damage. When the hilt is made of moonsilver, they add 2 to defense.

Jade is rarely used in the making of jivatmas, as dragonblooded rarely find smiths to forge them, but when the blade is of jade, aside from the standard bonuses, it adds no extra dice, but gives elemental damage in relation to the type of jade. When the hilt is of jade, it halves all elemental damage of its type.

Starmetal is the preferred metal for the blade of a jivatma. Aside from the 2 to damage for being starmetal, it is associated with cold night winds or lightning storms, and appropriate levels of damage from the cold, wind, and lightning. Hilts made of starmetal add 2 to defense when blocking.

Very few blades are forged of soulsteel, but should it be made, it would unquestionably summon up the strength stealing winds that, at half key lower enemy defense by 3, and at full key by 7. Hilts made of soulsteel absorb 4 damage when blocking. However, the repercussions of making a soul bleeding blade out of soulsteel are as yet unresearched. The unconquered sun alone knows what kind of frightening weapon would be built.

n=normal

k=any level key

Speed	+4
Accuracy	+3

Damage +4(n) / 5L(k)
 Defense +2
 Minimums D●●, M●●●●

Keziah ●●●

write by Hollis McCray

Description :

Alternatively known as 'the blade that cuts both ways' or 'the dance of steel,' Keziah is one of the most curious weapons of the First Age. The sword was made by the swordsmith Baccala, and given to the Solar Exalted Mycea. Mycea was the leader of a band of wandering performers during the beginning of the First Age. In truth, this band of performers was skilled warriors, who would use their harmless appearance to lull foes into a false sense of security, then strike while the enemy was distracted.

In its rest state, Keziah appears to be a finely carved staff, inlaid with blue and green jade at the top. With a thought, Keziah changes into a sword that's bladed at both ends, with a 'hilt' in the middle. The blades appear to be made of blue and green jade alloyed with orichalcum, giving them a golden blue-green color. There is a setting for a single Hearthstone.

System :

The cost to attune Keziah is 8 motes. Keziah can change from its staff form to its sword form (or vice versa) for 3 motes. While wielding Keziah in combat, the character can make an additional melee attack or parry per turn at no penalty. If Keziah is in its sword form, the character may make a reflexive Dexterity + Perform roll at the beginning of each turn. Each success is two bonus dice that may be added to any Melee attack or parry roll, or any Dodge roll made during that turn.

The stats are given as staff form/sword form

Speed +2/+5
 Accuracy +2/+4
 Damage +3L/+7L
 Defense +2/+5
 Minimums D●●●, S●●●, M●●●●

Knife Ring ●●

write by Demetrius

Description :

These rings were created in order to bring in hidden weapons to areas where people weren't allowed to. It also allowed generals to go into negotiations without being unprotected since they always had a weapon handy. In these cases these rings were wonders to behold, allowing the Exalted to gain weapons when there weren't any. After all, who would suspect a ring on a finger? Lots of people wear rings after all.

System :

These rings are of various designs, though most seem to be silver, onyx, or steel rings of simple make. When activated the rings produce a knife seemingly from no where into the hand

of the wearer. These blades are made of Orichalcum and are slightly better than your standard knife.

The actual shape and design of the knife depends on the maker, and is up to whatever the player wants it to look like. There are some instances of these turning into Khatars instead. The blade rarely gets above a foot in length, though there have been rumors of longer blades. (But these would involve a higher cost)

Speed 4
 Accuracy 1
 Damage 2L
 Defense -1
 Minimums D●●, S●, M●

Krull Spinner (N/A)

write by Earthbinder

Description :

"with more than a nod to the film"

the Spinner is a unique artifact to possess it to have performed the task that will restore it and allow its blades once more to shine on the light of the unconquered sun.

only a eclipse, zenith or night caste solar may use the Spinner the spinners powers are legend in the first age Marsamataman son of the unconquered sun was the weilder, he used ist power to slay behemoths and primordials until the "Beast" rose up and stole his love the Lunar exalt Rariti. he is said to have cast the spinner into the heart of the beast where it would lie until his beloved was returned to life.

System :

the spinner has the following abilities.

#if thrown it will always hit its target (unless its target has magical avoidance of some kind then it is a normal contest)

#it is armour piercing and ignores magical armour (but not charms)

#it deals aggrevated damage at all times

#in flight is motion can be controlled with a D1 thrown+dex check

#it always returns to its users hand after being thrown

#if an action is taken to draw the blades (cue cool close-up) it deals double damage

#any stunt performed that does not deal damage directly gains two dice (they cannot be converted to essence or willpower)

#it has four settings for hearthstones but only of manse 3 or lower

#in flight the user can make multiple attacks against a single target by splitting their die pool as normal

however the user must always accept a plea for help and can never take the easy option (ST veto)

charms that would increase damage or speed do not work with this artifact

Speed +10 (2 attacks)
 Accuracy +2

Damage +9L
 Defense +0
 Minimums D●●, S●●

Kyo-Yari ●●●●

write by HeWhoIs

Description :

The Kyo-Yari, or Light Lance, was a chosen weapon of Exalted cavalry during the First Age. Most of those weapons were lost along with the cavalry, but the few that remain are formidable weapons still.

The Kyo-Yari looks like a two-meter long blunt half of a lance. It is made of essence-strengthened ivory with red jade inlay. The "cut-off" end, right at the handguard, is made of red jade with barely visible veins of Orichalcum, and the ballance of the weapon is centered at the handguard. The inside of the handguard is also crisscrossed with Orichalcum veins. The whole thing is surprisingly light.

The thing doesn't even look like a weapon until it is attuned to and activated.

But when that is done, a blade of blazing light, golden-red in color, springs to life from the weapon's blunt jade-and-orichalcum end.

The blade is two meters long, and its point is the focus point of its energy. The shaft of light itself is not harmful along its length (although it gets hotter and hotter closer to the point end). The point of the weapon is a deadly thing though. Able to cut through virtually anything, it is one of the deadliest weapons that one can wish for...

But the weapons doesn't come without a downside. It is leeching the power needed to activate it from its wielder.

System :

Essence commitment - 8 motes.

Cost to activate - 1 mote/round

To understand what it is : intelligence+lore roll, difficulty 2

To understand how to activate and use it : intelligence+meele or intelligence+lore roll, difficulty 3.

The soak against this weapon is halved due to the sheer power of its energy. The point itself can cut its way through almost anything with equal ease, bone metal and stone alike. However, the Five Magical Materials usually prove to be more resistant.

Another down point of this weapon is that the point itself is about the width of 3 fingers, perfectly round. This means that the weapon is extremely easy to extract from the body of one's foe, but makes it difficult to cut down castles with. If the shaft of energy is blocked (without touching the point), the weapon is useless until the blockage is removed.

Kind of like a magical laser beam.

It is much less efficient without a mount due to its huge size.

The first set of stats refers to usage while mounted.

Speed +17/+6
 Accuracy +3/+1
 Damage 15 (no str bonus)

Defense +0
 Minimums D●●, S●●, M●●●

Lesser Blade of Cleansing, (the) ●●●

write by Jammin Ben

Description :

A Daiklave made of Orichalcum and Red Jade, crafted to appear as a burning tongue of flame.

With the blessings of the Unconquered Sun and the cleansing fire of red jade, this weapon allows the solar exalted to strike down the undead with ease.

System :

With the same stats as a regular Daiklave, this weapon delivers aggravated damage to the undead.

Attunement: 5 motes to attune

Speed +3
 Accuracy +2
 Damage +5L (+5A vs undead)
 Defense +2
 Minimums S●●

Master Sword (The) ●●●●

write by Craig Sambells

Description :

The master sword is an ancient brave hidden deep in the eastern forests guarded by nothing. He who possess the three pendants of force (possible powerful artifacts) the sword may be taken from its pedestal. The blade is a sword made of moonstone with runes carved in orichalcum and a jade hilt. It can only be wielded for good and is a grand weapon that even a mortal can hold and attune.

System :

The sword needs no commitment of essence for the user must have had the three pendants of force to wield the sword. The sword inflicts more damage against creatures of evil (+7A) this includes most undead and demons but not all. When the user is undamaged he may use glorious solar bolt at no cost of motes. If damaged this power leaves the wielder until healed again. Also the runes on the blade are the words for casting three special spells (detailed in spells later). It has a setting for one hearthstone.

Speed +5
 Accuracy +3
 Damage +6L/+7A
 Defense +2
 Minimums D●●, S●●, M●●

Mordama - The Ring of Silent Death ●●●●●

write by Kym_nark_mar

Description :

Created in the depths of Underworld by the former incarnation of Kojia-fin-Baza, Mordama was Kojia's former lover that he

imprisoned in the Ring as punishment for betraying him to his hated enemy - The Solar Xovia.

Made of the Ebon SoulSteel and inlaid with Orichalcum symbols, the RoSD has four hearthstone settings and is a Chakram of the highest quality.

Since her imprisonment, Mordama has become a ravenous fiend bent on death and destruction. She whispers (mentally) to whomever is her current master that she wishes to kill, promises to fly fast and true, deliver them to the bosom of death and drink their souls.

If she is not fed a minimum of 8 essence per week she will begin draining her owner at a rate of 4 per week (committed).

System :

Mordama requires a great deal of essence to wield (15 essence). That goes for anyone but it's creator and his future incarnations.

Range: 200 Yards

Damage: 12L (plus successes)

Abilities: Returns when thrown (not counted as an extra action). If the RoSD does at least one point of damage it drains the victim of 8 essence and charges the wielder with 4 points.

If the victim's essence is 0 then the RoSD will drain their Stamina at a rate of one per hit.

If the ring is caught by an adversary (diff. 4) then it will drain that person of their essence as though it did damage.

The RoSD cannot be used against Koja-fin-Baza or his incarnations and will not strike him no matter what.

Speed

Accuracy

Damage

Defense

Minimums D●●●●,S●

Nine Serpents Whip ●●●

write by Bob The Pariah

Description :

The Nine Serpents Whip appears to be the metal skeleton of a poisonous snake wraps, whose tail wraps around a handle, missing is lower jaw. These whips are usually ten feet in length, and the ribs bones end in sharp points.

The Nine Serpents Whips were originally created in the First Age; however, the knowledge of their manufacture has been rediscovered. Most are made from Moonsilver; however, Orichalcum and Jade versions are fairly common. Soulsteel versions are rare (and all created in the last few years). If any Starmetal whips exist, they are very rare indeed.

The Nine Serpents Whip has on heartstone setting, in the base of the handle.

System :

Attuning a Nine Serpents Whip requires the commitment of five motes of essence. As long as a person is attuned to a Nine Serpent Whip, they receive an additional die to all poison resistance rolls.

Additionally, any time a wielder striking a target scores 3 or more net successes, the fangs sink into the target, and the wielder can spend one mote of essence in order to poison the victim.

This poison inflicts an additional, unsoakable level of damage to the victim if they cannot score a number of success on a Stamina + Resistance roll equal to the wielder's Essence. Although this damage is unsoakable, it is not aggravated, and can be healed normally.

Further, for the cost of ten motes of essence, one willpower point, and one health level, the wielder of Nine Serpents Whip can activate its namesake ability, The Nine Serpents Strike. The Nine Serpents Whip splits, and nine exact copies of the whip emanate from the handle of the whip. These "serpents" flail and thrash around with a will of their own, often passing through each other as though they were insubstantial.

The wielder can then make a strike with a bonus equal to his Essence (in addition to other bonuses), on an opponent. If the strike is successful, it does an additional ten dice of damage on top of its normal damage.

Further, the fangs of the multiple heads sink into the unfortunate victim, requiring a Stamina + Resistance roll as per normal. If; however, the victim fails this roll, the victim takes a number of unsoakable levels of damage equal to the wielder's Essence.

If the Nine Serpents Strike FAILS or is dodged, the victim is STILL hit, as though be a normal attack of three successes.

The Nine Serpents Strike can be used in conjunction with Charms (such as Excellent Strike), and can be used as many times in a single round as the wielder has attacks for, and can afford. However, after that round, the Nine Serpent Strike cannot be used for the rest of the scene.

Note: Because the Nine Serpents Whip can be made of any of the 5MM, bonuses for materials are not included.

Speed +2

Accuracy +3

Damage +4

Defense +1

Minimums D●●●● , M●●●●

Saedrem ●●●●

write by Winteredge

Description :

At the height of the first age, there were a handfull of Exalted who used Saedrem. The majority of these Exalted dwelt in the far Eastern regions, though there were a smaller number who used these in the Northern areas.

At first glance, Saedrem are very odd appearing weapons. They appear to be oddly shaped staves or cudgels composed of an odd mixture of materials, though each shine with uniform glossy black coloration.

The shaft of the Saedrem is composed of a dark ebony shaded wood unknown to the second age. It typically extends about 4 1/2 to 5 1/2 feet in length.

A thin strip of metal runs along one side from the hammer like "handle" to the end where it joins a flat piece of metal (roughly 4 by 10 cm) at the very end of the shaft. The piece of metal, called the tongue, is usually ridged, though the very end is always perfectly flat. The hammer-like end curves off slightly to one side or another from the shaft. It is positioned slightly above the grip which typically wrapped in some soft and spongy leather-like substance that ends in a heavily decorative knobbed end.

The knob is often inlaid with coils of the same black metal with which the weapon's flange and end is composed of, and usually has a place for a hearthstone.

A perception + crafts roll (difficulty 1) will show that the tongue and the obligatory elaborate spirals curves and odd shaped worked into the Saedrem is entirely crafted from one piece. Another perception + crafts roll (difficulty 5) will discern that the metal is a very odd mixture of Moonsilver, Starmetal, Black Jade, Green Jade, White Jade, other metals and Orichalcum.

The Saedrem is often mistaken for a club. Though the odd placement of what is obviously the grip gives lie to that misconception. Figuring out the uses of the Saedrem takes a Wits + Occult (first age relics) roll at a difficulty of 5, or an Intelligence + Occult roll (first age history) at a difficulty of 4. When wielded by an attuned exalted, it moves like a daiklave, and is often nearly as effective, though its lack of an edge makes it apparently much less deadly.

When activated, the relative deadliness of the Saedrem becomes clear. The metal tongue begins to lose color until it is a nearly transparent white, though the dark wood shaft remains jet black, and the entire device hums in a sinister manner. The sound of the "song" of the Saedrem is inherently threatening and will tend to make animals uncomfortable. In this state, the Saedrem's true power becomes evident: its touch causes most non-living materials to tear themselves apart allowing the Saedrem to create incredible amounts of structural damage as easily as it now rends flesh and bone.

Though greatly taxing to the Exalted user, the Saedrem may also be used to cast bolts of swirling liquid energy (comprised of inky blackness and flashing white light) which devastates non-magical materials. Repeated uses of this has been known to tear down castle walls, and sink great ships.

System :

The Saedrem requires a commitment of 12 points of essence by any exalted in order to use it as more than a staff. Attunement must also be performed as though the Saedrem was of the wrong metal.

The Saedrem usually has a slot for a Hearthstone at its handle. Once essence is committed to it the Saedrem becomes feather-light and may be wielded as a Daiklave which deals bashing damage.

Activation of the Saedrem's "song" for a scene requires the expenditure of one point of Peripheral Essence. (Note: Only peripheral essence may be used to fuel this effect)

Once activated the Saedrem deals lethal damage as it gives off a destructive resonant energy.

In this state it also reduces the soak of targets by half. This is due to non-magical metals' tendency to shred itself just before it is touched by the activated Saedrem, magical metal's tendency to conduct destructive force, and the detrimental effects of the magical force expressed by the Saedrem on living flesh.

Damage done by the Saedrem is trippled against all non-magical, nonliving materials except glass. Glass is never harmed by an active Saedrem, no matter how hard it is attacked. Glass, for some reason, seems to reflect the force upon the Saedrem, though this does not seem to be harmful in any way to the Saedrem. Most non-magical armor or weaponry that is struck by the Saedrem will typically fall apart into tiny spiraling shreds and coils.

At the cost of 7 points of essence, the Exalted user of the Saedrem may cause it to hurl a swirling ball of "liquid energy" at a target. This requires a Dexterity + Archery or Dexterity + Athletics roll. This effect has an effective range of 10 yards times the user's Essence trait. It deals +3L damage to living targets, though damage against non-living targets is typically much greater, usually enough to put a hole through a frigate or a 3 foot thick wall of stone big enough to put a man's arm through. This energy effect reduces soak by half as though the weapon itself were actively striking the target.

This energy can be deflected if it is intercepted by glass.

Water simply absorbs this energy when the energy travels through at least a foot of that medium.

Speed	+4
Accuracy	+3
Damage	+6B / L
Defense	+3
Minimums	D●●●, S●●, M●●●

Shadowless Sword of Arcon Dane (The) ●●●●

written by DarkRiver

Description :

The Shadowless Sword once belonged to Zenith caste Solar Exalted called Arcon Dane, one of the most prominent undead hunters of the first age. In the west of the blessed isle people still tell his stories. He devoted his life to the destruction of the undead and his greatest triumph was the destruction of a deathlord. The final blow was delivered with a sword, today known as the Shadowless Sword of Arcon Dane. As the deathlord was ripped out of the lands of the living and spiralled down into oblivion the blade of the sword that was buried in his chest was torn into the spiritplane. The straight sword's hilt is made out of orichalcum and with intricate ornaments and a socket for a hearthstone. There's also a second one in the 6 inches that remains of the blade. The rest of the blade is not visible so the sword looks like it's broken. However the blade is still present in the spiritworlds and as deadly as ever. In the west the sword is also known by another name: The Sword that hits Souls.

System :

The Shadowless Sword of Arcon Dane has a blade without a physical component, thereby it ignores all physical armour soak. Exalted and other supernatural beings may still soak damage with their stamina. This also makes the sword very light, resulting in high speed. The Shadowless Sword may only be parried with weapons crafted from the magical metals and attempts to dodge it are at +1 difficulty since it's hard to dodge something one can't see. For the same reason it is hard to fight with the blade, resulting in high requirements in dexterity and melee. Spirits may be attacked whether they are materialized or not and attacks against spirits or undead deal an additional +3L damage.

Speed	5
Accuracy	-2
Damage	+5L
Defense	-2
Minimums	D●●●●, S●, M●●●●

Shuk'ra va ●●●●●

write by Earthbinder

Description :

The Shuk'ra va or shockspear is one of the most fearsome and desired first age weapons at the same time. most consist of a 3-4 foot steel haft with a 1-1.5 foot blade made out of one of the four magic materials (none exist made out of soulsteel) each Shuk'ra va has three steings for hearthstones. they are deadly in the hands of an exalted but their true power comes when they are wielded against exalted.

System :

the Shuk'ra va is similar to a direlance but can strike faster than the eye of a mortal can see. for every point of essence an exalted expends they can add one two the weapons speed for the remainder of the combat scene. also Shuk'ra va have one other ability that makes them so feared when a Shuk'ra va strikes an exalted it automatically deals damage equal to the targets permanent essence score.

(other version of Shuk'ra va exist the Corsu'ra va [thunderspear] inflicts automatic knockback equal to the combined total of the wielders and targets essence to the target, the Monra'va {bloodspear} inflicts agravated damage equal to the difference between the wielders and the targets essence (count -ve as positive) however these are much rarer A***** GM permission only)

Speed	6 (base)
Accuracy	2
Damage	5L
Defense	1
Minimums	D●●●●, S●, M●●●

Soul Cage ●●●●●

write by Agent333

Description :

I've had this idea for an artifact swimming around in my head for a week or so now. I was hoping that anyone who actually liked the idea might post some of their opinions as to how the rules for it might work.

I call it the "Soul Cage". It's simply a rusty, plain sword hilt with a black stone set where the blade should be. It's this stone that gives it power. The power is rather simple: Steal souls. How? Well, it does no physical damage past frostbite to organic material, or rust, decay, etc. to inorganic things. What happens is this, after bonding to the hilt (or it bonding to you?); the wielder may create a "blade" of physical, entropic force. The blade does the same damage as a normal sword, but only to souls. It ignores armor completely (unless said armor can repel spirits) and when a living thing is struck, the victim must roll Willpower against the damage rolled, or be instantly killed. Multiple strikes can be made, and each point of "soul damage" reduces the targets WP pool by one, after the first successful strike. If (when) the individual dies, their soul is infused into the blade, trapped in a prison of torment. (One soul may be contained per dot in Occult) One a good note, the deceased can't become a ghost while their soul in within the blade.

The wielder can call upon, learn and use the memories and abilities of any soul captured within the blade, even learning spells and other esoteric subjects. There is a heavy price for this however; whenever the wielder calls upon a trapped souls knowledge, she must make a battle of wills vs. the souls, lest one (or more) escape into her body, supplanting her own soul!

System :

This is a Stamina Resistance roll versus the soul(s) inside. (Add 1 to the difficulty for each soul past the first.) Success: the wielder gains a die for each success past the first (i.e. If there are three souls inside, it's a 2 to the difficulty. If the wielder rolls 4 successes, they have 3 dice to use) to use in ANY ROLL, even for abilities that they do not currently have. Failure: The wielder gets nothing. Simple. Botch: The wielder takes a point of aggravated damage per botch. This is unsoakable, even by magic or Charms. If the damage exceeds the wielder's Stamina, roll WP. If the WP roll is failed, the wielder's soul is supplanted in the sword, while one of the souls takes her body for a turn per botch. During this time, the wielder's soul is helpless and has no clue as to what's happening! (Yes, this is VERY much like Catharthis...*WEG*)

SoulEdge (N/A)

write by KalidanIsis

Description :

The BloodDrinker, or SoulEdge as it is more commonly known was a weapon forged in the dark days following the Sidereals betrayal. The blade was created to extract a horrible vengeance upon those murderous Sidereal and their twisted minions. This weapon, crafted from Orchilium and an ancient predecessor of SoulSteel, appearance is as twisted as its powers. The weapon resembles a massive fang nearly eight

feet in length, with a flowing organic appearance this weapon is perfectly balanced for combat. Midway up the haft of the blade is a massive hearthstone embeded in it, the shape of the hearthstone resembles that of a monstrous eye. When not held by an Exalted, a thin blade cover hides the stone, but once gripped by one who can weild essence, the eye opens and the powers take shape.

The SoulEdge has the unique ability in that it drinks the blood of those wounded by the blade, using the life force in the blood to create essence for the wielder. But as with all things of power, the power comes at a cost, imbued with a near sentience the blade hungers for essence and will drain it from the bearer if it can't get its normal dose. But it is told, in legends from the age before the loss of the Solar, that there is another blade.. a brother to the SoulEdge.. just as dangerous, just as ravenous... hungering for a union, but alas one can never know if those old legends are true.

System :

When gripped by a mortal the blade looses its edge and become incredibly heavy, though it can be moved, it cannot be weilded as a weapon by a mere mortal. When gripped by an Exalted the blades 'eye' opens and a rush of essence flows from the blade into the wielder, five motes of essence are drained from the wielder as soon as he grips the blade, this essence is now committed for the blade.

When used in combat, the blade truely shines, for each point of lethal damage inflicted on an opponent the blade generates 5 motes of essence to be stored in the blade, the wielder may use this essence to power his own charms or power the abilities of the blade. The blade may store an amount of essence equal to the wielder's essence rating x10. Essence gained in this way slowly dissapates at a rate of 2 essence every 3 rounds, once out of combat, the essence instantly dissapates. If the weapon ever reaches its limit of essece backlash will occur against the wielder, for each round at its limit the weapon will deal one point of bashing damage to the wielder until the essence is released.

The Essence powered abilities are as follows:

- 1) By expending 10 motes of the blades essence, you add +1L to damage.
- 2) The essence may also be used to initiate powers that mimic the sorceries Emerald CounterMagic, Sapphire CounterMagic, and Adamant CounterMagic at their normal casting cost +5.
- 3) By expending 5 motes of essence the blade will hurl bolts of energy doing 2L of damage to the target, use melee for the roll.

When the wielder is no longer in combat the blade will resume a 'resting' form, the blade will melt into a golden liquid flowing down into the wielder arm, forming a rather mundane brancer with the hearthstone embeded in the back of the arm, this effect causes a single point of bashing damage the first time the wielder uses the weapon in combat.

Speed +4
Accuracy +3

Damage +7L
Defense -1
Minimums D●●●,S●●●●●,M●●●●●

SoulReaver (N/A)

write by KalidanIsis

Description :

The Wraith Blade, or Soul Reaver as it is more commonly known was a weapon forged in the dark days following the Sidereal betrayal. The blade was created to extract a horrible vengeance upon those murderous Sidereal and their twisted minions. This weapon, crafted from Orchilium and an ancient predecessor of Soul Steel, appearance is as twisted as its powers. The weapon has a rather bizarre appearance, in its hibernating state the weapon appears as a twisted gauntlet, as though forged from the carapace of some Wyld tainted organism. When the gauntlet is placed on the arm of a Exalted, it instantly constricts about the arm of the wearer, till small needles hidden inside the rim of the gauntlet, sink into the flesh of the wearer bonding itself permanently with the wielder. From this point on, when ever the wearer wills it, a blade of pure essence with rise out of the palm of his hand and tear at the souls of those the blade deem enemies.

The Soul Reaver has the unique ability in that it drains the very essence from the bones of its opponents. But as with all things of power, the power comes at a cost, imbued with a near sentience the blade hungers for essence and will tear into its wielder for its allotment of essence. But it is told, in legends from the age before the loss of the Solar, that there is another blade.. a brother to the Soul Reaver.. just as dangerous, just as ravenous... hungering for a union, but alas one can never know if those old legends are true.

System :

When worn by a mere mortal, the gauntlet will constrict to the point it will shatter the wearer's arm, dealing one point of lethal damage, before releasing its grip and fall from the wielders arm. When worn by an Exalted the needles inside the gauntlet deal a point of bashing damage and drain a dot from the wielders Essence rating for an hour after first wearing the Reaver. The Reaver take 5 motes of Essence committed to it in order for its abilities to function.

When used in combat, the blade truly shines, for every two points of lethal damage inflicted on an opponent the Reaver adds one dot to the wielders Essence rating for purposes of Charms and Sorceries, this essence fades at a rate of 1 dot per four turns. The Reaver may store an amount of essence equal to the wielders current Essence total; ex. the wielder has two dots in his essence rating, thus the Reaver may store two dots of Essence. If the weapon ever reaches its limit of Essence, backlash will occur against the wielder, for each round at its limit the weapon will deal a point of lethal damage to the wielder as it tries to rape the essence from its wearer, until that extra Essence has dissipated. By spending a dot of the absorbed Essence the wielder may activate the following abilities;

- 1) Increase the weapons damage by +2L for 2 rounds per dot spent.
- 2) Increase wearers Str or Dex by one dot for 4 rounds
- 3) Hurls a bolt of solid essence at any opponent within line of sight, this bolt does 3L damage.

Because of the weapons blade consistency of essence, armor is at half its soak against the Reaver. The blade takes three motes of Essence to summon, and takes one point of Willpower to banish if there are any dots of Essence still stored in the Reaver, if there is no essence the blade may be banished at will. The blade of essence will remain until banished, and all powers can only be used when the blade is active.

Speed	+5
Accuracy	+2
Damage	+6L
Defense	+1
Minimums	D●●●, S●●, M●●●●

Spirit Bow ●●●

write by Morgensturn

Description :

This more powerfull version of the ordinary short powerbow looks just like the ordinary version except inlaid with 3 gems of different colors.

This bows were often used by Exalted assassins, who employed it's ability to disguise itself and create arrows out of thin air to appear unarmed while carrying an effective missile weapon.

A more powerfull version(artifact 4) exist that is based on the long Powerbow.

System :

The Spirit bow can be made of each of the 5 materials, and uses the normal stats for a short powerbow.

It's additional powers are:

1 the ability to store up to 30 essence wich can only be used to power Archery charms and the bow's own powers

2 the ability to banish itself Elsewere and reappear in the weilder's hands as per the Summoning the Loyal Steel charm. Cost: 1 to banish or recall

3 the ability to create Phantom Arrows as per the charm. Cost: 1 mote of essence per arrow

4 the ability to fire a Solar Spike as per the charm. Cost: 1 mote of essence per 2 damage dice.

The greatest advantage the bow offers is the to allow the archer to use any other charm he can normaly use in addition to the bow's own abilities without using combos, since the archer need only channel essence through the bow while touching the right gem.

the archer can use his own essence or the bow's for any archery charm he wants to use and for any of the bow's abilities. Using his own essence to power the bow's abilities counts as using peripheral essence for the purposes of determining the anima banner.

Recharging the bow is as simple as channeling essence into it, however, this counts as expending peripheral essence for the purposes of determining the anima banner.

Spirit's Talons ●●●

write by Winteredge

Description :

The Spirit's Talons is a magical piece of weaponry that appears as a moonsilver bracelet connected to three rings by moonsilver chains. Two of the rings are meant to be worn on fingers of the hand, where the third is larger, and is obviously meant to be worn on the hand. When attuned by an Exalted character, and when the proper essence is committed to the object the chains disappear magically. In combat the character may extend a long moonsilver chain with three jointed talon-like blades on the end. The chain's point of origin appears to be somewhere within the user's hand itself.

System :

The Spirit's Talons can be used to strike an opponent of up to (User's Essence x 5 yards) distance. Using its talon-like blades as fingers the user may manipulate items at a distance at his own strength and dexterity score. When striking, the Spirit's Talons may be used to attack as either a martial arts or melee weapon.

While extended the Spirit's Talons chain is completely prehensile, and can be used to attempt to entangle opponents.

An ability unique to the Spirit's talons is the item's unique durability. Should anything destroy the chain or the talon-like blades of the talon, the weapon temporarily becomes intangible, vanishing into nothingness. The wearer of the weapon, however, may re-cast the weapon again as though it had never been damaged at all. When this occurs, however, the Spirit's Talons draws 3 points of essence from its user. If the user cannot pay this, the weapon becomes inactive for a full month, or until the next full moon (whichever comes first).

Some versions of this weapon (Spirit's Wrathful Talons, Artifact ****, Commitment 4 (8)) can wound spirits even when intangible. One rare version (Heaven's Unity Palm, Artifact ****, Commitment 6 for Solar or Lunar Exalted and 8 for other types of exalted) is made of a mixture of Moonsilver and Orichalcum and deal aggravated damage to demons, undead, and other similarly unclean creatures.

Two Spirit's Talons may be worn at the same time.

The bracelet of all such weapons always have a socket for a hearthstone.

In the requirements for the weapon it states that the user needs a Minimum Martial Arts and Melee of 3. The user must have EITHER a Martial Arts rating of 3 or a Melee of 3, but does not neccessarily need both rated at 3.

Speed	4
Accuracy	3
Damage	2L or B
Defense	1

Minimums D●●●, S●, M●●●, MA●●●

Swordsmen's Counterpart ●●●●

write by Aidoruboi

Description :

These featureless dummies made of wood and metal are fairly common around the Scavenger Lands, but ultimately useless to all but the most perverse of House Cynis. Yet, their true purpose lies in wait to be discovered. These dummies were created by the Socerer-Engineers of the Primordial Autochthon, designed to be paired with a Exalted Swordsman in combat.

When bonded to a warrior, the featureless dummy shifts and develops a similar outward appearance as their owner, mimicking build, hair style, skin color and other features. Still, they appear to be carved out of wood at close inspection, and are decidedly lifeless and doll-like in all other aspects.

In combat, a bonded Swordsman's Counterpart acts as the swordsman himself would, attacking and defending with its master, mirroring their techniques up to the point of copying the effects of Charms. How this is accomplished is beyond the understanding of most Exalts, but the simple fact is that it does work.

System :

The Swordsman's Counterpart requires 8 committed essence to be bonded with its owner. The Counterpart has 8 Health Levels, but suffers no wound penalties nor can it bleed to death. The Counterpart's physical traits mirror their owner, and in combat, they act on the same Initiative as their owner.

Also, all costs of Charms for the Owner are doubled when the Counterpart is assisting her in combat, as they are effectively paying for the Counterpart's use of Charms as well.

Ultima, Daiklaive ●●●●●

write by KalidanIsis

Description :

Crafted during the last days of the First Age by Sidereal Exalted, who had seen a far different future for their kind. The Solars would return, and with them they would bring something far darker. Mankind needed protection from this dark force, and thus with the help of a few of the remaining Twilight craftsmen, the Sidereal began to craft a weapon from the rare white Orchilium, and the power of a single Celestial Hearthstone. The blade was never used, but was found by the conspiring Sidereal. The creators were killed and the blade was broken in two, the hearthstone taken and the blade hidden. The blade was recovered several years after Empress's disappearance by a Sidereal Golden mentor. In his escape the blade was used against several Dragon-blooded, the blade flared to life as Essence was rent from the Charms that the Dragon Blooded used against the wielder and honed its edge to tear through armor and flesh as easy as butter, it imparted the knowledge of war to the wielder, and yet no matter how hard the Dragon Blooded struck at him their blades seemed to leave no marks or wounds. After the battle none remained

standing except for the Sidereal who then vanished without a trace. Many believe the Sidereal saw something in the future that forced him to take the blade, and now it is once again lost in the Wyld, hidden in a Celestial Manse far from civilization. It is said that if the Hearthstone is ever returned to the blade, wars could be won with this blade.

System :

The blade may be used by any Exalted with an Committed Essence cost of 20 motes to activate. This activates the blade's primary effects.

1) The blade flares to life with blue white heat, lighting the area like a torch, the blade emits no heat.

2) The wielder is constantly under the affect of the charm Iron Skin Concentration as long as the blade is held and the 20 motes is committed.

3) Adds 1 dot to Melee

Yet in the hands of a Solar Exalted, the powers truly come out, the Essence cost 20 motes and must be taken from the Exalted's Peripheral Essence. This amount is doubled for the effects of the Anima Banner, this weapon is not subtle in the least, and the display cannot be muted. Though if the Exalted wishes, he may spend 10 motes and only receive the above effects. The effects when in the hands of a Solar Exalted are as follows:

1) All Charms used within 15 yards of the wielder have half of their activation essence drained, and stored inside the blade for either the wielder to draw upon or use to fuel the following abilities cast by the blade itself.

a) Sandstorm-Wind Attack, 3motes

b) Blazing Solar Bolt, 3motes

c) Solar Counter Attack, 3motes

d) Iron Whirlwind Attack, 5motes

2) The wielder instantly becomes under the effect of Glorious Solar Plate. This effect supercedes the Iron Skin Concentration.

3) In the presence of an Undead, Death Knight, or Death Lord, the wielder has the option to spend 7 motes of essence and gain the effects and bonus of Corona of Radiance, and Edge of Morning Sunlight. The essence to power the effects may be taken from the amount stored in the blade or from the wielder. The effect lasts as long as the Undead is still 'living'.

The weapon has a single hearthstone setting, but cannot accept anything but a Celestial hearthstone. If the weapon is ever joined with the Stone of the Eternal Sun, the hearthstone it was crafted to hold, the essence cost to activate the blade is halved. Also, in the hands of the Solar's the Corona of Radiance, and Edge of Morning Sunlight effects cost no essence to activate.

Speed	+2, +4 for Solars
Accuracy	+1, +3 for Solars
Damage	+5L, +7L for Solars
Defense	+2, +3 for Solars
Minimums	S●●, M●●●●

Virtue ●●●●

write by Artemis

Description :

Virtue is a daiklaive that has been around since the 1st age. It is equally made of all 5 metals, Virtue looks like a 5 foot lance with a rapier like edge.(sounds wierd, but watch RG Veda the anime and you'll understand)

System :

To attune to Virtue you must commit 10 motes. Instead of gaining any magic metal bonuses it attunes to your virtues.

Temperance=Speed

Conviction=Accuracy

Valor=Damage

Compassion=Defence

These bonuses are added to the base Daiklaive.

Speed	3+Temperance
Accuracy	2+Conviction
Damage	5+Valor
Defense	2+Compassion
Minimums	D●●, S●●, M●●●

Whisper & Scream ●●●●

write by Winteredge

Description :

Whisper and Scream are two weapons forged from the same source metals, gathered and blended from pieces of wonders of the first age in the scavenger lands by Tomohotoro Cathak, renegade son of Dragon Blooded General Tsong Gohotuo of House Cathak. The blades are made from a bizarre mixture of metals including Orichalcum, Black Jade, Moonsilver and a small bit of Meteoric Iron.

Crafted from such an odd mixture of metals, the blades are a dull charcoal gray-black in color, lacking any luster at all. The metal appears to hold many tiny imperfections or striations. Imperfect as it looks, however, the weapons are beautifully crafted, and deadly perfect in balance and shape.

Both blades are single edged and thin, bearing a slight curve. Scream, being longer, has a more pronounced curve to it, while Whisper looks almost straight. Scream is a long and wicked looking blade meant for offense.

The smaller of the two, Whisper, is used for defense. It is light and quick.

Anyone who sees the blade can see that the two are a pair, and are meant to be used together.

Their handles are crafted from carved black jade carved in the figure of a dragon's claw holding a small golden orb, into which a hearthstone may be set.

Wyld Blades ●●●●

write by DarkRiver

Description :

Wyld Blades are weapons that were exposed to the wyld and received its taint. It is not possible to craft Wyld Blades. Often wielded by the chieftains of wyld barbarians these weapons are everchanging. They constantly shift their shape, what

appears to be a dagger can turn into a great sword within seconds only to grow into a poleaxe moments later or anything in between, weapons noone has ever dreamed of. They constantly grow spikes and blades, even the material they are made of changes, wood, metal, leather or any of the magical metals save for soulsteel.

System :

Wyld Blades constantly change shape. At the beginning of each turn the storyteller assigns the player a random hand-to-hand weapon but subtract 2 from Accuracy and Defence because of the blades unpredictable nature. Targets wounded by a Wyld Blade immediately roll Wits + Lore against a difficulty equal to the amounts of healthlevels lost. In the case of a failure the target immediately gains a random wyld blight, affliction or derangements but the change is only cosmetic, no benefits are gained. The change is more likely to induce penalties for the one struck (at the storyteller's discretion). This effects lasts for 10 turns per healthlevel lost. In the hands of those able to command Essence Wyld Blades can prove to be very useful. For the commitment of 5 motes the Wyld Blade may be mastered to instantly take any form the wielder wishes, making it a weapon of exceptional quality without the penalties in his hands no matter what he choses. Wyld Barbarians are able to use this effect without the expenditure of Essence.

Speed	special
Accuracy	special
Damage	special
Defense	special
Minimums	special

Wyrim's Hate ●●●●●

write by Winteredge

Description :

Wyrim's Hate is an object of legend. It is a name used by two things which at one time were related: A Grand Daiklave cast of Orichalcum and named for its wielder long forgotten, who's name is only otherwise known for a great crater of glass some fifteen miles wide in the southern deserts where once was said to be an oasis manse.

The blade itself appears to be typical of its type, except for a long opalescent inlay of some unknown material long vanished from the world worked into the blade itself. This opalescent material is carved into the shape of a flower trailing three long vines bedecked with thorns. Worked into the shape of the blade, and discernable only to the most cunning eye is the word Judgement written in the Old tongue of the first age.

Its handle is large, and a pomel hole is clearly open for a hearthstone to be socketed, though it is said that only the most powerful hearthstones may make their home in Wyrim's Hate.

Even when at rest, and unwielded, Wyrim's Hate appears to be exactly what it is: an item of great magical power. It seems to shimmer in the sunlight as though giving off a great heat,

though it is always cool to the touch in summer, and oddly warm in winter.

When wielded by a master bladesman, for only a master bladesman may use Wyrim's Hate for more than a few minutes without suffering wracking pains, the blade is lighter than feather-light, and faster than lightning. It moves with the wielder's intent as though it were an extension of the wielder, sculpted from sunlight.

System :

All of the listed abilities are instinctually known by the wielder upon attunement to the blade. There is no guess work, it is all there as though remembered by the metal to the soul of the character.

Wyrim's Hate may be made to ignore armor for a scene with the expenditure of 5 motes of essence. Damage done by the blade simply bypasses armor as though it did not exist. Such wounds may only be soaked by stamina.

When used against the Fae, Demons, or Spirits, the blade deals aggravated damage.

A wielder may expend three willpower points to make its damage aggravated to undead for a scene.

A wielder also gains an additional defensive parry at the wielder's full normal pool once each round. This may be used on any attack that the wielder is aware of, even those that do not have a physical component. This ability is on top of any charms that provide similar benefit. A wielder may use this ability and a charm of another type with no need for a combo.

A wielder may expend a point of willpower and five points of essence to gain the benefit of an ability that exactly mirrors the Ready in Eight directoins stance.

Lastly, wielders gain protection from wyld energies while holding the Wyrim's Hate. They and any who stand within a number of yards circular to them equal to the wielder's Essence total gain this immunity.

Wielders, however, suffer a great burden when they take up Wyrim's Hate. Such a wielder will often find it hard to disengage in combat, requiring the expenditure of a willpower point, and a mark towards the character's limit. Characters who are insulted while touching the blade (even those not wielding it who are touching the blade are affected) must expend 2 points of willpower and take two marks towards their limit to avoid flying into a frenzy and attempting to kill the insulter on the spot.

Those who wield the blade who are faced with one they know to be a betrayer of their trust are under a similar onus, though they must expend 3 points of willpower and take three marks towards their limit break.

The pomel of the Wyrim's Hate will only socket a hearthstone from a manse rated at 3 or higher.

Wielders of the blade who have a Melee score of 3 or below may only wield the weapon for a scene. At the end of the scene they suffer a level of unsoakable aggravated damage. If such a wielder holds the weapon for two scenes, they take two levels of unsoakable aggravated damage at the end of the

second scene. This continues until the wielder puts the weapon away, drops it, or dies.

Speed	-2
Accuracy	+3
Damage	+13L
Defense	+1
Minimums	☞●●, S●●●, M●●●●