



*Lore of the
Second Age*

Special Thanks go to the members of the Exalted Mailing List, the members of the RPG.net forums, and the members of the White Wolf Forums. All of their suggestions were invaluable in getting this work together. I hope to include some of their writings and works in future issues of this publication.

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Introduction

In this inaugural issue of Lore of the Second Age, I have endeavored to create a series of linked articles all relating to the lands north of the Realm. The areas described and the characters included are envisioned as being set on the large island that is just to the west of the northern mainland on the map in the Core Rulebook

While these may have been written with that link in mind, I hope that they are loosely defined enough in most cases that they can be dropped into nearly any campaign with little or no trouble.

Submissions

If anyone reading this publication would like to submit something for future issues of this publication, please send along at least an outline of the idea that you have and we can talk about it some more. I'll be very happy to include anything that people want to send to me as long as I am satisfied that it is at least somewhat balanced with the rules in the Core Rulebook or with any material published by White Wolf.

Please send material in Rich-Text Format, and include the name that you would like to have credited with the work.

Please submit work to the following e-mail address:

submissions@ayrizale.com

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Locations

The Village of Timberford

By Lael Buchanan

General Overview

The Village of Timberford is a small village of approximately 30 families. It is located in a forested land and rests very close to a ford in a large river that flows nearby. The nearest other crossing for the river is at least a day's travel in either direction.

The lands around the village are ruled by a king that lives in a castle many miles away. This king does not take much interest in their daily lives, but will come to protect his interests should the need arise. His taxes are high and he lives very well off the lands that he controls, while his subjects manage to get by with what they can keep. Although the king is not a fair or just man, he is far too powerful for the villagers to do anything about and so they live as they have for generations.

The village is laid out in a roughly semi-circular pattern radiating away from best point at which to cross the river. A shrine marks that spot where any who wish to cross the river are expected to make some small sacrifice to the river god in exchange for safe passage. Facing the shrine is the village's longhouse where the elders of the village meet and make decisions for the village when such decisions are needed. The land around the village has been cleared of trees and cultivated so as to grow food for the village.

The longhouse has ceramic shingles for the roof and is a much more permanent structure, built of larger logs and with the intent that it last for a long time without much maintenance. The longhouse has a large chimney at either end of the building and there are enough tables inside to accommodate about 60 people comfortably. The door that leads out and faces the shrine and the river is on one of the long sides of the longhouse.

The longhouse is the center of the village. It is the place where the oldest member of each family comes to meet with his or her peers and to decide the course of action that the village as a whole should take. They keep one or two young men on hand as runners to either inform the rest of the village or to get someone that is capable of running to the king to inform him of dangers in the area.

Most of the other buildings are constructed of wood with thatched roofs. The houses of the individual families tend to change and get restructured often as the size of the family changes. The villagers consider it to be easier to maintain the roof and structure rather than build something that would take more work to build and change.

The villagers themselves are a hearty northern stock, generally strong and well weathered people that have learned to survive the often harsh winters. They are usually clannish and tend to keep their children away from all strangers. They are not an unfriendly people, however. Given the traffic that comes through this small village from time to time to use the ford, they cannot afford to be unfriendly.

The village elders often ask that any strangers passing through their village stop to pay their respects to the village. Their pride ensures that they will never ask directly for any kind of donation or service, but if such a thing is offered they will kindly refuse

Common Names for the Region

Here is a list of male names that are common to the region. They are listed here simply for the reference of the Storyteller or for any players that would like to have their characters start in the village of Timberford or the region around it.

Male Names

Aegir	Modolf
Agdir	Munan
Alfgautr	Nari
Bardi	Njal
Beinir	Nordmadr
Bergthor	Odinkar
Dagfinn	Olav
Dunfjall	Olrik
Dyri	Pallig
Eldgrim	Palne
Erengisl	Peningr
Eyvind	Ragnfast
Faraldr	Reginulfr
Finnbogi	Rognvald
Fridgeir	Saefari
Gaetir	Sandr
Goukr	Sibba
Guthfrith	Styrkaar
Haarek	Surt
Hafgrim	Syr
Halvdan	Tandri
Ingvarr	Thilfr
Iofurr	Thorarin
Isi	Thorgils
Jorund	Thrain
Jatgeir	Tyrkir
Jamsgar	Ulfkell
Kaeti	Urm
Ketilgrimr	Valr
Kjotvi	Vebrand
Laef	Vestnor
Logmann	Wael
Lulach	
Magnus	

Common Names for the Region

Here is a list of female names that are common to the region. They are listed here simply for the reference of the Storyteller or for any players that would like to have their characters start in the village of Timberford or the region around it.

Female Names

Aesa	Svala
Aldis	Thola
Arnfrid	Thorfinna
Bergthora	Thyrvi
Bothild	Una
Dotta	Vandrad
Dyna	Visna
Edla	Ylwa
Eyfura	Yrsa
Freyja	
Frigga	
Goda	
Grima	
Gyda	
Gyrid	
Halldis	
Hallkatla	
Hervor	
Hetha	
Ingerid	
Ingrith	
Ingolv	
Joreid	
Jorunn	
Kadlin	
Kula	
Ljufa	
Luta	
Madrene	
Mærita	
Medana	
Nanna	
Odindisa	
Osk	
Ottkatla	
Ragenild	
Rane	
Runa	
Sela	
Signy	

once and, if it is offered again, then they will take pity on the poor person that so clearly needs the work and they will accept.

Notable Characters

Styrkaar

Styrkaar is one of the oldest living people in the village. At the age of 83 years, he is still quite sharp mentally. He has the favor of most of the other elders, who respect him as a smart man with a level head, but his ideas are usually very traditional and conservative. There is no love lost between Styrkaar and the new king and he will vehemently object to any motion to call upon the king for aid. Styrkaar has had several meetings with the river god and has come away with the occasional bit of information or brief gift of power.

Styrkaar knows and understands the domain of the river god and never asks for his aid against the enemies of his people. That simply is not the concern of the god and he knows better than to ask. There have been occasions, however, where the river god has gifted a villager with the power to raise the river against attackers, though this almost always means that the villager with the power must stand in the middle of the river and lure the enemies to him. That villager nearly always dies in the process.

Lulach

Lulach is a hunter that, although he does not actually live in the village, has close ties to the village. He brings them meat from time to time and in exchange they give him grain or fresh fruits. Lulach is known to be among the best hunters in the land and is nigh impossible to catch unawares. And finding him when he does not want to be found is said to be like trying to see the wind before you feel it. It is said that he can see distant places and has appeared to be in more than one place at the same time.

Lulach keeps to himself other than interacting with the villagers, and he almost never comes around when there are outsiders in town. He seems to prefer the solitude of the wilderness to the company of any people at all. Even with the people of Timberford, he is usually not very sociable and will take what he is given and leave. He is one of the few people that Styrkaar trusts and will ask for help should there be an urgent need.

The fact is that Lulach is one of the newly emergent Solar Exalted. He has little in the way of experience or real power, but he has very keen senses and the ability to see into distant places. He is also very good at hiding and stealth.

Full stats for Lulach appear in a Sidebar on the next page. These stats are only one possible version of Lulach, however, and those Storytellers that need something else should make any changes they feel are necessary. Changing him to an Abyssal would be fairly easy to do by simply changing around some of the Charms so that they work in a more death-oriented fashion. For the Distant (Sense) Techniques, I would recommend changing those so that he can Sense through the senses of one of his zombies or other undead creations.

Thrain

Thrain is the one that most people in the village look upon as a kind of magistrate or mediator. He has a level head and a good eye for balance. When a dispute comes up between villagers, and it does not degenerate into a brawl, he is usually consulted and given the facts and details of the dispute. His judgments are almost always fair and equitable to all involved.

When a serious crime is committed, usually in the heat of passion or by an outsider, Thrain is the one that would perform the investigation. He has a good eye for details

and a keen mind for putting the facts together. His recommendations for the punishment, assuming that any punishment can be carried out, are almost always passed by the elders.

The main punishment used against outsiders is to invoke the wrath of the river god. They name the outsider to the river god, and make the appropriate sacrifices. Should the outsider ever try to cross that river again, his crossing is doomed to fail. Unless the outsider can find some way around or over the river without actually touching it, he will not be able to cross the river for any reason.

Eyfura

Eyfura is almost old enough to be one of the village elders. She was born the younger of two sisters to one of the outlying farming families. Her sister has raised a family and now has grandchildren. Eyfura, on the other hand, appears to have been infertile. She had a husband many years ago, but he died a nearly ten winters ago. When she was younger, she visited the castle that the king now resides in. There, in a room that was hidden from normal view, she found a great collection of books.

From these books, Eyfura learned to read after a fashion, and she has also learned a great many things about the land and the spirits that reside there. She has dabbled in some magic, and has usually been successful at it. She recently found a book that was locked, and after much trial and error, was finally able to open the book. She does not know it yet, but the creatures that she can summon with the rituals in that book are more dangerous than anything the village has faced yet.

Daily Life in the Timberford

The typical day in the village involves the daily fight for survival to some degree or another. In the Season of Air, fires must be kept up and a clear path to the grain storage must be maintained. In the Season of Water, the houses must be maintained to avoid damage from the rains, and the mud between the houses must be coated with reeds or leaves to keep it from becoming a bog. In the Season of Earth, the fields must be tended and the appropriate sacrifices made to the gods of the land and harvest. There are also mid-year celebrations around this time. In the Season of Wood, the harvests must be gathered and made ready for storage, and this is usually when the king comes looking for his share. In the Season of Fire, they must watch their cooking fires carefully, lest the dry reeds that litter the floor and the thatching that makes up the roof catch fire from a stray ember. And during the five days of Calibration, the people rarely leave their houses unless there is a very good reason.

There are, of course, the usual events that go on in any group of people. Fights and arguments happen nearly daily, and are usually resolved soon after they start. Whenever there is something unusual going on that requires the decision of the elders, the rest of the village speculates and rumors start to fly about one family or another. When Thrain is asked to mediate a dispute, it is not uncommon for similar rumors and mud-slinging go on.

The most frequent event that breaks the normal routine is when a group of bandits will try to raid the village. These bandits usually number on about a dozen, and they are usually more malnourished than the villagers. The bandits normally get away with some food and a few items. Very occasionally, they will take a child or woman from the village as they go, but these raids usually end badly for the bandits that try it.

Name: Lulach

Caste: Night

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

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

Abilities: Athletics 3, Archery* 3, Awareness 3, Brawl 3, Dodge 3, Endurance* 3, Medicine 2, Melee* 3, Resistance* 3, Stealth 3 (Wilderness 2), Survival* 3, Thrown 3

Charms: Distant Hearing/Touch Technique, Distant Sight Technique, Distant Smell/Taste Technique, Easily Overlooked Presence Method, Keen Hearing/Touch Technique, Keen Sight Technique, Keen Smell/Taste Technique, Reed in the Wind, Sensory Acuity Prana,

Base Initiative: 7

Attack:

Bow: Spd 7, Acc 7, Dam 3L, Def 0

Axe: Spd 7, Acc 7, Dam 8L, Def 7

Dodge Pool: 7

Soak: 4L/7B (3L/4L Buff Jacket)

Willpower: 5

Health Levels: -0/-1/-1/-2/-2/-4/ Inc.

Essence: 3

Essence Pool: 14/35

Other Notes:

Abilities marked with a * are Favored Abilities.

The Distant (Sense) Technique Charms are new Charms presented in the Charms Chapter. Lulach does not have any artifacts or menses by default.

Plot Hooks for Timberford

Here are some ideas for adventure seeds within the area of Timberford. These could be easily expanded to encompass more than just a throw-away adventure. Some suggestions will be included to that effect, but given the size of the village, it probably will not figure prominently in a long-running campaign, especially one that is already on-going when this village is dropped into it.

Bandit Raid!

A larger than average group of bandits attacks the village while the PCs happen to be passing through. The bandits mistake the PCs for rich merchants or nobility and seek to take their money. If the PCs drive off the bandits without harming many of them, the villagers will be suspicious and might feel that the PCs are setting them up, making themselves look like heroes to get something more out of the villagers. If the PCs demand some reward for saving the village, then the villagers, seeing how easily they defeated the bandits, will pay what they can, but will also request that the river god sanction them and prevent them from passing his river again.

This plot hook could be expanded by making it so that the bandits are funded by the antagonist of your story, and are actually there to either herd the PCs in a specific direction or in a weak attempt to kill them. In any case, be sure to leave clues to their identity on the bodies of any bandits that they capture or kill.

Power Grab

One time too many have the elders sided with that new king. Styrkaar has decided that his family can run things better than the council and starts consorting with other nearby villages to plan a takeover of the village so that his third son will be a new king in the area. What he doesn't know is that the river god set up the council of elders many generations ago and will not be pleased with this development. When Styrkaar begins his bid for power, the river will become much rougher for its entire length, and will become nearly impassable at all locations where there is not a physical bridge. Anyone that uses that river for their livelihood will know that something is wrong and could call in the PCs to investigate.

This plot hook could again be expanded by using your Big Bad as the motivator behind the event. Have Styrkaar being influenced in some way by your antagonist so as to destabilize the region by disrupting the river. Perhaps this is done as a prelude to killing the river god itself and depriving the land of water.

Child of the Sun

Lulach makes an obvious choice for any Dragon-Blooded game. The thing to remember is that he is not a combat monster. His talent lays in not being found. He is also a good woodsman and knows how to set traps. He would likely lead the PCs a merry chase through trapped woods and into bear caves. This adventure idea is a good chance to use some of those creatures from the *Creatures of the Wyld* excerpt, or even some from the full book if you have access to it.

In any case, Lulach makes a good Bad Guy. No one knows what he really does out in those woods. Maybe he is summoning demons, maybe he is a cannibal that likes to capture and hunt humans and then when he is done, cut them up and eat them. Maybe he is secretly working for your Big Bad towards his ends in this region.

Sanctioned

Have the PCs pass through the village and then at some point later, have them try to cross the river again. When the river god makes it impossible for them to cross, have them find out that they have been found guilty of some event in the village of Timberford. When they go to investigate, tell them of some serious crime that occurred right around the time that they were there, and that it was determined that they were at fault. Give them the chance to investigate if they want, though any evidence would be so old that they probably would not get much from it. But you should leave at least one good clue for them, and probably more than just one, pointing to the real culprit. Once they have figured out who it was, let them clear their name (unless it really was them, in which case, let them live with their actions).

This one fits neatly into nearly any campaign as one more instance of the Big Bad causing the PCs grief. Even if you don't want to use your own Big Bad and just have this as a chance for the PCs to frame their antagonist(s), then let them do that too. Who know? Maybe making it impossible for their enemies to cross that river would be a good thing.

And Finally...

The last plot hook for this article is actually in the next section. Here I've used the plot hook that I have actually used for a session, and written it up into a short scenario. There are going to be a number of unexplained items in here, but that is as it should be, in my opinion. Doing so leaves the Storyteller with some ready-made hooks. And if you are not ready to answer and your players still ask "What was up with those Dream Flies?" Just do like I do and tell them, "Yeah. That was strange wasn't it?"

Adventures

Murmurs of Dark Secrets

By Lael Buchanan

Setup

The Village of Timberford is under a curse. The people do only what they must to survive, they wander around as if in a daze and only move when they need to get food or water. Other than the basic needs of survival, they simply sit and murmur incomprehensibly to themselves.

As the PCs approach the village of Timberford, have them make an Awareness Test to see if they notice the noise from the villagers. You can also offer them the chance to roll to see if they notice the lack of normal activity within the village. Once they are actually in the village, there is very little chance that they will miss the sounds or the lack of activity.

When the PCs look around the village, they will find the people sitting in their houses murmuring to themselves. If they get close enough to listen carefully to a villager, they will be unable to make out the exact language that is being spoken, nor will

Making the Game Darker

If you want to add in a little bit of darkness to the game, you can play up some of the grittier aspects of these scenes. For example, the villagers only move when they need food or water. Which means that they have been relieving themselves right where they have been sitting. So you can play up the smells and sounds for a little bit of graphic reality.

Another thing that you can do to add a somewhat darker aspect to any investigation of the village is to have the PCs note that there do not appear to be any children left in the village. If they conduct an extensive search of the surrounding lands, they will find a nest with small bones scattered around here and there.

they be able to make out any meaningful words. If any of the PCs use a Charm that allows them to see Spirits in the area, they will notice that there are nightmarish Dream Flies perched on the shoulders of all of the villagers. (For Stats on Dream Flies, see page 37 of Games of Divinity)

If the PCs try to get one of the villagers to snap out of the trance that they are in, it will not take too much to succeed at getting them to wake up. However, if the villagers are left alone for more than a few minutes, they will resume their murmuring trance. Villagers that are brought out of the trance will be very disoriented and will have no knowledge of the past few days.

If the PCs search the surrounding countryside, they will also find a small camp of bandits that had been planning to raid the village. The bandits are also entranced, and snapping them out of their trances will almost certainly result in a fight as they will react negatively towards strangers in their camp. Again, if the bandits are left alone for any length of time, they will return to their trances. There will also be a young lady with them, she will be tied up and gagged, though she will still be entranced and trying to murmur. She will also be remarkably malnourished because she has not been able to feed herself or drink any water.

Story

The true story of what is happening is this. The bandits have been raiding Timberford with greater frequency lately. They have been carrying off more and more food and valuable items. Recently they even kidnapped the youngest niece of Eyfura. In

response to this, Eyfura started looking through her books to find something that could aid her in either getting her niece back or in taking vengeance on the bandits.

Unfortunately, what she actually summoned was an Amphelisia, also known as a Teakettle Courtier. Little did she know that this demon would so quickly get out of her control and make the village into its lair.

The Amphelisia itself will be wary of any strangers entering the town and will wait to see if it can seduce them with its whispers. If it cannot, then it may try to use Confusion on them, it may simply attack, or it may hide if it sees any evidence that the strangers are more powerful than it is.

Notes:

I have assumed that the Amphelisia's murmuring, along with its Confusion Charm, would have a much greater effect on Mortals than it would on supernatural creatures or Exalted. The trance that the population is in is the result of the Amphelisia simply being in the area and its murmuring whispers having a kind of contagious effect on the mortals nearby.

Should the PCs actually be mortals, and you choose to go with this interpretation of the demon's powers, then you might want to make the PCs make daily Willpower Checks to keep from falling victim to the demon's influence.

Conclusion

About the only way to free the village from the grip of the Amphelisia is to kill or banish the demon. Any confrontation with the demon is hazardous due mainly to its poison. If the PCs fail to kill the demon, then it will hide out in the village well, poisoning the well before it leaves for greener pastures.

When the Amphelisia attacks or is attacked, the first thing that it will do is to call up the snakes and insects of the area to form its armor. When the creatures are called, they will begin to fall from nearby trees and rooftops. It will sound very much like rain, and the "pools" and "puddles" that form from this black rain will then flow towards the demon.

The thing to keep in mind is that the formation of the armor takes three turns. If the Amphelisia is attacked first, then it will probably seek to run and hide until it can call its armor. Otherwise, if the Amphelisia chooses to attack first, then there will be three rounds of the PCs hearing sounds like rain, seeing a black rain falling from the trees, and seeing the "water" flow towards a central location, even flowing uphill if need be.

Below I have included a 4"x6" reference card for the Amphelisia. You can print out another copy of this page, cut it out and paste it to a 4"x6" index card. For those that use the European paper sizes, an A6 Card should be about the right size for this reference card. It won't be a perfect fit, but I don't believe that you will lose any information.

Using the Amphelisia: The important thing to remember about the Amphelisia is its extra actions from *Principle of Motion*. If the Amphelisia is agitated or provoked, then it might use these actions for initial attacks, otherwise it will probably save them for defense. Another important aspect of its attacks is the Poison that it has. This poison is added to the damage of the Tentacle Attacks and is the main effect caused by the Poison Spray. Poison Rules are on Page 243 of the Main Rulebook.

The Teakettle Courtier

Strength: 2

Dexterity: 4

Stamina: 3

Athletics: 2

Awareness: 2

Brawl: 3

Dodge: 4

Survival: 3

Charms:

Confusion

Materialize

Principle of Motion

Cost to Materialize: 33

Base Initiative: 8

Dodge Pool: 8

Willpower: 5

Soak: 1L/3B

Soak*: 8L/10B (Venomous Creatures 7L/7B)

Essence: 3

Essence Pool: 65

Charisma: 3

Manipulation: 1

Appearance: 2

Compassion: 1

Conviction: 4

Attacks:

Bite:

Spd: 8, Acc: 5, Dam: 5L, Def: 4

Tentacle:

Spd: 8, Acc: 5, Dam: 5L+Poison, Def: 8

Poison Spray:

Spd: 10, Acc: 9, Dam: Poison, Def:

Poison: up to two exposures per day are effective. Difficulty 3, 1L/4L damage, 1 minute/-6 penalty. The Courtier can spit or drool 1 gallon of venom per minute at a cost of 1 mote of Essence each

Perception: 3

Intelligence: 1

Wits: 4

Temperance: 2

Valor: 3

Health Levels:

-0 ☐

-1 ☐☐☐

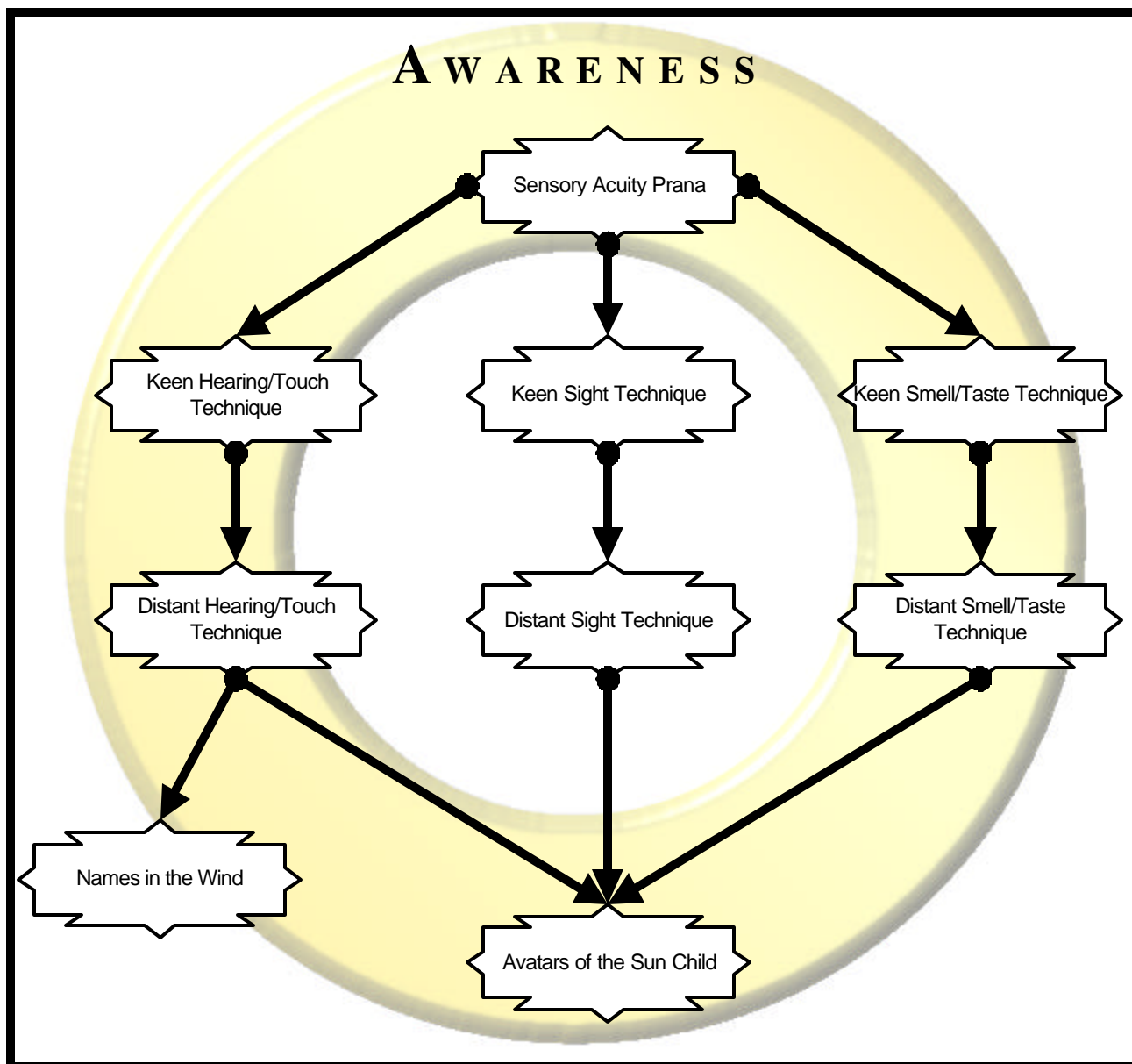
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-4 ☐

Inc ☐

Other Notes: Summoning the venomous creatures that form it's hide when angry takes three turns. The Amphelisia's Appearance drops to 0 when they swarm over it's body, but it gains access to its armor and the tentacle and Poison Spray attacks

Charms



Awareness

By Lael Buchanan

Distant Sight Technique

Cost: 5+ Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 4

Minimum Essence: 3

Prerequisite Charms: Keen Sight Technique

The PC is able to extend his sight to a distant location which he has physically visited previously. The range of the Charm is equal to the PC's Essence in Miles. This Charm does not enhance or change the PC's ability to see. Each

additional mote doubles the range of the Charm. The maximum range to which this Charm may be extended is equal to the PC's Essence x 1,000 Miles.

Distant Hearing and Touch Technique

Cost: 5+ Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 4

Minimum Essence: 3

Prerequisite Charms: Keen Hearing and Touch Technique

Description: The PC is able to extend his hearing and touch to a distant location which he has physically visited

previously. The range of this Charm is equal to the PC's Essence in Miles. This Charm does not enhance or change the PC's ability to hear or feel. Each additional mote doubles the range of the Charm. The maximum range to which this Charm may be extended is equal to the PC's Essence x 1,000 Miles.

Distant Smell and Taste Technique

Cost: 5+ Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 4

Minimum Essence: 3

Prerequisite Charms: Keen Smell and Taste Technique

The PC is able to extend his smell and taste to a distant location which he has physically visited previously. The range of this Charm is equal to the PC's Essence in Miles. This Charm does not enhance or change the PC's ability to smell or taste. Each additional mote doubles the range of the Charm. The maximum range to which this Charm may be extended is equal to the PC's Essence x 1,000 Miles.

Names in the Wind

Cost: 2 Motes

Duration: Instant

Type: Reflexive

Minimum Awareness: 4

Minimum Essence: 4

Prerequisite Charms: Distant Hearing and Touch Technique

The PC can reflexively spend 2 motes of essence to hear when someone speaks his name and they are referring specifically to him. If the PC spends the essence, then he learns who spoke his name and in what context, though not necessarily the specifics. If he does not spend the essence, then he simply knows that someone, somewhere, spoke his name. This Charm has no effective range limit and works throughout Creation

Avatars of the Sun Child

Cost: 5+ Motes and 1 Willpower per Avatar

Duration: One Scene

Type: Simple

Minimum Awareness: 5

Minimum Presence: 5

Minimum Essence: 4

Prerequisite Charms: Distant Sight Technique, Distant Hearing and Touch Technique, Distant Smell and Taste Technique

Description: This Charm allows the PC to create an avatar of himself at a distant location which he has physically visited previously. This avatar has full sensory awareness, and can communicate with nearby creatures, assuming the PC can understand them. The avatar is not capable of physi-

cal action or of using Charms or Spells. The PC can only have a number of Avatars equal to his Essence at any one time. Range of this Charm is equal to the PC's Essence x 5 miles. Each additional mote spent on each duplicate doubles the range of the Charm, and the PC cannot spend more additional motes than twice his Essence on any one duplicate.

How to use these Charms:

These Charms are fairly straight-forward. The one thing that a Storyteller must remember about the *Distant (Sense)* and *Avatars of the Sun Child* Charms, is that the PC must have previously visited the location that he wants to sense or send an avatar to. This is the one most important limitation on these Charms, and the Storyteller should not let these Charms be easily abused.

The thing to remember about Names in the Wind is that the Player should be given the option of spending the motes to know more. If the Player chooses not to spend the motes, then he will only know that his character's name was spoken. If, on the other hand, the Player chooses to spend the motes then he should only be given the Context in which the character's name was spoken, but will not hear any part of the actual conversation.

Distant Sight Technique

Awareness

Cost: 5+ Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 4

Minimum Essence: 3

Prerequisite Charms: Keen Sight Technique

Description: The PC is able to extend his sight to a distant location which he has physically visited previously. The range of the Charm is equal to the PC's Essence in Miles. This Charm does not enhance or change the PC's ability to see. Each additional mote doubles the range of the Charm. The maximum range to which this Charm may be extended is equal to the PC's Essence x 1,000 Miles.

Distant Hearing and Touch Technique

Awareness

Cost: 5+ Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 4

Minimum Essence: 3

Prerequisite Charms: Keen Hearing and Touch Technique

Description: The PC is able to extend his hearing and touch to a distant location which he has physically visited previously. The range of this Charm is equal to the PC's Essence in Miles. This Charm does not enhance or change the PC's ability to hear or feel. Each additional mote doubles the range of the Charm. The maximum range to which this Charm may be extended is equal to the PC's Essence x 1,000 Miles.

Distant Smell and Taste Technique

Awareness

Cost: 5+ Motes

Duration: One Scene

Type: Simple

Minimum Awareness: 4

Minimum Essence: 3

Prerequisite Charms: Keen Smell and Taste Technique

Description: The PC is able to extend his smell and taste to a distant location which he has physically visited previously. The range of this Charm is equal to the PC's Essence in Miles. This Charm does not enhance or change the PC's ability to smell or taste. Each additional mote doubles the range of the Charm. The maximum range to which this Charm may be extended is equal to the PC's Essence x 1,000 Miles.

Names in the Wind

Awareness

Cost: 2 Motes

Duration: Instant

Type: Reflexive

Minimum Awareness: 4

Minimum Essence: 4

Prerequisite Charms: Distant Hearing and Touch Technique

Description: The PC can reflexively spend 2 motes of essence to hear when someone speaks his name and they are referring specifically to him. If the PC spends the essence, then he learns who spoke his name and in what context, though not necessarily the specifics. If he does not spend the essence, then he simply knows that someone, somewhere, spoke his name. This Charm has no effective range limit and works throughout Creation

Avatars of the Sun Child

Awareness/Presence

Cost: 5+ Motes and 1 Willpower per Avatar

Duration: One Scene

Type: Simple

Minimum Awareness: 5

Minimum Presence: 5

Minimum Essence: 4

Prerequisite Charms: Distant Sight Technique, Distant Hearing and Touch Technique, Distant Smell and Taste Technique

Description: This Charm allows the PC to create an avatar of himself at a distant location which he has physically visited previously. This avatar has full sensory awareness, and can communicate with nearby creatures, assuming the PC can understand them. The avatar is not capable of physical action or of using Charms or Spells. The PC can only have a number of Avatars equal to his Essence at any one time. Range of this Charm is equal to the PC's Essence x 5 miles. Each additional mote spent on each duplicate doubles the range of the Charm, and the PC cannot spend more additional motes than twice his Essence on any one duplicate.

Charm Combos

Graceful Dance of Falling Stars

By Lael Buchanan

(Archery/Dodge Combo)

Minimum Archery: 3

Minimum Dodge: 2

Minimum Essence: 2

Charms:

Dazzling Flare Attack (1 mote per 2 damage dice) (Supplemental)

Phantom Arrow (1 mote per arrow) (Supplemental)

Reed in the Wind (2 motes per dodge) (Reflexive)

Trance of Unhesitating Speed (Cost Varies, Multiple Shots) (Extra Action)

Wise Arrow (1 mote per die to Archery Test) (Supplemental)

Description:

When the character activates this combo his Essence bursts around him with each mote forming a small star that orbits the character's body. As the character moves the stars that are his essence shimmer and glow, trailing behind him confusing his enemies. After he draws the bow and just as he is about to release the string, a star falls from his anima to become the arrow that he will fire. The arrow traces it's way to the target as fast as a shooting star and impacts with a burst of essence.

How to use this Combo:

Since this combo is based largely on *Trance of Unhesitating Speed*, it can get quite expensive to use, but can also be very effective at taking down a small group of enemies. Because of the cost, this combo is usually used only against one or two very dangerous enemies, and then the character will need to stunt around quite a bit to recover enough essence to be effective.

Unerring Solar Fury

By Lael Buchanan

(Archery Combo)

Minimum Archery: 4

Minimum Essence: 2

Charms:

Solar Spike (1 mote per 2 dice of damage) (Simple)

Trance of Unhesitating Speed (Cost Varies, Multiple Shots) (Extra Action)

Wise Arrow (1 mote per die to Archery Test) (Supplemental)

Description:

As the character draws his bow, bolts of solar fire begin to form between the string and the bow. Upon release of the

arrows, they stream towards their targets in a burst of essence and fire.

How to use this Combo:

This Combo is based on *Trance of Unhesitating Speed*, which means that it can get quite expensive to use. Because of the special minimum damage rules for the *Solar Spike* Charm, this Combo is particularly useful against Abyssals or other heavily armored Creatures of Darkness.

Miraculous Grace of Anointment

By Lael Buchanan

(Medicine/Martial Arts Combo)

Minimum Medicine: 4

Minimum Martial Arts: 5

Minimum Essence: 3

Charms:

Anointment of Miraculous Health (10 motes) (Simple)

Striking Serpent Speed (6 motes, 1 Willpower) (Extra Action)

Description:

The PC's speed becomes inhuman as he moves from one wounded soldier to the next, leaving a wake of glowing essence that falls onto the wounds of the injured and begins to heal them at an incredible rate.

Notes:

The purpose of this Combo is to allow the Healer to heal multiple people or multiple injuries on a single person very quickly. Since a Simple Charm replaces the Dice Actions provided by the Extra Action Charm, the PC will not normally make any actual attacks with his Martial Arts in the turn that he uses this combo.

In a combat situation, the Storyteller may require Dexterity + Martial Arts (Difficulty 3) rolls to touch friendly targets. (The reason for the Difficulty 3 is under Marking Targets (pg. 238 of the Core Rulebook.)

It is also worth noting that this combo will probably be extremely expensive, since the PC *must* use *Anointment of Miraculous Health* at least as many times as the number of extra actions generated by *Striking Serpent Speed*.

Manses & Demenses

Manse of the Maddened Spirit (Manse •••)

By Lael Buchanan

Description: One of the first manses created following the Great Contagion. The Manse of the Maddened Spirit was intended as a watchtower from which the Wyld could be observed and preparations could be made should the barbarians and their Fair Folk masters returned. The Manse was built on the top of a mountain overlooking the edge of Creation.

The manse was constructed by an inexperienced, but brilliant, sorcerer-architect with strong ties to the Bronze Faction. In his attempts to make the Manse stronger than the Demesne would naturally support, he bound not only the power of the Demesne, but also the power of a very powerful local spirit. The binding was not quite right however, and after a particularly brutal fight against a group of Wyld barbarians, a part of the spirit that remained free awoke from its binding and found itself fractured by all of the death surrounding it. It still had ties to the manse, though as part of its essence was bound into the construction of the manse.

The spirit tried at first to reason with anyone that it could find to help it destroy the manse and be free, but the few people that passed that way were either not powerful enough to destroy the manse or had no interest in helping. Over the centuries the spirit has gone mad trying to either free itself from the manse or to sleep the dreamless sleep of a bound spirit. This madness has infected the rest of the manse and eventually extends to anyone that stays in or near the manse for any length of time. Anyone that actually attunes the manse is bound for madness. The spirit eventually took to trying to kill anyone that came near in the hope that they would, in turn, kill it or destroy the manse, but to no avail as yet. The maddened souls of all those that the spirit has killed are now bound to the manse and to the spirit as well.

System: Anyone that sleeps within 10 miles of the Manse of the Maddened Spirit will experience nightmares of being trapped or confined in a small space. If someone should set up a house anywhere within 10 miles of the manse, they would need to make a Willpower roll every five years to avoid picking up some form of mental illness.

Anyone actually attuning the manse will need to make a Willpower roll every 3 months to avoid gaining a mental illness, this roll must be made regardless of where the owner of the manse is, even if he is on the other side of Creation from this manse.

The Manse is rating ••• so long as the Spirit is still bound to it. If the Spirit should be freed or destroyed without destroy-

ing the Manse, then its rating drops to •.

Hearthstone: The Stone of Murderous Rage

Description: The Hearthstone of the Manse of the Maddened Spirit is a blood red stone. The color seems to swirl and churn beneath the surface of the stone. Any that hold this stone are that much closer to madness, and those that are actually attuned to it have a mad rage barely kept in check beneath the surface of their mind.

System: Anyone that is not attuned to the Manse that holds this stone will feel their temper get shorter the longer they hold the stone. This is especially true when they are in an enclosed space or when they are restrained in some way. Anyone that is actually attuned to the manse and has the stone in their possession is in danger of losing control of their rage at any moment. Any time their actions are restricted in any way, either by law or by the action of another, the character must make a Willpower roll to avoid suffering from the same effects as the Berserk Anger Limit Break (pg 133 Main Rulebook.) The difficulty of the Willpower roll goes up by one for each successful roll. Thus the first time it happens the Difficulty is 1, if that roll is successful, then the next check will be at Difficulty 2 and so on.

The actual purpose of the Manse does show through this Murderous Rage, however. So long as the Spirit is bound to the Manse, the Hearthstone also provides its user with free and constant use of the Reflex Sidestep Technique, making it nearly impossible to sneak up on the user.

If the Spirit is freed or destroyed without destroying the Manse, then the powers of the Hearthstone are greatly reduced, but they are wholly beneficial. A person attuned to, and in possession of, the Hearthstone will have the difficulties of all Perception checks reduced by one.

NPCs

Dragon-Blooded

Tepet Tanaka

By Lael Buchanan

Name: Tepet Tanaka
Aspect: Air
Attributes: Strength 3, Dexterity 4, Stamina 3, Charisma 4, Manipulation 4, Appearance 2, Perception 2, Intelligence 3, Wits 2
Virtues: Compassion 2, Conviction 3, Temperance 1, Valor 3
Abilities: Archery 1, Athletics 2, Awareness 3, Bureaucracy 2, Dodge 3, Endurance 2, Investigation 1, Linguistics 2, Lore 2, Martial Arts 1, Medicine 1, Melee 3, Occult 1, Performance 2, Presence 3, Ride 1, Socialize 2, Survival 2, Thrown 1
Charms: Dragon-Graced Weapon, Elemental Bolt Attack, Flickering Candle Stance, Glowing Coal Radiance, Ox-Body Technique (x2), Threshold Warding Stance, Wild-Wandering Forester Charm
Base Initiative: 6
Attack:
Jade Daiklave
Spd: 12, Acc 9, Dam 8L, Def 9
Dodge Pool: 7 **Soak:** 13L/17B (12L/14B Jade Articulated Plate)
Willpower: 6 **Health**
Levels: -0/-1/-1/-1/-2/-2/-2/-2/-4/Inc.
Essence: 2
Essence Pool (Personal/Peripheral): 10/12 (11 Motes Committed)
Other Notes:
Abilities marked with a * are Favored Abilities.

The Isle of Jade Grass lies to the north of the realm, to the west of the mainland, and south of the glaciers of the true north. It is a large island, with jade green grass on the coasts and an interior that is covered by a wide range of environments. On the south-eastern coast of this land lies the satrapy of Tepet Tanaka. Tanaka is a very minor member of the House Tepet and holds very little in the way of real power.

On paper, his satrapy is very large comprising nearly the entire Isle of Jade Grass. In fact, his power is extremely limited. He does not even have a full Talon of troops at his command, and can barely manage any real level of control over the lands immediately surrounding his own. The natives of this island consort with Spirits and just about every village and town has their own God-Blooded king. The various villages and towns constantly war against one another, and raid each other for supplies and captives.

Tanaka has resigned himself to not having any real control over the lands that are supposed to be his, but the one thing that he swears is that he will never suffer an Anathema to live. Any time there is even a hint of an Anathema on his island, he will take most of his troops and go to hunt it down. As yet, however, he has never faced a real Anathema.

Tanaka was born the 4th son of a minor member of the Tepet family. He was sent for his primary schooling to the military school in Chanos. He was a mediocre student, at best, and never made it into one of the secondary schools. When his schooling was done, he traveled for a few years seeking adventure. Eventually he was recalled to his father's house to become an upstanding member of society. He was given the satrapy of the Isle of Jade Grass. More of a backhanded insult than anything else, the Satrapy was nearly uncontrollable, and was almost completely unsupported by his family beyond the absolute minimums.

Tanaka has learned to live with his lot in life and has gained a measure of humility from the experience. He has become a decent example of what a Dynast should be. He has grown to be more responsible than he was in his youth and is now a fairly responsible member of society. He still hates that he is responsible for the day-to-day operation of his Satrapy, but he cannot find anyone else that knows how to do it that he is willing to trust with his fortunes.

In Combat, Tanaka favors the use of his Daiklave to other forms of combat. With Dragon-Graced Weapon, he knocks his opponents down and then finish them as they lay prone at his feet. Should he need a quick short ranged attack, he prefers to use his Elemental Bolt Attack.

Tepet Korina

By Lael Buchanan

Tepet Korina was a linguistic prodigy. In her primary schooling, she seemed to be able to pick up languages with an ease that no other could manage. Her teachers catered to her strengths and taught her all the languages that they could. When she Exalted, they continued to teach her linguistics and the various Charms of Language. She was a destined for greatness, and could easily have become one of the finest teachers of linguistics at any of the secondary schools.

She, however, had other ideas. She craved the opportunity to learn the languages first hand from the natives that spoke them. When she graduated from her primary school, she joined with her cousin Tepet Tanaka and went adventuring in the periphery. In their years together, they join in the Ritual of Sworn Brotherhood. Though most of their Brothers have since fallen, they are still together.

Korina has stuck by her cousin through many hardships, and has even joined him in his comfortable exile on the Isle of Jade Grass. She enjoys the opportunities presented by living here, though as she has the chance to not only learn the native language of the surrounding villages, but also to study the linguistic drift from one village to the next and to learn their folk tales.

Although she prefers to study the people around her, she has no compunction about killing or hurting them should they prove difficult or unruly. She is no slouch with a sword, and is at least the equal of most trained mortals. Her ability with linguistics though is her strongest asset. When she is forced to fight, she will use her Charm, With One Mind, to enhance the fighting abilities of her friends.

Name: Tepet Kornia

Aspect: Air

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

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

Abilities: Archery 1, Athletics 3, Bureaucracy 2, Dodge 2, Endurance 1, Investigation 1, Larceny 4, Linguistics 5, Lore 2, Martial Arts 1, Medicine 4, Melee 2, Occult 1, Performance 1, Presence 1, Ride 1, Socialize 2, Stealth 2, Thrown 3

Charms: Language Learning Ritual, Poisoned Tongue Technique, Thousand Tongues Meditation, Voice of Mastery, Voices on the Wind, Wind-Carried Words Technique, With One Mind

Base Initiative: 5

Attack:

Jade Daiklave

Spd 11, Acc 6, Dam 7L, Def 6

Dodge Pool: 4 **Soak:** 11L/12B (10L/9B Jade Reinforced Breastplate)

Willpower: 6 **Health**

Levels: -0/-1/-1/-2/-2/-4/Inc.

Essence: 3

Essence Pool (Personal/Peripheral): 10/17 (9 Motes Committed)

Other Notes:

Abilities marked with a * are Favored Abilities.

Name: Ledaal Mokale

Aspect: Wood

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

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

Abilities: Archery 5, Athletics 1, Awareness* 3, Bureaucracy 2, Dodge 2, Endurance* 3, Investigation 1, Linguistics 1, Lore 2, Martial Arts 1, Medicine 2, Melee 2, Performance 1, Presence 1, Ride 1, Sail 2, Socialize 2, Stealth* 3, Survival 2

Charms: Dragonfly Finds Mate, Harvest of the Hunter, Life Swelling Sap Strike, Seven-Year Swarm Volley, Sparrow Dives at Hawk, Spring Follows Winter, Swallows Defend the Nest

Base Initiative: 7

Attack:

Short Powerbow:

Spd 7, Acc 11, Dam 5L, Def 0 (Rate 3, Range 300)

Dodge Pool: 6 **Soak:** 7L/6B (6L/4B Jade Breastplate)

Willpower: 5

Health

Levels: -0/-1/-1/-2/-2/-4/Inc.

Essence: 3

Essence Pool (Personal/Peripheral): 12/23 (6 Motes Committed)

Other Notes:

Abilities marked with a * are Favored Abilities.

Ledaal Mokale

By Lael Buchanan

Another of Tanaka's Sworn Brothers, Mokale was the pride and joy of the House of Bells. His skill with a bow was second only the great masters of the House. The Seers of Ledaal foresaw that he would lead great armies in the name of the Empress. When she disappeared, however, everything was thrown into chaos.

Mokale, disgusted with the behavior of his peers, left the Realm and joined his Sworn Brother, Tepet Tanaka, on the Isle of Jade Grass. He has been here for just a few years and serves with Tanaka in his satrapy. Mokale prefers to spend his time out hunting the wild creatures of the isle. The more dangerous the creature is, the better he likes it.

Among the Brothers, Mokale is the most strong willed. He is also the one with the highest status back in the realm. His parents were of very good breeding and he is likewise very strongly aspected. If he were to request aid from House Ledaal, he would most likely get it in some form or another. He rarely does so, however, and does a good job of making sure that the others do not know just how much influence he really has.

Mokale prefers the Isle just the way it is. He prefers to be the only Law of the Realm on the island, and he prefers to be the one to take the glory if anything important happens. He hopes, much as Tanaka does, that a real Anathema will show itself on this island so that he can make a name for himself as a Wyld Huntsman.

In combat, Mokale prefers to hang back and use his bow to best effect. Swallows Defend the Nest is an Extra Action Charm that will make him quite effective against small groups of enemies. And it is important to note that Spring Follows Winter is a Reflexive Charm and can be used even in the same round as Swallows Defend the Nest. The high-end defensive Charm, Seven-Year Swarm Volley makes Mokale a very useful person to have on your side when under fire from multiple attackers at range. The defensive Charm Sparrow Dives at Hawk makes it dangerous to attack one of Mokale's friends even with a melee weapon.

Wulfgrim

Wulfgrim's Mother was a powerful Wolf Spirit whose pack roams the wilderness of the Isle of Jade Grass. His father was a wolf of that spirit's pack. Wulfgrim was raised among the wolves as a wolf. It was not until many years had passed that his mother taught him the Charm to change his shape.

Once he had learned how to assume a human form, he began to seek experiences among the humans and found that he liked their way of life better. Wulfgrim has been among the humans for nearly 20 years now and has made a name for himself as one of the best bounty hunters in the land.

Wulfgrim sometimes works for the Dragon-Blooded, but that is only occasional work since they are usually too proud to seek his help. Most of the time, he finds work by tracking bandits and other rogues from one village or another. He has had one or two encounters with Lulach, but the two have never directly confronted each other.

Wulfgrim is a surprisingly friendly person, very open and interested in people. Even though he has lived among humans for many years now, he still finds them and their societies fascinating. He enjoys parties and general revelry, much to the disappointment of his mother, who would prefer it if he came home and helped lead and protect her pack.

Wulfgrim has made a number of very good friends, and several of them travel with him when he takes a job hunting someone or something. He and his friends have a very strong friendship and have saved each other's lives many times over.

In Combat, Wulfgrim is equally at ease with most forms of melee and knows well the use of the Bow. He will usually use Donning Spiritual Armor early in any combat for the added protection. When he uses this Charm, his skin grows a layer of fine fur that helps to protect him from harm. If he is fighting a particularly difficult opponent, then he will use Uncanny Prowess to boost his dexterity for the attack.

Name: Wulfgrim

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

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

Abilities: Archery 3, Awareness 4 (Tracking 2), Dodge 3, Endurance 2, Investigation 4, Lore 1, Martial Arts 3, Melee 3 (Daiklave +2), Occult 2, Survival 3 (Tracking +2),

Charms: Confusion, Dematerialize, Donning Spiritual Armor, Hurry Home, Shapechange, Tracking, Uncanny Prowess

Cost to Materialize: 22

Base Initiative: 7

Attack:

Jade Daiklave

Spd 10, Acc 11, Dam 8L, Def 11

Dodge Pool: 7 **Soak:** 4L/7B (3L/4B Buff Jacket)

Willpower: 7

Health

Levels: -0/-1/-1/-2/-2/-4/Inc

Essence: 2

Essence Pool: 30 (5 Motes Committed)

Other Notes:

Wulfgrim's Shapechange Charm only allows him to change between Human and Wolf forms. Also, by spending 3 motes of Essence, Wulfgrim can perceive all immaterial spirits for one scene.

Virtue Flaws

Solars

By Lael Buchanan

Compassion:

- **Cruel Lover:**

If the character is already involved in a romantic relationship when her Limit Breaks, then she will take to abusing, either physically or emotionally, her lover for a number of days equal to her Compassion. If she is not currently in a romantic relationship, then she will do everything in her power to find someone and get them to love her, all while abusing any trust that they give to her.

Break Condition: Whenever the character feels that her trust and faith in any relationship (not just romantic relationships, but also friendships) has been abused or that she has been used unfairly by someone.

- **Defender of the Suffering:**

When the character's Limit Breaks, she must find the nearest group of people that are afflicted with some form of suffering, be it from disease or oppression of some form. For a number of days equal to her Compassion, the character must work to find a way to ease the suffering of the group.

Break Condition: Whenever the character sees a group of people that are suffering needlessly.

- **Beneficent Martyr:**

When the character's Limit Breaks, she will sell or trade any items in her possession (including artifacts) so that she can then give the money to the local poor people and the needy. She will work for a number of days equal to her Compassion to either sell all of the equipment, often taking the first offer she receives that is somewhat reasonable (Artifact dots +1 or +2 in Resources dots would be considered reasonable by the character for her artifacts). If she is able to sell all of her possessions and give the money to the poor before the Limit Break wears off, she will take any job she can find and give the salary to someone that could not otherwise provide for himself.

Break Condition: When the character sees the homeless and destitute people suffering under their poverty.

Conviction:

- **Foolishly Hardy**

The character becomes inured to the risks involved in any event or activity. When the character's Limit Breaks, he will become completely foolhardy, absolutely convinced of his ability to get through

anything that can be thrown at him. He will take any risk to accomplish his current goals, heedless of the danger to himself or others. This state will last for a number of days equal to his Conviction.

Break Condition: When the character does something that could get him killed, but succeeds without any real effort (scores 5 or more successes more than he needed to succeed).

- **Iron Fisted Ruler**

The character believes that he is the only one that is fit to lead will attempt to impose his will on anyone nearby, treating any resistance to his rule harshly. For a number of days equal to his Conviction the character will attempt to take over any organized group of people that he encounters. Any resistance will be met with aggression, and any aggressive resistance will be met with violence.

Break Condition: When the character suggests a course of action that is either rejected by the group at hand or is vetoed by the person that is currently in the lead.

- **Self Preserving Abandonment**

The character suffers under the weight of his responsibility and will sometimes seek to escape it. When the Character's Limit breaks, he will act normally for a number of day equal to twice his Conviction. However, at any time that things get difficult for the group that he is with, or the group that he is with is threatened with physical harm, he will abandon them at their time of greatest need.

Break Conditions: When the character is responsible for saving another person in their group.

Temperance:

- **Absentminded Foolishness**

When the character's Limit Breaks, she becomes less aware of her surroundings and the events around her. Her memories of recent events become hazy and she tends to lose track of things very easily. For a number of days equal to her Temperance, the character cannot function normally. She will be very easy to distract with even the smallest of distractions, and will be completely unable to follow a train of thought for more than a few moments.

Break Condition: Whenever the character must remember or keep track of a complex situation for more than a day at a time.

- **Compulsive Liar**

When the character's Limit Breaks, she is com

pletely unable to tell the truth for a number of days equal to her Temperance. Any inquiry must be answered with a fabrication of some sort. The character will attempt to make the lies as believable and consistent as possible so as to avoid detection of her condition

Break Condition: Whenever the character reveals a secret that she was not supposed to share with anyone.

- **Oath Breaker**

When the character's Limit Breaks, she will feel the need to make promises and oaths to anyone that requires any service of her. She will make promises freely and will be completely sincere about them at the time. She will even make promises to people that are in a position to enforce those oaths, such as Spirits or Eclipse Caste. She will not, however, feel any need or desire to actually keep the oaths and promises made while under the effect of this Limit Break, and will often actively seek to break them, even if they are magically enforced, for example, by the Eclipse Caste Anima Power.

Break Condition: Whenever someone else breaks their oath or promise to the character.

Valor:

- **No Fear of the Supernatural**

When the character's Limit Breaks, he is completely immune to the fear that is caused by bizarre

or powerful supernatural creatures. This means that the character will behave normally in the presence of such a creature and treat it as if it were not a danger to him.

Break Condition: When the character is faced with a supernatural creature that is powerful or terrifying, especially creatures that pose a direct threat to the character.

- **Battle Cowardice**

When this character's Limit Breaks, he will act as if he is immune to fear until such time as he is in the middle of a difficult fight, so long as that fight happens within a number of days equal to twice his Valor. Once he is in a difficult fight, he will wait until things have gotten bad for his side and then run away, leaving his friends.

Break Condition: Whenever the character helps to achieve victory over a particularly difficult opponent.

- **Thin Skinned**

When the character's Limit Breaks, he becomes very sensitive to insults and taunts. For a number of days equal to his Valor, the character will respond to insults and taunts with aggression. Should the individual that delivered the insult or taunt not back down, then the character will likely respond with violence.

Break Condition: Whenever the character is forced to suffer an insult without complaint.

Artifacts

Swathing of the Fabric of Night (Artifact ●●)

By Brian D. Schenck

During the First Age, the Night Caste served as the secret police of the Realm. They were tasked to investigate, infiltrate and eventually execute known traitors to the Realm. As they were required to blend in and go relatively unnoticed, any protection they carried with them had to be easily concealable or virtually undetectable — just as the Solars who wore it.

Relatively common among their ranks during the First Age, Swathing of the Fabric of Night was a great boon to its wearer. As tough as some heavier armors, it had the great advantage of appearing as nothing more than a simple black vest, jacket or even shirt. However, behind this simplistic facing was woven Orichalcum fabric, woven finer than any tapestry. As such, it would pass undetected to any attempt to search the wearer.

The weaving of the fabric, as well as enchantments laced into the Swathing, enhanced the natural power of the Night Caste to go undetected. Shadows bent closer to the wearer and eyes would pass over the wearer and simply refuse to see the person. Even footsteps would be muffled by the enchantments laced into the Swathing. As a result, any roll to detect the wearer is increased by 2. The Swathing of the Fabric of Night requires a commitment of 6 motes of Essence.

Horns of the Stag Lord (Artifact ●●●)

by Lael Buchanan (With special thanks to Colin Chapman for the Klave Stats)

The Horns of the Stag Lord were crafted by a powerful Nature Spirit for his child many centuries ago. The child was known throughout his lands as the greatest huntsman to have ever lived. Renowned for his ability to hunt equally well with either knife or bow, this God-Blooded child of Nature was the embodiment of the predator's nature.

Though his name is lost to history his artifact remains. The Horns of the Stag Lord are a pair of enchanted knives, each about two feet from pommel to tip whose sheaths look very much like slightly curved horns. The end of each sheath is connected to the other by a string that is always taut and seems to be nearly indestructible. Each knife also has what appears to be a hearthstone setting on the base of its pommel; however the pair will only accept one hearthstone at any time. While using the knives, the wielder suffers no off-hand penalty to wield them both at the same time.

When the knives are held, sheathed, with the bases of their pommels touching each other, they lock into place and the string that runs from the ends of the sheaths forms the string for a short powerbow. If the Horns have a Hearthstone set in them, then in its bow form, both of the knives' hearthstone settings clasp the stone at the same time.

The final and most minor of the enchantments placed upon the blades make it so that the blades will never accidentally come out of their sheaths. Only when someone grasps the blade with the intent of drawing it will the blade come free from its sheath. Note that anyone can grab the blade and unsheathe it, not just the one who has attuned them. The Horns of the Stag Lord require a commitment of 10 Motes of Essence to attune.

Name	Spd	Acc	Dam	Def	Artifact	Minimums
Horns of the Stag Lord	+3	+1	+3L	+0	●●●	Str •
	Acc	Dam	Rate	Range	Artifact	Minimums
	+2	+2	2	250	●●●	Str ●●

Name	Soak (L/B)	Mobility	Fatigue	Commitment	Artifact
Swathing of the Fabric of Night	10/8	-0	0	6	●●