



SCROLL OF SWALLOWED DARKNESS™

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MAKING A LOVER AND A FIGHTER

“Love is a battleground. It behooves one to be well-equipped, to know your opponent’s movements and to ensure that your lines of supply are open.”

—Red-Piss Legion Dragonlord
Strikes-at-Night

So you don’t want to be just a god-king come to bring justice and glory back to Creation—you want to be a god-king of sex. A character with the Motivation to be known as Creation’s greatest lover might take every social Charm in the book and get by just fine. Fortunately, you don’t have to neglect every other aspect of a character to be an effective lover. For the most part, you don’t even have to penetrate deeply into Charm trees to get a decent array of Charms for all the situations of seduction. After all, it’s not enough to have five different ways to get a particularly luscious treat into bed—what about pleasing your lover once there? Or guarding against certain unfortunate side effects?

For the dabbler, an Excellency or two in the appropriate categories will suffice—typically Presence, Performance or Athletics (or Dexterity and the Social

Attributes for Lunars). It’s also important to have decent mental defenses to avoid being unwillingly seduced, which is where Integrity, Appearance and Willpower come in handy. If the Storyteller chooses to make the chance of pregnancy an issue for female characters, maiden tea (see **Exalted**, p. 365) is a simple and effective contraceptive, available at Resources 2 and requiring only one dose a month. For those who wish to delve deeper, suitable Charms vary according to Exalt, as follows.

For seduction, Solars benefit most directly from Heart-Compelling Method (see **Exalted**, p. 202) and Wild Revelry Approach (see **Exalted**, p. 238). Husband-Seducing Demon Dance (see **Exalted**, p. 203) is the ultimate of such Charms and belongs in the arsenal of any dedicated lover, but it takes quite a few steps to reach. Graceful Crane Stance (see **Exalted**,



pp. 222-223) or Feather-Foot Style (see **Exalted**, p. 225) allow for unique positions, while Immunity to Everything Technique (see **Exalted**, p. 208) is a handy ward against playing in dirty pools.

As the dark side of Solars, Abyssals have Charms that mirror the Solar versions, and generally work just as well—or better for the sole purpose of seduction, in the case of Irresistible Succubus Style (see **The Manual of Exalted Power—The Abyssals**, pp. 142-143).

The Dragon-Blooded have Warm-Faced Seduction Style (see **The Manual of Exalted Power—The Dragon-Blooded**, p. 160) as their primary tool, but the usefulness of Passion Transmuting Nuance and Sweeten-the-Tap Method (see **The Manual of Exalted Power—The Dragon-Blooded**, p. 159) should not be overlooked—the former allows one to seduce a bitter enemy, while the latter paves the way for orgiastic excess. On the other hand, Soul-Stirring Performance Method (see **The Manual of Exalted Power—The Dragon-Blooded**, pp. 178-179) is a much more direct way to induce lust in a large group: just give the audience the goal “have sex with the performer.” Jade Defense (see **The Manual of Exalted Power—The Dragon-Blooded**, pp. 159-160), in turn, helps resist such tactics. Finally, when planning a week-long orgy, the usefulness of Unsleeping Earth Meditation (see **The Manual of Exalted**

Power—The Dragon-Blooded, p. 144) should not be underestimated.

Lunars are, bar none, the most adaptable lovers among the Exalted, and in addition, they possess a number of Charms that appeal directly to baser emotions. Between Terrifying Lust Infliction (see **The Manual of Exalted Power—The Lunars**, p. 168), Irresistible Silver Spirit (see **The Manual of Exalted Power—The Lunars**, p. 177) and Perfect Symmetry (see **The Manual of Exalted Power—The Lunars**, p. 176), Stewards can have their choice of individuals. For that matter, they can have their choice of entire groups via Feeding the Bear Progression (see **The Manual of Exalted Power—The Lunars**, p. 176). Scorpion and Toad Absolution (see **The Manual of Exalted Power—The Lunars**, p. 161) wards off the nastier side effects of sleeping around, while Hard-Nosed Denial Style (see **The Manual of Exalted Power—The Lunars**, p. 168) serves as a potent defense against being seduced. This is without even getting into all the possibilities of shapeshifting—especially with the Knacks Prey’s Skin Disguise (for the amoral seducer, **The Manual of Exalted Power—The Lunars**, pp. 131-132) and Twin-Faced Hero (see **The Manual of Exalted Power—The Lunars**, p. 136)—or the vast kingdom of beasts.

The Sidereals are ideally suited to seducing spirits and gods, as many of their Charms are aimed

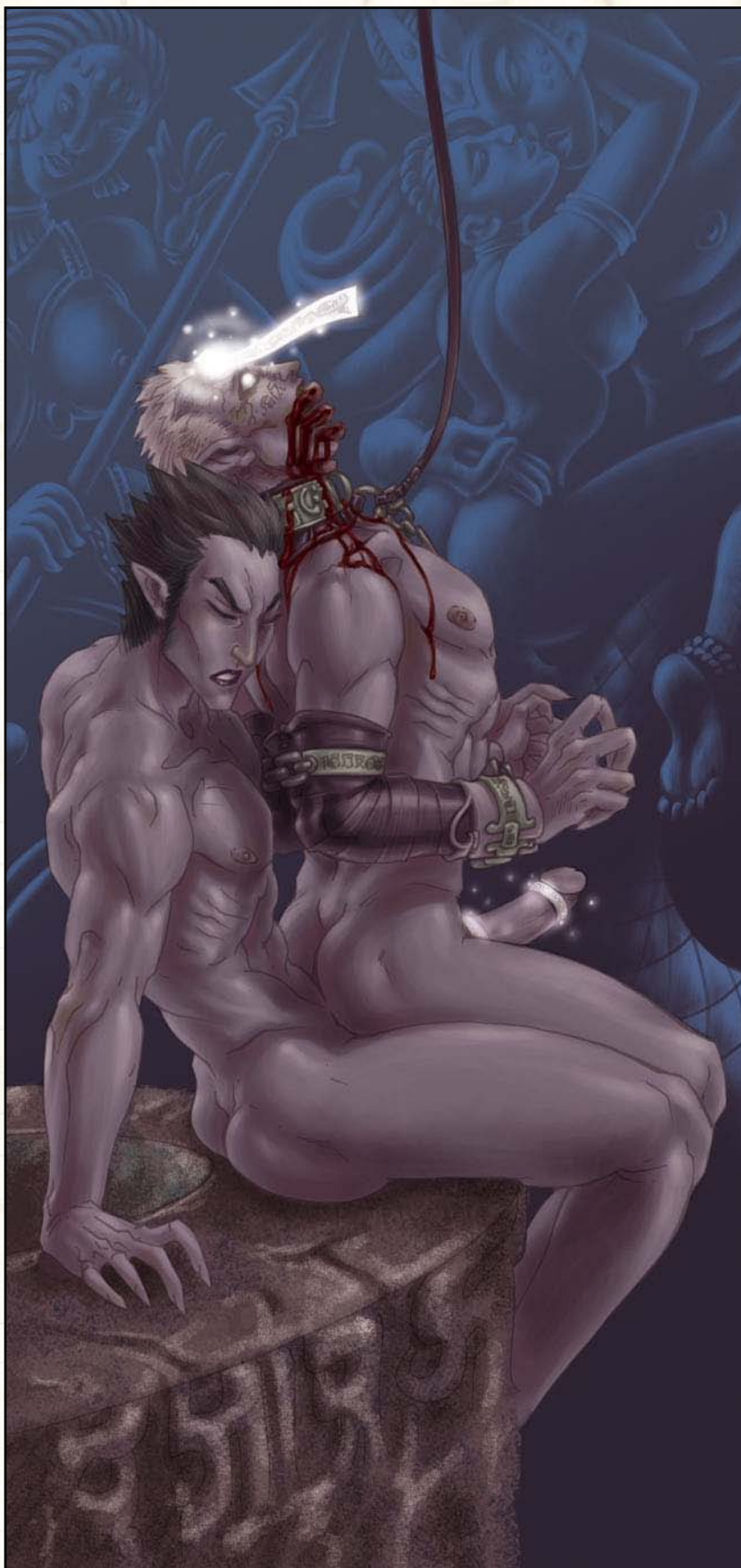


at dealing with them—for instance, Song of Spirit Persuasion (see **The Manual of Exalted Power—The Sidereals**, p. 148) and Mark of Exaltation (see **The Manual of Exalted Power—The Sidereals**, p. 169). For more general lovers, though, a Bureaucracy, Performance, Presence or Socialize Excellency plus Heart-Brightening Presentation Style (see **The Manual of Exalted Power—The Sidereals**, p. 146) can go a long way. World Shaping Artistic Vision (see **The Manual of Exalted Power—The Sidereals**, p. 141) with a condition of “While Bedding” can turn a crafty Vizier into the best of lovers. However, the most powerful Charms are Cash and Murder Games (see **The Manual of Exalted Power—The Sidereals**, p. 149) and You and Yours Stance (see

The Manual of Exalted Power—The Sidereals, p. 150), allowing a Sidereal to wield great emotional power. Surprisingly, Viziers have no easy way to resist seduction attempts in any situation, save a generally applicable Integrity Excellency.

Of course, you could choose to develop your character further in different directions—one character might become renowned for her indefatigable stamina and endless charm, while another has such great beauty, he has only to walk by a couple to cause arguments and lust-induced breakups. Or one might choose instead to develop a special rapport with the beasts of the field. The guidelines above are a good base to build from, however. Beyond that, the imagination is the limit.





at least among the Dragon-Blooded. This explains, to some extent, the reputation among Dynastic males in Creation for having exceptionally large male members, as well as the propensity for women in the Scarlet Dynasty to possess large, globular breasts and broad curvaceous hips accompanied by supremely miniscule waists—a combination that would hardly be feasible without the support or influence of such sexual-attribute-enhancing Charms.

Even with the Dragon-Blooded's penchant for debauchery aside, Creation's tastes are both diverse and perverse. In the vast majority of Creation, there is little to no social stigma associated with homosexuality, heterosexuality or bisexuality between two (or more) consenting adults. For the most part, relations or relationships with adults of either or both sexes are considered normal and acceptable, although there may be rural pockets of the Realm where homosexuality, bisexuality or even heterosexuality are frowned upon.

For the most part, however, any combination of male and female human coupling in any (mostly) consensual combination is considered to be mundane in terms of sexual preference and practice. Perhaps because of the example set by the ruling class, there is little in the way of social stigma attached to same-sex partnerships, and many villages have “aunts” or “uncles”—same-sex couples who have taken roles as leaders of the community just as their opposite-sex counterparts do. Similarly, multi-partner relations are common in many places in Creation, whether it be long-term marriages between a triad



(or quad) of equal partners, or a harem-type arrangement with one male or female spouse having multiple subservient partners. Few cultures insist upon a rigid format of one man and one woman in a lifelong monogamous partnership as the sole mandate for a family arrangement.

Sexuality is not generally held to be an inherently shameful or sinful act. Other than in areas where birth control is hit-and-miss or in situations where control of a family lineage is being protected, virginity is not frequently regarded as a preferred state for an otherwise healthy and active adult, nor is fidelity solely defined cross-culturally as being sexually monogamous in nature. From the ballrooms of the high-ranking ruling class to the huts and pastures of the peasantry, sex is more often seen as something natural, pleasurable and commonplace. And, while a peasant may have neither leisure nor energy to organize the sort of highbrow orgy that his noble prefect may arrange, when tales of the ruler's excesses reach his ears, he is more likely to think upon them with jealousy than disdain (save, perhaps for that inspired by sour grapes).

This is not to say, however, that there are no acts considered perverse by the majority of Creation's denizens. Rape is seen as a despicable act by most of Creation's cultures. While the ruthless may consider it a tool for breaking a subject's spirit or establishing firm dominance over them, it is useful to them precisely because it is one of the few sexual acts that does actually carry a Creation-wide taboo. Without such a social weight behind it, breaking the taboo would not be as effective a statement for those who wish to label themselves as truly outside of the boundaries of cultural dictates.

In most cultures, bestiality carries with it a very different, but still very strong social taboo. A fumbling farmer's son might be looked at only as inept and fairly pitiable for forcing his hormone-driven attentions upon the family livestock, but these acts are mostly seen as childish and embarrassing rather than truly perverse or shameful. However, bestiality and cross-species births are one of the stigmas associated with the savage and chaotic Lunar Exalted. Taking lovers from among the animal kingdom is just one of the strange and alien practices in which the Lunars are rumored to partake, and adults who engage in such behaviors

may well find themselves being seen as allied with the Anathema or sharing their untrustworthy and dangerous traits.

Similarly, necrophilia (be it sexual dalliances with the dead or the undead) is often associated with the feared and hated Abyssals, or their Deathlord masters. While a taboo against "violating" the dead (especially in a sexual fashion) has always existed in Creation, since the appearance of the Abyssals, those who are rumored to have a preference for cold and unresponsive flesh are often dealt with as or more strongly than rapists, especially in areas that have already fallen under the attention of one of the deathknights. Blood drinking and cannibalism have also experienced a similar increase in "taboo" status for similar reasons. See "Perversions and Practices," pages 34-37, for more details on the consumption of flesh and blood in relation to sexual activities.

Among Creation's elite, bedroom activities are, if anything, even more intense. There seems to be a predilection amongst those who are Chosen to the extreme tastes in matters sexual. Some are so sexually avaricious as to seemingly have no real preferences at all where sexual matters are concerned. These sexual gluttons seem to be content only after a new conquest, and even then, they have no sooner recovered their breath than they are targeting their next acquisition. Solar Exalted, such as





"BALABLARA AND THE TRIALS OF THE CLEFT," FROM *A LOVER CLAD IN BLUE*

Thus banished from the city of Magnificent Pillar, Balablara struck west. She had heard tales of the spirit of a mountain cleft who had a weakness for women, and would sometimes offer gifts in exchange for a woman's company. Without the supplies she needed to banish the neomah and with no source within a day's easy walk to buy them, the spirit seemed the best chance to protect herself.

She walked and walked for hours, following the road through woods and toiling up craggy hills, until at last she came to a narrow pass. In front of the pass stood a tall, well-shaped man, a whip in hand and clad in naught but his long, leaf-green hair.

Interest—among other things—heating, Balablara swept her hair back from her face, tugged her neckline down a trifle and approached. "Ho!" she called, pitching her voice low. The man turned toward her, but said nothing. "Are you the Spirit of the Cleft?"

"No," he said, looking her up and down, "but I am her gatekeeper. Do you seek an audience?"

"Yes. I have a boon I would ask—"

"Then you must prove your sincerity," he said, and gestured quite bluntly at his phallus.

She blinked, eyes narrowing. "How am I to know you speak for her?"

"By my word. Either please me, or leave," he said with great indifference. "You shall not pass through me otherwise."

For a moment, Balablara looked with distaste on the man's rather small and flaccid member—she was accustomed to a little more eagerness from her partners—but put a smile on. It would be no great difficulty to pass his test, she was sure. Of her skill, she had no doubt. Without further protest, she stepped forward and sank to her knees, laying her hands against his thighs and drawing him deeply into her mouth.

After two minutes, she suspected there was a problem. After twenty, she stood up, panting angrily. The man regarded her with the same indifferent golden eyes. "If that is the best you can do, leave," he said, and turned his head to the side, covering a yawn.

Wounded and furious—never had she been so unsuccessful—Balablara's hand flashed out before she thought, striking him across the cheek. He

rocked back, eyes flying open in surprise to turn toward her. The imprint of her hand stood out flush against his dark skin.

She stepped back, eyeing the whip in his hand warily. Then she glanced down. His phallus, still glistening from her efforts, stirred and began to thicken.

"Ah," she said in surprise, then began to laugh, understanding. Reaching out, she wrenched the whip from his hand with a casual twist, then seized the hair at the nape of his neck, forcing him down. "Why am I on my knees, when you should be on yours?"

He buckled easily, those formerly indifferent eyes gone wide. "What—what would you have me do?" he asked, and she was pleased to feel his phallus brushing hotly against her calf.

"Please me," she ordered, and when he began to bow his head toward her, wrenched his head back. "And beg for the privilege."

He began to plead in a trembling, eager voice, promising the delights that awaited her, how he could make up for his earlier rudeness by lavishing her with honey, that he was an unworthy but dedicated supplicant. When she finally relented, he swayed toward her with the suppleness of a willow, hands pushing up her skirt to bare her flesh beneath, head dipping toward her sex. He suckled on the cleft between her legs, drawing his tongue up one side and down the other, the tip darting between her lips before moving up to circle around her Pearl of Gaia and down again. Her knees began to tremble violently, nearly buckling, but his hands dug into her buttocks and held her up until she bucked and cried out with her orgasm.

She tore his face away and pushed him back, sending him sprawling on the ground. "This," she called, sharp and fierce and accompanying it with a lash from the whip, "for deceiving me so. This—for barring my passage. And this—" She dropped swiftly to her knees, taking him in her mouth again and scraping his head cruelly with her teeth. She felt him shudder, then cry out, his seed spilling thick and warm into her mouth. "—for my test."

Standing, she wiped a trickle of overflow from her mouth, smiled and said, "I trust that I may pass now." Turning, she walked past. He voiced no protest.



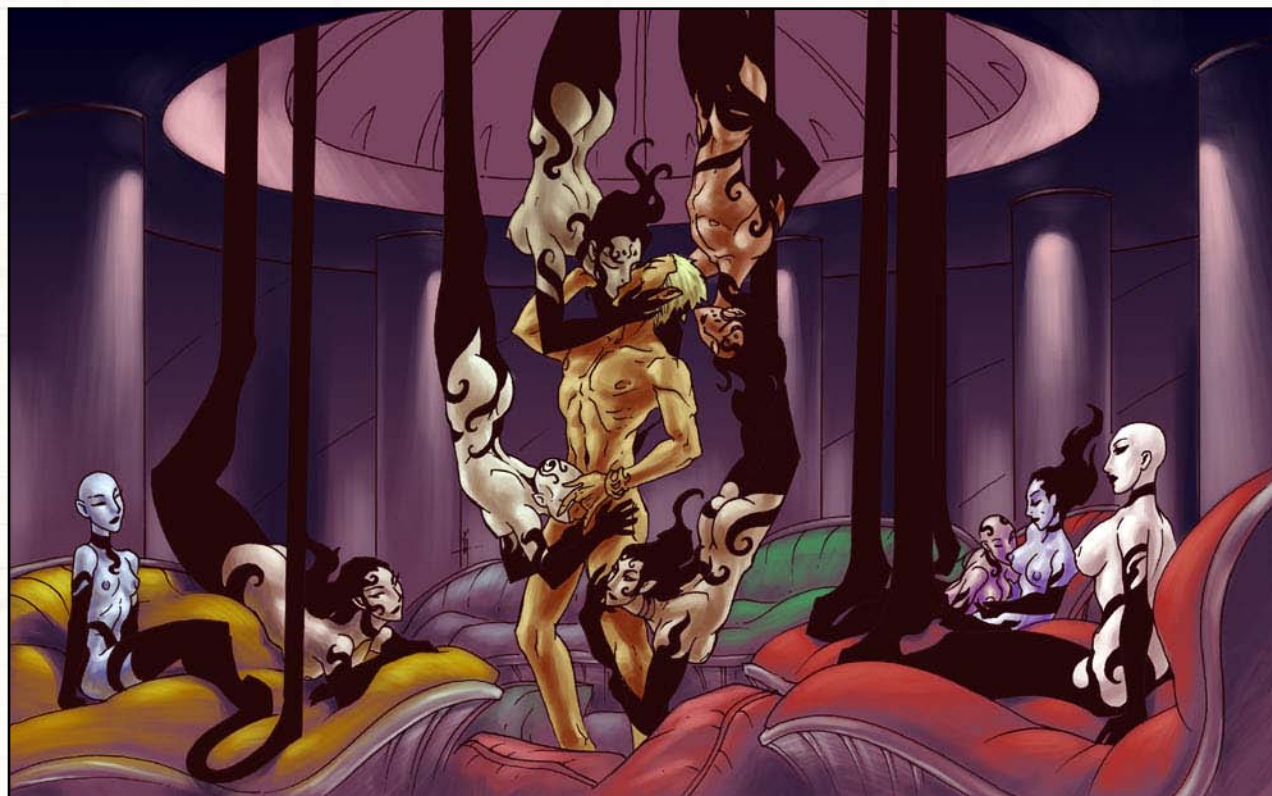
predominantly in their own walled estate, a single-story yet sprawling compound where they are both literally and figuratively looked down upon by their rivals at Haven or the Eventide Conservatory for their sexual outlooks. The twins make no bones about being sexual artists; they do not bother with painting or poetry, nor could either be described as coy, refined or elegant. Regardless, however, they are consistently counted among the most accomplished courtesans the Crimson Quarter has to offer, at least from a purely prurient perspective. The twins have both a graphic and grisly reputation, one that has boosted their rates to a literal king's ransom over the years. Both are reputed to be extremely talented, experienced and educated on all matters carnal. This is not, however, their true fame to claim. On multiple occasions while working together, the pair has unintentionally slain one of their paramours. Like gourmands who imbibe potentially fatal food in search of the most elusive experience, these deaths have earned the twins nearly legendary repute.

One of their victims, a scion of House Tepet, reportedly drowned in his own bodily fluids after being forced to multiple sequential orgasms while suspended by his ankles from their playroom ceiling. Another, a mortal member of House Mnemon, bled to death after hiring the twins to depict the entirety

of his noble lineage as a stylized family tree on his skin. Every notable family member, up to and including Mnemon herself, was depicted by jade-capped gold pins inserted through every inch of the client's skin surface, with the connections between each person and her family members being represented by scarlet silk thread tied between the needles. When the dedicated genealogist began to bleed profusely, help was called to remove the pins and staunch the flow, but the web of thread was so interwoven that the victim died of blood loss before they could all be removed. Other individuals reportedly expired from cardiac arrest, overexertion, asphyxia or full neural shutdown caused by the sheer intensity of orgasm alone. Rumors occasionally suggest that the twins are, in truth, on the payroll of some powerful mentor behind the scenes, perhaps even the Scarlet Empress herself. Seemingly supporting these allegations is the fact that, despite the influence of their clients' families, the twins have never been called to trial for their actions.

HOUSES OF CONSTRAINT

For some, however, no mortal partner will suffice. Some tastes are so exotic, so extreme that even the extreme debaucheries that can be purchased in the depths of Draeger's Dungeon are not sufficiently verboten. For the truly deviant (and astronomically wealthy), there





are what are discretely termed as “houses of constraint.” Despite their name, these are not places where bondage or other forms of consensual domination interactions between mortal partners are carried out. Instead, they are establishments where, for a price, patrons can have sex with supernatural creatures with whom an encounter would likely otherwise be a fatal affair. For millennia, perverse and powerful sorcerers have made a veritable fortune by harnessing elementals, demons, ghosts, semi-sentient monsters, Raksha or even gods, all for their client’s carnal pleasures.

Sexual relations with such creatures are not unheard of. Outside of houses of constraint, numerous half-breed children exist, be their supernatural parent demon, ghost, fae or the like. The difference between these encounters and those at a house of constraint is largely a matter of who is in charge of the situation. While a mortal woman might become pregnant through rape or seduction by an elemental or ghost, she is unlikely to be in command of the situation. Even Dragon-Blooded find themselves hard-pressed to keep the upper hand in such encounters. At a house of constraint, however, the patron is in control. She can, for a hefty price, order an encounter of almost any flavor or style, complete with the supernatural partner of her fantasy. Some who brag about having patronized a house of constraint claim that the experience is unsurpassed by any other available in Creation.

Houses of constraint are outlawed by the Scarlet Empress but operate below board in almost every pre-

fecture. Those who can afford them pay mightily for this rare treat, allowing the proprietors to live like patricians, with plenty of jade left over to pay outlandish bribes so that officials look the other way or to move their operations when necessary, because of the potential backlash; a hungry ghost who manages to free itself from its master is likely to take revenge not only on its former captor and his clients, but on any living being, especially those engaging in carnal relations.

In one of the only documented cases of such retribution, a house of constraint located in a noble estate just outside of the Imperial City burned to the ground, killing its proprietor and destroying all of the wards and bindings holding control over its sex slaves. While many simply fled the area, grateful for their release, one “little god” (the prize slave of the establishment) took revenge on the area in a particularly ironic fashion. For miles in every direction, every creature capable of sexual intercourse found itself neutered—not merely infertile or impotent, but its sexual equipment completely disappeared, leaving the area as smooth and un-featured as if the creature was a porcelain doll or child’s toy. And, to make matters worse, while moving away from the area did nothing to aid those unfortunate souls who found themselves the focus of the godling’s wrath, any being from outside the area who spent more than a few nights in the danger zone found itself sharing the same fate. Within a generation, the entire area was abandoned by both man and beast.





NEW ARTIFACTS

The great lovers of Creation appreciate the value of tools designed to supplement their craft. Whether they're created to tempt another into bed or merely to enhance the physical proportions of the user, these tools can help transform even the most lackluster lover into a Balablara or a Five Nights' Yearning.

MOONSILVER PANTALOONS (ARTIFACT ●●●●)

As the Unconquered Sun and the other Incarnae deliberated over their plans to rebel against the Primordials, the Maiden of Battles suggested that their ally Autochthon would be of great aid, but would ultimately be insufficient to assure the survival of Creation. Luna suggested that perhaps she could seduce Gaia. Taking the form of a bare-chested young man clad in tight moonsilver breeches, the moon god succeeded in exactly that. It is said that his sole apparel was woven from ambrosia and threads of Serenity. The primary power of this mighty artifact is to enhance the lower body and its assorted appendages, making them impressive even to architects of Creation. The price for such power is a seven mote attunement cost.

MANY-STALKED FLOWER OF DELIGHTS (ARTIFACT ●●●●●)

The idea of the many-stalked flower of delights was born when an Eclipse Caste Solar fell in love with a mountain—not the god of the mountain, but the physical mountain itself—and sought passionately to bring about their union. The artifact allows beings of extremely different physiology (and no way to overcome those obstacles, as Lunars might) to enjoy each other's company.

When inactive, the many-stalked flower appears as a simple, smooth sphere of moonsilver. Upon two or more beings touching the sphere and channeling three motes of Essence per user, the moonsilver ripples and flowers into species-appropriate appendages suitable for the enjoyment of the lovers. One user may supply all the motes, if the others involved are not Essence wielders. The movements caused by use of one stalk travels down through the core of green jade and out to the stalks of the other users, translated into species-appropriate movements and sensations. However, the device refuses to work when the lovers are all of the same species.

Legend has it that the first use of the many-stalked flower between the ill-fated Eclipse and his mountain resulted in a spontaneous volcanic eruption and the deaths of thousands of villagers living at the base of the mountain. Undeterred, one of the Quicksilver Falcon's close companions inherited the plans for the flower and created more. They became popular among certain sects of society and continue to be passed beneath the table for sizeable sums to this day.

CHARMS

Although the Exalted are faster, stronger and tougher than mere mortals, the true measure of an Exalt's power is her Charms. An opponent who cannot resist a Chosen's Charms might be putty in her hands or a stain on the sheets, depending upon whether she wants to control his mind (or body) or kill him in his sleep. Many of the following Charms and spells are most useful for conquests of the bedroom, but some have wider applications.

NEW KEYWORDS

The following new keyword applies to some of the Charms in this chapter.

Wanton: Inserted into the human species, the Exalted were chosen in part for their propensity to reproduce in numbers large enough to perpetually replenish the supply of foes for the Primordials. To evolve human promiscuity, certain Charms best serve those whose sexual inhibitions are less pronounced than normal. If there is a roll for the Charm's effects, the player of the Exalt gains one to three additional dice, depending upon how explicitly she describes the sexual actions of her character (subject to Storyteller judgment). If there is no roll involved, then the character instead gains two, four or six motes of Essence, although the player may choose to gain one temporary Willpower instead of a mote value of four or higher. Although this mirrors the stunt system, the benefits of the two add together; a player who explicitly describes her character giving Sesus Lahor oral sex still gets the relevant bonuses from also describing her aerial acrobatics and interaction with the furniture of his Dynastic bedroom. If the Charm also has the Obvious keyword, then the Essence expelled also leaves unmistakable signs of sex, from the odors of well-used beds to smears of semen.





SOLAR CHARMS

SATED PRIMORDIAL PILLOW TALK

Cost: 6m, 1 wp; **Mins:**
Socialize 5, Essence 3;
Type: Reflexive (Step 9)

Keywords: Wanton

Duration: Varies

Prerequisite Charms:
Wild Revelry Approach

As a prelude to their war against the Primordials, the Exalted sought means by which they might defeat their world-shaking foes. While members of the Night Caste were content to lurk in the shadows and watch their intended prey engaged in various disgusting acts, one Eclipse felt that the closest secrets would require her to seduce them. Some say that, in return for guzzling copious quantities of infernal juices, she discovered that no Primordial could be slain until they were tricked into making it possible by killing one of their own.

Although the sexual characteristics of a Primordial's shapes might vary from a thousand penises to vaginas of ravenous teeth, vortex-filled anuses or immaterial fantasies with breasts the size of a yeddim, this Charm lets an Exalt satiate the desires of one who attacks her intimately. Lesser beings—animals, men or gods—are hard pressed to resist that which seduced their betters. This Charm does not enable the Exalt to actually receive or survive the sexual act,



although other Charms (such as Mountain Penis Absorption, p. 68) or ballsy stunts might do so. Suffering a sexual encounter from another being allows the Solar to launch this social counterattack, which can only be blocked or dodged by social defenses that allow the target to block or dodge perfect attacks. If this counterattack succeeds, the sex partner must spend two temporary Willpower points per dot of Compassion that the Solar possesses or be reduced to 0 MDV for the rest of the scene.

This Charm may be used in mass social combat, although doing so requires the Solar to have sex with every member of the social unit. Success reduces the unit Loyalty instead of Willpower.

ABYSSAL CHARMS

DANCING IN THE DARKEST CAGE

Cost: 10m, 1 wp, 1 lhl; **Mins:** Performance 5, Essence 3; **Type:** Simple (6 long ticks)

Keywords: Wanton

Duration: Instant

Prerequisite Charms: Irresistible Succubus Style

Given their perch on the edge of the Well of Oblivion, the Neverborn spend more time anticipating the plunge into dark holes than anyone. Like any prisoner, an Abyssal trapped within a Monstrance desires freedom. For some, sexual degradation is preferable to imprisonment and slavery.

This Performance Charm requires the Abyssal to use it within her Monstrance, whether during her initial Exaltation or by way of reentrance. She performs a dance so erotic that it ignites the deadly desires of her master's Neverborn, who tears her from the cage, slakes its sexual desires upon her and releases her for a time while it slumbers in satiation. The player of the Abyssal rolls a number of dice equal to the character's (Stamina + Performance) with a number of automatic successes equal to her Appearance. Each success inflicts one point of Resonance upon the Abyssal, with results above 10 resulting in instant venting of 10-point effects until the total is less than 10. However, each success also grants the user one single perfect resistance to a single social attack from the sex-partner Neverborn or any Deathlord or Abyssal whose allegiance is to that Neverborn. A perfect resistance allows the defender to automatically block or dodge a mental attack even if it is unblockable or undodgeable. Additional uses of the Charm do *not* stack; indeed trying to use this Charm before the defenses it offers are expended results in

the Exalt losing all such defenses and being raped by the Neverborn target.

LUNAR KNACKS

PREENING THE GAUDY TAIL

Prerequisites: Changing Plumage Mastery, Essence 3, Appearance 3

This knack lets the Lunar adjust the physical appearance of the primary or secondary sexual characteristics his current shape possesses. The adjustment must be one that actually occurs naturally within the species in question. As a human male, he might extend his penis to impressive length and girth, and grow more chest hair. A female shape might tighten her vagina, widen her hips and enlarge her breasts. As a peacock, the Lunar's tail can become larger and more splendid. As a primate, his face and ass become more colorful.

The knack's effect acts as an automatic stunt toward attempts to seduce potential sexual partners of the same species. The Storyteller determines the number of dice awarded according to the player's description and the tastes of the target. As with Changing Plumage Mastery, the knack must be used as part of a shapeshifting action.

MARTIAL ARTS CHARMS

Although the bedroom should be a place of love, it is an arena of conquest for some couples. Powerful beings with a sexual component have created entire martial arts styles combining combat techniques with hardcore sex maneuvers.

SWALLOWING DARKNESS STYLE

In the hands (or vagina) of the component souls of a fallen Primordial, the shadows of all things may readily be used to conquer them. This art is a Celestial-level martial arts style designed by the Third Circle demon Erembour (see **The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II**, pp. 47-48). Its techniques specialize in diverting hostile energy into uncontrollable dissipation.

Learning the Charms of this style requires the practitioner to have a minimum of Athletics 1, Performance 1, Stamina 2, Compassion 2 and Appearance 3.

Form weapons for Swallowing Darkness Style include vaginas, penises, whips (including Erembour's tail or the equivalent), hair, teeth and claws. This style may not be practiced in armor or in clothes that eliminate access to the user's sexual organs.





RECEIVING THE THRUST

Cost: 1m; **Mins:** Martial Arts 2, Essence 2;

Type: Reflexive (Step 2)

Keywords: Wanton

Duration: One scene

Prerequisite Charms: None

A practiced lover is ready to receive the thrusts of her partner. This Charm allows the user to ignore any sort of Piercing tag on attacks. Any attack of a piercing nature instead becomes a normal attack and is coated with the sexual juices of the style practitioner.

STRIPPING YOUR PARTNER

Cost: Special; **Mins:** Martial Arts 3, Essence 3;

Type: Reflexive (Step 10)

Keywords: Wanton

Duration: Instant

Prerequisite Charms: None

Sex is more difficult to achieve if one's partner is clad in clothes or armor. This Charm costs one mote per point of mobility penalty or fatigue rating of a target's armor or clothing (with a minimum of one point). If the Charm user manages to control any clinch and activates this Charm, then the victim's clothes and armor are immediately spread in a random distribution across an area equal to the user's (Stamina + Performance) in yards.

SWALLOWING DARKNESS FORM

Cost: 3m; **Mins:** Martial Arts 5, Essence 3;

Type: Simple

Keywords: Wanton

Duration: One scene

Prerequisite Charms: Receiving the Thrust, Stripping Your Partner

As the demonic lover assumes a wantonly alluring pose, she is sheathed in swirling veils of sensual shadow that accentuate her shape and promise to privately reward those who embrace her. For the remainder of the scene, she may reflexively spend one mote to gain a counterattack against any opponent who attacks her from melee range. Whether assaulted by a point blank archer seeking to penetrate her defenses or a muscular warrior swinging a large hammer, she responds with a clinch attempt. Clinches gained by way of this counterattack ignore penalties for flurries, coordinated attacks or multiple opponents, and the orgy of countermoves is limited only by the number of attacks her opponents launch and her own reserves of Essence.



SORCERY

The mind-bending pathways of the sorcerer do not remove the human sexual urge. Indeed, those who engage in such exotic pursuits often indulge more extreme tastes than their mainstream brethren.

TERRESTRIAL CIRCLE SORCERY

The Five Elemental Dragons endowed the Exalted of Gaia with a voracious yearning for coupling to ensure that they would grow in numbers. Although devout Dragon-Blooded proclaim that procreation is their duty, few of their kind can resist the fire of lust.

VIBRATIONS OF THE SERENE PROMISE

Cost: 15+m

Target: One item

Promising to ravage a sexual partner, the sorcerer licks her fingers and caresses her genitals. Thrusting her hand toward her partner, this spell creates a sex toy from a flush of blue Essence. The spell provides the sorcerer with one sexual artifact with a rating of one to three dots (see p. 95 for examples) lasting for a number of hours equal to her (Stamina + Performance). If blessed with additional sex partners, the sorcerer may spend an additional five motes per partner beyond the first to create additional sex toys. When the spell ends, each device takes any attached semen, vaginal secretions or other bodily fluids with it. Savants probing the issue have determined that these are delivered to the goddess Gokkun, although she orally shares them with her slave Descending Snowball.

SOLAR CIRCLE SORCERY

The Lawgivers referred to their Lunar partners as “mates,” but this was sometimes not the case. For the Solar with an uninterested or prudish Lunar mate, or with an appetite for *other* things, not even the heights of power afforded by the Adamant circle of sorcery was off limits for sexual experimentation.

SERAGLIO OF THE DEMON CONCUBINES

Cost: 60m

Target: Summoned palace and demons

Beginning at dusk and concluding at midnight, the sorcerer moans passionate words of desire while making the Mudra of the Brass Maiden. The ritual climaxes with the Exalt spewing forth a slimy pearl of fire that expands into a pleasure palace and calls forth a harem of neomah. Within low walls of glistening basalt, seven plush pavilions each contain a clutch of 23 neomah reclining upon beds of brass and downy cushions. The neomah of this infernal harem are organized according to their experience, beginning with the recently spawned houris of the Pavilion of Virgin Odalisques and ending with the scarred flesh, distended sex organs and vacant eyes of the Pavilion of Broken Meat. A single eunuch blood ape guards each of the pavilions. Within these magnificent structures of shimmering brass, tin and silk, guests find an incredible assortment of sex toys ranging from dildos and fur-lined handcuffs to two-handled cups of feces and bloodstained clawed gloves, while costumes of transparent gauze vie for attention among those of spiked leather or prismatic sequins.

Unless banished or dispelled, the seraglio and its inhabitants remain in Creation for one lunar month. The neomah will not serve any other purpose beyond that of a sexual harem, and their blood ape eunuchs exist merely to prevent the death of any guest or concubine (although they will *not* prevent damage caused within the context of sexual play). If any demon or item from the pavilion is removed from its walls, it disappears instantly in a harmless burst of green flames. Should one of the jaded erymanthoi be forced to fight a male troublemaker, the embittered ape will attempt to force feed the interloper his own bloody testicles.



