

THE INK MONKEYS

COLLECTED EXALTED MATERIAL FROM

MICHAEL A. GOODWIN, JOHN MØRKE AND HOLDEN SHEARER

Compilation and layout by Plague of Hats

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INTRODUCTION

WELCOME TO A FAN COMPILATION

This is a fan compilation of official material for Exalted. This material is freely available on the weberbutts and you should not have paid any money for it. It's just out there thanks to the generosity of White Wolf and the authors.

I didn't do anything particularly cool when I made this PDF. Copy-and-paste and search-and-replace formatting, mostly. I made the templates for this stuff long before the Ink Monkeys ever existed. If you want to tell them how cool they are, be sure to visit <http://forums.white-wolf.com/cs/blogs/>.

—Plague of Hats

NEW KEYWORDS

Form-Enhancing: These Permanent Charms add additional powers to a Form-type Charm they build upon. Unless stated otherwise, each Form-Enhancing Charm adds one mote to the cost of activating the appropriate Form. The surcharge only applies once per Charm, regardless of how many times the Infernal purchased that Charm. Exceptions to these rules note their surcharge in parentheses beside the keyword. Once-learned, a Form-Enhancing Charm always improves all activations of its Form by forcing the surcharge. This is not optional.

Monstrous: This keyword serves as a referent tag on some Infernal Monster Style Charms and Primordial Charms that inflict fear through unnatural mental influence. Whenever a victim pays one or more Willpower points to resist a Monstrous effect, she deducts this total from the number of Willpower points required to resist any Monstrous effect within the next day. Discounts from separate resistance expenditures stack, resetting the clock to 25 hours whenever Willpower is spent. Only after the character has gone a full day without spending Willpower to resist a Monstrous effect does the discount drop back to zero. Even if resistance costs no Willpower, the victim can only resist when the Charm permits Willpower to be spent resisting it. The total number of "windows of opportunity" in which resistance is possible does not increase. All Monstrous Charms also have the Emotion keyword.

Native: Powers like the Eclipse, Moonshadow and Fiend anima do not allow acquisition of Native Charms. Only natural wielders can learn Native charms. Exalted Charms and hero-style expansions are natural to the appropriate type of Chosen. Spirit Charms are natural to gods, elementals, demons and akuma. Arcanoi are natural to ghosts. Raksha Charms are natural to Fair Folk. Primordial Charms are natural to Primordials, Green Sun Princes and Exalted akuma. The God-Blooded children of natural wielders cannot learn their parents' Native Charms. Martial Arts Charms that are not Hero Style expansions cannot have the Native keyword.

Rage: Charms with this keyword impose a state of enchanted fury duplicating all effects of the Charm Retribution Will Follow (i.e. berserk rampage, immunity to pain, mental defense and Limit reduction). Inducing Rage is a form of unnatural mental influence with the Compulsion and Emotion keywords. Characters attacked with a Rage effect instantly succumb to the berserk fury unless they pay one Willpower to remain calm.

Victims in the grip of Rage cannot abort their rampage by spending Willpower to calm down, but their madness does make them invalid targets for all other Rage effects for as long as it lasts. Characters who pay Willpower to resist Rage also become immune to all Rage effects for one day. Since victims of Rage aren't valid targets for other Rage effects, they can't abort their madness by deliberately exposing themselves to other Rage magic for a new chance to resist. Retribution Will Follow retroactively gains the Rage keyword. In the spirit of this keyword, that Charm also adds the line "The martial artist can't voluntarily terminate or reactivate this Charm before its Duration."

Reactor: No combination of effects including any Charm carrying this Keyword may cause the character to gain more than 20 motes during the course of a single action. Stunt rewards explicitly do not count toward this limit.

CHAPTER ONE

SOLARS

ZENITH CASTE

PRESENCE

LISTENER-SWAYING ARGUMENT

Cost: 5m; **Mins:** Presence 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Illusion, Social

Duration: One scene

Prerequisite Charms: Any Presence Excellency

Locked in debate, the Solar's words fall so sweetly upon the ears of listeners that those of her opponent become harsh and discordant in comparison; such tonal inflections render the content of the conversation irrelevant. While this Charm is active, third-party observers to any debate the Solar engages in believe the Lawgiver to have decisively won the argument, regardless of the merit of her words (or lack thereof). Where possible, this is achieved by subtle introduction of bias. The observer glosses over the Solar's flaws and strictly judges his opponent's words and delivery. Against more rational opponents or those using objective criteria, Listener-Swaying Argument induces outright hallucinations—whatever is necessary for the witness to believe in the Solar's victory.

The unnatural mental influence imposed by Listener-Swaying Argument affects all observers with a Dodge MDV lower than the Solar's ([higher of Charisma or Appearance] + Essence), and costs 2wp to resist at the time of activation. Characters can also correct memories clouded by this Charm, but only with external prompting to remember the debate or a personally compelling reason approved by the Storyteller. The victim must pay three Willpower to fix each scene of damaged memory.

RESISTANCE

INVINCIBLE ESSENCE REINFORCEMENT

Cost: —; **Mins:** Resistance 3, Essence 2; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: None

Undertaking a grueling regimen of endurance training, the Solar folds Essence into his body until his skin becomes hard enough to turn aside blades. The Lawgiver's natural lethal and bashing soak calculations become (Stamina + 3). This Charm may be purchased up to a total of (Resistance) times; each purchase after the first adds 3 to the character's natural lethal and bashing soak.

With Essence 4+, the Solar also gains natural lethal and bashing hardness equal to the number of times he has purchased this Charm.

NIGHT CASTE

ATHLETICS

GLORIOUS TEMPLE BODY

Cost: —; **Mins:** Athletics 5, Essence 3; **Type:** Permanent

Keywords: Mirror (Superior Weapon Body)

Duration: Permanent

Prerequisite Charms: Increasing Strength Exercise, Monkey Leap Technique, Lightning Speed

The power of her Essence speaks through the medium of her body as the Lawgiver's majesty is made manifest in her every motion. This Charm confers the following permanent benefits, none of which are considered to be dice added by a Charm:

- The character adds (Essence) to her Strength + Athletics total for the purpose of feats of strength.
- The character adds (Essence) in yards to her base movement and dash distances.
- The character adds (Essence) in yards to the distance she may jump vertically, and (Essence x 2) to the distance she may jump horizontally.

New Abyssal Charm: Superior Weapon Body (Prerequisites: Corpse-Might Surge, Shadow Races the Light, Spider Pounce Technique). The Abyssal Mirror to Glorious Temple Body is identical to its Solar counterpart.

AWARENESS

PANOPTIC FUSION DISCIPLINE

Cost: 4m; **Mins:** Awareness 4, Essence 2; **Type:** Reflexive

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Any Awareness Excellency

The Solar's supernal senses expand and his mind speeds up to process a thousand myriad details in a split second. Opponents attempting to strike a Lawgiver using this Charm appear to be moving in slow motion. All of the character's attacks are enhanced as though he had just spent three ticks accumulating dice with an Aim action (as a result, the character may not normally benefit from a true Aim action while this Charm is active), and his DVs are raised by 1 against all physical attacks of which he is aware. None of these bonuses count as dice added by a Charm.

With Essence 3+, each tick the lawgiver spends Aiming while Panoptic Fusion Method is active converts one die provided by this Charm into an automatic success; his opponents seem to slow even more, until their anticipated actions are outlined in golden contrails before the eyes of the Lawgiver.

DODGE

REED IN THE WIND

Cost: —; **Mins:** Dodge 2, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: None

The Solar Exalted understand the humble wisdom of the reed and the willow. The greater the force directed against them, the more nimble they become to avoid harm. Whenever the Lawgiver uses his Dodge DV to avoid a physical attack, he adds a bonus equal to half the attacker's Essence, rounded up. This bonus counts as dice added by a Charm.

LIGHTSPEED BODY DYNAMICS

Cost: —; **Mins:** Dodge 4, Essence 2; **Type:** Permanent

Keywords: Native, Reactor

Duration: Permanent

Prerequisite Charms: Shadow Over Water

The body and soul of the Solar Exalted are as one, transcending all limits in emulation of the light from which they were born. A Lawgiver who has purchased this Charm has perfected his body at the motonic level through a mastery of Dodge techniques, allowing him to accrue ambient motes as a matter of course. Whenever the Solar successfully avoids an attack by applying his Dodge DV, he gains (attacker's Essence ÷ 2, round up) motes in step 10. This Charm is subject to the following limitations:

- The attack must be made with intent to injure the Lawgiver, and must also be capable of harming him. For example, this Charm would offer no benefit if the character were attacked with a firewand while carrying a hearthstone which rendered him immune to fire.
- The Charm offers no benefit if the Solar defends himself with a Charm carrying a Flaw of Invulnerability.
- Lightspeed Body Dynamics is incompatible with any other Charm which grants the character motes of Essence.

ECLIPSE CASTE

RIDE

HERO RIDES AWAY

Cost: —; **Mins:** Ride 3, Essence 3; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisite Charms: Master Horseman's Techniques

In ancient times, Solars chasing sundown represented something both tragic and awe-inspiring; their efforts redoubled at the fading of the day as a nod to their patron, his symbolic death leaving them to fill the void. This Charm captures a Lawgiver's breathtaking iconicity and his otherworldly there-and-gone nature, turning it into a renewed intent to bring the story to its conclusion.

When this Charm takes effect, the Solar's player chooses a Virtue and rolls the Lawgiver's Conviction. The Exalt regains one spent channel for the chosen Virtue and Willpower points equal to (number of successes + 1). To gain this benefit, the

Solar must leave a Magnitude 3+ social unit that he has helped in the past day, and must do so by making a dramatic exit on his mount, blazing his unforgettable image into their minds as he departs. Examples of a dramatic exit include riding off into the sunset, pausing to cut an iconic figure on the horizon, rearing one's steed so it can churn the air before galloping away, or departing at the height of a raging thunderstorm.

This help must be intrinsically heroic and known to all members of the social unit, the sort of deeds that draw Solar Essences to Exalt mortals. Examples include driving off a ruthless band of brigands, killing a monster, curing a plague, feeding the hungry in a time of famine, improving the local infrastructure, healing the lame, etc. The Storyteller is the final arbiter of what constitutes acceptable help. Barring something unusually awe-inspiring, such help must have taken at least one full scene to provide.

If the Solar ends a story with such a departure, he loses a point of Limit, and all members of the community gain a positive Intimacy toward the Solar with an emotional context defined by the Lawgiver (generally respect, love, gratitude or reverence). Resisting this unnatural Emotion effect costs (Solar's Essence, max 5) Willpower. Similarly, the unit's leader must spend (Solar's Essence, max 5) Loyalty or the Intimacy becomes part of the unit's Policy. For example, if the Solar saves a small town from hobgoblins and chooses an Intimacy of gratitude, all citizens feel thankful to him and incorporate that appreciation into their local culture. As a result, the people as a whole won't betray the Solar when the Wyld Hunt comes looking and only the most determinedly ungrateful individuals can bring themselves to such heinous treachery.

CHAPTER TWO

INFERNALS

MALFEAS

BY RAGE RECAST

Cost: —; **Mins:** Essence 2; **Type:** Permanent

Keywords: Desecration, Obvious, Shaping

Duration: Permanent

Prerequisite Charms: By Pain Reforged

Once Malfeas was the Primordial King, his power and glory unconstrained by the crude limits of a body. Now, mutilated and caged in the prison of form, his cosmic might and boundless fury can only twist him toward more harmful expressions of his majesty. An Infernal who learns this Charm selects a package of (Essence x 10) points of temporary positive mutations as a “library” of options. She must allocate all of these points at the time of purchase, even if that means choosing mutations she doesn’t really want as filler.

Once allocated, the library remains fixed. However, raising Essence allows the Infernal to re-allocate all (Essence x 10) mutation points from scratch as though she just acquired the Charm. At Essence 10, the warlock may reallocate her mutations by spending one full day in either isolated meditation or a series of ancient, ecstatic dances.

Whenever the warlock’s anima banner reaches the 11+ mote level of expression, she reflexively gains eight points of mutations selected from her library as a temporary Desecration. Horns may curl from the warlock’s forehead, leathery wings unfold from her back, or fanged maws open upon her body—whatever demonic features best express the Chosen’s fury. She may not gain mutually-exclusive mutations at the same time. This transformation is not optional. In the unlikely event the Infernal cannot express a full eight points without going over (such as by only purchasing Abominations at Essence 3), she must get as close as possible. Once her anima subsides below the 11+ level, the mutations fade back into her body.

By Rage Recast explicitly ignores the normal limit on how many positive temporary mutations a Desecration effect may bestow (see **The Manual of Exalted Power—The Infernals**, p. 103). Mutation points gained from the Charm do count toward the usual mutation point limit other temporary Desecration effects can bestow.

If the character knows the Charm Fealty-Acknowledging Audience (**The Manual of Exalted Power—The Infernals**, p. 116), then she may pay a surcharge of +5m when invoking that Charm to gift those who swear fealty to her with up to eight points of mutations she is capable of manifesting with By Rage Recast. This gift is a permanent Desecration.

With Essence 3+, the Infernal may choose to retain her current mutations when her anima banner recedes. She may dismiss these mutations at any time her anima is below the 11-15 mote level of display with a diceless miscellaneous action, but must flare her anima anew to restore her mutations or change them out for a new suite of grotesqueries.

DEVIL-TYRANT AVATAR SHINTAI

Cost: 12m, 1wp; **Mins:** Essence 3; **Type:** Simple

Keywords: Desecration, Form-type, Obvious, Shaping

Duration: One scene

Prerequisite Charms: By Rage Recast

When the gods turned Malfeas inside-out and gave him form, they exposed his inner monstrosity for all to see. Denied Creation, the Demon City must satisfy himself with dominion over his hateful flesh. If he must suffer the humiliation of physical existence, then the parameters of that body will be defined by the raging whim of the onetime Primordial King—and none other.

The Infernal spreads his arms and collapses his anima banner into his flesh, producing a brief, blinding cataclysm of emerald flame. This explosion acts as a one-time environmental damage effect (Damage 3L, Trauma 1) to everything within three yards. When the smoke clears, the Exalt stands transformed, his demonic nature stamped unmistakably into his flesh.

Devil-Tyrant Avatar Shintai has the following effects:

- The warlock simultaneously manifests all (Essence x 10) points of mutations provided by this Charm’s prerequisite. Devil-Tyrant Avatar Shintai explicitly ignores the normal restrictions on the number of positive mutations a Desecration effect may provide and does not count toward the mutation limit of other such effects. If By Rage Recast supplies mutations that are mutually exclusive to one another, he chooses which to manifest and which to keep inert within him. Mutual exclusivity is the only basis for a mutation not manifesting.

- All Shaping effects which would transform the warlock’s body become Obvious to his senses. He may reflexively reject any unwanted changes, even while unconscious or otherwise inactive.

- The concentrated force of the Infernal’s empyrean fury hardens his skin, adding (Essence) to his natural lethal and bashing soak.

- The warlock adds (Essence) yards to his base movement and dashing distances.

- Finally, the demonic power thrumming through his body increases the warlock’s Strength by (Essence) for the purpose of feats of strength and attacking inanimate objects.

CECELYNE

DUST DEVIL FEINT

Cost: 3m; **Mins:** Essence 2; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Obvious, Shaping

Duration: Instant

Prerequisite Charms: Transcendent Desert Creature

For all that Cecelyne is an all-pervasive prisoner of Hell, she flatters herself that she may not be captured or detained if such treatment does not suit her. This Charm may be activated in response to any attack directed at the Infernal, regardless of

whether it strikes the character. The Infernal dissolves into a whirling eddy of dust and sand, which is carried away from the attacker on the prayers of her followers, reforming within $(\text{Cult} \times 5) + \text{Essence}$ yards. This Charm cannot move through any barrier which would prove impermeable to a trickle of sand. Dust Devil Feint may relocate the warlock to places she could not otherwise reach, such as to a higher perch.

FALSE IDOLS CAST DOWN

Cost: —; **Mins:** Cult 2, Essence 3; **Type:** Permanent

Keywords: Knockback, Messianic, Obvious

Duration: Permanent

Prerequisite Charms: Dust Devil Feint

The Endless Desert especially loathes opponents with pretensions toward their own divinity. Her scorn transforms the Essence of their unworthy prayers into a vessel for her outrage. This Charm permanently enhances its prerequisite, so that the Infernal erupts into a massive, shrieking dust cloud when it is activated in a place of desolation. In addition to its usual effects, the sandblast knocks her attacker back $(5 + \text{[attacker's Cult} \times 3])$ yards if he fails a reflexive $(\text{Stamina} + \text{Resistance})$ roll at a difficulty of the Infernal's Cult rating. This is effective even against bowmen and other long-range attackers, hurling them with extruded wisps of grinding particulate force.

SWALLOWED IN ETERNITY

Cost: 1m; **Mins:** Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Shaping

Duration: One action

Prerequisite Charms: Sand-Slip Trick

Though savants marvel that Cecelyne's vast expanse may be crossed in only five days, the truth is that if the Endless Desert wills it, she may stretch her roads out to infinity. Expressing this principle, the Infernal holds her hand out, palm-first, toward a single opponent. This is treated as a Blockade Movement action, though the Infernal rolls $(\text{Willpower} + \text{Cult})$ in place of $(\text{Strength or Dexterity}) + \text{Athletics}$. Should the Infernal win this contest, her target is rendered unable to approach her for the duration of the Charm. The landscape between warlock and pursuer stretches out infinitely, and although the target perceives himself to be moving, no amount of exertion on his part can close the distance between the two. To observers, the area around the target seems to confusingly sprawl outward without limit, but does not actually move him away from any other individuals or objects. This Charm cannot be used on a single opponent more than once per action.

This Charm only functions in places of desolation. It does not count as a Charm use if deployed upon the sands of Cecelyne herself, including areas blighted by Holy Land Infliction (see *The Manual of Exalted Power—The Infernals*, p. 125).

Swallowed in Eternity adds (Essence) dice to the roll-off against conflicting effects such as Eternal Infatuation Dance (see *Glories of the Most High—The Maidens of Destiny*, p. 28).

SHE WHO LIVES IN HER NAME

ORBITAL IMPACT STORM

Cost: 5m; **Mins:** Essence 2; **Type:** Simple (Speed 3, DV -0)

Keywords: Combo-OK, Obvious, Sorcerous

Duration: One scene

Prerequisite Charms: Mind-Hand Manipulation

Creation was built to reflect the glorious order embodied by She Who Lives In Her Name, from the movement of the constellations to the closed circle of life and death. Taking up the least expression of the Pyrian Flame's perfect motion, the Infernal becomes a reflection of this truth.

Upon activating Orbital Impact Storm, the warlock seizes a clattering maelstrom of loose objects from the surrounding environment—stones and chairs, dinner plates, hammers, broken fence-posts, and any other nearby bric-a-brac (objects carried by individuals and all attuned artifacts are exempt from being appropriated in this manner, as are objects too large or heavy for the average adult mortal to lift with one hand). If necessary, the Infernal may even rip cobblestones loose from streets or bricks from walls, inflicting (Essence) levels of unsoakable damage in the process; objects and structures with a soak greater than 8L are immune to such vandalism. This Charm cannot be activated if the Storyteller decrees that the environment lacks appropriate objects to work with, though players are reminded that two-point stunts allow dramatic editing of the scenery.

The seized objects hang in midair for a moment. Then the newly-formed constellation of debris begins to orbit the Infernal at ever-increasing speeds, pulverizing those foolish enough to attempt to close with the warlock. This constitutes an environmental hazard (Damage 4L/action, Trauma 2) covering a sphere with a radius of (Essence) yards around the character. Even blunt objects inflict lethal damage at the speed generated by Orbital Impact Storm. Opponents may safely navigate the storm if their Dodge DV is higher than the Infernal's $(\text{Willpower} \times 2)$. Additionally, it becomes difficult to target the Infernal through the whirling maelstrom, as blades are knocked askew and arrows snapped in half before they can reach her flesh; attacks suffer an external penalty of $(\text{Infernal's Essence} \div 2, \text{round up})$.

Normally, action-interval environmental hazard exposure resolves after the victim's DV refreshes but before anyone acts on the tick. However, the storm created by this Charm damages victims after resolving all actions taken during the tick, meaning that characters agile enough to avoid the debris must take care not to penalize their Dodge DV to the point that they get hit.

Unlike most Sorcerous Charms, the warlock may deactivate Orbital Impact Storm voluntarily. This may be done peacefully with a diceless miscellaneous action, freezing the suspended objects in place a split second before dropping them. Alternately, she can reflexively pay 5 motes to hurl shrapnel in all directions as a one-time environmental hazard (Damage 5L, Trauma 3) with a radius of $(\text{Willpower} \times 5)$ yards. This terminates the Charm and does not count as a Charm activation.

Opponents may avoid the debris outright if their Dodge DV is higher than the Infernal's (Willpower + Essence).

Essence 3+ Infernals can purchase this Charm a second time, extending its duration to one day (or indefinite with Essence 5+).

PRECISION THOUGHT-FORCE EXERCISE

Cost: —; **Mins:** Essence 2; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: First She Who Lives In Her Name Excellency, Mind-Hand Manipulation

She Who Lives In Her Name feels something like pity for humans. They are crippled amputees, incapable of reaching beyond their physical forms. It isn't really pity, of course, but rather an acute and targeted awareness of her superiority and the necessity of upgrading lesser beings to her specifications. The Green Sun Princes who learn this Charm perform a great service, serving as honored prototypes of humaniform transfiguration even as they civilize themselves.

This Charm permanently upgrades Mind-Hand Manipulation in the following ways:

- The Charm may be used to protect others with Defend Other actions out to its maximum range rather than the usual (Dexterity rating) yards.
- The Charm can be used to deliver Touch effects as though the emanated force is part of the Infernal's body.
- The Infernal adds +2 to his Parry DV using Mind-Hand Method while taking a Guard action. With Essence 4+, this benefit also applies while using Defend Other to protect someone.

ADORJAN

UNBOUND FREEDOM INFILTRATION

Cost: 1ahl; **Mins:** Essence 3; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Gravity-Rebuking Grace

Bored with racing across the surface of walls, the Silent Wind may blow through them. Sometimes she leaves, finding freedom; at other times she enters, finding victims. To activate this Charm, the Infernal must be dashing at her maximum speed, and must have maintained this velocity throughout her entire previous action. Upon invocation, it allows her to body to shred apart into a crimson wind which blows through the cracks and gaps in a barrier, to reform on the other side. Smears and stains of blood are left behind in the Infernal's wake. This Charm cannot bypass obstacles more than (Essence) yards thick, or which are airtight (so, a door with a keyhole or a space beneath it, or a wooden wall with gaps between the boards would be valid targets, while a solid wall sheathed in marble would not). This Charm automatically allows the Infernal to bypass anyone attempting to physically impede her with a Blockade Movement action (see *Glories of the Most High—Luna*, p. 22)

At Essence 4+, Unbound Freedom Infiltration may be invoked as an innate power rather than a Charm activation by paying an extra aggravated health level upon activation.

VOICE-DRINKING KISS

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

Keywords: Combo-OK, Obvious, Crippling, Shaping

Duration: Indefinite

Prerequisite Charms: Sacred Kamilla's Inhalation, Eloquence in Unspoken Words

Those who have earned Adorjan's deepest regard may be graced with her most sacred gift—silence. This Charm may be invoked to supplement a kiss; if the target is an unwilling recipient of the Infernal's affections, this requires a clinch attempt (the kiss itself may be treated as a hold action if desired, though a crush attack is just as effective; so long as the Infernal draws in her victim's breath, the state of the rest of his body is of little consequence). With a quick inhalation of breath, the Infernal steals her victim's voice. Though not actually damaging, the process is momentarily but excruciatingly painful; coughing up a few drops of blood is a common aftereffect.

For as long as the Infernal commits Essence to maintain the Charm, she may speak in the voice she has stolen. Releasing the commitment of Essence returns the stolen voice to its proper owner. At Essence 4+, she gains the ability terminate the Charm by swallowing a stolen voice entirely, which nourishes her as if it were a corpse inhaled with Sacred Kamilla's Inhalation (or, optionally, as though it were the death of an extra, if the Infernal knows Murder is Meat). If the voice belonged to a mortal, that mortal is rendered permanently mute. If it belonged to a supernatural being, that being is rendered mute for one week per dot of the Infernal's Essence before finally regaining his voice.

A second purchase of this Charm, at Essence 4+, gives the Infernal the option to let a stolen voice's owner telepathically hear the words she speaks with it regardless of the distance between them (provided they are in the same realm of existence). This may even be used to make social attacks against the voice's original owner. Shutting the stolen voice out for a day costs one Willpower. This can be done as soon as communication begins to minimize the victim's risk. If a victim doesn't shut out words that turn out to be a social attack, it is too late to block that attack via immunity. The victim must first resolve the social attack before spending an extra Willpower to shut out the stolen voice.

THE EBON DRAGON

OUR LITTLE SECRET

Cost: 4m; **Mins:** Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Compulsion, Emotion, Sorcerous, Stackable, Touch

Duration: Indefinite

Prerequisite Charms: Witness to Darkness

The surest way for Creation to fall into the state of wicked depravity that is most pleasing to the Ebon Dragon is for good men to do nothing, and the Shadow of All Things is more than ready to promote such inaction. To use this Charm, the warlock must touch a witness to an act of depravity, or to evidence of such an act. Henceforth, the target's mind is filled with paralyzing shame and horror when she considers relating what she has seen to any other character, either through speech or writing,

forcing her to ultimately remain silent. This unnatural mental influence costs 3 Willpower to resist. The warlock must be aware that the witness has beheld a specific depravity, and may not blindly 'guess' when activating Our Little Secret. Multiple activations of this Charm may be placed on the same witness, to force silence on the subject of multiple valid acts.

An act of depravity is defined as any act which would cause shock, outrage, or scandal according to the common mores of Creation's dominant culture (currently the Realm) or the dominant culture in which the act occurs. Murder, adultery, rape, incest, theft, violent assault and disrespect toward the Terrestrial Exalted on the part of mortals are all examples of acts of depravity within the Realm, and are thus applicable wherever the Charm is used. More specific acts of depravity might include rudeness to an Essence 6+ divinity (if the Charm were used in Yu-Shan), enslavement of citizens of Nexus (if used in Nexus), or disobeying a superior officer (if used in Lookshy).

At Essence 3+, the Infernal may touch a piece of evidence related to an act of depravity rather than a witness, for a cost of 8m rather than 4m. This causes all individuals who subsequently witness the evidence so marked to be forced into silence as though they had been targeted with the 4m activation of Our Little Secret, as a Sorcerous effect.

With Essence 4+, the Charm's Compulsion is enhanced to also include a prohibition against moving or disturbing evidence of an act of depravity. For example, a character who found a mutilated body deep in the woods would not only be powerless to speak of his discovery, but also could not bring himself to give the corpse a proper burial or even to drag it back to town to be anonymously discovered and properly disposed of by others.

GOLDEN YEARS TARNISHED BLACK

Cost: 8m, 1wp; **Mins:** Essence 2; **Type:** Supplemental

Keywords: Combo-OK, Emotion, Illusion, Social

Duration: Instant

Prerequisite Charms: Witness to Darkness

The Ebon Dragon is unsatisfied with ruining the present and future. He has to desecrate the past as well. Why else would he invent fate but to spread misery to all time and space? This Charm augments a Manipulation-based social attack targeting one victim (i.e. most likely using Investigation or Presence) in which the Infernal verbally prompts the target to recall positive memories associated with a particular time or subject. "Remember your wedding night?" and "Congratulations on your promotion!" are both examples of valid triggers. The memory need not be wholly positive to be targeted, so long as there is some good part to destroy. The Infernal can word the attack so that it ironically validates the positive nature of the memory while actually calling attention to the negative details surrounding it. Regardless of whether the social attack forces an answer or not, the victim vividly relives the targeted experience within her own mind.

Unfortunately for the victim, the Ebon Dragon's power obscures and distorts the fond memory even as she recalls it. If the roll overcomes the target's MDV, the warlock ruins the memory. If the Storyteller determines the target has no positive memories to recall about the chosen topic, the Charm has no effect.

Victims misremember ruined memories in the worst possible light, glossing over or outright forgetting everything good about the experience in question. Everything bad is remembered in exacting and often exaggerated detail. The victim thinks the worst of all other participants in the remembered experience, especially anyone whom she can blame for any harm she suffered (however slight). A mother could misremember her dead son as a lazy good-for-nothing who talked back, forgetting that she also loved him and he loved her. Corrupted memories never introduce outright falsehoods. The mother remembers her son's laziness because he was sometimes lazy and remembers that he talked back because most children do. She does not remember him torturing small animals because that never happened. Thankfully for the Ebon Dragon, everyone is flawed. In that at least, Creation functions as designed.

Ruining memories interferes with Intimacies toward the subject of those memories. If the victim has no such Intimacy, then a negative Intimacy instantly forms toward that subject. Any existing positive Intimacy warps into a negative Intimacy. In either case, the victim's player chooses the Intimacy's new emotional context, subject to Storyteller approval. For instance, the aforementioned mother may feel resentment toward her son or hatred or contempt.

Corrupted memories are an unnatural Illusion effect. The victim can repair her damaged mind by paying one Willpower if she had no Intimacy toward the subject of the memory when the Infernal used Golden Years Tarnished Black or two Willpower if the Charm corrupted a positive Intimacy. This may seem counterintuitive given that a positive Intimacy helps defend against the Charm, but if the accursed magic takes root in spite of this bonus, the feelings turn cancerous and become a liability. The victim can pay this Willpower to heal the memory in the moment the Charm takes root (which also prevents the Intimacy from forming or being corrupted), but if she does not do so, she must wait until externally prompted or provide a compelling Storyteller-approved reason to question the memory.

Intimacies formed or corrupted by this Charm do not count against the usual limit a mind can sustain, at least so long as the associated memories remain corrupted. After all, the Ebon Dragon wouldn't want his enemies getting over their misery just because life went on. Once the memory heals, the Intimacy falls away as normal if neglected. Even without such healing, it is still possible to remove the Intimacy through normal means other than neglect.

A second purchase of this Charm at Essence 3+ allows it to enhance Performance-based spoken attacks as an alternative to the basic single-target use. In doing so, the Infernal picks a single topic and all listeners react to the Charm as though separately targeted by the address. The corruptive mass oratory has no effect on listeners lacking appropriate memories to subvert.

WEAK MINDS BELIEVE ANYTHING

Cost: —; **Mins:** Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Golden Years Tarnished Black

The Ebon Dragon isn't thoughtlessly cruel like his siblings, indifferent to the suffering he brings to lesser beings. The Ultimate Darkness has more heart than that, honoring the most fragile child with the same diligent attention he would pay to a god or titan. He fairly ensures that all suffer unfairly. Still, it cannot really be said that all victims are alike to him. Purchase of this Charm permanently removes the Willpower cost to activate Golden Years Tarnished Black whenever the target is a single mortal, natural animal or Essence 1 magical being.

With Essence 4+, this Charm adds First Circle demons to the list of cost-discounted victims. Furthermore, the base mote cost to target anything on the list becomes the target's lowest Virtue or highest Virtue (respectively) depending on whether the target is an extra or not. Surcharges and discounts from other effects modify this new base cost normally, with the former applied before the latter.

WANT BECOMES NEED

Cost: — (+1m); **Mins:** Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Golden Years Tarnished Black

As much fun as it can be to invert love into hate, there are other ways to ruin a memory. This Charm permanently upgrades its prerequisite. By paying an extra mote while using that Charm, the Infernal seeks a different outcome. Ruining a memory doesn't take away the pleasure of it. Quite to the contrary, the subject gains fetishistic appeal that is at once a source of titillation and shame. This induced desire results in a positive Intimacy of addiction toward the subject (possibly overriding an existing positive Intimacy with another emotional context). Healing this variant of memory damage and Intimacy gain requires the same process as the basic function of Golden Years Tarnished Black.

With Essence 3+, Want Becomes Need does more than distort memory and foster shame-poisoned longings for remembered joys. If the attack succeeds, the twisted memory and poisonous Intimacy join together to addict her soul. Most victims suffer an unnatural Compulsion duplicating a constant partially-controlled Overindulgence Limit Break (Exalted, p. 105), though they may take scant consolation that the behavior is solely limited to the subject of the altered memories/Intimacy and does not predispose them to other vices. Victims can pay one Willpower to suppress this addictive behavior for one day. Victims with Limit tracks can choose to gain one Limit instead of paying Willpower to ignore the addiction for a day. If this results in madness wholly unconnected to addiction, well, Exalted are strange creatures.

The addictive Compulsion instilled by Want Becomes Need is predicated on both the memory distortion and the associated Intimacy. If either is removed or meaningfully altered at any point (as determined by the Storyteller), the addiction instantly terminates and never comes back without further use of Want Becomes Need.

EVERYTHING GETS WORSE

Cost: —; **Mins:** Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Golden Years Tarnished Black

While the Ebon Dragon stands to gain more from ruining beautiful memories than further sully painful recollections, he believes he can always find a way to worsen the world. After all, he always has so far. Purchase of this Charm broadens the utility of its prerequisite in the following ways:

- The Charm can target memories that don't have a meaningful positive component to them. There's not much silver lining to "That day you watched your little girl die in front of your eyes." When a bad memory is made worse this way, every pain associated with that memory becomes accentuated and exaggerated. A soldier remembers the fateful day his legion fell in battle against the Anathema as if it happened only yesterday. He remembers the sound of his friends' screams, the awful crunch of their bones and the shocked look as the newest recruit tried vainly to stuff his entrails back into his body after the monster eviscerated him with a backhanded slap. He remembers the stink of blood and offal and rancid sweat. Absence of a negative Intimacy creates one in the victim with a Storyteller-approved emotional context picked by the victim's player.

- At the Infernal's discretion, part of the imposed memory distortion can involve reassignment of blame to a target of the warlock's choosing. The victim's player can choose any Storyteller-approved chain of logic to justify this new opinion, however twisted and tangled. If the Storyteller cannot construct such a narrative because there is simply no way the new scapegoat could be responsible, the attack automatically fails. Still, this offers immense latitude. A child can construct a dozen reasons why it is her fault that her father abandoned her and her mother. If only she had been better behaved or told her daddy how much she loved him, he wouldn't have gone away.

- If the Infernal knows the Charm Weak Minds Believe Anything, he receives additional benefit when making a discount-cost victim believe she is the ultimate cause of her own suffering as explained previously. Such victims also lose (6 - the Infernal's Compassion) additional Willpower as the memory twists. If this depletes all of an extra's remaining Willpower, that victim's will breaks and she attempts to kill herself from shame and self-loathing at every opportunity for one day. If she survives due to the intervention of others, the urge passes. Despair wrought by this unnatural Compulsion is explicitly capable of overriding a target's survival instinct, thereby issuing the unstated and normally unacceptable order to commit suicide. The souls of victims who kill themselves as a result of Everything Gets Worse fall straight into Oblivion barring other magic that forces them to linger as a ghost or pass into Lethe. Much to the Ebon Dragon's frustration, annihilation trumps his Charms to banish souls into the darkness beyond existence. He has yet to find a way to inflict absolute despair for eternity, though not for lack of trying.

BIBLE OF BROKEN TRUTHS

Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisite Charms: Golden Years Tarnished Black

The Ebon Dragon knows his own nature well enough to realize he is too often distracted tormenting individuals to properly damn the universe. Accordingly, he sends forth blasphemous revisionist texts into Creation as messengers of his lies. Upon purchasing this Charm, the Infernal permanently gains the power to use Golden Years Tarnished Black to enhance written social attacks matching the Charm's basic spoken use.

All that is necessary is for the words to clearly invoke the intended topic. Terse graffiti is just as useful for delivering the attack as a lengthier project like a novel or history textbook. Both Presence and Performance-based attacks are permissible, with the latter taking the form of general addresses to any reader. Text enchanted with this Charm is no more physically durable than normal, so fire remains an excellent countermeasure to most cursed writing.

The magic within the words is also a Sorcerous effect and can be dispelled as such, causing the text to fade away as though never written. Even stone tablets become unmarred and smooth once more as chiseled words disappear. Few realize that the empty page is the truest and most eloquent scripture of the Ebon Dragon. Of all his lies, the titan's insistence that he exists is the most audacious and preposterous.

MEMORY POISON MASTERY

Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Golden Years Tarnished Black

With greater attunement to the Ebon Dragon comes greater power to attack the sanctity of treasured memories. The slight catch is that power is slavery. Those who can sabotage memories adroitly find themselves compelled to do so. This Charm permanently modifies its prerequisite as follows:

- A social attack enhanced by the Charm adds a number of bonus dice equal to the Infernal's Essence. These are dice added by a Charm and count toward those limits.

- The base cost to heal memories damaged by each activation of this Charm increases to three Willpower. If the memory corrupted a positive Intimacy, the cost rises even further to (Infernal's Essence rating, maximum five) Willpower. The victim still can only spend Willpower to heal a memory in the moment the Infernal attacks or in response to plausible prompting (such as encountering evidence that contradicts recollection).

- Upon overhearing a non-extra speaking of a treasured memory, the Infernal must use his next available action to attack the memory with Golden Years Tarnished Black unless he can't pay the cost to do so. He may use the Charm any way he knows how (such as creating an addiction via Want Becomes Need) and needn't stick to just ruining memories. If he doesn't attack the memory in question, he gains a point of Limit unless he has already gained Limit this way previously in the day. This mad need to taint others doesn't apply if the Infernal has no opportunity to react that way. Limit is not gained from hear-

ing a memory relayed by an Infallible Messenger sent halfway around the world. Likewise, Limit isn't gained if the Infernal can't make social attacks for any reason, such as due to being bound and gagged. Ultimately, the Storyteller is the final arbiter, but should consider whether the character made a good faith effort to attack a cherished memory when given a reasonable chance to do so.

TWISTED YESTERDAYS CURSE

Cost: — (+2m); **Mins:** Essence 3; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisite Charms: Memory Poison Mastery

The Ebon Dragon does not permit his enemies to recover the truths his awful power rots from within. This Charm permanently upgrades Golden Years Tarnished Black. Whenever the Infernal activates that Charm to enhance a spoken attack against a single target, he can choose to pay an additional two motes to make his words Sorcerous. If the attack successfully overcomes the victim's MDV and corrupts her memory, then she can't heal this damage via Willpower expenditure—not even to reject the corruption in the moment of the attack. Spending the Willpower normally needed to fix the memory does allow the victim to become suspicious that her recollection may be wrong, though not how or why. Methods of breaking mental influence other than spending Willpower work normally on Sorcerous invocations of Golden Years Tarnished Black, such as the Solar Charm Transcendent Hero's Meditation (*Exalted*, p. 201). Appropriate countermagic also works to reverse the Charm's effects.

UNREASONING PREJUDICE INFLECTION

Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: Emotion, Servitude

Duration: Permanent

Prerequisite Charms: Golden Years Tarnished Black

There is little point in twisting a couple's love into hate if they turn right around and make up a week later. That just simply won't do. Fortunately, the Ebon Dragon long ago planned for such contingencies.

Golden Years Tarnished Black already bolsters the Intimacies it creates and corrupts, exempting them from usual Intimacy total maximums. Unreasoning Prejudice Inflection further enchants these Intimacies to resist removal. All of the following powers instantly terminate if the associated memory heals, leaving behind a perfectly normal non-magical Intimacy.

- The victim must resist any external attempt to damage enchanted Intimacies via mental influence with the best non-magical defenses available to her. Generally speaking, that means using her highest MDV and paying Willpower at every opportunity. If the influence succeeds in spite of her best effort, the effect resolves normally. Victims can pay five Willpower to forgo the defense mandated by this unnatural Emotion and Servitude effect, but must pay this exorbitant cost each time they wish to lower their mental guard against a social attack or other source of mental influence. Most victims find this urge too strong to fight and instead focus their efforts on fixing their memories or ridding themselves of the offending Intimacy.

- The victim cannot voluntarily take actions that would erode the Intimacy (as determined by the Storyteller). She can pay one Willpower per scene to suppress this unnatural Emotion and Servitude effect so that she can work toward freeing herself from the unwanted feelings.

- The victim's sleep is troubled with brooding nightmares about her damaged memories. Every time she regains Willpower points from sleep, she is considered to have spent that many scenes repairing the Intimacy of any damage done to it. In effect, the emotional pollution regenerates by feeding upon the suffering buried in her subconscious. If the Intimacy is actually removed, the feelings behind it die and cease regenerating.

GLORIES THAT NEVER WERE

Cost: — (+1m); **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Unreasoning Prejudice Infliction

Sometimes the Ebon Dragon is best served by whiter lies than himself, veiling inconvenient truths behind the mists of nostalgia. By paying an extra mote while using Golden Years Tarnished Black, the Infernal ruins the targeted memory in a much more unorthodox manner. The victim retains and idealizes everything she finds good about the memory. At the same time, she forgets everything bad about the topic and/or minimizes the importance of bad elements as the Infernal chooses. For example, an aging Dynast can be made to remember the reign of the Scarlet Empress as a halcyon time of justice and peace, completely overlooking the tyranny and oppression of her totalitarian regime. A molested child can be made to adore her father once more. Most usefully, the Infernal can help a mortal enemy remember how much she enjoys his charming company and flattering praise, never mind those times he slept with her daughter, murdered her husband and burned down her house.

If the victim doesn't already have a positive Intimacy to a particular memory, whitewashing the recollection with Glories That Never Were instantly creates such an Intimacy with a Storyteller-approved emotional context chosen by the victim's player. An existing positive Intimacy becomes enchanted by the Charm. Healing memory damage and Intimacy gain inflicted by Glories That Never Were generally requires the same process as the basic function of Golden Years Tarnished Black (as modified by Unreasoning Prejudice Infliction). However, victims also add half their Willpower rating as an MDV bonus to resist all external attempts to weaken or remove the Intimacy associated with an idealized memory. This bonus reflects the way minds doggedly cling to delusions of better times in the bleak world that is Creation. Hope is often all people have, however false.

With Essence 4+, Glories That Never Were gets worse. If the bolstered positive Intimacy is removed by any means while its associated memory remains damaged, the victim experiences a sudden wave of despair as she comprehends the inherent ugliness of truth. This overreaction drags her mind to the opposite extreme like a swinging pendulum, changing the way her memories distort to match the base ruin inflicted by Golden Years Tarnished Black. What was pure good becomes hateful.

Furthermore, a new enchanted Intimacy instantly forms toward the subject as per all rules of Golden Years Tarnished Black.

DARK CLAWS SEIZE DARK HEARTS

Cost: 6m; **Mins:** Essence 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Unreasoning Prejudice Infliction

The Ultimate Darkness preys upon the vile feelings that seep from wounded memories. Such emotions are but a shadow of the Dragon, and so they rightly yield before their master and betray the heart that holds them. This Charm can enhance any social attack aimed at a single target (typically with Investigation or Presence), provided the attack preys upon an Intimacy created or corrupted by Golden Years Tarnished Black. For instance, if the warlock caused a widow to despise her late husband, he could then attempt to prey upon that hate by suggesting she should set fire to all the art he painted as his life's work. Instead of the usual -1 MDV modifier, the social attack becomes unnatural (if not already) and unexpected, costing one additional Willpower to resist at each opportunity to do so (to a maximum of five Willpower as normal).

If the Infernal has Essence 7+, Dark Claws Seize Dark Hearts may also be used to augment Performance-based social attacks as an alternative to single target use. Such attacks work on all listeners, but the benefits of the Charm (unexpected, automatically unnatural, etc.) only apply against those with appropriate Intimacies.

INFERNAL MONSTER CHARMS

The Infernal Monster is a force of unwavering, all-consuming rage, fueled by a hunger for violence beyond human comprehension of the word. The style's expansions fulfill this threat, offering an arsenal of blasphemies to Infernal Exalted brutal enough to explore them.

The Infernal Monster is not Malffeas. Slayers automatically favor Martial Arts and therefore Infernal Monster Style, so it is easy to forget that they are separate Charm sets. The thematic similarities between Malffeas Charms and Infernal Monster Charms only further clouds the issue. Both sets emphasize overkill and force and rage. Yet there are differences, too. Malffeas cannot restrain himself. He exists only at full volume and full power, unable to conceive of any other state of being. The Infernal Monster is more cunning. It watches and waits for the right moment to unleash its fury. When that moment comes, the monster explodes into a frenzy of hateful ultraviolence expressing pure physical force and visceral horror. There is nothing sophisticated or esoteric about the Infernal Monster's violence. The style does not sear enemies with the cold flames of a mad sun, nor encase its wielders in living metal armor. The Infernal Monster remains a fundamentally human beast. It smashes, gnaws and shatters everything in its path. Malffeas conceives of forces beyond the physical, but the Infernal Monster only understands violence. Malffeas hates himself as much or more than he hates his enemies, while the Infernal Monster revels in its unholy might and howls bloody triumph at the sky.

The Infernal Monster is not the Lunar Hero. The Hero style of Luna's Chosen is the fighting art of trickster-warriors who guard their friends and control the terms of battle. The Lunar Hero does not permit her enemies to flee. She chooses whom they can attack. When she strikes, she is a whirlwind of sudden and deliberate force. These are not the ways of the Infernal Monster. Its only trick is the trick of mastering terrain and launching devastating ambushes. It does not control the terms of battle in all places; if it must rely upon the environment, then it does so by luring enemies into the dark holes where it can tilt the playing field sharply in its favor. The defining quality of the Infernal Monster's wrath is power, not speed.

Yet there is something reminiscent of Lunars in the Infernal Monster's territorial fury. Parts of the style explore the concept of the Old Thing In the Cave, the archetypal menace of humanity that emerges from its hellish lair to hunt and slay everything that crosses its path. Some Stewards take this ogre-like approach, drawing power from the lands they prowl and the caves in which they lair. Accordingly, some of the Infernal Monster Style expansion Charms below include information on Lunar Charms that function very similarly. These Charms are scattered among Lunar Charm trees. They can be monsters or savage kings, but they have no consolidated path to follow.

ENLIGHTENING MADNESS CHARMS

These expansions of Infernal Monster Style explore the style's propensity for violent fury. Learning them changes how the character thinks and reacts to the world, invariably making the Exalt crazier and more dangerous to be around.

SMOLDERING RAGE BEAST

Cost: —; **Mins:** Martial Arts 3, Essence 2; **Type:** Permanent

Keywords: Compulsion, Emotion, Rage

Duration: Permanent

Prerequisite Charms: Retribution Will Follow

Provoking the Infernal Monster is unwise. This Charm permanently improves its prerequisite in two ways. First, the Infernal can activate that Charm in response to any threat, bad news, insult, unwanted touch or physical attack directed at her as though these stimuli had inflicted levels of damage. Second, the Infernal can invoke Retribution Will Follow as an innate power rather than a Charm activation.

Smoldering Rage Beast carries a steep price. The Exalt must activate Retribution Will Follow whenever confronted with an opportunity to do so unless he pays one Willpower to resist (immunizing him against other Rage effects for a day as normal).

ALL-CONSUMING RAMPAGE RELEASE

Cost: —; **Mins:** Martial Arts 2, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Retribution Will Follow

The Infernal Monster is a being of singular madness and violent purpose. He refuses to be conflicted in his urges. This Charm is a permanent modification of the Infernal's capabilities. Whenever he hits Limit 10 and would enter a bout of Limit Break or Torment, he can allow the usual madness or suffering to take place. Alternately, he can choose to frenzy with benefits and drawbacks identical to an uncontrolled Berserk Anger

Limit Break (**Exalted**, p. 105). He regains (Martial Arts rating) Willpower points from entering this rampage and is considered to have Retribution Will Follow active for all Infernal Monster Style Charms that have effects based on using that Charm. He can also choose to heal instead of regaining Willpower from going berserk, regenerating any of the following damage options: one level of aggravated, two levels of lethal or four levels of bashing.

With Essence 5+, the Infernal radiates his madness in a radius of (Martial Arts x 10) yards. Any being that hits Limit 10 within that radius has the option to frenzy like the Exalt. Such beings can only regain Willpower and may not heal by going berserk.

FEARLESS FRENZY ATTITUDE

Cost: —; **Mins:** Martial Arts 2, Essence 2; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Retribution Will Follow

The Infernal Monster is dauntlessly fierce. This Charm is a permanent enhancement of the Infernal's capabilities that applies if he has Valor 3+. While using Retribution Will Follow or Infernal Monster Form, he adds his Martial Arts rating in bonus successes to all Valor rolls to resist fear and adds this same amount directly to his Valor rating to defend against effects resisted better with a higher rating. He also treats all Emotion effects solely based on instilling fear as unacceptable orders. This does not improve the effectiveness of Valor channels. Finally, he confers this same fearlessness to all Valor 3+ victims driven berserk by his Rage Charms.

Infernals with this Charm can choose to reflexively improve it at any time, making themselves permanently fearless even when not using Retribution Will Follow or Infernal Monster Form. The catch is that their "sane" resting state becomes identical to a partially-controlled Foolhardy Contempt Limit Break (**Exalted**, p. 105). Going berserk obviously trumps this behavior, as does Limit Break or behavior-altering Torment. However, when the acute madness ends, the pervasive madness of a mind without fear returns. Once the Infernal embraces a life without fear, he cannot go back to using the Charm as he first learned it. He can only explore deeper into the madness of the Infernal Monster, trading fearlessness for something worse.

FURY IS FREEDOM

Cost: —(+1ahl, 2 Limit); **Mins:** Martial Arts 3, Essence 3;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Retribution Will Follow

The rage of the Infernal Monster is not just a shield against mental trickery and domination. Anger frees the mind. This Charm permanently enhances its prerequisite. Whenever the Infernal activates Retribution Will Follow, he can pay one aggravated health level and gain two Limit in addition to committing the usual mote. Doing so terminates all unnatural mental influence effects currently affecting his mind unless these effects meet one of the following criteria: the influence was self-imposed, the influence was caused by a being with a higher Essence rating than the Infernal's Martial Arts at the time it

was imposed or the influence functions by making the Infernal angry or taking advantage of his fury to make him perform specific anger-driven behavior. Use of Retribution Will Follow this way can reduce Limit by slaughtering or maiming, reducing the net increase to one point rather than two. When the killing rage passes, shattered mental influence effects do not return.

A secondary benefit of Fury is Freedom is that no mental influence can prevent the Exalt from activating Retribution Will Follow. It does not matter whether Fury Is Freedom can break the influence in question; nothing can prevent the Infernal from frenzying when he encounters the appropriate stimuli enabling activation of Retribution Will Follow.

UNTAMED APOCALYPSE SHINTAI

Cost: —; **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent
Keywords: Native

Duration: Permanent

Prerequisite Charms: Smoldering Rage Beast, All-Consuming Rampage Release, Fearless Frenzy Attitude, Fury Is Freedom

The Infernal Monster has no worries or guilt. Absolute violence yields absolute freedom. This Charm is a permanent modification to the Infernal Exalt's psyche and soul, scarring her with empowering madness. Green Sun Princes can't be compelled to learn Untamed Apocalypse Shintai with any mental influence; they must truly wish to embrace its transcendent damnation. Akuma have no say in the matter; their patrons decide whether to devolve their slaves into beasts of war. **Untamed Apocalypse Shintai makes characters largely unplayable, so Storytellers should probably restrict it to antagonists.** Learning the Charm changes the Infernal in the following ways:

- He lives in a constant state of fury like an uncontrolled Berserk Anger Limit Break (**Exalted**, p. 105). However, he is not compelled to wreck the environment in this resting state, just slaughter everything that moves. Furthermore, when he becomes fatigued or sleepy, he can end his rampage to seek a good place to rest. He will still attack anything that tries to prevent him from finding a lair, but will not pursue such opponents if they withdraw and let him resume his search. Living a berserk existence does not reduce the character's mental attributes or force him to fight incompetently. However, he won't take preparatory actions longer than a single miscellaneous action, so he can draw a weapon, but won't have the patience to strap into a warstrider.

- Activating Retribution Will Follow brings on a scene of unrestrained rage with a number of benefits (wound penalty reduction, mental influence resistance, etc.). His resting rage does not provide these benefits. The frenzy brought on by Retribution Will Follow, Limit Break and behavior-altering Torment all take precedence over the Infernal's mind and displace his constant fury for as long as they last.

- Infernal Monster Style and its expansions only cost the Infernal four experience points per Charm. This discount applies retroactively, awarding the difference in experience the Infernal is owed. Should the character somehow lose this Charm, he must pay that difference back. In the unlikely event a Storyteller lets a player take Untamed Apocalypse Shintai at character creation, the Infernal gains two Infernal Monster Style Charms for every starting Charm allocated to them and can buy more

for two bonus points each. Untamed Apocalypse Shintai is not a precedent for Charms that provide dramatic cost reductions to acquire Solar-level Charms unless those Charms wreck the character permanently and absolutely. Not all paths of transcendence are desirable.

- The Exalt can raise his traits up as high as 10 without regard for the usual age-cap. His constant bestial fury sharply limits the kinds of Charms he can use, but he shatters through the limits that govern most Essence users. If he somehow loses this Charm, he converts all dots in excess of his permitted age cap back into experience. Learning this Charm precludes metamorphosis into a Primordial. The Infernal cannot learn the Charms that initiate this apotheosis.

INESCAPABLE FIEND CHARMS

These expansions of Infernal Monster Style explore the concept of the monster you cannot avoid. You cannot run. You cannot hide. The Infernal Monster will find you and destroy you. It is eager to feel your bones break under its touch, to tear screams and viscera from your flesh.

IMPATIENT SLAUGHTER SPEED

Cost: —; **Mins:** Martial Arts 4, Essence 2; **Type:** Permanent
Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Raging Behemoth Charge

The Infernal Monster charges toward enemies. They are prey, not threats. Exalted with this Charm can activate Raging Behemoth Charge as an innate power rather than a Charm activation while using Retribution Will Follow or Infernal Monster Form. While using Raging Behemoth Charge, the Infernal also gains the following additional benefits:

- He cannot become fatigued from exertion. Any fatigue penalties suffered at the time of activation are suspended until the Charm ends, resuming as though no time had passed.

- He can run through muck, climb and swim toward valid opponents at the same speed as ground movement (rather than half).

- When moving toward a valid opponent, the Infernal's actions aren't capped by Athletics over unstable footing or swimming in rough conditions. He effectively has whatever Athletics he needs to ignore such complications.

BOUNDING BEAST ADVANCE

Cost: —; **Mins:** Martial Arts 3, Essence 2; **Type:** Permanent
Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Raging Behemoth Charge

The Infernal Monster leaps great distances to pounce on prey. While an Exalt with this Charm has Raging Behemoth Charge active, she adds her Martial Arts rating to her Athletics to calculate how far she can jump toward a valid opponent. With Essence 3+, she adds a bonus of +(Martial Arts + Essence) instead.

LEAPING SMASH TECHNIQUE

Cost: 2m; **Mins:** Martial Arts 3, Essence 2;

Type: Reflexive (Step 1)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Bounding Beast Advance

Fleeing the Infernal Monster is an exercise in futility. This Charm enhances an unarmed attack (which can be an unarmed attempt to initiate a grapple), allowing the Infernal to reflexively jump toward the target before determining whether the target is in range for the purposes of resolving the attack. If he reaches his target, the attack resolves normally with a +2 bonus to its raw damage from added momentum. Otherwise, the jump moves the Infernal the appropriate distance but the attack automatically misses. Leaping Smash Technique can be activated as an innate power rather than a Charm activation if the Exalt has Raging Behemoth Charge or Infernal Monster Form active. Essence 2-3 Exalted can only use this Charm to enhance the first attack in a flurry; those with greater Essence surpass the limitation and can flurry to bound across the battlefield.

If Leaping Smash Technique is used in conjunction with God-Smashing Blow to enhance an attack, the final jump distance is doubled after applying any modifiers from Bounding Beast Advance.

SHOCK AND AWE SLAM

Cost: — (+4m); **Mins:** Martial Arts 5, Essence 2;

Type: Permanent

Keywords: Combo-OK, Obvious

Duration: Permanent

Prerequisite Charms: Leaping Smash Technique

The Infernal Monster shouldn't be fast enough to strike as it does. Nothing that strong should be so fast. It's just not fair. This Charm permanently improves its prerequisite. The Infernal can pay an additional four motes when using Leaping Smash Technique to impose a DV penalty against the attack. If the target attempts to parry, the penalty is equal to the Exalt's Martial Arts rating. Dodges (and any combination of dodge and parry) only suffer a penalty of half the Infernal's Martial Arts. Although adding this penalty does not make the attack unexpected, defenses that convert an unexpected attack into an expected attack also negate the penalty.

If the Infernal has Essence 4+, the DV penalty to dodge increases to the Exalt's full Martial Arts.

NOWHERE TO RUN

Cost: —; **Mins:** Martial Arts 4, Essence 3; **Type:** Permanent

Keywords: Combo-OK, Obvious

Duration: Permanent

Prerequisite Charms: Leaping Smash Technique

It is difficult to run fast enough or far enough to escape the Infernal Monster. Yet they always try. This Charm permanently enhances its prerequisite. Whenever the Infernal uses Leaping Smash Technique, if the target is aware of the Exalt's location and is moving away from him, the Exalt multiplies the maximum final jump distance by his (Martial Arts) after applying any modifiers from Bounding Beast Advance. If the Leaping Smash Technique is performed in conjunction with

God-Smashing Blow, the distance modifier is doubled again, so (Martial Arts x 2). This is a special exception on how multiplicative effects usually stack in Exalted. Characters who have an Intimacy of fear toward the Infernal are always considered moving away from him for the purposes of this Charm.

NOWHERE TO HIDE

Cost: —; **Mins:** Martial Arts 4, Essence 3; **Type:** Permanent

Keywords: Combo-OK, Obvious, Sorcerous, Stackable

Duration: Permanent

Prerequisite Charms: Leaping Smash Technique

The Infernal finds those who flee her. Whenever an Infernal with this Charm uses Leaping Smash Technique to attack an individual, he can place a Sorcerous tag on that individual for one hour. The brief arcane link of sublime aggression connects the Infernal Monster with her intended quarry. It is possible to tag any number of separate victims with separate attacks, but Infernals can't tag and have no need to tag the same victim more than once.

Whenever the Infernal Monster uses Leaping Smash Technique while he has tagged one or more victims, he can choose one of those enemies as the attack's target and allow the arcane link to guide her. Her instinct-driven leap carries her in the direction of her quarry, regardless of whether she is aware of the victim's current location. If an unobstructed path to that target exists and the target is in range of the leap, the attack resolves as normal for use of Leaping Smash Technique. An invisible opponent (or a dematerialized one) still applies a -2 external penalty to the attack roll. If the opponent is out of reach or protected by total cover, the leap carries the Infernal the maximum possible distance toward her without slamming her into intervening obstacles (unless she chooses to slam through them because she has other magic enabling her to do so). With the right Charms, it is possible to use Nowhere to Hide to leap through a wall and resolve the attack against someone on the other side.

Martial Arts 5+ allows the Infernal to leap toward the closest god or demon bigger than a least god or Thing That Lurks In Corners that he can reach with the attack (as though that being were tagged). He can exclude any potential targets he can perceive to avoid attacking allies (even while in a berserk state). This doesn't let him hit dematerialized beings, but in conjunction with magic that does, he can use an attack as a means of testing if there are any spirits snooping about.

BLOOD HERALDS DEATH

Cost: 10m, 1wp; **Mins:** Martial Arts 5, Essence 3;

Type: Simple

Keywords: Combo-OK, Sorcerous, Stackable

Duration: One week

Prerequisite Charms: Nowhere to Hide

The Infernal Monster follows the scent of blood, whether that is blood he has drawn or the blood on the hands of those who wounded him. This Charm may be activated to Sorcerously tag any living victim the Infernal inflicted actual levels of damage on with an unarmed attack in the past hour. Alternatively, Blood Heralds Death can tag enemies who inflicted actual levels of damage to the Exalt in the past hour as a direct result of their actions (even unintentional injury). Either way, the

tag forges an arcane link duplicating that placed by Nowhere to Hide (to the point that it can be used to tag characters in order to leap after them when they are close by). Unlike its prerequisite, Blood Heralds Death places tags that last a week rather than an hour. If the tag is removed via counter magic, the Infernal requires new injuries to re-tag that character with another activation.

Whenever an Infernal makes a tracking roll to pursue a victim tagged by this Charm, that roll is enhanced as though by the Solar Charm Unshakeable Bloodhound Technique (**Exalted**, p. 211). However, the Infernal receives no bonus to the roll-off if another effect contests the tracking effort. With Essence 4+, the Infernal becomes immune to all fatigue accrued while actively tracking a tagged target. Sleep deprivation affects him normally, but he can give endless chase without tiring from exertion. Existing fatigue is also ignored while tracking tagged victims, but resumes as soon as he stops as though no time passed.

ETERNAL MONSTROUS HUNT

Cost: —; **Mins:** Martial Arts 5, Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Blood Heralds Death

The Infernal Monster does not understand forgiveness. This Charm improves its prerequisite, allowing tags it places to last until the Exalt dies, the target dies or the tag is removed via counter magic (i.e. duration becomes indefinite rather than one month).

With Essence 6+, the Infernal's enmity is the stuff of terrible legend. If the target dies, the tag is inherited by the oldest surviving blood offspring of that person. If there is no child to inherit the tag, it passes to the victim's oldest surviving sibling. If there is not a sibling to carry on the family curse, the vendetta dies there. The Infernal intuitively knows when a transfer occurs and the relationship between the tag's last bearer and its new heir.

ARMAGEDDON NIGHTMARE DUEL

Cost: 0m or 15m, 1wp; **Mins:** Martial Arts 5, Essence 4;

Type: Reflexive

Keywords: Combo-OK, Sorcerous

Duration: (Martial Arts rating) minutes

Prerequisite Charms: Blood Heralds Death

The Infernal Monster haunts his enemies. They see his rage-contorted face when they sleep. They feel his hot breath upon the back of their neck. They know he is coming for them. Upon activating this Charm, the Infernal's eyes glaze over as though from a distracting daydream. A small smile curls at the corner of his lips. He is completely unaware of his environment and unable to take physical actions in this fugue state, but remains upright if standing. The trance lasts for the Charm's full duration, but his player may choose for him to reflexively snap out of it and end the Charm in order to react to stimuli (like an incoming attack). It is also possible to activate Armageddon Nightmare Duel while the Infernal is unconscious, focusing his dreams on distant prey.

This Charm is not studied as an idle distraction to avoid boredom. At the time of activation, the Infernal chooses an enemy he has tagged with Blood Heralds Death. If that enemy is awake, he knows this and activating the Charm costs him nothing. The tagged character momentarily hallucinates and imagines he sees the Infernal somewhere nearby, but his senses catch up a split second later to reveal he's just jumping at shadows. The delusion is unsettling, but too fleeting to have any mechanical impact.

If the tagged enemy is sleeping when Armageddon Nightmare Duel activates, paying fifteen motes and one Willpower allows the Infernal to meet the victim in a shared nightmare created by the Charm. Sleep means real sleep, not an alternative activity that counts as sleep for the target due to magic. This nightmare's terrain can contain any landscapes and environments natural to Creation and is arbitrarily vast, effectively an infinite plain on which to impose features as they are discovered. The Infernal and the victim are the only two beings in this world. Sessile life-forms like plants and fungi are permissible, as these qualify as scenery rather than actors in the psychodrama.

The two enter the dream in sight of one another, but no closer than one hundred yards. Neither can be placed in a starting position that is actively injurious to him, though targets immune to particular environmental hazards may begin exposed to such conditions. Inability to see or use similarly-acute senses is a special hazard for this purpose. The Infernal becomes aware of such immunities in the instant he activates the Charm so that he can set the stage appropriately. Storytellers should ensure that this rule is followed in spirit as well as letter. Placing an enemy on a tiny pedestal over a vast sea of lava with no way to move or escape without suffering burning horrid death is not technically a violation of the rule. Neither is placing a strong-but-slow enemy who can't see in the dark in pitch-black frozen cave so slick its floor can't be walked on without supernatural balance or astounding agility. Both scenarios are completely against the spirit of the Charm. Dangerous environments are permissible, but using them as weapons should require work and there should always be some means of avoiding the danger.

When the dream begins, the Infernal has full motes, Willpower, Virtue channels and health. He can choose not to carry over any lingering negative effects currently afflicting him into his dream self. In effect, his nightmare form is himself at full power, but with no Charms that require activations active. The victim enters the dream as she is in real life, but with no Charms active. If she is wounded or supernaturally beguiled or mutated into a three-armed freak outside the dream, she remains so within the dream. Both characters immediately join battle. Time flows in the dream at the same rate as reality, so the dream cannot actually take or appear to take longer than (the Infernal's Martial Arts) minutes.

Nothing that happens to the Infernal in the dream has any bearing on his actual self. If he dies or falls unconscious within the dream, the Charm ends and the dream ends for both parties. This also severs the sorcerous tag connecting the Infernal to that victim like counter magic. The victim has much more at stake. Any motes spent in the dream are lost to no real effect, though Exalted victims consider all dream-spent motes

Peripheral as they subconsciously flare their animas. All Willpower and Virtue channels spent are actually spent. All mental influence imposed in the dream carries over to reality for its full duration. No physical harm carries over, but if the victim is killed in the dream, the Charm ends for both parties without breaking the tag.

Dying inside the dream feels like actually dying, so the experience drains five additional Willpower points from the victim and counts as a scene spent building an Intimacy of fear toward the Infernal. If this results in the Intimacy actually taking root or bolstering an existing Intimacy of fear, nothing can remove it until a week has gone by since the victim awoke from the dream. Beings with a Limit track can gain equivalent points of Limit in lieu of losing any of the Willpower. Victims can choose to quickly commit suicide within the nightmare to escape it with minimal loss, but doing so causes the Intimacy of fear to form immediately rather counting as a scene toward it.

If the victim's real body suffers any levels of damage during the dream, the Charm abruptly ends for both parties. This also happens if the Charm runs its full duration without being interrupted. Both dreamers leave the dream with the Infernal no worse for the wear and the victim depleted by her exertions within the dreamscape. The tag remains, but the dream does not hurt the victim's psyche like virtual death.

Victims of Armageddon Nightmare Duel leave the nightmare acutely aware of the Infernal Monster Style Charms the Exalt displayed. Those who are capable of learning Celestial Martial Arts from a teacher can instruct themselves in any of the Charms they observed as though the Infernal was their teacher. Obviously, only other Infernals can learn Infernal Monster expansions this way without an effect like the Eclipse anima power. Characters requiring a special initiation before they can learn Celestial Martial Arts (like Dragon-Blooded) cannot learn Charms from exposure to Armageddon Nightmare Duel until they undergo that initiation.

Players who purchase this Charm for their characters are expected to use it to create additional interesting scenes, not steal the spotlight. It is poor form to hold a game hostage to play out a personal fight. If the outcome isn't really in doubt and the both dreamers' players consent, a quick narrative of the one-sided brawl suffices in lieu of devoting an entire scene to the duel. Standing and fighting the Infernal in quick narration rather than jumping off a cliff may be equally futile, but at least the Intimacy of fear forms less quickly.

DEATH-DEVOURING SADISM

Cost: —; **Mins:** Martial Arts 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Armageddon Nightmare Duel

The Infernal Monster takes joy in crushing her enemies. This Charm permanently enhances its prerequisite. Whenever the Infernal kills a non-extra victim of Armageddon Nightmare Duel with an unarmed attack within the dreamscape, she regains two points of Willpower. If the victim intentionally commits suicide, the death yields only one point of Willpower. Accidental demise is unsatisfying. If the Infernal kills an enemy with an unarmed attack outside of the nightmare that she has

previously killed in a nightmare, she regains three Willpower points.

ROAR OF THE DEVIL-BEAST CHARMS

These expansions of Infernal Monster Style build on the idea of the inescapable monster more abstractly, allowing her to terrorize and traumatize her prey with her primal screams.

POST-TRAUMATIC BRUTALITY ROAR

Cost: 15m, 1wp; **Mins:** Martial Arts 5, Essence 3;

Type: Simple

Keywords: Combo-OK, Emotion, Obvious, Sorcerous, Stackable, War

Duration: One week

Prerequisite Charms: Nowhere to Run, Nowhere to Hide

The Infernal screams his fury, and the armies who have faced him remember his wrath. The thunderous bellow can be heard for a mile. Within that radius, the scream affects all organized Magnitude 3+ military units that engaged with the Infernal in the past day in mass combat while he fought as a solo unit. Even units not currently engaged in battle are affected, provided they are camped or marching together and clearly operating as a group.

The Infernal's player rolls Charisma + Martial Arts, adding a number of bonus successes equal to his Valor. Any affected unit led by a character with a Dodge MDV less than the number of successes rolled suffers an unnatural Emotion effect that imposes a -1 penalty to its Drill and Morale ratings as an unnatural Emotion effect. Units with perfect Morale are immune. Gaining perfect Morale terminates ongoing applications of the Charm affecting the unit. Leaders can pay two points of their own Willpower to rally the unit in hopes of reversing this damage; if the rally succeeds, the penalty is removed. Multiple roars stack their penalty, each of which requires a separate Willpower-fueled rally to remove.

With Essence 4+, the roar carries out to a radius of (Limit + 1) miles. The radius at which the roar may be heard by everyone does not improve with Essence 5+, but magic carries the sound to the ears of all valid targets in the same realm of existence. Affected units hear the magic-born cry as a faint and distant sound, clearly made by something far away—but not nearly far enough.

RABBLE-TERRORIZING PUISSANCE

Cost: —; **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

Keywords: Obvious, War

Duration: Permanent

Prerequisite Charms: Post-Traumatic Brutality Roar

What hope do mortal leaders have of reassuring their troops? They can't stop the Infernal Monster. They can't outplan him. They can't outfight him. They can say the beast will not come back again so soon, that lightning seldom strikes twice. Veterans see through such lies. This Charm permanently improves its prerequisite. The Willpower cost for Essence 1 leaders to rally away the effects of Post-Traumatic Brutality Roar is four Willpower rather than two.

With Essence 5+, this resistance cost increase also applies against unit leaders who are First Circle demons, Essence 1-3 UnExalted living Essence users (like Dragon-Kings and Mountain Folk), Essence 1-3 Fair Folk, Essence 1-3 gods, Essence

1-4 elementals and Essence 1-5 ghosts. Infernals who reach Essence 8+ extend the benefit against all Essence 1-5 unit leaders who are not Exalted.

PANICKED SOLDIER STAMPEDE

Cost: —(+1wp); **Mins:** Martial Arts 5, Essence 3;

Type: Permanent

Keywords: Obvious, War

Duration: Permanent

Prerequisite Charms: Post-Traumatic Brutality Roar

Soldiers train to fight other soldiers, not Things That Must Not Be. This Charm permanently improves its prerequisite. By spending an additional Willpower to activate Post-Traumatic Brutality Roar, the scream also induces a rout check in all units successfully penalized by it. This check is made at a +2 difficulty modifier.

With Essence 6-7, the rout difficulty modifier rises to +3. It jumps to +4 at Essence 8-10.

RANK-PARALYZING HORROR INFLICTION

Cost: —; **Mins:** Martial Arts 5, Essence 4; **Type:** Permanent

Keywords: Obvious, War

Duration: Permanent

Prerequisite Charms: Post-Traumatic Brutality Roar

Fear is a cancerous malaise that grows over time, sapping competence. This Charm permanently improves its prerequisite. All units currently suffering a penalty to Drill/Morale from invocations of the Infernal's Post-Traumatic Brutality Roar also suffer an equivalent internal penalty to all non-reflexive rolled actions using Attributes and/or Abilities.

FEAR OF FORETOLD FURY

Cost: —(+1wp); **Mins:** Martial Arts 5, Essence 4;

Type: Permanent

Keywords: Obvious, War

Duration: Permanent

Prerequisite Charms: Post-Traumatic Brutality Roar

When the outcome is a given, trauma precedes horror. Those who stand in the presence of the Infernal Monster know this. This Charm permanently improves its prerequisite. By spending an additional Willpower to activate Post-Traumatic Brutality Roar, the cry penalizes all military units within a mile (whether or not they have engaged with the Infernal in the past day).

With Essence 5+, using Fear of Foretold Fury affects all units in full earshot distance (Limit +1 miles). The trauma also magically carries to all units in the same realm of existence who have ever engaged with the Infernal as a solo unit, provided they retained consistent unit identity and leadership since that battle. The Storyteller determines if a unit has undergone sufficient turnover or shift in identity that it no longer recalls the horror of that fight. Gradual replacement of the rank-and-file does not erode the impact of the experience. Grizzled veterans pass along the whispered horror stories to wide-eyed recruits. Some refuse to talk about That Day at all. They just scowl and drink and look nervously behind them. A unit leader can address the lingering damage from the experience by taking the time to reassure the ranks and inspire them. This convalescence extends the time required to perform a restorative rally

to a dramatic action lasting one week (ten hours a day); the leader must pay five Willpower to make the roll at the end. If the rally succeeds, the unit is no longer scarred and can't be affected outside of the (Limit +1 mile) radius until they have another actual battle with the Infernal.

CHAINED BEAST CHARMS

Long before there were Green Sun Princes, akuma explored the hideous potential of Infernal Monster Style. In so doing, they formulated four special Charms unique to each Exalted akuma type. These Charms are the only demonstrated examples of akuma-specific expansions, though it is possible that other such techniques exist as secret weapons for the day the Yozi unleash their beasts of war upon Creation.

UNTHINKABLE SHINING HORROR

Cost: —; **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

Keywords: Emotion, Form-Enhancing, Monstrous, Native

Duration: Permanent

Prerequisite Charms: Infernal Monster Form

It must not be forgotten that the inventor of Infernal Monster Style was a Solar akuma. Gorol was an abomination to his circle mates, a living rejection of everything he stood for. In forsaking any claim to heroism, the akuma made himself the perfect monster. Unthinkable Shining Horror is exclusively Native to Solar akuma and can't be learned by other beings. The Charm upgrades Infernal Monster Form, providing the following additional powers:

- The akuma is not obligated to attack his Yozi master or any of its component Third Circle demons while in a berserk state (such as that induced by Retribution Will Follow) unless said entities physically attacked him earlier in the scene.

- The fallen Solar shocks those who love him, giving him a chance to slaughter them in their moment of hesitation. Characters with a positive Intimacy toward the akuma suffer an internal penalty of (the akuma's Essence) to all physical attacks targeting him. Resisting this unnatural Emotion effect for a scene costs five Willpower. Characters must have had the Intimacy for a minimum of one month to invoke the penalty. The horror afflicts loved ones, not awed strangers.

- If the Exalt knows Solar Hero Form, he may activate it simultaneously with Infernal Monster Form, paying the full cost of both Charms. The joint activation uses the highest Speed and DV penalty for both Charms and allows them to co-exist.

- As an optional Blasphemy effect, the Solar akuma may shove aside the limitations of his Charms, raising his bonus dice cap to (Attribute + Ability + Essence) while enhancing unarmed attacks and parries. This power is optional and can be used at any point, but once reflexively invoked, it lasts until Infernal Monster Form ends.

MOON-BEAST MONSTER

Cost: —; **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisite Charms: Infernal Monster Form

Lunar akuma are among the most savage weapons the Yozi's command. It is not much of a leap from fury to rage or anger to madness. Moon-Beast Monster is only Native to Lunar akuma

and may not be learned by other types of Infernals. The Charm provides the following effects:

- The akuma is not obligated to attack his Yozi master or any of its component Third Circle demons while in a berserk state (such as that induced by Retribution Will Follow) unless said entities physically attacked him earlier in the scene.

- Whenever the akuma activates Relentless Lunar Fury, he can simultaneously activate Retribution Will Follow as an innate power rather than a Charm activation. This still requires the usual commitment, but the use of Relentless Lunar Fury takes the place of suffering damage as a trigger condition.

- Infernal Monster Form gains the Gift keyword. Whenever the akuma shifts into war form, he may commit the usual cost to activate Infernal Monster Form. Used this way, the Form Charm remains active for as long as the Lunar remains in war form. This does not alter the way Infernal Monster Form accumulates its Strength bonus, so it still resets to zero at the end of each scene even if the Charm remains active.

- Armor created with Lunar Charms counts as armor created with Infernal Charms for the purposes of compatibility with Infernal Monster Style.

FALLEN STAR FURY

Cost: —; **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

Keywords: Fate, Native, Shaping

Duration: Permanent

Prerequisite Charms: Infernal Monster Form

Sidereal akuma can expand Infernal Monster Style, but this is a dubious honor for those who already aspire to the Blossom of the Perfected Lotus. Fallen Star Fury is exclusively Native to Sidereal akuma and can't be learned by other beings. By purchasing the Charm, the akuma rejoins fate on his own hideous terms. His unholy power grabs the strands of causality and tangles them around his fingers. He is still considered outside of fate for any effect in which being removed is an asset, but can connect to the Loom to use astrology or otherwise benefit from being inside fate. In effect, he is between fate rather than fully outside it, perversely enjoying the best of both worlds. The Storyteller adjudicates which state is preferable with regard to resolving all effects that depend on whether the akuma is part of Fate. Additionally, the akuma is not obligated to attack his Yozi master or any of its component Third Circle demons while in a berserk state (such as that induced by Retribution Will Follow) unless said entities physically attacked him earlier in the scene.

With Essence 5+, the Charm gains the following additional powers, the last of which only helps masters of Infernal Monster Style:

- Infernal Monster Form does not interfere with the use of Sidereal Martial Arts Form-type Charms. For example, she can have Infernal Monster Form and Citrine Poxes of Contagion Form active at the same time. If another effect allows him to use a limited number of Sidereal Form-type Charms concurrently (like Prismatic Arrangement of Creation Form), Infernal Monster Form does not count toward this limit. The akuma cannot generally use this power to stack Infernal Monster Form alongside other non-Sidereal Form-type Charms. This can be enabled with Prismatic Arrangement of Creation Form (or similar effects) by including lesser Forms within that Sidereal Form Charm and then stacking this with Infernal Monster Form.

- If employing the previous power to wield two Form-type Charms, then all form weapons of either style are considered form weapons for both styles. This does not apply if the styles use different range weapons. Infernal Monster cannot be practiced with a bow any more than a bow-themed style could use improvised weapons.

- The corrupt Vizier can activate Infernal Monster Form at the same time as he activates a Sidereal Martial Arts Form-type Charm, paying the usual cost to activate each Charm. This combined activation uses the highest Speed and DV penalty among both Form-type Charms.

- If the akuma flares his One Hand Fury with a Sidereal Martial Arts Form-type Charm, the burning runes spiral and twine from his hand and trail behind his blows like ribbons of smoldering emerald flame. This Obvious display provides the same benefits as the best sutra the akuma can use with that Sidereal Martial Art, but at no cost and without any chance of external disruption. For instance, if the akuma can only use a student sutra, then flaring his hand with a Sidereal form duplicates a student sutra.

DRAGON-SPAWNED DEMON-MONSTER

Cost: —; **Mins:** Martial Arts 5, Essence 3; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisite Charms: Infernal Monster Form

Terrestrial akuma achieve greatness their former peers cannot imagine. Through Infernal Monster Style, fallen Dragon-Blooded become incarnate natural disasters. Dragon-Spawned Demon-Monster is solely Native to Terrestrial akuma and can't be learned by other beings. It provides the following benefits:

- The akuma is not obligated to attack his Yozi master or any of its component Third Circle demons while in a berserk state (such as that induced by Retribution Will Follow) unless said entities physically attacked him earlier in the scene.

- Weapons of elemental energy created by Terrestrial Charms are considered form weapons for Infernal Monster Style (e.g. Refining the Inner Blade). If such Charms have the Holy keyword, they permanently lose their special benefits against creatures of darkness and cease to be Holy. If this results in a Charm that doesn't make sense, the Storyteller should exclude that Charm from conversion.

- Instant-duration Terrestrial Charms that damage targets through direct exposure to elemental energy are also considered form weapons for Infernal Monster Style (e.g. Elemental Bolt Attack). If such Charms are Holy, they are converted as previously explained. The akuma may also choose for such attacks to emerge from his mouth like the breath of a dragon.

CHAPTER THREE

ALCHEMICALS

AUTOCHTHONIA AND THE CYCLE OF SOULS

Life in the Realm of Brass and Shadow begins much as it does in Creation. An infant is born and draws its first breath, and with this first breath, it receives a soul. The process is similar in either world, but not identical.

Humans in Creation are granted souls by Heaven, according to ancient processes designed by the Primordials. In the First Age, when Creation's total human population was steadily on the rise, infants often received new souls freshly drawn from the Well of Souls, consisting of a joined hun and po. In the Second Age, new hun souls are rarely produced. Instead the quiescent hun of a deceased individual is cleansed by the process of Lethe, bonded to a new po freshly extracted from the Well of Souls, and sent down to grant life to a newborn. This is necessary because upon the death of a mortal in Creation, higher and lower souls separate; the hun passes through Lethe if it does not linger as a ghost, while the vigilant po remains with the corpse until its final dissolution, at which point the animal soul vanishes.

In Autochthonia, souls are distributed by an ancient wonder known as the Radiant Amphora of Celestial Accumulation, more commonly called the Ewer of Souls. This incredible artifact automatically recycles souls in much the same manner as occurs in Creation, save that the souls it recycles have never been split apart; hun and po remain bonded after death, and pass together from life to life. The end of a mortal's life within Autochthonia is as neat as its beginning. Upon his last breath, the mortal's entire soul departs to the Ewer, to be cleansed of memories and given new life again. No part of his soul remains behind with his corpse, and the state claims his remains to be rendered down for the good of Autochthonia. This recycling system is as necessary as it is efficient, for Autochthonia has no way to produce new hun or po souls.

AUTOCHTHONIAN BELIEFS

The vast majority of Autochthonians are ignorant as to the intricacies of their world's cycle of death and rebirth. *The Tome of the Great Maker* states that Autochthon bequeathed the holy artifacts known as soulgems to the people of the Eight Nations, that their souls might be captured and returned to the Radiant Amphora after death. The soul of any human who perishes without a soulgem, the *Tome* warns, will fall into the Void and be lost forever. Because of this, the Eight Nations implant soulgems into all infants shortly after birth. Thanks to the benevolence of the Machine God, no citizen of the Eight Nations must fear dissolution upon death; the Populat may toil in the secure knowledge that when their life ends and they lay down their burdens, they will soon be reborn to continue their sacred service to state and God.

THE USE OF SOULGEMS

Autochthonian religious doctrine is mistaken. The soul of a mortal who dies without a soulgem simply returns to the Radiant Amphora rather than being lost to some mythical oblivion. Furthermore, the most senior leaders of the Glorious Luminors of the Brilliant Rapture are aware of this falsehood. Why, then, do they perpetuate the use of soulgems within Autochthonia?

When an Autochthonian dies and his soul flees into his soulgem, the soulgem imprints a specialized, singular mark upon the soul. This soulmark is unique, corresponding to the soulgem that created it, and it endures until the end of the soul's next incarnation, at which point the mark vanishes. The Luminors know how to read an individual's soulmark, a feat accomplished through a special device known as a Legacy Calibrator. The Luminors jealously guard the secret of how to build and operate these devices. Through this technique, they are able to identify an individual's former incarnation by consulting their enormous archive of citizen profiles and soulmark legacies.

This affords the Luminors two advantages. First, because they are the only group capable of determining an individual's incarnation history, they are also the only ones capable of determining the proper disposition of his new life. Senior Luminors review case files and decide whether an infant should be assigned to the Populat, Olgotary, Theomachracy, or Sodalities based on their soul's history of achievement and aptitude. The Luminors occasionally falsify a soul's legacy to give favorable treatment to the reincarnations of friends and allies, or to demote to the ranks of the Populat an individual who has caused trouble for them across multiple incarnations.

Such petty bureaucratic tyranny is merely an incidental bonus, of course. The true reason for the use of soulgems is that without this method of tracking the reincarnation history of souls, the Luminors would be unable to identify souls of repeated heroic character who are potentially capable of Alchemical Exaltation. Even the most cynical senior Luminors take this task seriously, for none of the Eight Nations would still survive without the might of its Champions.

THE FUNCTION OF SOULGEMS

Soulgems serve three purposes: Social class identification, capturing souls, and imprinting souls for future identification by the Luminors.

After a Luminor review board has consulted a newborn's soul history—a task done with as much haste as possible, since most members of the Sodality believe that a crib death before soulgem implantation will consign the infant's soul to the Void—a soulgem is selected which corresponds to the social class the infant will be assigned to. The majority of Autochthonians are given round soulgems of black, polished onyx which signify membership in the Populat. Those destined for the Olgotary receive rectangular soulgems of orange topaz, while future Theomachrats are granted square soulgems of blue sapphire.

Finally, the Five Sodalities all share the same diamond-shaped soulgems of purple amethyst. Estasia's Militate is known by its triangular ruby soulgems. All of these soulgems retain the same metaphysical properties—they mark a soul upon its entry to the gem postmortem, and they will hold a soul indefinitely after death, until it is manually released by the Pious Harvesters of the Hallowed Flesh.

The soulgems of the Alchemical Exalted are a bit different. Alchemical soulgems begin as perfect, many-faceted diamonds. Unlike other soulgems, these gems not only catch a Champion's soul after death, but bequeath the Exalt with a soul and grant him life. Also unlike the soulgems of Autochthonian mortals, Alchemical soulgems are not uniform in appearance; when a Champion draws in his first breath, the flawless diamond upon his forehead shifts in appearance to suit his personality and self-image. The gem of *Stern Whip of Industry*, for example, is an oval of deep emerald, while *Lissome Avid Engineer* bears a rectangular soulgem the same color as Creation's sky. A deceased Champion's soulgem returns to its clear, diamond original form once that hero's soul departs; otherwise, it retains its distinctive appearance until implanted in a new Exalt, at which point it customizes to the newly-empowered Alchemical.

The Sodalities believe that it is harmful to retain souls in a mortal soulgem for an extended period of time after death, particularly those of heroes. Though available data is not conclusive, many Luminors insist that they detect a statistical trend among those whose souls linger overlong in such gems between lives—such individuals, they claim, are less likely to be persons of outstanding merit in their next incarnation; as such, they worry that 'warehousing' heroic souls in unsuitable gems may decrease the likelihood that a soul will prove suitable for Alchemical Exaltation. As a result, each of the Eight Nations has a mandatory deadline by which a soul must be released from its gem if at all possible, ranging from three weeks (in Jarish) to six months (in Nurad).

Unlike soulgems intended for mortals, Alchemical soulgems are believed to be capable of holding a soul indefinitely after death without harm. The Eight Nations may retain the souls of their greatest heroes in this manner for years if need be, in order to ensure that when the time is right they will be able to live again in new incarnations. This practice is strongly frowned on by the Theomachy if there are no plans to empower any new Champions in the foreseeable future, however, as *The Tome of the Great Maker* claims that it is a great wickedness to separate Autochthonia from its heroes.

Unfortunately, the lack of an automatic-release feature on soulgems means that sometimes corpses and soulgems are lost to the Reaches, and need to be recovered. While the loss of mortal souls is tragedy enough, each of the Eight Nations has a roster of Champions whose bodies could not be recovered, and whose soulgems are presumably still lost in the depths of the Reaches, waiting for some enterprising hero to recover them and return them to their homes and the cycle of reincarnation. Such national treasures are valued above orichalcum and starmetal, and to discover one is the dream of both mortal and Alchemical alike.

NEW AUTOCHTHONIAN THAUMATURGY

Soul manipulation is an important, secret activity, vital to the Autochthonian way of life. These are a few of the secret rituals used by the Sodalities:

THE SCIENCE OF BIOENHANCEMENT

Soulgem Implantation (0, Intelligence, 1, one minute): This exceedingly simple ritual, jealously guarded by the Illustrious Conductors of the Consecrated Veins, grants a soulgem to an individual. It is performed upon every Autochthonian infant within a week of birth, by unanimous order of the National Tripartite Assembly of all Eight Nations, but may also be performed upon captured second-generation outcasts from tunnel folk communities. The procedure is performed within a special chamber found in Autochthonian nurseries and re-education centers known as a Unity Vault; both varieties of room are small, cramped, and dimly-lit by subdued red lights, reminiscent of a mechanical womb; the chief difference is that Unity Vaults at re-education complexes feature a sturdy table outfitted with restraints.

The procedure enough is swift and simple: a soulsteel plate featuring two needle-like prongs is placed against the forehead of the infant or outcast, and driven through the skull with a special starmetal-tipped hammer. The pain of this experience is so all-encompassing that it takes a few moments to register. During this time a soulgem is set against the backing plate, and a live nerve of the Great Maker is drawn down from a special housing in the Vault's ceiling. A spark of Essence jumps between cable and soulgem, fusing the gem to the plate as the agony of the procedure finally sets in, provoking ear-splitting mechanical scream from the patient.

Soulgem implantation, once learned, is so exceedingly simple that characters with a pool of at least six dice succeed at it automatically without need for a roll. Successful execution of this procedure inflicts one level of lethal damage to the target, while a failed attempt inflicts five levels. Botches tend to be ugly, involving skulls smashed by missed hammer swings or electrocution by inexpertly applied live wires—and if the subject is the son or daughter of a high-ranking member of the Tripartite, such mistakes are an excellent way for a young Conductor to discover what life is like among the ranks of the Lumpen.

Soulgem Revocation (3, Intelligence, 5, one hour): One of the most famous procedures in practice, Soulgem Revocation is a punishment reserved solely for the worst offenders of Autochthonia's laws. This ritual requires that the offender be brought to the nerve that was used to implant his soulgem originally. If the original nerve is unavailable, taking the offender to any nerve of the Great Maker which has died will work for the purpose of this procedure. The target must first be given a perfectly calculated dosage of an anesthetic drug, dropping his vitals to nothing and sending him into a near-death state. Once on the verge of death, one of his victims is brought forward. If a victim is unavailable, a representative of the victim—preferably a blood relative but also a significant other, best friend, or someone avowing support—can be substituted. The victim places a drop of their blood on the soulgem, which the thaumaturge paints in a symbol that reflects the crime committed. He then

calls upon the soul of the offender, in a manner eerily reminiscent of Creation's *Summon Ghost* ritual (see **The Books of Sorcery, Vol. III—Oadenol's Codex**, p. 133).

If the procedure works, the soul of the offender is drawn into the soulgem by attraction to the blood of the victim, which is said to further seal his guilt. This is signified by the blood turning a bluish-white that glows in the dark. At this juncture, the nerve of the Great Maker is pressed against the soulgem and a word of practiced revocation is spoken. There is a distinctive pop sound as a spark travels backwards up the nerve (even a dead nerve), and the setting around the soulgem instantly begins to bleed as the soulsteel posts separate from the flesh and the setting ceases to be an extension of the offender's body. At this point a tool is used to carefully rip the setting (and the soulgem in it) from the offender's forehead. If the blood of the victim does not begin to glow, the ritual has failed to draw the soul into the soulgem, and any application of the Great Maker's nerve to the gem will have no effect. Such a botch may be attributed to a technician's failure to measure the dosage of the anesthetic drug, or it may cause doubt to be thrown on the guilt of the offender.

The ruined shell of a person left behind in the wake of this ritual behaves much like a dream-eaten slave of the Fair Folk. The subject has no Motivation, his Virtues all drop to 1, his Willpower falls to 0, and his MDVs are also permanently set to 0. He becomes listless and pliant, doing whatever he is told. Autochthonians use such offenders as slave labor on dangerous, back-breaking projects for the remainder of their short and miserable lives. The Exalted never respond to this or any other ritual which draws their soul into their soulgem prematurely.

THE SCIENCE OF THE DEAD

Hope Starts Here (2, Charisma, 3, ten minutes): The ritual that transfers the spirit of a destined hero from a mortal soulgem to an Alchemical soulgem is both quick enough to be efficacious and spectacle enough to evoke awe. A Luminor takes the soulgems to a small room where the wall has been stripped away to reveal a network of the Maker's Essence-conducting arteries. At this point, all witnesses are asked to stand still and silent and to think thoughts of the Maker's greatness and of the dire need for a new Champion. Banishing light from the room, the Luminor takes hold of a pre-selected cable, which has been ritually severed for the purpose of this ritual. This cable has a soulsteel clamp on one end, and an orichalcum clamp on the other. Carefully placing the mortal soulgem in the soulsteel clamp and the Alchemical soulgem in the orichalcum clamp, the Luminor invokes the presence of Autochthon, bidding him attend the faithful in their hour of need, then makes a final invocation bidding the future Champion within to bring light to the darkness of their world. At this point, the Luminor touches the soulgems together, completing the circuit. As the power flows through the soulgems, both glow softly. Then, as the spirit of the hero rises within, the mortal soulgem begins to glow brilliantly for a moment before going completely dark, at which point the Alchemical soulgem glows even brighter and briefly shines with enough force to light up the room, before dropping to a simple but unmistakable ethereal radiance. At this point the soulgems are parted, removed from the clamps, and the procedure is complete.

Winding the Amphora (1, Manipulation, 2, fifteen minutes): This procedure releases the spirit within a mortal soulgem into the Ewer of Souls. This procedure can only be enacted ten minutes before or five minutes after the hour. The soulgem is taken to the lonely, low-traffic end of a sector, where there is a station containing the Psychopomp Gears of the Transmodal Essence Recombinator. The Harvester places the soulgem on a dais close to the frightening mechanisms of death and makes a ward of salt around it, leading to a massive series of interlocked moonsilver and soulsteel plates that form a gigantic gate. He then draws a curtain around the salt ward. Pretending to be a parent, lover, or other person significant to the deceased, the Harvester calls her forth and her silhouette can be seen rising behind the curtain. The spirit may even call out to the thaumaturge (for this reason, many Harvesters wear earplugs during this ritual), but it cannot pass through the curtain due to the line of salt. At this point, a single rivet on a bulkhead begins to unscrew itself, and the dead gears that flank either side of the machine each make one fraction of a turn, from smallest to largest, and the layered moonsilver-soulsteel gate behind the curtain slides open. A wind blows in, and sometimes there are sounds in it, and sometimes there are voices. Then a number of articulated tendrils appear, moving behind the curtain, wrapping around the startled spirit before dragging it back through the gateway, which slides shut with a bang, cutting off all noise and wind from the other side and draining the room of its sense of presences.

A Hero's Goodbye (2, Charisma, 3, twenty minutes): Sometimes it becomes necessary to release the soul of a Champion back into the Radiant Amphora so that it might spend a few lifetimes aggregating mortal experiences. When such an Alchemical dies, the procedure to return her soul to the Ewer is often performed as part of a state funeral. This ritual is performed by a high-ranking Harvester at an amphitheatre called the Cradle of Returns. The soulgem is carefully placed into a setting atop an altar that rises from the superstructure, and the Harvester says an emotional prayer to Autochthon, giving thanks for the Champion while they were allowed to have her, and summarily giving her back to the care of the Great Maker. She then presses down on the soulgem with a gloved hand bearing the seal of the Machine God, and a number of multi-colored Essence tubes light up around the circular borders of the amphitheatre, displaying images of the Alchemical's past incarnations, while a single column across from the Harvester is illuminated with a shaft of pure light, in which the spirit of the deceased Alchemical appears and begins to slowly ascend into the dark upper reaches, accompanied by a chorus of voices from deep within the Cradle singing the hymn of Autochthon, while a monitor reads out the data of the Champion's exploits, even going so far as to display some of her fondest memories as they flee her for the last time. During this time, each image of her past selves slowly winks out, the Essence tubes darkening as she ascends, until finally she is gone and the whole Cradle is dark except for the soulgem, which glows with the initial radiance given to it by a Luminor so long ago. Then, it too finally goes dark, and the ritual is complete.

ARTIFACTS

ESSENCE PULSE CANNON (ARTIFACT ••)

This specialized artifact weapon is custom designed to perfectly integrate with Transcendent Multimodal Artifact Matrix (see **The Manual of Exalted Power—The Alchemicals**, p. 166), so much so that the device's delicate motonic circuitry is incapable of independent operation. When deployed for a five mote attunement, the device transforms one of the character's hands and forearm into a the bulbous barrel of a heavy cannon mechanism. Within the machine, pneumatically-driven clockwork gears turn banks of capacitors in opposing rotation, building up charges of super-heated ball lightning in the colors of the Champion's anima. After each shot, the cannon audibly vents jets of steam from the wrist area to prevent overheating.

Essence Pulse Cannons use the base statistics below and gain the benefit of the appropriate thrown weapon Magical Material bonuses (though wielded with Archery). Each shot costs one mote for ammunition and can inflict bashing or lethal damage as desired. In the former case, damage never spills over past Incapacitated to become lethal and so cannot do worse than knock the target out. Lethal attacks disintegrate slain or destroyed targets, destroying all non-indestructible objects carried by them. Physical disintegration does not affect the target spiritually (slain spirits to reform normally, etc.). Non-magical armor predominantly constructed of metal conducts the plasma blasts, reducing soak to one third (rounded up) rather than the piercing tag's usual half.

Variant models of this weaponry exist. Hands-free subtle designs can be mounted as miniaturized emitters implanted in the eyes, as shoulder turret cannons or any number of other options. Regardless of the specifics, such weapons only inflict 8L/12B due to their reduced size. Siege Devastators are rated Artifact 3 and take the opposite approach, with oversized cannons that impose a -2 mobility penalty that stacks with any from armor and blasts that ignore the soak of non-magical metal armor entirely. Targets are also hurled back and suffer injury if slammed into objects as though the attack was enhanced by Heaven Thunder Hammer (see **Exalted**, p. 242), though knockback damage caps at 25L.

Essence Pulse Cannon: Speed 6, Accuracy +2, Damage 10L/15B, Rate 3, Range 100, Tags F, P

Siege Devastator: Speed 6, Accuracy +0, Damage 15L/20B, Rate 1, Range 200, Tags F, P

CHAPTER FOUR

MARTIAL ARTS

CELESTIAL MARTIAL ARTS

GENERAL CHARMS

FLOWING KATA FORM

Cost: 6m+ (1wp per Form); **Mins:** Martial Arts 5, Essence 5;

Type: Simple

Keywords: None

Duration: One Scene

Prerequisite Charms: Two Complete non-Terrestrial Styles

Grandmasters understand that all principles are connected and all fighting styles express different petals of the same Perfected Lotus. Flowing Kata Form expresses this principle as one of the rare Celestial Martial Arts Charms unconnected to any style. Invoking it requires a commitment of at least six motes. So long as the Charm remains active and the martial artist has no Form-type Charms active, he can pay one Willpower (and any non-mote costs) to reflexively activate any known Martial Arts Form-type Charm with a mote cost less than the number of motes committed to Flowing Kata Form. This Willpower surcharge does not apply the first time a martial artist invokes a Form Charm this way each scene.

Activating a Form-type Charm via Flowing Kata Form doesn't count as a Charm activation or cost motes, though Dragon-Blooded still have to roll to invoke a Celestial Martial Arts Form. Forms turned on this way inhibit activation of other Form-type Charms as normal for the keyword. Even magic that allows multiple Form-type Charms to coexist does not allow reflexive invocation while using another Form. Characters with "multi-Form" magic remain free to stack Forms by conventionally activating them.

There is no limit on how often a martial artist can reflexively adopt a new Form beyond the Willpower cost to do so, making it possible to use one Form to help an attack hit and then swapping to another to enhance the attack if it hits. Enabling a flexible fighting style that changes tactics without warning is the very reason Flowing Kata Form exists.

BLACK CLAW STYLE

Three times during the First Age, deer-footed Mara concocted grand and insidious schemes to bring low the Chosen of Creation. Three times, her plans came to naught. Mara's prestige within Malfeas remains undiminished despite these failures, for the tools of her ambition still abide in the world and much cautionary lore regarding them has vanished in the fires of cataclysm and revolt. The Black Claw style was her second plan, and while it failed, it has not passed from existence and might still bear fruit in this Age or the next.

Also known variously as the Fainting Maiden style or the Mouse-Seizes-Bear Art, Black Claw style utilizes the tools of misdirection, perception and love as its primary weapons. Victory is grasped by opening oneself utterly to the aggressions of

one's foe so that he castigates himself as thoroughly as his victim. Defeat is mollified by exposing the perfidy of the victorious.

Black Claw style has two qualities that differentiate it from other Celestial Martial Arts. First, like all demon-created Celestial arts, any demon of any circle may practice the style so long as the spirit satisfies all relevant trait minimums. Second, Mara's association with perverse relationships bleeds into every Charm, inseparably binding sifu and student. It is impossible to know the secrets of this style without being exposed to the innermost heart of one's instructor, and impossible to understand that knowledge without accepting what is within that heart. So it is that every Black Claw practitioner bears an Intimacy of genuine and unbreakable love toward his teacher. No amount of natural persuasion or scenes spent working against this love can weaken the Intimacy. Only unnatural mental influence can sever the emotional connection, and even then, every scene in which the character invokes a Black Claw style Charm counts as a scene spent rebuilding the Intimacy.

This style gained popularity in Creation during the First Deliberative Era of the Old Realm. Its practice, which began among several of Brigid's students, quickly flourished throughout the Solar and Lunar community. Its first Exalted practitioners viewed the style as a quaint and amusing demon-trap, its dangers easily seen and avoided so that its benefits could be enjoyed. However, as the art spread far and wide, it came to be regarded with unease—while conquered demons were of no threat to the Realm, the idea of a power bloc forming among young Solars bonded in love to a handful of mighty teachers (all the worse if those teachers were Lunars, or Sidereals!) was quite alarming. So it was that after a few short centuries Queen Merela outlawed the style and brutally suppressed its schools. Those without the personal or political power to ignore the law were bonded in Eclipse-sanctified oaths to forsake the practice of the style. Save for a handful of lovestruck outlaws, it fell from the history of Creation.

The Black Claw style likewise proved disruptive to the regimented chaos of the Demon City. Because it allowed the weak to bond the mighty to themselves in chains of love, Cecelyne issued a partial proscription against the style, sanctioning its use only by citizens of Malfeas. Orabilis, who does not consider love to be a form of wisdom, tasked his soul Florivet with rooting out illegal schools within the Demon City. However, the Whim-of-the-Wind has rarely bothered looking since he became an adventurer. On the rare occasions when he uncovers demonic serfs making unauthorized use of the Black Claw, he defeats them in gaudy and spectacular public fights, but this happens less and less as time goes on. The public resentment against him after such battles makes Florivet sullen and unenthusiastic.

Now, as the Reclamation begins, Black Claw style is experiencing a resurgence. Mara has already taken on several Green Sun Princes as students (and lovers), and it will not be long before they establish their first school in Creation.

Weapons and Armor: Black Claw style may only be practiced with bare hands, and without armor. An appearance of martial readiness would undermine practitioners' posture of unjustly assaulted innocence.

Complementary Abilities: To properly grasp the insights upon which the style is founded, a student must possess at least two dots spread in any fashion among Larceny, Socialize and Performance.

OPEN PALM CARESS

Cost: 4m; **Mins:** Martial Arts 2, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Illusion

Duration: Instant

Prerequisite Charms: None

From the beginning, things start to go wrong. Righteous heroes find themselves cast as a vicious bullies when they fight a student of the Black Claw—even if the martial artist picked the fight himself. This Charm supplements a Join Battle action, adding the user's Essence in bonus successes.

Regardless of whether the Join Battle roll permits the martial artist to act first, compare the result to the Dodge MDV of all other characters who witness the fight begin (including all combatants). If the roll result is higher, they suffer an unnatural Illusion effect which costs two Willpower to resist, convincing them that the martial artist's opponents initiated hostilities. This even applies to the opponents themselves, who may suddenly find themselves quite confused about why they are attacking the character. Characters that do not pay this cost upfront can pay four Willpower to correct their memories later, but only with external prompting or a compelling personal reason to question the memory and not until a day has passed since they last encountered the martial artist. Minds need distance from such a toxic presence before they can think clearly. This Charm may enhance only the first Join Battle roll the character makes in a fight.

TORN LOTUS DEFENSE

Cost: 2m; **Mins:** Martial Arts 3, Essence 2;

Type: Reflexive (Step 10)

Keywords: Combo-OK, Emotion

Duration: Instant

Prerequisite Charms: None

Every Black Claw student must submit to his sifu. As one whose heart has already been conquered, he knows that any greater defeat is impossible. The martial artist draws on the memory of his love and channels it into his stance, projecting unmistakable and fragile resolution: a sight to move the hearts of gods and demons alike.

This Charm may be invoked when the character successfully negates an attack with his DV. The aggressor is struck by the character's posture of resolute defiance, and treats the successful defense as a scene spent working toward building a positive Intimacy for the martial artist. The specific emotional context of the Intimacy, be it respect, admiration, or even unexpected love, depends on the context of the situation and may be cho-

sen by the attacker's player. This unnatural mental influence costs one Willpower to resist.

This Charm will not function if evoked in conjunction with a Charm possessing a Flaw of Invulnerability (or equivalent effect, such as an Infernal Imperfection); the martial artist's beauty lies in his weakness, not his invulnerable strength.

FLEXING THE EMERALD CLAW

Cost: 3m or 4m; **Mins:** Martial Arts 3, Essence 2;

Type: Supplemental

Keywords: Combo-OK, Illusion, Obvious, Poison

Duration: Instant

Prerequisite Charms: Open Palm Caress, Torn Lotus Defense

Even for the unjustly wronged, there comes a time to strike back. Students of the Black Claw opt to do so with deceptive force. By paying three motes to supplement an unarmed attack, the martial artist's hand becomes wreathed in a bilious green spray of Essence. If the attack hits, it inflicts normal damage and the victim becomes afflicted with a dose of poison with the following statistics: (7L/action, 3, —/—, -2). This poison is exceptionally subtle, displaying no outward symptoms as it destroys its victim from the inside. By paying four motes instead, the martial artist may veil his strike in an unnatural Illusion effect, removing the Obvious tag for all observers save the Charm's target. This Illusion may be ignored by observers who spend one Willpower.

BLACK CLAW FORM

Cost: 5m; **Mins:** Martial Arts 4, Essence 3; **Type:** Simple

Keywords: Emotion, Form-type

Duration: One scene

Prerequisite Charms: Flexing the Emerald Claw

The martial artist assumes a defensive posture, equally declarative of his unwillingness to fight and his readiness to defend himself regardless. During Step 9 of any attack directed against him, the character may pay one mote to leap away from his aggressor (Appearance) yards, although the character does not actually move until after Step 10 has been resolved.

Additionally, as only a brute would assault such a reluctant opponent, each attack directed at the character causes any on-lookers to act as though the attacker had just spent a scene eroding any positive Intimacies they might feel toward him. This unnatural Emotion effect costs one Willpower to ignore for the rest of the scene with regard to that attacker. Witnesses with higher Essence than the Charm's user who pay this cost ignore its influence with regard to all attackers.

Finally, the character may parry lethal and ranged attacks without a stunt or Charm, and Torn Lotus Defense does not count as a Charm activation while this Form is active.

STORM-CALMING EMBRACE

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

Keywords: Combo-OK, Crippling

Duration: Until next action

Prerequisite Charms: Black Claw Form

Despite being cruelly assaulted, the martial artist clasps his opponent to him. Swallowing his rancor, he does nothing to escalate the fight—such virtue! This Charm allows the martial artist to add his Essence rating in dice to all attempts to establish, maintain or control a grapple. However, a clinch enhanced

by this Charm may only be used to apply a hold, not to crush or throw.

Incidentally, as a Crippling effect, the target the martial artist is holding automatically fails all Toxicity rolls, and any poisons in the target's system add the L tag to their Toxicity.

DOE EYES DEFENSE

Cost: 2m; **Mins:** Martial Arts 5, Essence 3;

Type: Reflexive (Step 2)

Keywords: Combo-OK, Emotion

Duration: Instant

Prerequisite Charms: Black Claw Form

The Black Claw practitioner is well aware that vulnerability is his greatest defense, and exploits it ruthlessly. The martial artist falls back hurriedly in response to an attack, his every movement accentuating his inferiority in the face of the oncoming assault. Realization of her target's weakness unnerves or unduly excites the attacker, depending on her temperament, causing her to experience an internal penalty on her attack roll equal to the martial artist's (Appearance + 2). This unnatural mental influence costs two Willpower to ignore. In the First Age, this technique was also sometimes known as the Fainting Maiden Ward, or the Painted Boy Defense.

TABLE-TURNING REVERSAL

Cost: 6m; **Mins:** Martial Arts 5, Essence 3;

Type: Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Emotion

Duration: Instant

Prerequisite Charms: Black Claw Form

Only a coward would use a weapon to strike down an unarmed man. All Creation rejoices to see a bully given a dose of his own medicine, and the martial artist is the one to do it.

This Charm is activated in response to an attack; regardless of whether the attack succeeds, the martial artist may launch a counterattack. This counterattack is a standard disarm attempt (see Exalted, p.158), save that rather than knocking the opponent's weapon away, the martial artist steals and reflexively equips it. If the counterattack succeeds, he may treat the pilfered weapon as though it were an unarmed attack for the purpose of all Black Claw style Charms then for the rest of the scene or until the weapon leaves his grasp, whichever comes first. Weapons made entirely of Essence and attuned artifact weapons are not valid targets for this Charm.

Additionally, all characters who witness a successful disarm performed with this Charm treat the sight as a scene of work toward building a positive Intimacy for the martial artist. The emotional context of this Intimacy is chosen by the observer's player. This unnatural mental influence costs one Willpower to resist.

OUTRAGE-KINDLING CRY

Cost: 10m, 1wp; **Mins:** Martial Arts 5, Essence 3;

Type: Reflexive (Step 9)

Keywords: Combo-basic, Compulsion, Counterattack

Duration: Instant

Prerequisite Charms: Storm-Calming Embrace, Doe Eyes Defense, Table-Turning Reversal

These things are natural in Creation, but not Malfeas: To cheer for the underdog, to feel one's heart go out to another in pain, and to abhor injustice. Thus pious critics of Black Claw style are revealed as hypocrites; this technique employs the weapons of Creation, not Hell.

This Charm may be activated in response to an attack that successfully strikes the martial artist. It takes the form of a kiai that compresses the character's agony into a heart-rending wail. Roll ([Manipulation or Appearance] + Performance), adding a number of successes equal to any wound penalties the martial artist may be suffering, and apply it against the Dodge MDV of all witnesses within earshot save for the attacker himself. Those who succumb to this unnatural mental influence (spending the standard one Willpower to resist immunizes a listener for the rest of the scene) suffer a Compulsion to assault the martial artist's attacker and to protect the martial artist. This behavior persists until either the attacker or the martial artist has been out of sight for one minute, or the scene ends, whichever comes first.

The attack is considered automatically successful against all listeners who have a positive intimacy toward the martial artist, a negative intimacy toward the attacker, or who believe the attacker started the fight.

HEART-RIPPING CLAW

Cost: 4m, 1wp; **Mins:** Martial Arts 5, Essence 4;

Type: Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Outrage-Kindling Cry

This is the secret final technique of the Black Claw style. In the past, many teachers kept this Charm to themselves. Though the Yozis have forbidden their progeny from withholding it from the Green Sun Princes, it seems likely that many of the style's Infernal masters may likewise neglect to mention Heart-Ripping Claw when they establish their schools in Creation.

Eight wisdoms live at the heart of Black Claw style: Love is a lie; innocence is a lie; blame is a lie; lies are inescapable. Children betray their parents; gods betray their makers; students betray their teachers; betrayal is inescapable. Wise masters are ready to strike first, and strike better.

Enhancing an unarmed attack with this Charm causes the attacking limb to be wreathed in a corona of screaming black shadows, razor-edged and lashing. An attack so enhanced inflicts lethal damage, and adds a raw damage bonus equal to twice the martial artist's Essence rating.

Moreover, if the Black Claw master is held in someone's heart, he cannot fail to strike that mark. This Charm acts as an unblockable and undodgeable attack against any target harboring a positive Intimacy toward the martial artist. If the attack would have missed such a target without this Charm, then it strikes with a threshold of 0 successes. If the target has an Intimacy of love toward the martial artist, then the attack inflicts aggravated damage in addition to the benefits mentioned above. If this Charm slays an opponent, the Infernal tears the target's heart out of their chest and holds it in his fist as it crumbles to ash.

CHAPTER FIVE

ALLIES, FOES & PETS

ANIMALS

INK MONKEY (FAMILIAR ●●●●●)

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

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

Abilities: Athletics 2 (Climbing +3), Awareness 5, Dodge 4, Integrity 1, Larceny 2 (Pickpocketing +2), Linguistics (Native: Old Realm, Ink Monkey Chatter +1, Forest Tongue or appropriate Tribal Tongue) 2, Martial Arts 1 (Biting +1, Dirty Fighting +1, While Victim Is Casting a Spell +1), Occult 1, Performance 3 (Fooling Mortals +3), Resistance 1, Stealth 4 (Creeping Closer +1), Survival 2

Backgrounds: Allies 1 (Ink Monkey Swarm)

Powers:

Environmental Adaptation: Ink Monkeys add three successes to all Survival rolls in temperate forest climates. They also suffer a -2 internal penalty to all non-reflexive actions while in cold weather conditions; even a brisk day makes them miserable.

Meditative Capering: Essence users with Occult 4+ who meditate while watching Ink Monkeys play observe secret mudras of cosmic enlightenment hidden in their movements. These truths confer 10 motes per hour of meditation instead of the usual eight.

Scent of Magic: Whenever an Ink Monkey perceives an Intelligence 2+ character with a basic Awareness check, it intuits that target's Occult rating as hunger pains proportional to the target's metaphysical understanding. Anyone with Occult 2+ registers as prey. Ink Monkeys also add a number of bonus successes on all tracking-based Survival rolls equal to their quarry's Occult rating.

Air Inked With Lies: Ink Monkeys can fool others with illusions that beguile the mind's eye, courtesy of the crushed gossamer used in the ink that changed them into monsters. Creating an illusion requires a (Manipulation + Performance) roll as a social attack that potentially affects all Intelligence 2+ beings who could perceive it within 100 yards of the monkeys. Anything unreal may be created out of thin air within the maximum radius. If the attack overcomes an observer's Dodge MDV, she believes the unreal things are actually present and reacts accordingly until she encounters proof that the illusions are fake (they have no substance) or she spends a total of three Willpower points to inoculate her mind against this power for a day. Those who resist in any way and other Ink Monkeys still perceive the illusions, but always recognize them for what they are. This doesn't stop the creatures pretending something is real to give the ruse added credibility, like scattering and howling in response to the arrival of a large predator.

Attacks:

Bite: Speed 3, Accuracy 8 (+ specialties), Damage 3L, Parry DV —, Rate 2, Tags: N

Strike: Speed 5, Accuracy 7 (+ specialties), Damage 2B, Parry DV 4, Rate 3, Tags: N

Clinch: Speed 6, Accuracy 6 (+ specialties), Damage 1B, Parry DV —, Rate 1, Tags: C, N, P

Soak: 0L/1B

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

Dodge DV: 5

Willpower: 5

Essence: 1

Other Notes: Though their mouths cannot speak human languages, all Ink Monkeys are imprinted with understanding of Old Realm as part of their genesis template. Borighana included this so she could instruct them to stop biting without having to break them. The creatures benefit from a -1 external penalty to hit them due to their small size and up to eight of them can surround a human-sized target. Ink Monkeys are of-ten extras.

APPENDIX

COMMENTARY

AGENDA

The Ink Monkeys scheme to bring readers **Exalted** content on par with their published works, using the blog as a pulpit to expound on topics that Second Edition never got around to updating from First Edition, as well as subjects deemed too esoteric or niche to merit precious allotment of wordcount. Here, unbound by such restraints, the Ink Monkeys will dig up the bones of the setting and crunch them.

More seriously, we hope you enjoy reading our ravings as much as we enjoy gibbering them in your general direction. To that end, expect articles, essays, new Charms and spells and other crunchy bits, insane Deathlords with sane stats, fiction vignettes, locations you never heard of or thought you would never hear about again, new ways to beat ass with or without kung fu and perhaps even a contest or two. Updates will be frequent, but not at regular scheduled intervals. We welcome feedback. Tell us what you want to see. Tell us what you dislike. We don't promise to take all reader comments to heart, but we do promise to listen. We hope you like what we have to say. Most of all, we hope you'll have as much fun reading our work as we do writing it.

—Michael Goodwin

—Holden Shearer

—John Mørke

ESSENCE PULSE CANNON

When Holden and I were converting the Alchemical Charms for Second Edition, we quickly realized that some of the most iconic combat Charms I gave them in First Edition were so narrow that they tended to produce One True Builds. With everyone rocking Essence Pulse Cannons and using mechacthulhu multi-limb Grievous builds because they were where the firepower was, nobody was exploring all the other amazing aesthetics that Alchemicals could wield. To combat that, we took a broader approach, ensuring that people could arm themselves however they want to. Still, some people miss their Essence Pulse Cannons. And we get that. They were cool.

We think they're still cool. We might be biased.

—Michael A. Goodwin

For that matter, are there any other lost First Edition gems your Alchemical just can't live without?

—Holden Shearer

INFERNAL MONSTER EXPANSIONS

The Ink Monkeys will be showcasing expansions for the infamous Infernal Monster Style introduced in **The Manual of Exalted Power—The Infernals**. The style is clearly inspired by a variety of sources, including The Incredible Hulk, Hellboy, Grendel and a whole bunch of assorted nasty beasties in folklore and mythology. It is the fighting art of ogres and raving psychopaths and hideous bloody tyrants. Each installment of this series will explore different thematic niches the style explores.

It is our intention to give this same sort of love to other Hero Styles, particularly Solar Hero Style. Grendel needs his Beowulf after all. Readers may certainly offer suggestions on what they hope to see from later installments of the Infernal Monster series. Until then, have fun grinding the universe to paste.

—Michael A. Goodwin

ROAR OF THE DEVIL BEAST

Hey all.

Here is part three of the Infernal Monster expansion series. You'll note we cut out Post-Traumatic Brutality Roar from the previous post and added it here. It has an activation roll now, which I added after realizing there were problem interactions with later Charms by not including one. This is one advantage of the blog format. I can recognize that something isn't working right and fix it immediately. Isn't technology awesome?

On an unrelated note, I've been seeing some grumbling about how everything we've put up so far has been for Infernal or Alchemical. There is some Lunar content coming in one of the IMS expansions, but that isn't the main focus, so it's not that much. However, this is not to say that Ink Monkeys will only be offering content for those Exalted types. I've promised some Solar Hero and Lunar Hero and Dark Messiah and Terrestrial Hero expansions, and you'll get those. However, before we get there, I'm working on statting up Gardullis. At last, you will see the full power of an armed and operational Greater Elemental Dragon. Can't promise when he'll be done, only that he is my next project after the IMS series ends. Hope that is some reassurance to the "Quit with the Primordial Exalted already!" camp. As always, thanks for reading.

—Michael A. Goodwin

CHAINED BEAST

Hey all,

Here is something unexpected and different for the latest IMS installment. Yes, these Charms are overpowered. Yes, that is the point of akuma. If you sell your soul and your protagonism, you deserve to get something for it. Consider these Charms a bit of that something. Enjoy!

—Michael A. Goodwin

AUTOCHTHONIA AND SOULS

It has become apparent of late that the new **Manual of Exalted Power—Alchemicals**, though awesome in every other way, could stand to be clearer on the subject of Autochthonia's unique cycle of reincarnation, and the role soulgems play in this cycle. Because both soulgems and Autochthonia's current soul crisis are matters of such great import to its Champions, we present the following information to hopefully shine some light on the issue and dispel confusion.

Clarity: It's not just a game trait!

—Holden Shearer

—John Mørke

CHOSEN OF THE UNCONQUERED SUN

This time out, Ink Monkeys at long last pays tribute to the heart and core of **Exalted**—the Chosen of the Unconquered Sun. Below are some new tools for young Lawgivers to wield as they wade into the Time of Tumult and struggle to reshape Creation. These Charms strive to not only incorporate design principles Neph and I learned while putting together the later hardbacks of second edition, but to match these advanced lessons to the vibrant new visions for Solar thematics and mechanics that John Mørke brings to the table. I think the result speaks for itself.

—Holden Shearer

—John Mørke

—Michael A. Goodwin

BLACK CLAW STYLE

I've been waiting a long time to make this post.

Yes, it's yet another martial arts style, but a bit different than what you may be used to.

This style was created by a demon.

Black Claw pushes the envelope for esoteric weirdness within a Celestial style—it's very much riding the edge, and shouldn't be taken as something you see a lot of in CMA. Still, exploring the odd outer boundaries of the system and the setting are one of the things we wanted to do when we asked for this blog, so here we are.

This style is actually, in a manner of speaking, the first thing I ever wrote for White Wolf. Sort of. Black Claw dates back to the summer of 2008, when Neph was writing *Infernals* and I was still hoping that I might some day graduate from playtester to writer. One day, as memory serves, Conrad Hubbard sent over an email wondering if Neph might possibly write up Black Claw style for inclusion in the book. "What's Black Claw style?" I asked. Neph indicated that, according to Conrad, it was a martial arts style in Mara's writeup, from way back in the first edition *Storyteller's Companion*.

I had no memory of such a thing and was quite surprised—Martial Arts have always been one of my biggest areas of interest in *Exalted*. So I dug out my old copy, blew the dust off of it, didn't see anything about a Black Claw style, read it again, and then finally noticed it in her Ability block—Martial Arts 5 (Black Claw Style +2).

Conrad has an amazing memory for fine details.

Neph wasn't especially interested in adding such a thing to his already-full plate, so, half-jokingly, I said "I'll write it up." He said that I should go ahead and do so, and he'd include it in the end, if there were any room.

Anyone familiar with **The Manual of Exalted Power—The Infernals** is laughing right about now. Or crying. For me it's usually both at once.

At any rate, although I wrote it, this style owes one debt of gratitude to Conrad Hubbard (for bringing it to our attention) and two debts of gratitude to Michael Goodwin. First, because he gave me the go-ahead to write it in the first place, and second, because he provided the idea for the style's unique sifu-student relationship, which I built the rest of Black Claw on.

This has been sitting in my proverbial bottom drawer, waiting for the right moment to be unleashed upon the world, for a very long time. It may be my single favorite martial arts style that I have ever written. I hope it provides some benefit to your games.

—Holden Shearer

GOLDEN YEARS TARNISHED BLACK

Dear Ink Monkeyteers,

First up, each and every one of you have my personal thanks. I received an "A" for the semester as a result of the traffic generated on this blog so far. You all rule.

The impatient among you who already scrolled down to the Charms know that this isn't an essay on social combat, nor is it stats for Gardullis. Indeed these Charms weren't even on the list of things I planned to work on, let alone next. The Ebon Dragon sure is a sneaky bastard.

In all seriousness, today's Charms are a bit of a nonstandard collaborative effort. The forum luminary Demented One has a tendency to write more Charms in a week than I manage in a given month. The man scares me. He does, however, have a lot of good ideas. What started as me giving him feedback on one of his nastier brainstormers turned into something much worse once I got hold of it and made it into an entire tree. While others offered feedback, Demented One did the most to help me refine my thoughts. You all should take the time to check out his work (not that it's hard to find). In my estimation, he is rapidly climbing into the Plague of Hats / JiveX tier of Charm design excellence.

—Michael A. Goodwin