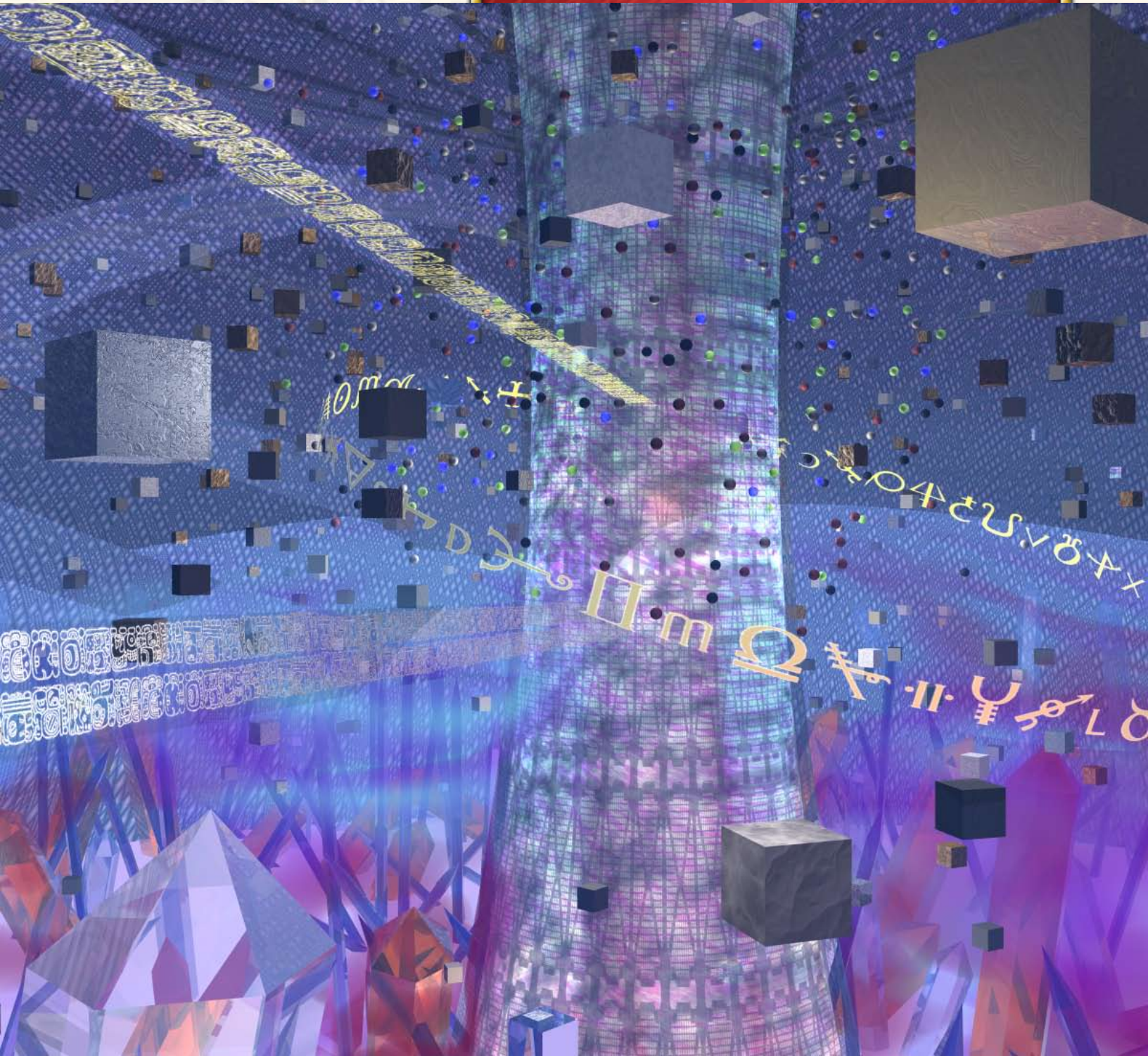


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CREDITS

Editing and production by Wordman (<http://rpg.divnull.com/exalted/>).

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This work uses the supernatural for setting characters and themes. All mystical and supernatural elements are fiction and intended for entertainment purposes only. This book contains mature content. Reader discretion is advised.

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Black Iron Coffin

Blood Rose Ring

Bracers of the Shapeless Wardrobe

Collar of Ancient Beast's Might

Distaff of Uncharted Fates

Helm of Adept's Farseeing Intuition

Magical Materials

IanPrice

Element Bath Battle Makeup

Ikselam

Dragonfly Warrior Armor

Map of Avian Reconnaissance

Seed of the Builder

Stepping Stones

Virtuous Ghost-Hunter's Staff

Whispering Earrings

ImmortalisD

Beast Armor (gorilla)

Jarons20

Beast Armor (antelope)

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Jukashi

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Mim, Blade of Vitality

Seed of Broken Swords

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Blood of the Ascendant

Moxiane

Burning Star

Crop-Infusing Essence Web

Endless Configuration Blade

Hyperion Sphere

Spectacles of Venus

Ultimate Weapons

TheMyriadOfShades

Sun's Shining Sigil

World-Affirming Melody Box

Nikink

Mother's Call

Odin

Transport Jars

OhJames

Sidereal Hairpins

Paincake

Beast Armor (claw strider)

PassengerPigeon

Five Great Alchemies

Quendalon (Eric Minton)

Illustrious Weaver of the Patterns of the

Terrestrial Manse

White Crane Tea Service

Scrollreader

Screaming Skulls of Woe

Seiraryu

Acharon

Sunshine Walking Anklets

Selina

Five Great Alchemies

Shataina (Lydia Laurenson)

Dragondusts

Caskets of Firedust Conversion

Telgar

Alabaster Sphere Guardian

Beast Armors (majority)

Child's Play

Guns & Ammunition

Harmless Separation



THE ART & ARTISTS

Telgar (continued)

- Magical Materials
- Mountain Prison Shackles
- Osseous Shroud
- Pannikin of Calefaction
- Sepulchral Reliquary
- Strongback Sigil
- Sun, Moon & Stars Shield
- Tongue of Saturn
- Wandering Isle
- War Bell
- Whale-Belly Carp-class Water Transport

Wordman

- Arborinox
- Descending Thunder Boots
- Eternally Sepulchered Warden
- Incremental Artifacts
- Polar Compass
- Sciences
- Skin of the Dragon
- Strategenesis
- True Alchemy

The art in this book results from an experiment done in an attempt to raise the bar for art in fan-based supplements. Rather than an using an open, take-what-you-can-get approach, this book took an invitational approach, combing art sites on the internet for artists and inviting particular artists to contribute. This process intentionally *avoided* inviting artists that have a lot of work published in Exalted books, but did seek out those either familiar with Exalted as players, or those with an Exalted “style” to their work.

To make the process more manageable, the artist search was limited to a single artistic community site: deviantArt. Artists were invited over a long period, and given months of lead time to prepare art for an end of year 2008 release.

- Total invitations issued: 75
- Total artists responding: 32
- Total artists agreeing to participate: 18
- Total artists delivering artwork: 6
- Total number of pieces delivered: 12

In terms of artist participation, this is around an 8% response rate. Of those who agreed to participate, one third actually did so. The names and art pages of the artists who did contribute appear with samples of their work, below. Special thanks go out to them. You all rock!

It’s unclear how much “bar raising” this experiment actually accomplished. Certainly, this book contains more art than it would have otherwise.

During the course of this artist search, some works were found that matched well to particular artifacts, but permission could not be secured to use the art in this book. Nevertheless, the art is available to the public on the Internet, and links to such artwork are indicated by a ♦ symbol next to the artifact’s title. Such links should not be construed as an endorsement of, or participation in, this work.

Minerva Fox
cyanineblu.deviantart.com

MINERVA FOX 2008

Myriam Francoeur
sicmentale.deviantart.com

Clone Artist
clone-artist.deviantart.com

Roxxy-chan
roxxy-chan.deviantart.com

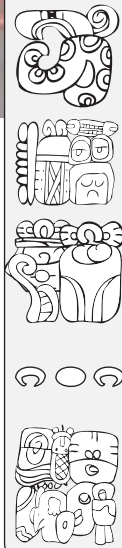
GP03D
gp03d.deviantart.com

Korvus37
korvus37.deviantart.com



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Keepsakes	31	Screaming Skulls of Woe	60
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Library Crystals	35	Collar of Ancient Beast's Might	74
The Mask of the Blue Death	36	Distaff of Uncharted Fates	75
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Ablative Armor	41		
Burning Star	42		
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INTRODUCTION

When *Autochthon Dreams* collects a number of fan made artifacts and articles related to artifacts and artificing for the **Exalted** role-playing game. Written by dozens of authors over several years, the artifacts contained herein run the gamut from humorous to practical to overpowering. While not all of them will find their way into all games, the diversity should provide at least something for any campaign.

All information in this book is intended for use in either First or Second Edition rules and, where necessary, statistics are provided for both editions, including the Power Combat variation of First Edition. Most of the text can be applied equally to all editions; however, some entries may have small portions (usually single sentences) intended only for a particular edition. Rules intended for first edition only marked with (1E). Second edition only marked with (2E).

While recent artifact books for Exalted, such as *Wonders of the Lost Age*, group artifacts into chapters based on their general purpose, this book is largely organized by power level. Chapters are organized as follows:

- **Introduction:** Information about the book, and a list of canonical artifacts.
- **Materials:** House rules for and reference to materials relevant to artifacts.
- **Trinkets:** Artifact • items.
- **Tools:** Artifact •• items.
- **Keepsakes:** Artifact ••• items.
- **Wonders:** Artifact •••• items.
- **Triumphs:** Artifact ••••• items.
- **Curiosities:** Artifacts with variable ratings.
- **Legends:** Artifact N/A items.
- **Techniques:** House rules related to crafting and artifacts.

THE SELECTION PROCESS

Artifacts in *When Autochthon Dreams* come mostly from two main internet sources: the unofficial Exalted wiki and the Lore 5 sections of the Exalted Compendium Redux. The book itself originally started with a contest of sorts on the wiki to allow contributors to the site to vote on the fan-made artifacts they liked best. This failed to generate much interest and months later, the organizer of the contest (also the editor of this book)

just selected the most appealing artifacts. A long period of attempting to track down the original authors of these artifacts followed. Not all were found, so some artifacts had to be left out. What remains is what you see here. Thanks go out to all the authors who allowed their work to be included.

Given the large number of authors, independently writing over a period of years, it comes as no surprise that the entries lacked consistency in terms of tone, style and presentation. While some of this has been addressed, much of the original styles remains, so expect to see a fairly wide variety of writing styles.

THE EXALTED WIKI

The Exalted Wiki (<http://exalted.xi.co.nz/wiki/wiki.pl>), sometimes called the “unofficial wiki” began in 2003, several years before White Wolf’s official wiki began. At the time of publishing, the “unofficial” wiki contains over twenty thousand pages of fan-created content. Its artifact section was heavily mined to find the entries in this book, only a fraction of those on the site.

The wiki is open to all and, while perhaps a bit confusing at first, help is available in the form of documentation and advice from other users. (The visual style of the site is also a bit jarring, but can be modified.)

EXALTED COMPENDIUM REDUX

The Exalted Compendium Redux (<http://patternspider.net>) formed from ashes of an earlier site. Dedicated exclusively to Exalted, the ECR provides an active forum and its “Lore 5” section for posting fan-created content.

Anyone with an e-mail address can join the ECR, and the site welcomes those of all levels of exposure to Exalted.

DEVIANTART

The deviantArt site (<http://deviantart.com>) launched in 2000 and “is an online art community for artists and art lovers to interact in a variety of ways, ranging from the submission of art to conversations on a number of topics.”

Anyone can register and upload their art to deviantArt for free. A yearly subscription adds more features, and higher resolution images.



EXALTED REFERENCE STANDARD

This book often references canonical sources. Page references throughout this book are listed using the Exalted Reference Standard (ERS). Among other things, this standard defines unique codes for each published book, allowing page references such as [book.nn], where *book* represents the book containing the page and *nn* is the page number. Codes for existing and upcoming Exalted books are:

FIRST EDITION CODES

abys	<i>The Abyssals</i>
ab_a	<i>Aspect Book: Air</i>
ab_e	<i>Aspect Book: Earth</i>
ab_f	<i>Aspect Book: Fire</i>
ab_v	<i>Aspect Book: Water</i>
ab_w	<i>Aspect Book: Wood</i>
auto	<i>The Autochthonians</i>
bstn	<i>Bastions of the North</i>
bone	<i>Bone & Ebony</i>
bull	<i>Houses of the Bull God</i>
cb_d	<i>Caste Book: Dawn</i>
cb_e	<i>Caste Book: Eclipse</i>
cb_n	<i>Caste Book: Night</i>
cb_t	<i>Caste Book: Twilight</i>
cb_z	<i>Caste Book: Zenith</i>
coin	<i>Manacle and Coin</i>
comp	<i>Storyteller's Companion</i>
core	<i>Exalted Core Rules</i>
crea	<i>Creatures of the Wyld</i>
cult	<i>Cult of the Illuminated</i>
dbld	<i>Dragon-Blooded</i>
fair	<i>Fair Folk</i>
halt	<i>Kingdom of Halta</i>
game	<i>Games of Divinity</i>
luna	<i>Lunars</i>
outc	<i>Outcastes</i>
play	<i>Player's Guide</i>
ruin	<i>Ruins of Rathess</i>
seas	<i>Savage Seas</i>
salt	<i>Blood and Salt</i>
scav	<i>The Scavenger Lands</i>
side	<i>Sidereals</i>
svnt	<i>Savant & Sorcerer</i>
time	<i>Time of Tumult</i>

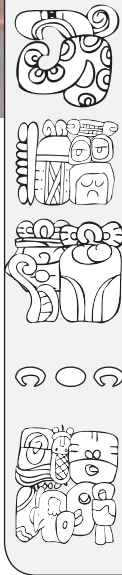
A NOTE ON CAPITALIZATION

For some reason, role-playing games have an irritating tendency to Capitalize Everything Under the Sun, for no reason whatsoever. This book will not do so, reserving capital letters largely for proper names and the first letter in a sentence.

It will, however, use capital letters to represent character traits that have meaning in Exalted. For example, "Essence" refers to a specific rated value that all characters in the game have, while "essence" refers to a magical force that is used to power things like artifacts. Likewise, "Strength" is another rated value that characters have, while "strength" is a generic word that means "physical force". Also, while the name of the game is "Exalted", beings that have been elevated by the gods are "exalted".

SECOND EDITION CODES

blck	<i>Books of Sorcery II: Black Treatise</i>
ex2e	<i>Exalted Second Edition</i>
exab	<i>The Manual of Exalted Power: Abyssals</i>
exal	<i>The Manual of Exalted Power: Alchemicals</i>
exdb	<i>The Manual of Exalted Power: Dragon Blooded</i>
exin	<i>The Manual of Exalted Power: Infernals</i>
exlu	<i>The Manual of Exalted Power: Lunars</i>
exsd	<i>The Manual of Exalted Power: Sidereals</i>
hero	<i>Scroll of Heroes</i>
ilot	<i>Imperfect Lotus</i>
isle	<i>Compass of Celestial Directions I: The Blessed Isle</i>
king	<i>Scroll of Kings</i>
land	<i>Dreams of the First Age: Lands of Creation</i>
lord	<i>Dreams of the First Age: Lords of Creation</i>
lost	<i>Lost Arts of the Dead</i>
masq	<i>Graceful Wicked Masques: The Fair Folk</i>
meru	<i>Dreams of the First Age: Meru</i>
monk	<i>Scroll of the Monk</i>
ocdx	<i>Books of Sorcery III: Oadenol's Codex</i>
rgd1	<i>Books of Sorcery IV: Roll of Glorious Divinity I</i>
rgd2	<i>Books of Sorcery V: Roll of Glorious Divinity II</i>
sfrd	<i>Scroll of Fallen Races: Dragon Kings</i>
sfrm	<i>Scroll of Fallen Races: Mountain Folk</i>
sesc	<i>Second Edition Storyteller's Companion</i>
tdea	<i>Compass of Terrestrial Directions III: The East</i>
tdno	<i>Compass of Terrestrial Directions IV: The North</i>
tdsl	<i>Compass of Terrestrial Directions I: The Scavenger Lands</i>
tdso	<i>Compass of Terrestrial Directions IV: The South</i>
tdwe	<i>Compass of Terrestrial Directions II: The West</i>
undr	<i>Compass of Celestial Directions IV: Underworld</i>
whit	<i>Books of Sorcery II: White Treatise</i>
wola	<i>Books of Sorcery I: Wonders of the Lost Age</i>
wyld	<i>Compass of Celestial Directions II: The Wyld</i>
yush	<i>Compass of Celestial Directions III: Yu-Shan</i>



CANONICAL ARTIFACTS

Over the years, White Wolf has published and republished lots of artifacts, spread out over many different books. The following list of canonical artifacts, sorted first by rating, then by name, identifies the location of the most recent printing of the artifact for both First and Second Edition. Items with variable ratings appear in every applicable rating section.

ARTIFACT •

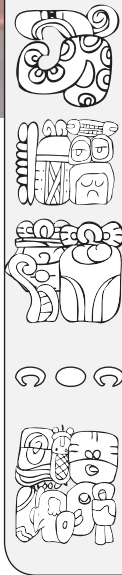
Name	1E Ref	2E Ref	Name	1E Ref	2E Ref
Adjuration: Sahmara Oath	fair.208	masq.134	Fur Merchant's Gift		
Aegis-Inset Amulets		wola.71	Glory to the Ghoul King	ruin.91	ocdx.31
Arc Protector	auto.182		God Kicking Boot	play.211	ex2e.388
Attunement Spike		exab.217	The Golden Flames	time.49	ocdx.31
Autolabe	auto.182		The Golden Soldiers	time.15	
Band of Faith		sesc.127	Good Luck Charm	core.337	ex2e.379
Baneclaw		monk.159	Goremaul	core.341	ex2e.386
Barrier Sands		exin.186	Grapes of Torment	bone.59	
Behemoth: Fey Beast	fair.210	masq.135	Green Eyes	ruin.80	
Biomotonic Replicant		lord.91	Green Iron Dust	ruin.81	
<i>The Black Treatise</i>		whit.35	Guide to the Prison Gates		eixn.187
Blessing of the Sun		ocdx.30	<i>Gunzoshu Tactical Manual</i>		ocdx.116
Blood Apples	bone.58		Hammerfist Bracer	fair.279	
Bloody Ice Comb	bone.58		Hearthstone Amulet	core.337	ex2e.379
<i>The Book of Bone and Ebony</i>		blck.20	Hearthstone Compass	ab_e.79	wola.57
Boot Grafts	ruin.80		Heavenly Thunder Leaves	cb_z.80	ocdx.31
Bracer of the Hawk	cb_t.79	ocdx.32	Hell-Weather Clock		exin.187
Breastplate	core.345	ex2e.390	House of Refuge		wyld.142
Breather Plant	ruin.80	sfrd.23	Infernal Essence Tap		eixn.187
Bulb of Demise and Renewal		wola.56	Iron Toes		sesc.127
Cache Egg	ab_e.79	wola.58	Ivory Butterfly	bone.59	
Chalcanth Reservoir		exin.186	Jade Hand	salt.89	
Chalcedony Chamberlain's Flutes	ab_w.79	ocdx.32	Jade Harmony Needles	bone.60	
Chaomorphhic Symbiote		lord.92	Jasmine Gems		whit.31
Charm against disease	core.336	ex2e.379	Knife Spores	ruin.81	
Chime of Perfect Summoning	abys.256		Labyrinth Doorknocker	bone.60	
Collapsible Palanquin		exin.186	Leaf Armor		sfrd.23
Collar of Cleansing Light	svnt.40	ex2e.380	Light Amplification Visor	auto.183	
Collar of the Bestial Shade	bone.58		Light Sphere	auto.184	
Cord of Winds	salt.119	ocdx.30	Lotus Blossom Cup	cb_e.79	
Crushfist	play.211		Mask of Pure Breath	fair.279	sfrm.25
<i>The Crystal of Kuan</i>		ocdx.112	Mirror of Life	bone.60	
<i>Daric's Laws of Magic</i>		whit.34	Moon-Faced Mail		exlu.128
Demon Ink Tattoo		exin.194	Mundane Box	ab_a.76	
Dire Chain		ex2e.387	Nutrient Recycling Engine	auto.185	
Divinity Requisition Badge		lord.88	Omen-Weather Engine		exin.188
Dragonfly's Ranging Eye	ab_a.75	wola.59	Omnimodal Wardrobe Unit	auto.184	
Dream Catcher		monk.141	Oneiromancy: Waking Circle Spell	fair.205	masq.136
Drum of the Living Heart	bone.59		Orichalcum Lined Cloak	time.15	
Echo Jewel	fair.280	sfrm.25	Path-Carving Boots		exin.188
Eight-Scream Devil Powder		wola.74	Perfected Boots		wola.52
Emerald Fire Lantern		exin.186	Perfected Calculation Array		wola.114
Enhanced Buff Jacket		sfrm.23	Pillow of Grass	bone.60	
Essence Capacitor	auto.183	exab.215	Players Mask	cb_e.79	
Essence Containing Gem	abys.255	exab.215	Prayer Wheels of Sextes Jylis		tdso.55
Essence-Scrying Visor	fair.279	sfrm.25	Prosthetics of Clockwork Elegance		wola.71
Fate Ring		monk.160	Razor Claws	cb_d.78	ex2e.388
Fibre-Weave Bodysuit	auto.189		Reading Crystal	play.192	
Fire Pearl	ab_f.79	wola.57	Resonant Chorus Bow	fair.207	masq.139
Fivefold Harmonic Regulator	ab_a.76	wola.57	Respirator Module	auto.185	
Flaw Scanner	auto.183		Resplendent Personal Assistant		wola.58
Forms of Harmony	bone.59		Robe of Life	bone.61	
Freshwater Pearls	outc.92	ocdx.158	Scroll of Unending Stories	bone.61	
			Shadowlight Caul		exin.189
			Shaping Armor		masq.139
			Silver Quill	cb_e.79	ocdx.32
			Six-and-Finger Staff	outc.121	
			Skirmish Pike	fair.280	sfrm.25
			Sling of Deadly Prowess	cb_n.79	ex2e.389
			Smashfist	core.341	ex2e.388
			Solar Seal	cb_e.80	ocdx.32
			Soul-Heart	halt.95	
			Soulfire Crystal	abys.254	exab.215
			Space-warping Needle		exin.178



Name	1E Ref	2E Ref	Name	1E Ref	2E Ref
Spy Tattoos		tsdo.100	Collapsible Palanquin		exin.186
Stability-Confering Collar		land.114	Collar of Okeanos		tdwe.37
Stallion-Thrashing Whip	bone.61		Compass of the Immanent Strife	outc.92	ocdx.33
Steel Pen of Refinement	bone.61		Courier Drone	auto.185	
Stone of Ten Thousand Tears	bone.62		Daikalbar		monk.159
Storm-Running Boots	bone.62		Daiklave	core.340	ex2e.385
Storm-Warding Parasol	bone.62		Daiklave, Chain		monk.159
Sun crystal	ruin.84		Daiklave, Hooked	cb_n.81	monk.159
Swordstick	play.193	sfrd.23	Daiklave, Short	play.211	ex2e.386
Talisman of Suspended Evocation	fair.281		Demon Ink Tattoo		exin.194
Tassels of Ahlat		tdso.148	Defiler Eel		king.50
Tattoo Artifact		exlu.111	Direlance	core.341	ex2e.386
Ten Thousand Blasphemies Talon		exab.217	Discreet Essence Armor		wola.80
Thirst-Quenching Pitcher	bone.62		Divinity Requisition Badge		lord.88
Thousand Comforts Lounge		wola.58	Dragon Sigh Wand	fair.281	
The Tongue-Binder	bone.63		Dragon Tear Tiara	core.337	ex2e.381
Transformative Clothing		sfrm.26	Dreamscape Tutor Gems		wola.116
Transperfect Domestic Tool		lord.88	Echo Jewel	fair.280	sfrm.25
Twining Leaf Breastplate		exin.183	Emerald Spider Gauntlets		exin.179
Veil of Privacy	ab_a.76	ocdx.31	Enhanced Reinforced Buff Jacket		sfrm.23
Vessel of the Pyre	abys.256		<i>Enchiridion of All Knowledge</i>	ruin.91	
Vine Klave	ruin.82		Essence Cannon	outc.52	wola.131
Walkaway	core.337	ex2e.379	Essence Capacitor	auto.183	exab.215
Warding charms	core.337	ex2e.379	Essence Containing Gem	abys.255	exab.215
Wedding Bands	botc.93		Essence Dice	bone.65	
Whip of the Dead	bone.63		Essence Flare Pillars		wola.60
<i>The White Treatise</i>		whit.35	Essence Glider		wola.52
Windslave Disc	ab_a.76	wola.58	Essence Pulse Grenade	fair.282	sfrm.26
Winged Messenger Bauble		wola.98	Essence Union Dart	ab_a.76	ocdx.33
Winterbreath Jar	coin.31	ocdx.32	Excellent Air Boat		wola.34
Yasal Crystal		ex2e.381	Face of Discretion	ab_a.76	

ARTIFACT ••

Name	1E Ref	2E Ref	Name	1E Ref	2E Ref
Acid-Rime Weapon		exin.178	Fibre-Weave Bodysuit	auto.189	
Adjuration: Sthiti Oath	fair.208	masq.134	Fingerbone Bracelet	bone.65	
Air Seeds		wyld.79	Fire Claw	play.193	sfrd.24
<i>The Art of Sorcery</i>		whit.33	Folding Servant		wola.98
Artificial Wyld Pockets		wyld.26	Forms of Harmony	bone.59	
Ashigaru Battle Armor	outc.50	wola.79	Fuel Bolt Launcher		wola.75
Assault Crossbow	auto.188	sfrm.24	<i>The Genesis of Heathen Ritual</i>		ocdx.113
Attunement Spike		exab.217	Grave-Prison Chains	abys.257	
Audient Brush	cb_e.79	ocdx.32	Green Sun Tattoos		exin.194
Autolabe	auto.182		Greenwood Blade		ocdx.34
Automaton Assassin	salt.119	wola.100	Grimcleaver	core.341	ex2e.386
Bag of Harvested Plagues	bone.63		Hairpin Blade	bone.66	
Behemoth: Fey Beast	fair.210	masq.135	Hand of the Mountain		wola.98
Biomotonic Replicant		lord.91	Harrowed Daughter's Paleskin Cowl	ab_w.79	
Blood Apples	bone.58		Healing Orchid	ruin.82	
Bloodspike Harness		ex2e.387	Heart-Song Instrument		exin.189
Bone Bridge	bone.63		Hearthstone Bracers	core.338	ex2e.381
Bone Harpoon	bone.64		Heaven Glory Shroud		sexc.127
Bracelet of Shared Life		wola.59	Hell-Weather Clock		exin.187
Bracelets of Passionate Artistry	bone.64		Hilt of the Bloody Sword	bone.66	
Bracer of Crystal Bolts	play.193	sfrd.24	Horn of the Ways	botc.92	ocdx.159
Brass-Thread Mycelium		exin.189	The Hound's Eyes	time.15	ocdx.35
Cache Egg	ab_e.79	wola.58	Hundred Color Shaping Lens	fair.207	masq.139
Candelabrum of Remembered Kin	bone.64		Implosion Bow, Light	salt.120	wola.130
Chain Shirt	cb_d.81	ex2e.390	Incarna Seals		tdso.62
Chair of Guilty Sorrows	bone.65		Infernal Cannon, Very Small		exin.179
Chaomorphc Symbiote		lord.92	Infernal Essence Tap		einx.187
Cloak of Vermin	bone.65	Collar of	Infernal Prayer Strip		exin.190
Clockwork Diligence		wola.100	Infinite Chakram	play.211	ex2e.389
			Inkbrush of the Heart's Desire	bone.66	
			Jade Hand	salt.89	
			Jade Saddle		wola.60
			Jump Harness		wola.52



Name	1E Ref	2E Ref	Name	1E Ref	2E Ref
Key to the Infernal Gates		exin.190	Tiger Shark Armor		wola.80
Lamellar		ex2e.390	Torc of Unified Action		wola.62
Light Amplification Visor	auto.183		Topaz Vapor Mantle, Scaled		exin.183
Lightning Box	ab_a.76	wola.60	Transformative Amor		sfrm.26
The Loom of Cobwebs	bone.67		Translation Crystal		wola.63
Manthresher		monk.160	Traveller's Staff	botc.94	ocdx.158
Mask	svnt.41	ex2e.381	Tsunami Blade		monk.160
Mimic Skin	ruin.83		Twilight-cutter		exin.178
Mist-Demon Tattoo		exin.198	Twining Leaf Buff Jacket		exin.183
Monotonic Disrupter Lens		lord.96	Twining Leaf Lamellar		exin.183
Morning Star Guide	abys.257		Typhoon Wheel		monk.160
Oblivion's Panoply		exab.218	Umbraklave		exin.178
Omen-Weather Engine		exin.188	Vajra		monk.160
Oneiromancy: Dreaming Circle Spell	fair.206	masq.137	Veil of the Anointed	outc.121	
Onyx Soul Window	bone.67		Veil of Fathomless Wickedness		land.130
Patch Hide Armor	bone.67		Vessel of the Pyre	abys.256	
The Perfect Talon Dagger	time.23	ocdx.35	Vestment of Holy Vigilance		lord.96
Plasma Tongue Repeater		wola.75	Visage-Distorting Mask	abys.258	
Portable Geomantic Recharging Module		wola.61	Wall Eater		wola.130
Prayer Transceiver Module		wola.61	Warstrider Implosion Bow	outc.51	
Prayer Wheels of Sextes Jylis		tdso.55	Wave Stepping Boots	outc.92	ocdx.36
Prosthetics of Clockwork Elegance		wola.71	Wavecleaver Daiklave	seas.126	ex2e.386
Reaper Daiklave	outc.51	ex2e.385	Waypoint Shrine		lord.87
Reaver Daiklave	core.341	ex2e.385	Weapon Ward		exin.191
The Recorder of Everlasting Glories		wola.61	Whispering Fan	bone.69	
Reinforced Buff Jacket	core.345	ex2e.391	Whistle of Ghost Summoning	cb_t.79	ocdx.33
Ring of Flies	bone.67		Windwall Terminal	ab_a.77	
Ring of Images	ruin.86	sfrd.24	Worm-Ridden Veil	bone.69	
Rod of Cleansing the Body		wola.62	Wrackstaff		monk.160
Sacrificial Gem	bone.68		Yasal Crystal		ex2e.381
Seed of the Immaculate Blood	cb_t.79	ocdx.159			
Serpent Sting Staff	core.341	ex2e.388			
Seven Jewelled Peacock Fans	cb_e.80	ocdx.32			
Shadow Gloves	bone.68				
Shadow Peacock Earring	bone.68				
Shadowlance		exin.178			
Shade knife		exin.178			
Shaping Armor		masq.139			
Shield Bracer	cb_d.78				
Shieldstone Gauntlet	fair.282				
Shock Pike	outc.51	wola.76			
Short Powerbow	core.343	ex2e.389			
Skin Mount Amulet	ab_e.80	wola.72			
Skin-Like-the-Mountains Oil		wola.75			
Skirmish Pike	fair.280	sfrm.25			
Sky Cutter	halt.95	ex2e.388			
Slave Collar		wola.63			
Slayer Khatar	core.344	ex2e.388			
Soulfire Crystal	abys.254	exab.215			
Soulfire Mask	abys.257				
Soulgem	auto.186				
The Speaking Dagger	bone.69				
Spear Thrower of Exalted Prowess		wola.75			
Spider Grippers	cb_n.79				
Stamp of Ultimate Authority	ab_v.80	ocdx.32			
Steelsilk Sails	salt.121	ocdx.158			
Storm-Warding Parasol	bone.62				
Sublime Interstice of Incongruity		lord.92			
Switchklave		wola.76			
Symnelra		wola.99			
Talisman of Suspended Evocation	fair.281				
Tattoo Artifact		exlu.111			
Ten Thousand Blasphemies Talon		exab.217			
Thunderbolt Shield	botc.93	ocdx.35			

ARTIFACT ●●●

Name	1E Ref	2E Ref
Acid-Rime Weapon		exin.178
Adjuration: Anugraha Oath	fair.209	masq.134
Arrows of Distant Death	cb_d.81	
Artifact Waypoint Complex	fair.207	masq.139
<i>The Art of Sorcery</i>		whit.33
Artificial Wyld Pockets		wyld.26
Attunement Spike		exab.217
Bath That Warms	bone.70	
Bell of the Endless Caravan	bone.70	
Belt of Aerial Mobility		wola.53
Belt of Shadow Walking	cb_n.80	wola.53
Behemoth: Daikaiju	fair.210	masq.135
Bile Spear		exin.178
Biomotonic Replicant		lord.91
Black Depths Foretold		ocdx.36
Black Widow Razors	ab_w.79	wola.101
Blood Seed	botc.94	ocdx.160
Boat of Bones	bone.70	
Bow of Screaming Doom	bone.70	
Bracers of Universal Crafting		wola.72
Brass Legionnaire		wola.103
Builder Bugs		wola.117
Cache Egg	ab_e.79	wola.58
Cargo Preservation Spindles	seas.123	wola.59
Caustic Knife		exin.178
Chaomorphhic Symbiote		lord.92
Chaos Targe		exin.183
Chart of the Final Lands	bone.71	
Circlet of Spirits	cb_n.80	
Clockwork Efficacy Servitor		wola.107



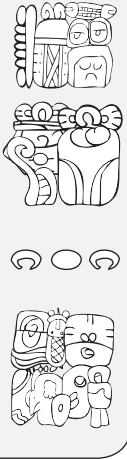
Name	1E Ref	2E Ref	Name	1E Ref	2E Ref
Clockwork Steed		wola.107	Infinite Resplendence Amulet		lord.97
Coat of the Doomed Wind		exin.184	Infinite Weapon	outc.54	
The Codex of the Damned	bone.72		Inversion Cuirass		exin.184
Collapsible Palanquin		exin.186	Jade Hand	salt.89	
Collar of Clockwork Diligence		wola.100	Jade Saddle		wola.60
The Crusher of Souls	bone.72		Key to the Infernal Gates		exin.190
Crystal of Protection	ruin.86		Lightning Ballistae	seas.127	wola.132
Crystal Warclub	play.194	sfrd.25	Lightning Chain	cb_d.79	
Cup of Flowing Blood	cb_t.79	ocdx.36	Living Glaive	time.94	
Dark Rider	botc.94	ocdx.36	Loathsome Osseous Shell		exab.218
Death Shield Ring	cb_z.80		Long Powerbow	core.343	ex2e.389
Defiler Eel		king.50	Manacle of Night		ocdx.41
Demon-Embracing Robes	abys.258		Map of Azure Victory	cb_d.78	wola.92
Demon Ink Tattoo		exin.194	Marmoreal Cannon, Small		exin.180
Diagnostic Garden		lord.89	Minion of Deadly Touch		wola.106
Duelling Torcs	ab_e.81	ocdx.37	Mirror That Looks Upon Its Twin	bone.74	
Ebon Shadow Hand		exin.195	Mirrors of Illusion Shattering	cb_t.80	ocdx.38
Echo Jewel	fair.280	sfrm.25	Mist Dagger		exin.180
Elemental Lens	outc.52	wola.77	Mist-Demon Tattoo		exin.198
Escharklave		exin.178	Mist Razor		exin.180
Essence Cannon	outc.52	wola.131	Myrmidon Carapace	fair.283	sfrd.25
Essence Capacitor	auto.183	exab.215,	Necklace of Solar Charisma	play.194	
Essence Containing Gem	abys.255	exab.215	Night Mother Doll	bone.74	
Essence Dice	bone.65		<i>Oadenol's Codex</i>		whit.35
Essence Lash		wola.77	Omen-Weather Engine		exin.188
Essence Tister		wola.132	Omniscient Literary Advisor		wola.64
Ever Vigilant Guardian		wola.104	Oneiromancy: Desire Circle Spell	fair.206	masq.137
Everyman Armor	time.94	ocdx.37	Onslaught Crossbow		sfrm.24
Excellent Air Boat		wola.34	Pale Bees of the Ghostly Hive	bone.74	
Eye of the Living Earth	cb_t.80	ocdx.160	Patch Hide Armor	bone.67	
Eyes of the Pyre Flame	bone.72		Pectoral of Resplendent Speeches		wola.64
The Feathered Serpent		wola.105	Perfected Flame	outc.121	
Fire Lance	outc.53	wola.77	Phantom Mantle	bone.75	
Fire-Belly Centipede	bone.73		Power Mace		wola.78
Flamescrier		tdso.142	Powerbow of Perfect Accuracy	cb_d.80	
Fourfold Demon Arm		exin.195	Prosthetics of Clockwork Elegance		wola.71
Gauntlets of Distant Claws	cb_n.80	ocdx.37	Quagmire Perimeter Mine		wola.91
Gauntlets of Distant Touch	ab_v.80	wola.76	Raptor's Wings	halt.94	
Ghost Cestus	comp.77	ocdx.37	Razor Teeth	bone.75	
Ghost Seeing Blindfold	cb_t.80		Reborn Glacial Rain	cb_z.80	
Ghost-Strengthening Links	abys.258		Reinforced Breastplate	core.345	ex2e.391
Girdle of Skulls	bone.73		Repeating Maggot-Caster	abys.259	
Gloves of Martial Readiness		wola.78	Resurrection Pit		exab.216
Golden Bird of Sunlight	cult.69		Riding Boots	time.95	
Grala's Whistle		rol1.51	Ring of Disguise	ruin.86	
Grand Daiklave	core.341	ex2e.385	Rod of Verdant Minerals		exin.181
Grand Goremaul	play.211	ex2e.386	Rosary That Feeds on Souls	bone.75	
Grand Grimcleaver		ex2e.387	Saram Saru's Oracular Hookah	ab_w.80	
Grand Grimscythe		ex2e.387	Scabbard of the Living Weapon	cb_t.80	ocdx.38
Grave-Prison Chains	abys.257		Scatheglaive		exin.178
Gunzoshu Commando Armor	outc.53	wola.81	Scourge of Thorns	bone.75	
Gyroscopic Chakram	auto.189		Seal of Cecelyne		exin.192
Hammer of the Damned	bone.73		Seed of the Immaculate Blood	cb_t.79	ocdx.159
Hand of the Great Maker		lord.93	Sentinel Defense Force Armor		wola.81
Hand Snare Chains	bone.73		Shadow-Casting Gem	bone.76	
Hemisphere of Undersea Respite		wola.64	Shaping Armor		masq.139
Hilt of the Bloody Sword	bone.66		Shattered Crystal Blade		exin.181
The Holy Writ of Twilight	cult.69		Shieldstone Gauntlet	fair.282	
Honey of the Bees of Zarlath	cb_t.80	ocdx.160	Shock Gauntlet	ruin.194	
Howdah of the Black Hillock		exin.191	Shock Pike	outc.51	wola.76
Implosion Bow, Light	salt.120	wola.130	Silken Armor	cb_e.80	ocdx.159
Industrial Exoskeleton	auto.187		Skirmish Pike	fair.280	sfrm.25
Infernal Cannon, Small		exin.178	Sky Mantis Tower	ab_a.77	wola.65
Infernal Essence Tap		exin.187	Slave Collar		wola.63
Infernal Prayer Strip		exin.190	Sling Bow of Ice	comp.78	ocdx.38



Name	1E Ref	2E Ref	Name	1E Ref	2E Ref
Sorcery Capturing Cord	cb_t.81	ocdx.39	Cloak of Vanishing Escape	cb_n.81	ocdx.40
Soulfire Crystal	abys.254	exab.215	Clockwork Efficacy Servitor		wola.107
Space-warping Needle		exin.178	Clockwork Steed		wola.107
Spirit Sword	cb_d.80		Cold Wind Knives	halt.93	
Stability-Confering Vat		land.114	Collar of Clockwork Diligence		wola.100
Stomach-Weighting Powder	bone.77		Compliant Umbral Panoply		exin.192
Storm Sapphire	salt.121		The Crimson Bow	botc.95	ocdx.40
The Subtle Pin of Jade and Fury		tdso.142	Deadly Transformation Armor		wola.87
Swift Rider		wola.34	Death at the Root	ab_w.81	ocdx.42
Sympathetic Elemental Scanner		wola.65	Dream Broadcaster		wola.67
Talisman of Suspended Evocation	fair.281		Elemental Exoskeleton		wola.67
Taming Muzzle	bone.77		Essence Battlement		wola.133
Tattoo Artifact		exlu.111	Essence Cannon	outc.52	wola.131
The Tears of the Harvest	cult.69		Essence Capacitor	auto.183	exab.215
Ten Thousand Blasphemies Talon		exab.217	Essence Containing Gem	abys.255	exab.215
Thieving Harness of Servitude	bone.77		Essence Storing Crystal	play.195	
Thorn Thrower	ruin.194	sfrd.25	Essence Wall Projector		wola.68
Tiger Shark Armor		wola.80	The Five Fire Stone		tdso.142
Tongue of 11 Demon Howl	abys.259		Flame Spear	cb_d.79	
Tongue of the Serpent Prince		exin.196	Flesh-Galliard Harp		exin.193
Topaz Vapor Mantle, Spined		exin.183	Flying Silver Dream	cb_z.81	ocdx.40
Transcendent Phoenix Pinions	ab_f.79	wola.53	Foe-Clearing Halberd		wola.78
Twining Leaf Reinforced Breastplate		exin.183	Folding Ship	cb_e.81	ocdx.41
The Ultimate Document	ab_v.80	ocdx.39	Forge Hand Gauntlets	ab_f.80	wola.68
Ultimately Useful Tube	cb_n.80	ocdx.39	Globe of Transport	play.195	sfrd.26
Urn That Voids Darkness	bone.78		Grand Escharklave		exin.178
Vault of Woven Dreams		lord.94	Green Iron Heart		exin.196
Vessel of the Pyre	abys.256		Haze Shield	outc.58	wola.92
Vestment of Holy Vigilance		lord.96	Hauberk of Bells		exin.184
Virtue-Enhancing Flask	abys.260		Hovering Iron Spirit	abys.260	
Walking Stone	outc.122		Implosion Bow, Heavy		wola.130
War Devil's Skull		monk.27	Implosion Bow, Medium	outc.59	wola.130
The White Snakes That Hunger	bone.79		Infernal Cannon, Medium		exin.179
Windblade-class Personal Transport		wola.35	Infernal Prayer Strip		exin.190
Windslave Terminal	ab_a.77		Infinite Resplendence Amulet		lord.97
Wound Mending Needles		wola.66	Iron Horse	cb_e.81	
Yoroi Rapid-Response Armor		wola.82	The Jackal's Skull	cb_t.81	
			Jade Hand	salt.89	
			Jewel-of-War		exin.202
			Keystone of the Stair Inescapable	bone.79	
			Kind Edge		ocdx.41
			Lightning Ballistae	seas.127	wola.132
			Lizard Tail Regrowth Sphere	ruin.87	
			Manacle of Night		ocdx.41
			Manifestation Engine	bone.113	
			Marmoreal Cannon, Medium		exin.180
			Metasorcerous Phylactery		lord.96
			Mist Scythe		exin.180
			Myrmidon Carapace	fair.283	sfrm.27
			Obsidian Sheathe	play.195	sfrd.26
			Oneiromancy: Samadhi Circle Spell	fair.207	masq.137
			Panacea Pipe	time.94	ocdx.41
			Panic Projector		wola.133
			Perfected Kata Bracers	ab_e.80	ocdx.42
			Prey Stalking Bow	ab_w.81	
			Prosthetics of Clockwork Elegance		wola.71
			Reaver Dragonfly	ab_a.81	
			Reinforced Inversion Cuirass		exin.184
			Resplendent Dolphin Courier	ab_v.81	wola.37
			Resplendent Satchel of Healing		wola.69
			Resurrection Pit		exab.216
			Ring of Being	svnt.41	ocdx.43
			The Seven Lotus Crown	salt.123	
			Scorn		exin.198
			Shame's Whiskers		sesc.127
			Shaping Armor		masq.139

ARTIFACT ●●●

Name	1E Ref	2E Ref
Adjuration: Tirobhava Oath	fair.209	masq.134
Aerial Rickshaw	side.24	
Anastacia's Chains and Catches	botc.24	
Ancestor Sash	salt.122	tdso.122
Animal-Commanding Masks		tdso.122
Armor of Elemental Inurement		wola.83
Armor of the Immaculate Dragons	outc.54	wola.84
Armor of Aquatic Puissance	seas.124	ocdx.40
Arms of Multiple Manipulation		wola.72
Articulated Plate	core.345	ex2e.391
Artifact Waypoint Complex	fair.207	masq.139
Battle Carrier		wola.36
Beam-Klave	auto.190	
Behemoth: Deep Wyld Horror	fair.211	masq.135
Belt of Shadow Walking	cb_n.80	wola.53
Biomotonic Replicant		lord.91
<i>The Book of Three Circles</i>		whit.33
<i>The Broken-Winged Crane</i>		whit.33
Cache Egg	ab_e.79	wola.58
Cage of Eternal Torment	side.39	yush.73
Cargo Preservation Spindles	seas.123	wola.59
Celestial Phoenix Cauldron		wola.66
Chaomorphhic Symbiote		lord.92
Chariot of the Infinite Heavens	outc.62	wola.37
Cloak of Deadly Automata		wola.108



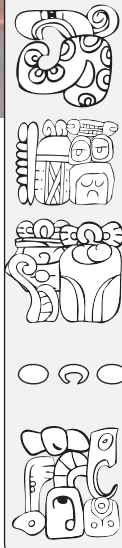
Name	1E Ref	2E Ref	Name	1E Ref	2E Ref
Shattered Vase Armor		exin.185	The Golden Viper	comp.78	
Shining Daiklave of Darkness	cult.70		Helm of Heart's Desire	outc.92	
Shroud of the Unquiet Dead	abys.261		Herannuen, the Wheel of Silver Blades		exin.203
Siege Strider		wola.38	Icemind	ab_a.78	wola.110
Singing Staff	comp.79	ex2e.392	Indomitable Conquest Platform		wola.42
<i>The Skull Diary</i>		blck.20	Infernal Cannon, Large		exin.179
Slave Collar		wola.63	Infinite Resplendence Amulet		lord.97
Sorcery Capturing Cord	cb_t.81	ocdx.39	Islebreaker		tdwe.143
Soulfire Crystal	abys.254	exab.215	Jade Hand	salt.89	
Soulsteel Net	bone.114		Lambent Fire Gourd		tdso.138
Spirit Ring	botc.26		Land Ship	comp.79	ocdx.38
Storm Sapphire	salt.121		Lightning Torment Hatchet	core.344	ex2e.392
Soul-Refracting Shadow Prism		exin.193	<i>Manta</i> -class Transport	outc.63	wola.43
Sun's Fist Chakram		wola.134	Marmoreal Cannon, Large		exin.180
Sun's Peak		sexc.128	Masks that Command Animals	salt.123	
<i>Swift Midday Brilliance</i> -class Light Warship		wola.39	Mobile Repair and Fabrication Platform		wola.44
Talisman of Suspended Evocation	fair.281		Moon-and-Midnight Cauldron		exin.182
Tattoo Artifact		exlu.111	Oneiromancy: Shinma Circle Spell	fair.207	masq.138
Ten Thousand Blasphemies Talon		exab.217	Photoshinmaic Vortex		lord.95
Time-Strung Bow		exin.181	Prosthetics of Clockwork Elegance		wola.71
Torc of Personal Projection		wola.69	Quicksilver Aegis Talisman		wola.111
Unmelting Heart of Tellerauthelot		exab.216	Ring of the Deliberative	cb_z.81	
The Unsurpassed Sanxian	time.95	ocdx.35	Ring of Vanishing Escape		wola.54
Vault of Woven Dreams		lord.94	<i>Riptide</i> -class Submersible Marauder		king.49
Veil that Holds Back Time	cb_t.81		The Scarlet Bridge		exin.193
Vessel of the Pyre	abys.256		Shaping Armor		masq.139
Vestment of Holy Vigilance		lord.96	Sorcery Capturing Cord	cb_t.81	ocdx.39
Warbird	ruin.88	wola.41	Soul Mirror	svnt.43	ocdx.43
Warstrider Fire Lance	outc.59		Soulbreaker Orb		wola.135
Warstrider Shock Ram	outc.59		Soulfire Crystal	abys.254	exab.215
Weapon Ward		exin.191	Soulsteel Mesh Swathing	bone.114	
<i>Whirligig</i> -class Courier		wola.40	Storm Hammer		wola.135
The Widow's Shawl		tdso.142	Superheavy Plate	core.345	ex2e.391
Wings of the Raptor	svnt.42	wola.54	Sword of Forgetfulness	time.95	
			Talisman of Suspended Evocation	fair.281	
			Talisman of the Cult of Dukantha	salt.124	
			Tattoo Artifact		exlu.111
			Third-Arm Glove		sexc.128
			Three Hundred and Thirty Thirsty Fangs		exin.185
			Traveling Pagoda		wola.45
			Vault of Woven Dreams		lord.94
			Whip of Devouring Serpents	abys.261	
			The Wonderous Globe of Precious Stability		wola.70

ARTIFACT ●●●●

Name	1E Ref	2E Ref
Adjuration: Srishti Oath	fair.209	masq.134
Artifact Waypoint Complex	fair.207	masq.139
Behemoth: Deep Wyld Horror	fair.211	masq.135
Biomotonic Replicant		lord.91
Blackened Bones	botc.96	
Bonstrider	bone.104	
Celestial Battle Armor		wola.88
Chaomorphpic Symbiote		lord.92
Chariot of Aerial Conquest	cb_d.78	
Clockwork Efficacy Servitor		wola.107
Clockwork Steed		wola.107
Collar of Dutiful Submission	side.39	yush.73
The Coral Crown	salt.124	
Crimson Armor of the Unseen Assassin	outc.59	wola.88
The Crown of Thunders	botc.96	ocdx.42
The Crucible of Tarim	botc.24	ocdx.42
Cry of the Illuminated	cult.70	
Daiklave of Conquest	cb_d.81	ex2e.392
Dominca's Mantle	outc.122	
Emerald Thurible	ab_e.81	
Essence Cannon	outc.52	wola.131
Essence Capacitor	auto.183	exab.215
Essence Containing Gem	abys.255	exab.215
Eye of the Fire Dragon	ab_f.81	ocdx.42
Fiery Solar Cannon		wola.79
Forgotten Blade		ocdx.43
<i>Glorious Dragonfly</i> -class Patrol Boat		wola.41
Glorious Scythe		wola.134
Golden Asp		wola.109

ARTIFACT N/A

Name	1E Ref	2E Ref
The Black Mirror		land.120
Brass Leviathan		wola.112
<i>Dawning Sun</i> <i>Indomitable</i> -class Heavy Battlecruiser		wola.46
Eye of Autochthon	comp.80	
The Five-Metal Shrike		wola.47
Gates of Auspicious Passage		wola.50
The Insidious Ebon Xoanon	bone.104	
Iron Puzzle Box	halt.93	
Ishiika	fair.211	masq.136
<i>Kireeki</i> -class Assault Skyreme	outc.64	wola.51
Mantle of Brigid	botc.25	
Mobile Platform 3		land.112
Monstrance of Celestial Portion		exab.116
<i>The Procedures of Creation</i>		ocdx.111
The Scepter of Peace and Order		tdso.36
The Sword of Ice	botc.27	
Thousand-Forged Dragon		wola.113
<i>Titan</i> -class Aerial Citadel		land.117
The Verdigris Circlet		land.102
Wedding Band of the Scarlet Bride		exin.198



MATERIALS

Artifacts can only be as good as the materials from which they are made. Most are constructed from the five magical materials, which are defined and discussed at great length in various artifact books [bo3c.84-86, svnt.37-40, ocdx.19-27, core.30-31, core.246, core.341-346, ex2e.387-390]. This chapter expands upon the materials used to make artifacts, and also acts as an index of sorts to where some of the less common materials can be found in canon.

FIVE MAGICAL MATERIALS

GoldenCat, Greymane, Selina, FiatVictrix, FourWillowsWeeping, PassengerPigeon, David

This system replaces and expands the benefits and methods of attuning to the five magical materials. For most weapons and armor, three types of attunement are now considered:

- *First circle* attunement provides the benefits of artifact weaponry: increased control and access to special abilities. This requires a commitment of motes specified by the individual artifact.
- *Second circle* attunement gives the Exalt the benefits of the metal's **lesser alchemy**; for exalted for whom it is a heritage metal, this costs the same as first circle attunement. For other exalted, an attunement roll [core.338, ex2e.382] is required and the attunement cost is doubled.
- *Third circle* attunement provides the benefits of the **greater alchemy**; this is only accessible for exalted of appropriate heritage, and requires an attunement roll and doubles the attunement cost.

These three circles apply to artifacts made to most ably flow with energies the magical materials. Many artifacts, however, do not, and such artifacts possess only first circle attunement (like warstriders and dragon armor), or no actual bonuses granted for second circle attunement.

Under this system, basic artifact armor is repriced. Both breastplate and buff jackets are now Artifact •, reinforced breastplate and articulated plate are now Artifact ••, and superheavy plate is now Artifact •••. That way, artifact armor will easily be able to be supplemented with extra abilities—which is most of the reason to take artifact armor to begin with, or should be. The increase in Fatigue and Mobility penalties make two tiers coexist in the same artifact level easily enough.

All artifact armors possess Hardness equal to half their base soak, rounded down. Unless otherwise noted, shields do not possess a greater alchemy.

JADE

Jade weapons strike with the speed and power of a thunderbolt, avalanche or waterfall. Used in armor, it is solid, natural, harmonizing with the elements of the body, weighing nothing.

All colors of jade have the same lesser alchemy:

Melee: +3 Speed (1E), -1 Speed (2E), +1 Damage, +1 Rate

Ranged: +1 Rate, +50/10yds Range

Armor: +3B/+3L soak, ignores Fatigue Value

Shield: +3B/+3L soak





The greater alchemy may only be drawn by a dragon-blooded of the right aspect, and depends on the jade's color:

Black Jade

The greater alchemy of floodjade is harnessed by water aspects. Weapons of water increase the pressure of the blow. The weapon adds one attack success for every four attack dice. It may not add more successes than the water aspect's permanent Essence rating.

Armor of black jade flows with the wearer and through blows. The water aspect ignores the Mobility penalty of his armor, and receives the armor's total artifact rating as an environmental penalty to enemy attacks, as the blows that come to them just slide away in the water of the armor.

Blue Jade

Air aspects use the greater alchemy of windjade. Weapons of air push their enemies back in powerful gusts. Those struck by the blue jade weapon increase the difficulty to resist knockback by the exalt's Essence, and triple its distance (being knocked back one yard per damage die, before soak.)

Armor of blue jade makes the character free as the winds. It allows the air aspect to fly free in the wind, moving, ascending and descending at his normal movement speed. This speed is doubled by their air aspect anima power.

Green Jade

Briarjade's greater alchemy assists wood aspects. Weapons of wood preserve and draw upon life itself. The weapon may always do bashing damage if the exalt prefers, with the blessed compassion of the Wood Dragon. On each successful hit on an enemy, they also steal a number of motes from their essence pool and transfer to the exalt equal to the rating of a basic artifact of that type (i.e. • for smashfists and the like, •• for dire lances, ••• for grand daiklaves, and so on, regardless of extra powers that increase its artifact level).

Armor of green jade melds flesh, wood, and magical material together. The wood aspect becomes immune to all mundane poison and diseases, as well as powers that may drain their essence pools or Essence rating, protected by the magical material lattice on their bodies.

Red Jade

Fire aspects master the greater alchemy of firejade. Weapons of fire move so fast that flame trails on their wake, channeling exalt fire to incinerate all they touch. Firejade weapons double the jade Speed bonus and allow fire aspects to apply the damage of their fiery anima upon striking foes as if they were unarmed.

Armor of red jade burns hot and bright. The fire aspect doubles the damage of his fiery anima.

White Jade

Mountainjade's greater alchemy calls to earth aspects. Weapons of earth thrive upon devastating blows, increasing their strength. The weapon adds one damage success for every three damage dice, after soak. It may not add more successes than the earth aspect's permanent Essence rating.

Armor of white jade is hard like diamond. The earth aspect converts all armor soak into hardness.

MOONSILVER

Moonsilver weapons are protean, shifting to penetrate guards and protect their wielder with preternatural ease. Moonsilver is living, liquid, flowing with its wearer's every movement, holding their wounds closed. Shields flow in the way of strikes. Its lesser alchemy provides the following effects:

Melee: +2 Accuracy, +2 Defense

Ranged: +1 Accuracy, +100/20yds Range

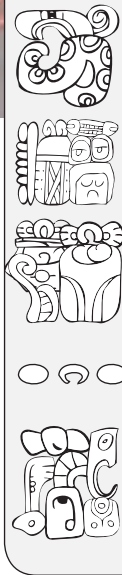
Armor: Mobility penalty becomes zero, and user ignores two points of wound penalties.

Shield: Increases the shield's difficulty for attacks from 2 to 3.

Moonsilver is the metal of the Silver Lady, the Moon, ruler of the wyld, shifting like dream. Its greater alchemy allows it to function like the lunar's grace, allowing the lunar to shape the Wyld and herself. Moonsilver weapons may be used in shaping combat, with no change to its statistics. Most direct weapons will be weapons of, and a Sword Grace. Most weapons used in performance, such as fans and staves, will be weapons of, and a Cup Grace. Most blunt weapons will be weapons of, and a Staff Grace. And most ranged and martial arts weapons will be weapons of, and a Ring Grace.

The moonsilver armor becomes part of the Lunar, enhancing his might. The Lunar may divide a number of dots between his attributes equal to the armor or shield's artifact rating. Dexterity, Wits and Manipulation cost two dots per each dot enhancement.





worked around the wearer. Its lesser alchemy has the following effect:

- Melee: +2 Accuracy, drains (wielder's permanent Essence) in motes from target and consumes them on each damaging hit.
- Ranged: +2 Accuracy, +2 Damage only against living targets.
- Armor: Adds difficulty to strike the character equal to the base rating of its type (thus, the highest is ●●●).
- Shield: All those that can feel fear receive a two dice penalty to attack the character.

Also products of the Underworld, only abyssal exalted can master the greater alchemy of soulsteel. Soulsteel weapons are tools of destruction. They exist to feed the living to the Void, and they double their raw damage against mortals, and deal heroic damage against all enemies—all 10s rolled in damage roll count as two successes with those weapons.

To strike at the abyssal in soulsteel armor is to have your own life drained away instead. When one successfully strikes at the abyssal, one loses motes equal to the armor's base artifact rating, which replenishes the abyssal's own essence reserves.

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ORICHALCUM

Also known as orichalque, this material can make weapons that excel at no one thing, but are superlative in all ways. Perfect. Orichalque is solid and untouchable, a king above all earthly matters. Shields protect with the purest light.

- Melee: +1 Speed (1E), +1 Accuracy, +1 Damage, +1 Defense, +1 Rate
- Ranged: +1 Accuracy, +1 Dam, +50/+10yds Range
- Armor: +4B/+4L soak, as well as Hardness.
- Shield: Creatures of Darkness need to make a Valor roll to attack the character, and do so at two dice penalty.

Only solar exalted are capable of harnessing orichalque's greater alchemy. Weapons of orichalcum are pure perfection. When fully harmonized, they add one success to all the solar's attacks. When channeling a virtue, rather than gaining dice, the solar may channel the virtue through the weapon to make the action perfect—an attack that will always hit, even if with one success after defenses, or a perfect, but not applicability-trumping, defense. They can do this a number of times in a scene equal to half their Essence (rounded up).

The soak and hardness of orichalcum armor becomes inviolate, resisting all attempts to reduce it, including piercing, charms that reduce soak or hardness or bypass shields. No effect will circumvent, lower or remove its protection of the solar, in any possible way. This is a perfect effect.

SOULSTEEL

Soulsteel weapons drain the warmth of its victims to fill the endless cold that exists within themselves. Soulsteel protects the wearer with fear, heightened by the amount of soulsteel



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STARMETAL

Starmetal weapons are weapons of Fate, predetermined to strike the most lethal blows. Starmetal, also called starstone, weaves Fate to diminish the effects of even the harshest blows. Its lesser alchemy provides the following:

- Melee/Ranged: +1 Accuracy, +3 Damage
- Armor/Shields: Subtracts one success from damage rolls against the character. This can reduce the damage to 0.

Sidereal exalts use starstone's greater alchemy to the following effect: Starmetal weapons are tools of Fate, of the Maiden's



desires, those who weave the destiny of all things of Creation and look with wrath to the things outside of it. Fate is woven into the weapon, a shard of the Maiden's will against all that comes from outside their rich tapestry. When striking beings outside of Fate, the sidereal lowers his target number for damage rolls by 2.

Starmetal armor protects the sidereal with a weave of Fate, magnifying his opponent's bad luck. Any attack aimed at the Sidereal loses one success for every one rolled on its attack roll. If it rolls more ones than successes, the roll botches.



OTHER MATERIALS

A number of lesser, but still magical, materials are also used for creation of artifacts. These include the "esoteric ingredients" mentioned in canonical sources [svnt.39-41, ocdx.25-27, wyld.104], or even various plants and natural materials [ocdx.155-158], but some materials are more common. These "lesser" magical materials are scattered throughout Exalted canon. This section collects them together and adds a few more for good measure.

ADAMANT

Adamant has been inconsistently described in canon, but is always a durable, glass-like substance. An early version was mentioned as being brittle [time.77]. Later, a version common in Autochthonia was introduced, with very different game mechanical properties, and given much more importance [auto.189-190]. It is not entirely clear how adamant is produced, but it can apparently occur naturally [isle.112]. After the five magical materials, adamant is the material mentioned most often in artifacts.

AMBROSIA

A rarefied form of quintessence (see below), ambrosia is formed from prayers to a specific god, and can be fashioned into much nicer materials, including jade [side.26-27, ocdx.24]. Ambrosia intended for the Celestial Incarna can be fashioned into the higher magical materials as well.

BINDING CLAY

Telgar

A great eclipse solar, betrayed by his dragon-blooded entourage in a battle during the Primordial War, left behind a legacy to further exalted to guard against betrayal. The earth and water summoned by his treacherous servants to slay him mixed with his bones and essence, forming the only deposit of binding clay in Creation. This clay, when formed into objects, binds those who write a promise or agreement into the wet clay to follow it to the letter. This agreement is sealed when the clay is fired.

BLACK IRON

Mentions of black iron in canon sources tend to be associated with either the Underworld or Malfeas. The material is quite abundant in the demon city itself [game.88], and is used in the construction of various infernal relics [exin.171], including shadow weapons [exin.178].

BLACK LEAD

Once suspected of being the signature material of the infernal exalted [seas.92], black lead now appears to be the primary material of caustic weapons [exin.178].

BLACKTOG

When the industrial processes of Autochthonia are brought to bear in Creation, this black waste liquid results. It is harmful to all life, particularly elementals [auto.202].

BLOOD GOLD

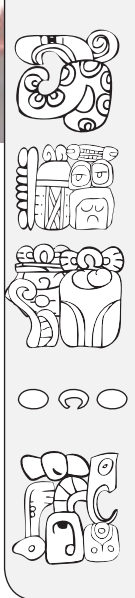
Telgar

Most orichalcum is mined from the ground in natural deposits or forged from gold with pure sunlight. Rarely, however, the sun is masked by other influences and his face changes as he looks upon Creation. Blood gold is rare because it is orichalcum forged by the light of the Unconquered Sun when Mars is eclipsing his light, turning the sunlight a bloody red. Blood gold has a ruddy hue to it and tends to have martial powers far more focused than normal orichalcum. Blood gold is often favored by dawn castes and shield bearers and used in weapons of great destruction. The Crimson Bow [botc.95, ocdx.40] was made from blood gold, as were many of the most potent weapons of devastation in the First Age.

CHIAROSCURO GLASS

This steel-hard, brightly colored substance is found only in the southern city of Chiaroscuro. As of yet no one has found a way of producing more. Skilled smiths and thaumaturges craft wondrous armor and weapons from the fragments of glass scavenged in the ruined sections of the city [scav.45, king.131]. This material appears to be quite distinct from (and more mundane than) adamant.

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CORALINE

Darloth

Found usually in the far west, but occasionally anywhere else where corals grow, coralline is a type of coral with extremely unusual properties. While it is brittle and breaks without significant effort, it is uniquely receptive to earth essence, and can often be found in earth-ascpected demesnes (although there are few of those with coral pools or near coastlines). Coralline can be worked by carving or powdering and then setting it, and once it has been shaped into whatever form the crafter desires, it can be steeped in earth-ascpected essence to harden it. The coral draws up the essence, and it is then fixed with a speck of jade, usually white or black. This process makes the material light and strong, but still rather brittle if hit obliquely. As such, coralline makes exceptional weapons (+1 speed, accuracy and defense) but rather poor armor (-1 fatigue value, easily breakable).

IRONWOOD

This dense wood, when properly treated, can hold an edge as well as steel [ocdx.157].

JADE, YELLOW

Mentioned in early books [core.344, time.82], yellow jade may have originally been an continuity mistake. Nevertheless, it remains an official material [ocdx.21], used in many artifacts that morals can use.

JADE, PURPLE

Telgar

Rare considering its highly conflicting components, purple jade forms where water and fire meet and mix; hot springs and geysers are the most common sources. Often its powers deal with steam, smoke and boiling. Generally dynasts ignore the magical properties of purple jade and instead use it for personal adornment due to its stunning amethyst colors.

FEATHERSTEEL

Mentioned largely in association with the Haslanti League, its primary source [scav.15, bstn.110-111], feathersteel also appears in a smattering of other locations in canon [ab_v.86, halt.10, outc.29, wyld.75]. As a metal as strong as steel, but much lighter, it tends to be used in artifacts associated with flight [wola.52, wola.53, wola.84].

FIRE STEEL

CrownedSun

If one searches the south in certain parts of year, during a certain season, one can find places that were once covered in flame during other parts of the year but which are now bare except for black ground, flaking away from Creation like burnt flesh from Gaia's bones. The learned know of these places as deposits of fire iron, rare in this age due to the difficulties of locating it and mining it. In the First Age, many states on the borders of Creation would specialize in mining such exotic materials, that they could trade them with the states of the Solar Deliberative.

Fire iron can only be mined with great difficulty, using techniques known only to some few barbarian tribes on the edges of Creation, passed down in oral tradition from father to son. In two of these tribes, the methods are still in use. Youths of the tribe dig into the dark earth of the south during the ordained times of the year, pulling up the burning red ore with heavily padded gloves. Tribal smiths heat the ore, alloy it with regular iron and beat it into fine weapons for the tribe.

Any weapon made from fire iron is hot to the touch, inflicting an extra 1L damage from the heat of the iron which is soaked separately. It can be worked exceedingly easily, coaxed to take a variety of shapes; all craft rolls using fire iron gain +3 dice. By itself, the material is somewhat weak and does not hold a shape very well. If alloyed with carbon, however, it creates fire steel. This maintains the other properties of the material, and in addition is unusually strong and tensile, much stronger than steel, making weapons just as resistant to breaking as artifact weapons, though it cannot be used for armor (for hopefully obvious reasons). Magical uses of the ore are even more common, and the material was used quite often in the First Age with red jade alloys. A number of jade daiklaves that survive from the pre-Shogunate era exemplify this technique, though they are almost impossible to replicate in these fallen days.

FIRE DUST

Mentioned at least once in most published Exalted books, fire dust [ocdx.157, king.135] may be the most common of the lesser magical materials. Fire dust forms naturally in the deserts of the South, as the influence of the elemental pole of fire mutates the sifting sands.

See also, "Dragondust", pg. 16.

GOSSAMER

Largely harvested from dreams or the Wyld [fair.111], gossamer forms a currency of sorts to the Fair Folk [fair.110], who can bend the material to their will to make nearly anything out of it [fair.129].

HEX STEEL

Telgar

A rare form of reddish starmetal gathered from shadowlands, hex steel has strange properties. Instead of guiding the fate of the artifact it is used in to benefit the user, hex steel will guide the fate of others astray. Often considered tainted and dangerous, the few deposits of hex steel known are left fallow except for the rare deviant. Black Ice Shadow [exsd.49] and Voren Lost Keeper are both known to possess at least one item of hex steel.

MALFEAN BRASS

This brass, while occasionally seen in Creation [lord.96], is used to create various infernal relics [exin.43], including mist weapons [exin.180].

MARBLE

Marble, while having no magical properties of its own, can receive all types of magical essence without imparting its own "flavor" into the flow, making it useful in manses [ocdx.58].



MURKSILVER

Telgar

Though lunars would like to think that only they have the goddess-given right to forge moonsilver, that is not so. In the First Age, certain eclipses learned the secrets of working moonsilver from their mates and in the Second, at least one death-knight has tortured the secrets from a captive lunar. When worked by the moonshadow exalted, moonsilver takes on a dark and tainted quality, becoming dull and possessing oily inclusions. Often, weapons of murksilver lash out violently to drink their fill.

OBLIVION'S PANOPLY

A rare type of soulsteel, this Oblivion tainted metal is typically used to armor large nectrotech constructions. [exab.218]

QUINTESSENCE

When prayers reach heaven, they solidify into quintessence and become the basic currency of heaven [side.26-27]. In heaven, gods can turn quintessence into nearly anything except the magical materials, but the raw material cannot leave heaven.

SELLSTEEL

Telgar

It was common practice for exalted sorcerers in the First Age to bargain away their worthless lower souls to ghosts and demons for further power and tutelage in the ways of sorcery. These lower souls were potent entities, swelled with the power of exaltation and mightier than any other ghost of the era. The demons that were lucky enough to gain an exalt's lower soul often had it forged into soulsteel artifacts. These artifacts came to be referred to as sellsteel for the manner in which the materials were procured. Sellsteel howls incoherently with rage and often shimmers with the caste color of the exalt whose soul forms its base. Sometimes sellsteel gains properties similar to the magical material of the exalt's chosen type, but generally it is simply mindlessly ravenous and horrifically potent. Few sellsteel items are less than greatest masterworks considering the age and rarity of the souls required to make it.

SHIMMER

Haren

Shimmer is a rare alloy of soulsteel that is made only in Stygia. The exact origins and composition of this material are unknown, but there are some rumors. It is said that it is produced only at the behest of the Dual Monarchs and that the death-lords have few items of this soulsteel in their possession. It is known for its quicksilver gleam and the strange colored points of light always seen reflected in it. Also, it does not have the tendency that other soulsteels have to moan or howl.

Often this alloy is strangely silent, placid even when dai-klaves of it are used in battle, but it has another side to it in that sometimes items of it are known to "sing" or hum when being held or used. It's said that only certain souls are chosen to make this alloy, and only then if they are willing. They are subjected to arcanoi to allow them to be forged without pain, focusing on a purpose of some sort. There are other rumors as to strange excretions gathered, forges burning with a power other

than that of soulfire, and of magical silver hammers that allow it's production, but the truth is known to few and they do not (cannot?) speak of it.

STEELSILK

This extremely strong cloth, woven from the silk of essence spiders [ocdx.151], is often used to make sails [seas.121, ocxd.158].

WATERLIGHT

Telgar

A type of orichalcum unheard of since the end of the First Age, formed only during complete solar eclipses. The filmy silver that emerges from behind Luna as she masks the Sun's full glory from scorching Creation has immense power. Metal forged by this light takes on a silvery quality, appearing much like mortal metal electrum. Waterlight flows and shifts almost like moonsilver and is highly prized for gifts between solars and lunars, especially wedding bands. The powers of waterlight are based in trickery and deception, favored by the night caste and the waning moons.

YASAL CRYSTAL

Though rare in the south, and nearly unknown elsewhere, a large field of these yellow crystals [ex2e.381] exists in the Wyld [wyld.114]. They are used to trap ghosts and spirits.

ELEMENTS

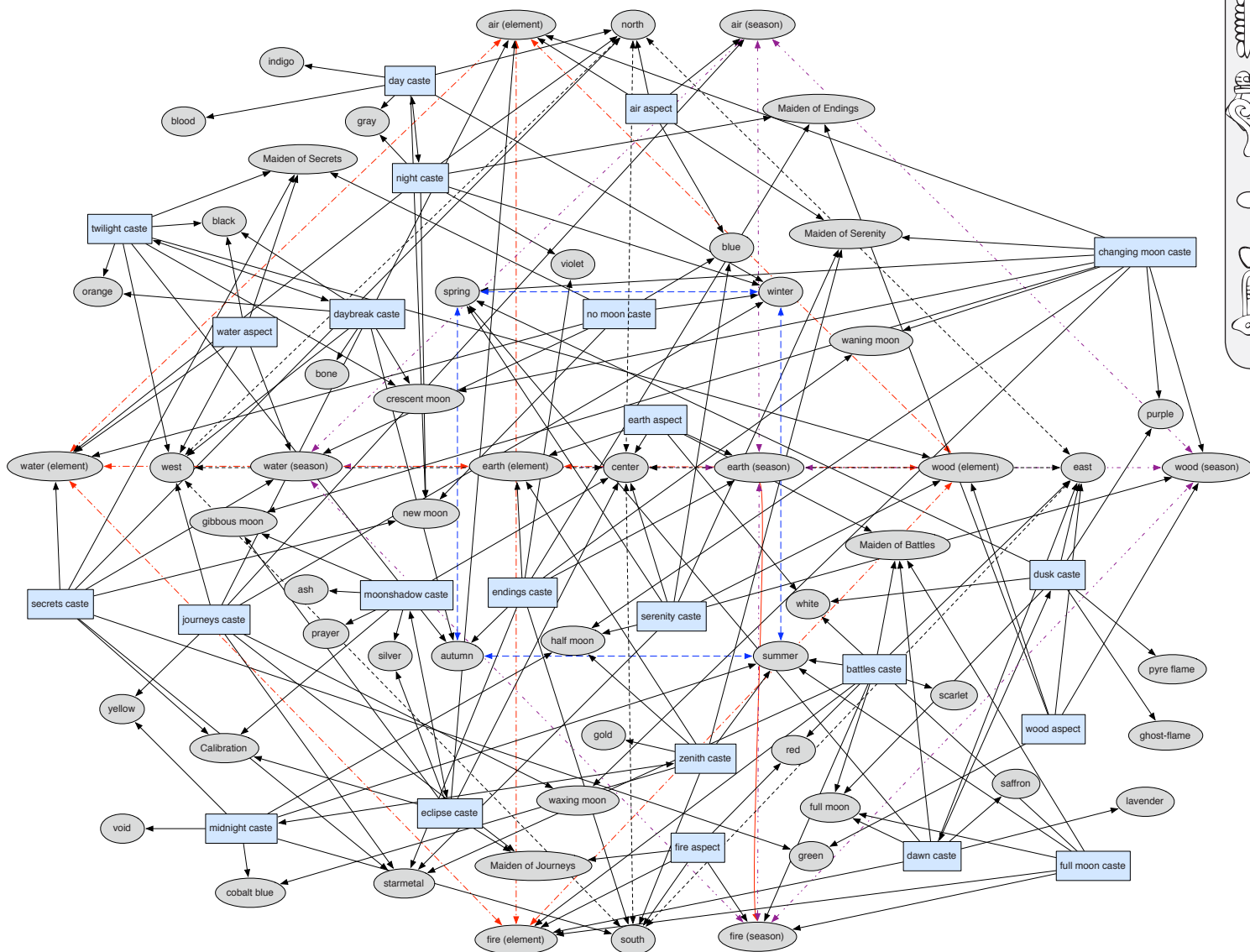
Certain materials have an archetypal importance the to plane of existence in which they are found (and, in some cases, define). Called elements, they often have abstract associations with all sorts of things within that plane and often with elements from other planes. These associations can often be exploited in the design of artifacts.

Over various books, the list of symbolic associations between various things, including elements, has grown so complicated, that it is likely possible to construct almost any connection between two potent symbols. A recent list [ocdx.48] both summarizes and contradicts other sources, such as the descriptions of each caste in the hardbacks. A chart on the next page painfully illustrates how convoluted these associations are.

CREATION

The elements of creation are tightly wound up in its function and "the 25 harmonious and five impeded elemental cycles of Creation" [rgd1.73].

- **Air:** north, cold, the color blue, gasses of all kinds, lighting, blue jade, the virtue of temperance, the mind, Eclipse, Air, Changing Moon, Journeys.
- **Earth:** center, hardness, the color white, white jade, metal, crystals, stone, willpower, balance, Zenith, Earth, Endings.
- **Fire:** south, heat, the color red, red jade, the virtue of valor, emotion, Dawn, Fire, Full Moon, Battles.
- **Water:** west, liquids, the color black, black jade, the virtue of conviction, change, Night, Water, No Moon, Secrets.
- **Wood:** east, growth, the color green, green jade, poison, the virtue of compassion, life, Twilight, Wood, Serenity.



UNDERWORLD

The Underworld lacks true elements [exab.36]; instead, the elements are more of a symbolic shorthand for philosophical “understandings” that guide the dead. The list of these elements has changed a bit through the editions.

- **Ash (2E):** The dead do not forget who sacrifices for them.
- **Blood:** Mortals propel the downfall of Creation.
- **Bone:** It is better to die than to live, better to be free of flesh than saddled with its imperfections.
- **Ghost Flame (1E)/Pyre Flame (2E):** The living shall never triumph over the Neverborn.
- **Jade (1E):** The rigid morbidity of those with only tradition left.
- **Prayer (1E):** Air is needed only as fuel for prayer.
- **Void (2E):** There is no escape from the all-consuming mouth of the Void.

MALFEAS

Hell has only one element: vitriol acid, or *thien to*, associated with corruption. Its elementals are the metody. [game.117, whit.72, rgd1.73]

Vitriol forms the basis of most infernal technology [exin.172]. As a relentless acid, it can even dissolve demons without killing them, the resulting fluid, called chalcant [exin.174], used in a number of infernal devices.

AUTOCHTHONIA

Though the elements (and elementals) of Creation are not unknown within the Machine God [auto.173], his own elements hold much more sway.

- **Crystal:** Enlightenment, serenity, knowledge, divination, inspiration (Scholars).
- **Lightning:** Power, drive, authority, divine might, illumination, noble endeavors (Luminors).
- **Metal:** War, strength, resolve, resilience, self-improvement, stubbornness (Conductors).
- **Oil:** Diplomacy, cooperation, discovery, friendship, recreation (Harvesters).
- **Smoke:** Ignorance, desolation, wickedness, inefficiency, laziness (Lumpen).
- **Steam:** Health, atonement, domestic life, procreation (Surgeons).



DRAGONDUST

Shataina (Lydia Laurenson)

Standard firedust [ocdx.156] may be altered by various magical processes into dust that is aspected to an element other than fire. Such dust, known generically as dragon dust, works exactly the same as normal firedust, but has an entirely different effect when fired from a firewand. Dragon dust may be fired normally from any firewand and, as with other standard firewand attacks, the blasts may be dodged, but not parried.

Dragon dust does not occur naturally, but can be created with artifacts such as the Caskets of Firedust Conversion (see pg. 25) or certain alchemical processes (see pg. 98, 100). The effects of the different types of dragon dust are as follows:

WATERDUST

A firewand holding water dust fires a flood of faintly blue-green Essence. If hit, the target feels her lungs begin to fill with water. She immediately takes six dice of bashing damage, soakable only with Stamina, and makes a Stamina + Resistance roll, difficulty 3. 1E: If she succeeds at this roll, then she takes a -3 penalty to all her actions for the rest of the round; if she has already acted, then this penalty carries over to the next round. If she fails the roll, then she is unable to act for the rest of the round; if she has already acted, then she is unable to act in the next round. 2E: Results of the test work as in 1E, but effects last for six ticks.

BRIARDUST

A firewand holding wood-aspected briar dust fires a seed that rapidly opens and begins to put out vines. If the target fails to dodge, she is immediately entangled. She may immediately make one Strength or Dexterity + Martial Arts or Brawl roll, difficulty 5, to attempt to disentangle herself from the vines. (Mobility Penalty from armor applies to this roll, even if it is made with Strength.) If she fails the roll, she is entangled and can take no actions until she disentangles herself. Every round, on her initiative, she may make one more Strength / Dexterity + Martial Arts / Brawl roll and add the successes to her previous successes on the roll. She is not free from the vines, and can take no actions, until she has accumulated a total of five successes.

STONEDUST

A firewand holding stonedust fires a cascade of crystal shards. These inflict base eight dice of lethal damage. In addition, the shards stick in anyone they hit, forcing the target to immediately make a Stamina + Resistance roll, difficulty 3. If she fails, a slow paralysis seeps out from the shards and she immediately loses one dot of Dexterity until the end of the scene. This Dexterity loss stacks with multiple uses, and a target reduced to 0 Dexterity is fully paralyzed and can take no actions until the scene ends—although she can still speak (albeit in a slurred and inefficient fashion) and move her eyes, etc.

SKYDUST

A firewand holding sky dust fires a streak of lightning. This inflicts eight dice of lethal damage and ignores half the target's

armor's soak, rounded down. This applies even to magical armor. Extra successes on the attack roll do not grant extra damage dice on this attack.

THE FORGING OF SOULSTEEL

Balthasar

One of the most feared and powerful substances in the known Underworld is the magical material alloyed of venous iron and unwilling souls, simply called soulsteel. The grimmest of artificers fashion this substance by placing (often struggling) wraiths bodily into pits of soulfire, and as they begin to melt hideously, merging them into an already molten pool of venous iron.

There is no way to mistake it—smelting a soul is a gruesome and inhuman process, something the sturdiest or most insane mortal would blanch at the prospect of, horrified, perhaps, at the thought of receiving the treatment one day. But this dread often does not stop the more remorseless dead. Some ghosts even revel in the process: deep in the Labyrinth, nephwracks have gleefully erected monumental citadels, every inch rendered from hundreds, if not thousands, of plaintive, wailing souls, begging for release from their eternal agony.

The process of gathering venous iron is a straightforward one—one simply ventures into the Well of the Void, and down its stair, into the Labyrinth beyond. Often venous iron is found under rocky layers of scabrous pus, or the charred corridors where soulfire occasionally blazes forth in tidal waves of liquid fire. The wise ghost can sometimes even catch the smell, by looking for an acrid bloody tinge scenting the wind.

Of course, the process of finding a ghost is even simpler, but most sane would-be artificers are loath to simply apprehend the nearest dead and utilize them. Often, the artificer in question fulfills internal criteria to moralize or sanitize the horrible murderous act. One artificer may look for the lonely, outcast, and relieve them of their sorrowful loneliness, while another gains vengeance for himself through the act of soulforging, rendering his foes into the magical alloy as punishment for their slights.

Often, one cannot simply hunt down handy hungry ghosts and tame them into submission for the purposes of soulforging. On top of struggling as soon as they realize what is going on, the majority of hungry ghosts alloyed with venous iron produce delivered steel, a very inferior variety of soulsteel. This is because power is a substance conveyed easily even in smelted corpus, and there are few hungry ghosts of sufficient strength to be used to cast superior steel—usually the most prevalent source of powerful hungry ghosts stems from those remnants of those exalted and god-blooded with particularly violent, horrible or star-crossed lives. Understandably, these hungry ghosts are hard to apprehend, much less restrain long enough in the soulfire pits.

This means many other things are valuable in the use of soulforging. Many nephwracks, for instance, possess great strength, such as the feared Alhiomaenod, the Baron of the Clock of Limitless Hours. To use apparitions of such power as stock is to lend great possibility of puissance to an object. Indeed, sometimes a being is so potent that it takes a great artificer to adequately quell or at least leash the being's intellect, else it emerge in undesired or uncontrolled powers.



The largest soulforging grounds in the Underworld frequently also double as prisons for the damned, as it were. Bound in restricting manacles and pierced by meat hooks to hang from the beams of the ceiling, sometimes hundreds or even thousands of desperate ghosts weep and struggle in a prison-forge, awaiting their punishment in the pits. This way, the manufacture of arms and armor for the endless armies of the beholden dead may continue day to day, without interruption to search for more stock. Wardens and soulsmiths, grim burly artificers patrol their stock houses watchfully, every sobbing, desperate soul more jade coins and prestige in the smith's back pocket.

DISTINCTIVE ALLOYS

Due to the wide variety of spectral beings occupying the Underworld, there have been several historical discoveries in the science of alloying soulsteel. Foremost, at least five different alloys have been perfected, each derivative of a certain order of ghosts or some un-living creature. Widely varying in both power and appearance, each alloy is a slightly different material from the next, and carries with it new and unique properties. Presumably, there are other soulsteel alloys known to more powerful artificers, but these five recorded here are the most widely taught. It is said that though ghosts and spirits are the simplest thing to use in the soulforge, any conscious being may be used as stock by an expert artificer.

Labyrinthine Alloys

This alloy is perhaps the most known for general high magnitude of both power and malevolence. Within labyrinthine steel lurks the heart of a complete, corrupting evil that no longer knows the limits of flesh or conscious thought. Often legends concerning labyrinthine steel concern themselves with the descent into depravity and devilry that bearers of a labyrinthine artifact experience. This is, of course, because labyrinthine soulsteel is comprised of soulforged beings once known as the messiahs of the dead gods themselves—nephwracks.

To lock an alloyed nephwrack into a wonder as a magical material is to lock a key of oblivion within what most often will be an object of power strong enough to deliver any of its bearers into the indescribable embrace of nothingness—provided there is enough time to properly cajole, that is. Labyrinthine steel is pitch black, and featureless, save that swirling pinpoints of red light collect on its surface, dancing in arcane, maddening patterns.

Pitted Alloys

Pitted steel holds trapped beneath its surface a tempest of uncontrollable, rapidly fluctuating, power. It seems to embody violence in most regards, thirsting hungrily for more and more destruction. Not the strongest of alloys, pitted steel has a strong undercurrent remarked upon often by the sensitive. Merely touching the iron, one can almost seem to feel the whirling storm inside. Pitted steel takes this endless rapacity directly from the core of the mortwights it is made of—ghosts of men tainted by oblivion even in life, betrothed to it completely in death.

Pitted soulsteel is the most difficult alloy to adequately forge, due to the corrosive flood of mortwight essence within it.

Mortwights seem to lose composition in destructive ways when soulforged, and much of their stock is lost before the material is finished, dissolving into hissing black vapors, that curl in the wind like snakes. To use pitted alloys, as stock for a wonder, is to almost guarantee the product will be uncontrollable in its search for its own destruction, as well as that of all who hold it.

Pitted soulsteel is dull gray and deceptively dull appearing, yet is truly pitted and pockmarked—no artificer has yet successfully sculpted pitted steel into a smooth surface. Even if it appears smooth after forging, bubbles slowly rise to the surface over a period of two or three days, leaving craters when they burst. Often, pitted wonders have runes and sigils etched upon their serrated edges—irregularities designed to satiate the metal's soul, and hide its natural imperfections.

Chasm Alloys

The Underworld does not specifically need humanity in order to fuel its excesses and depravities. Chasm alloys, though one of the more infrequent alloys, capitalizes on the natural resources of the Underworld. The fodder for chasm steel is simple—the spirits of dead beasts or beast-like spirits that never lived. Chasm soulsteel is made after a huntsman's journey to collect the proper beasts, and embodies the animals that compose it eerily. The soulforging process then results in an untamed alloy that as often as not chooses its bearer itself, displaying a fondness and loyalty for certain possessors above others.

Chasm steel wonders are polished gray, never seeming to smudge. In its surface, reflections are contorted and beastly, strange images of the looker on. Often these mirror images have hauntingly accurate depictions of the nature of the looker. Greed results in pig-like features, and deception results in serpentine appearances. Sometimes, though, the images simply do not show up, instead replaced by spectral murals of the endless dance of predators and prey.

To lock beasts in steel and then use them as fodder for wonders is considered an exquisitely elegant practice amongst un-living huntsmen. Often these wonders bear such a straightforward quality that loftier collectors will shun them based completely on what they may reveal of their would-be owners, one day.

Delivered Alloys

Delivered steel is the most common soulsteel alloy, as even artificers of too strong a conscience can see the justifications involved in the forging of it. Usually the weakest alloy, delivered soulsteel, has great potential for power, though the margin is much narrower here than it is for chasm or labyrinthine alloys. Delivered soulsteel is called what it is because the process of creating it 'delivers' its victims into a much more respectable state of being. The victims, of course, are hungry ghosts.

Being nothing but the base, discarded bestial portion of an unfettered soul, a hungry ghost endures little change when smelted into soulsteel, except that of shape. As conscious as it ever was, the dull gray unshining steel bears on its surface whirling, tormented faces. Delivered steel is nothing if not insatiable, and placing it in a wonder results in an object as spiteful and gluttonous as the spirit from which it was 'delivered'.



Penitent Alloys

Penitent soulsteel is named so due to the tradition of soulforging dangerous, imprisoned ghosts into societally useful objects. Although the more frequent fodder for penitent steel are ghosts meant for lethal punishment, penitent steel is still rightfully considered misnamed by many ghosts who dread the process. This is because of the not infrequent occasion that a power thirsty ghost will resort to this process to murder his foes and obstacles. Or, just as frequently, perverse and rich ghosts will have their treasured consorts rendered “forever loyal”, and mount their remains as trophies. Just how different reality is from tradition is threat enough for most ghosts: step out of line, and you, too, may become penitent soulsteel.

Most affluent dead, despite the dread it embodies, use penitent steel frequently, because it is the second most common soulsteel alloy. The most common variety of penitent steel is a dull gray, which polishes to a mirror shine, and occasionally reflects strange faces or snuffles quietly, unable to weep. However, the alloy’s pigmentation ranges widely; a fact known to knowledgeable artificers is that the more corrupt a ghost is, the darker his penitent steel will be. In the same vein, ghosts of purer heart and intention have less of the familiar dull gray in their steel. Instead the little gray there is seems to be nothing more than frozen, curling tendrils of smoke within a translucent metal shell. In the infrequent case of entirely innocent ghosts being soulforged, the penitent alloy has come out glassy and almost invisible, fully transparent. In the event that more than half of the steel is translucent, penitent steel is instead called innocent steel. The Lover Clad in the Raiment of Tears has one of the most elegantly carved innocent soulsteel blades that have ever been made.

The outcome of placing penitent steel in a wonder is unique to the nature of the ghost from which it has been made. There are few uniform ways to predict how penitent or innocent steel will influence currents of essence, beyond the established art of the five pits soulfire technique most prevalent today. Innocent steel is the most rare and expensive genre of soulsteel alloys, out-priced only by unique penitent, labyrinthine and delivered soulsteel wrought of certain enormously powerful or important ghosts.

THE FIVE PITS SOULFIRE TECHNIQUES

Over uncounted ages, the process of soulforging has grown from its roots as a Gods-given artificer’s frontier into a practice so evolved as to be called an art. It is quite a gruesome art, just the same. Its artisans are often grim-faced and remorseless, and in few other arts do your subjects shriek and plead for mercy as you work upon them. However, it is still something like an art, and in places, such as the prisons of the warden-smiths of Sijan, the art has been taken very seriously.

One of the products of the sophistication of soulforging is a set of techniques now widespread amongst almost every serious soulforge smithy. These techniques are called the “five pits techniques”, and they are a collection of soulfire techniques, and actual torture and manipulation techniques as well.

The foundation of the five pits techniques was the discovery that the emotions felt during the last few moments of con-

scious thought soulsteel fodder has are emotions that tend to continue eternally throughout the steel’s existence. And so, the technique’s tools are as much a series of manipulative intimidations and taunting, as they are the differing concentrations of soulfire.

The mark of a smith truly dedicated to the five pits techniques are a set of five different chambers, each adorned differently from the last, with a soulfire forge often in the exact middle. Each of the five forges blazes with a different pitch of light, relevant to what technique will be used there.

The five pits are arranged in no ascending or descending order of note, beyond an order of how difficult each emotion is to evoke for each certain smith. In a subject often aware of exactly what is going to happen to it, certain emotions can be hard to invoke, indeed. It is for this reason that many warden-smiths adopt a policy of complete silence until the process is to begin, and wear masks during the forging. In that way, the victim’s surprise better conveys the smith’s efforts.

Fury

This pit technique is also known in older circles as Caustic Valley Blossom. Its hallmark is the crimson soulfire pit and the Smug and Boastful Mask. Furious soulsteel is undoubtedly the most useful soulsteel in martial capacity, as it forever seeks revenge for a purpose no longer known to its autistic soul, and so, is often used to achieve vicious types of lethality that were, in the youth of the world, unthought of.

A mocking, knowledgeable entourage of ghosts there specifically to taunt the victim carefully articulates this unending fury into the ghost. He is pulled from the pit and thrust in it time and time again, and sometimes seared slowly while tormented in annoying and uncomfortable ways. Poked, prodded, harried and insulted by the entourage, the fury grows strong in almost every instance.

The martial benefits of furious soulsteel are apparent even before the effects of the technique are taken into consideration. What eager warrior could not appreciate the value of arms and armor that are just as eager, and, atop that, much more frightening to behold than their bearer?

Furious soulsteel stock usually culminates finely in pitted and delivered alloys, but grants any wonder it is wrought into a wanton desire to taste constant blood and ash. Furious soulsteel feels violence from far away, and trembles in excitement. It hums contentedly as it devours flesh, and hounds down any chance to do so uncannily, acting as a dowsing rod towards death and discord. It has been known to cry out the names of its bearer’s foes.

Powerful furious soulsteel wonders evidence the old namesake of the technique, Caustic Valley Blossom. This name describes the occasion of grim satisfaction wherein a furious soulsteel artifact will be surrounded by a dimly seen, contented blood-red light. Usually, this only occurs after horrible displays of carnage in which the wonder played a key role.

The two tenets of the fury technique are:

- Never cease your provocation; provoke even the steel
- Deny vengeance - the steel must thirst to avenge itself forever more.



Dread

Still referred to by the name of Softly Drifting Cinders by purists and modernists alike, this technique is focused on building up an un-namable sensation of dread in the subject. Its hallmark is the green soulfire pit and the Secret and Un-namable Mask. Dreadful soulsteel is frequently rendered pliant and slender, sewn into garments, or adorned upon the garments in effigies of tormented bodies and faces or howling skulls.

Dreadful soulsteel is unique in that the moans of the steel never cease, so great is its anticipation of horrible omens. In many cases the finished soulsteel is wrought into many different bands and spread across many different artifacts, along with other varied dreadful stocks. This creates what is known as the grave song, a grotesque harmony of perpetual moans that sound convincingly like a melody.

Melodious dreadful soulsteel is very popular, to say the least, amongst the decadent and affluent of the Underworld. Sometimes entire chambers are wrought of dreadful soulsteel, and then adorned with other wondrous instruments of music and harmony, to accompany the horrified wails.

Due to the process of its manufacture, the most common suppliers of dreadful steel are the malevolent and dangerous nephwracks, particularly those deepest within the foreboding bowels of the Labyrinth. The most frequent alloy wrought by dread is penitent steel—at least, everyday ghosts are the easiest to inflict the process on. Merely imagining other nephwracks or mortwights feeling dread is nearly laughable; however, knowing what they do of their dead gods, nephwracks are far more prone to an educated variety of dread. The Malfeans are terrible in ways that defy shape and mere existence, and most nephwracks know this well.

Dreadful soulsteel is made possible through an agonizingly brutal process, wherein the ghost's head is forced into a clamp of venous iron and its eyes concealed. Then the more delicate process of taunting and revelations begin. Secrets are revealed about the fabric of reality. The horrific end of the dead gods' life is shared. And finally, but most importantly, the ghost is told every grim fact about its future existence as a soulsteel ornament. Often, this last portion is what finally breaks the ghost. And, pleading against the anxiety of its foreknowledge, it is lowered slowly into the pit, to be smelted.

This art is difficult by nature of how rare it is to obtain secrets that will flawlessly impose dread. However, there are many good liars in the employ of smithies that adopt this technique, that are more than capable of spinning fancifully dreadful tales in surrogate of actual knowledge of the Void.

This technique produces soulsteel that “enjoys” company. Its misery is somber and soft when unobserved, but in the presence of any being of significant essence, its song becomes clarion in quality. The spirit inside of the soulsteel is forever paranoid, and seeks to drive back the infinite unknowable through sheer tenor and volume. It constantly pleads for assistance against the dark borders of eternity, but its mortal voice has been lost and it can only wail, as trembling metal saws do. Dreadful steel has a strange capacity for detecting danger or evil—its paranoia flares, and it begins to moan horribly. Unfortunately, because of its tendency to beg for attention, only the discerning eye knows for sure.

The two tenets of the Dread technique are:

- Share the darkest secrets of the Underworld, even if false
- Dread is an emotion of approaching, not present, fear.

Sorrow

Sorrowful steel, alloyed through a process called the Winter Chills Bone technique, is fairly easy to undertake, while at the same time being difficult to prepare for. It is known by the pale blue soulfire pit, and the Plain but Merciless Mask. Like its namesake, the technique demonstrates the process of approaching winter. For the subject, the coldness within sorrow rises slowly, but builds up inevitably and without surcease, to eventually smother even the most resilient.

Sorrowful steel involves a great deal of research on the subject to be forged, as its undertaking involves the systematic slaughter or termination of everything the ghost to be forged holds dear. It is a very simple process, and even the most novice soul-smiths can accomplish it, depending on their willingness to demolish another ghost's fetters almost to the brink of sending the wraith screaming into oblivion. Success is almost guaranteed with all ghosts who still possess some sort of connection with the living landscape of Creation.

Nephwracks, and mortwights, and other spectres of the Void, are a different matter altogether, and do not tend especially towards feeling sorrow over anything (unless, perhaps, they perceive their existence as one long sorrow already). The process is different to them, and cannot usually be incurred by loss. It is more like the Crimson Valley Blossom technique, save that the ghost is led to believe that its undoings are its own Malfean ordained fate. Knowing no sorrow, hungry ghosts are never made into sorrowful steel.

The most valued sorrowful steel stock is that of innocent steel, because the process of saddening an innocent does not taint its soul in the slightest. The most famous of this genre of sorrowful steel is the Lover Clad in the Raiment of Tears' blade, a perfectly clear specimen. It is said that the Lover commanded and witnessed many couplings amongst her servants, forcing an imprisoned fertility spirit to bless their intercourse. Thirteen infants resulted, and were swiftly slain and smelted into this blade, shrieking for their mothers the entire process, yet now eerily silent.

Sorrowful wonders cast an air of oppression around them, and the area of this effect seems to increase proportionately with the power of the spirit held within the artifact. Sorrowful steel has, alone amongst the techniques, the major points of its memory intact, yet it weeps for its lost existence even more because of this. Mortals share in this sorrow, and if held long in the presence of steel alloyed with this technique, they have been known to commit suicide in hopes of the relief of death.

The two tenets of the Sorrow technique are:

- Sorrow builds best if built slowly
- Be brutal; cast blame if possible; guilt is equal to sorrow.



Hunger

Once, the only way to produce hungry soulsteel was to quickly forge a wonder from the fodder of delivered or chasm alloy stock. Alone amongst the dead, the beasts of the Underworld (a category under which hungry ghosts default) still felt the insatiable hunger even after being smelted into steel. With the advent of the five pits techniques, however, methods have arisen to induce this same eternal hunger in other ghosts as well.

The process of making hungry steel is known as the Endless Ashen Fields technique, and it is marked by the purple soulfire pit, as well as the Proud and Dooming Mask. For every alloy save delivered and chasm soulsteel, the technique requires a volume of essence-stealing lookers-on proportionate to the strength of the ghost being destroyed. Because of this, the process is both simple and costly.

The hunger technique involves the least interaction with the wraith, as the smith merely pounds the ghost into the venous iron as the essence-stealers—called mourners—do their task. Hour by hour, they slowly eke soulfire crystals out of the flames and the corpus of the victim. This essence is not theirs to keep, but rather, the smith's, though they may curry a tax as well as their pay in coins.

Already reliant on the economy for efficiency, hungry iron has one other strange trait that makes it worthwhile for manufacture. With the inclusion of a powder mixed of ash and ground bone, the resulting steel achieves a pliancy and weight that makes it very useful for currency. If coins are made of the mixture, they may be broken in half and then later reattached to different half-coins seamlessly. This makes accounting in anything but essence much more workable in an Underworld that is very reliant on barter and independent goods as opposed to government and currency. Many princes of the dead have adopted this coinage since its invention.

However, there is an inherent flaw to this thinking, though no ghost seems to have as of yet noticed its subtle sway. This is because hungry steel is just that: it is eternally wanting for nourishing pathos, but on the other hand, it is never satisfied by what it devours. And so, this dissatisfaction emanates quietly, soaking into those closest to it. In time, all those of little temperance fall to the sway of the nameless desire this process places in their hearts.

In the occasion of coinage, many ghosts mistake the desire for ambition, and seek more and more riches, particularly hungry money. And so, greed becomes their crucible, and upon it many ghosts become new beings completely, devoured by their hungry steel coins.

Still, the business of manufacturing these coins is sanctioned and overseen by bureaucratic mold-bearers. It also supplies the luxury to which mourners are accustomed. Because of these two facts, smiths are often very reluctant to forge hungry steel into anything else; sometimes, their hands are even tied legally, when a local ghost prince funded the smith's education and not inexpensive equipment.

The two tenets of the Hunger technique are

- Be patient and watch for the emergence of true hunger
- The stronger the stock, the more pervasive its hunger.

Agony

Torment and torture are potent tools in the Underworld as well as Creation, and not just for the frequent purpose of interrogation or self-justification. It is also a wondrous aid in the Splitting Sudden Fibers technique. This technique illustrates a map of pain upon a ghost as he lies upon a slow-cooking sheet of venous iron. Eventually, he will be smelted into the sheet and folded into an artifact. This technique is known by the white soulfire pit, and the Longing but Laughing Mask. The mask adorns the smith the entire process, which often begins long before the smithing does. Days, weeks, or months must sometimes be spent 'preparing' subjects for the technique in specially prepared torture chambers. This goes doubly for the stronger or more resistant subjects.

This process is undoubtedly the most frequently occurring technique, and also the least appreciated. This is because, if the other techniques fail, they often default to agonized steel. Pain is uniform, and truly, only the deathknights and their superiors seem to be completely immune to it. Even the often-indescribable nephwracks shriek in pain, given enough time. Added upon all this, the subject knows very well that he will not survive the torment. And, in case he fosters any fantasies otherwise, the smith is obliged to inform his victim that the pain will continue forever, by the tenets of this technique.

Agonized steel is not weak simply because it is the most frequent occurrence of soulsteel alloys. Rather, it is a mirror of all the agonies it suffered as it was smelted, in addition to the agonies of those near to it, particularly those of powerful essence. And so, sometimes, it can be painful to merely be in the presence of agonized soulsteel.

Agonized soulsteel is often wrought into minor armament for the legions of the Underworld, and so sizeable Stygian armies march under the banner of pain, carrying daiklaves of unbearable torment against their foes. Delivered alloys almost always become agonized soulsteel. In the instance of the rare hungry ghost of a particularly strong exalt being smelted into a delivered soulsteel artifact, wonders have been made capable of leveling entire battalions under nauseous headaches mid-battle, vomiting blood and bile. And so it is known amongst the dead that under the banner of agony, the banners of weakness and plagues march as well.

Agonized soulsteel will periodically emit startled shrieks in moments of tension, and so it is rarely used as decoration by any but the most perverse. However, this same tendency makes it useful in lie-detection, and minor charms are often wrought from the weakest of soulsteel stocks to sell to the masses. Due to the relatively common occasion of soulsteel versus the other four magical materials, such charms sell inexpensively and are quite popular amongst the people. In response, many smithies manufacture these charms with regularity. Even for smithies that have not adopted the five pits techniques, a torture chamber is a relatively common sight.

The two tenets of the Agony technique are:

- True agony comes in due time
- Assist the process; begin torment before the smithing starts.



TRINKETS

Trinkets (items of Artifact •) are not very powerful and typically easy to make. Canonically, “one-dot artifacts have minor effects with limited influence on the game” [ocdx.14]. Artifacts of this level are often disposable, easily relinquished, or both. Mortals can learn magic capable of producing some artifacts of this level [ocdx.137]. True artificers typically learn their craft by creating this type of artifact, but usually move on.

objects. It will adhere to nearly any dry surface, yet is easily removed by hand.

DUCT allows objects to be repaired without the use of proper tools or materials. Nearly any structural repair can be accomplished with a Crafts roll at +1 difficulty.

The strips bond to surfaces with an effective Strength of 2, which can be layered for a cumulative effect of +1 Strength per two extra layers, to a maximum of Strength 5. Repairs require one yard per layer for each success required on an extended Crafts roll. The yardage of various rolls varies, though 25 yards is the standard quantity produced in Autochthonian factories.

BRACERS OF THE SHAPELESS WARDROBE

Haren

Commitment: 3 motes

Most often used by lunar diplomats and spies in the Old Realm, these bracers have one purpose: to allow their user to always have the proper clothes for any occasion. After a study of how the clothing of a lunar disappears during their shifting, these moonsilver bracers were made. After attunement, the user may banish a set of clothing for one mote, or summon a previously banished set of clothing (summoning only if naked). Both functions can be activated at the same time, so that the user can switch clothing with the expenditure of two motes. Clothes banished and available for summoning are represented by engravings on the bracers, which shift as each set is banished or summoned. The number of sets that can be held at one time is equal to the user’s permanent Essence. These can hold clothes, and only clothes—not armor, weapons, or artifacts.

Steadfastly Reliable Handyman, *alchemical exalt of the jade caste, is attempting to repair a ruptured ventilation duct in the city of Ixhut. The storyteller determines that with the proper tools and materials, ten successes on an extended Crafts roll would be necessary to fix the breach. Handyman whips out an extra-large roll of durable universal construction tape and gets to work.*

At a minimum, ten yards of DUCT would be required. Handyman wants to make sure he does the job right, however, so he adds four extra layers. Applying 50 yards, he must achieve 11 successes (10 + 1) on an extended Dexterity+Crafts roll to patch the damaged duct. He succeeds, creating a patch with an effective Strength of 4 (2 + 1/2 per extra layer). Wiping the synthetic sweat from his brow, he cracks a cold nutrient beverage to celebrate a job well done.

Note: At storyteller’s discretion, alchemical exalted may repair lost health levels with DUCT, requiring five successes per bashing level or eight successes per lethal level.

DURABLE UNIVERSAL CONSTRUCTION TAPE

flagg@patternspider.net

This deceptively simple enchanted substance is often hailed by Autochthonians as one of the most useful inventions that the laboratories of the Sodalities have ever churned out. Indeed, few engineers and repair technicians in the Eight Nations would consider arriving at a work site without a roll of it in their toolkits.

Made from two-inch wide strips of silvery-colored artificial leather, durable universal construction tape is reinforced by a tough fiber mesh and treated on one side with various enchanted chemical formulations. The end result is a product that can patch holes and tears and bind together nearly any solid

ARTIFACT •

Bracers of the Shapeless Wardrobe: Bracers that can summon and banish sets of clothing.

Durable Universal Construction Tape: For quick repairs in Autochthonia.

Element Bath Battle Makeup: Protective war paint.

Liquid Blade: A bladeless hilt that attracts liquid to use as its edge; usable by mortals.

Polar Compass: A better way to navigate

Transport Jars: Teleportation of small, mundane items.

Whispering Earrings: Enable two people who both wear one to communicate with each other within five miles.



ELEMENT BATH BATTLE MAKEUP

IanPrice

Commitment: 1 mote for aspect element, 2 motes for other element; 4 motes (must force material attunement) for non-terrestrials.

Many warriors prefer to go into battle with frightening face paint. Some practical dragon-blooded warriors, probably from the Wyld Hunt, decided some time back in the mists of history that it would be a good idea to mix powdered jade in with their face paints, as a good luck blessing. They soon found that it brought them better than just luck.

Whenever an attuned wearer displays an anima banner, they gain +2B/+2L soak if wearing their aspect element's color. Other colors grant +1B/+1L soak. These paints may be combined, for a total soak bonus of +6B/+6L at nine motes committed, which doesn't count as armor, and stacks with armor. Another added benefit is that any creature painted with this makeup,

attuned or not, is immune to the damage of a dragon-blooded anima flare.

Each dot of artifact represents five applications of the makeup (any combination of elements). The makeup is applied by streaking it across the face. When all five elements are worn, the character's face and neck are covered with a rainbow of black, red, white, blue, and green. If improperly applied, this can look horrendous and silly. If artfully applied, it can look quite impressive. These makeupings may be purchased during game play: the cost is Resources ●●● per application for dynasts, but Resources ●●●●● for anyone else. On the Blessed Isle, a dynastic dragon-blood can simply purchase as much of these creams as he or she wants from specialty shops. Anyone else must find a black market vendor, and so the price is much higher. One application lasts for one scene before losing its potency. You could theoretically wear the paint all day, but it would stop being any good for protection after the first scene.



LIQUID BLADE

Darloth

Commitment: none (mortal usable)

The first impression of this artifact is simply that of an ornate sword hilt, made from sculpted coral and seashells, with a tiny pearl of black jade set where the blade should be. The only other notable feature is a fairly large button, about the size of a thumbnail, set to be easily reachable when the hilt is held in a combative posture, and engraved with the crest of water. The hilt refuses any committed essence, and seems nothing more than a faintly magical oddity until it is placed in or near water or a similar liquid.

Immediately, the water is drawn to the hilt like metal to a magnet, and forms into a blade of solidified water. The field that constrains the water is strongest at which-ever edge is being used to strike with, and as a result the water is rigid enough to slash or parry just as a normal blade might. Sustained pressure will eventually deform the blade, although it will spring back into place as soon as that pressure is removed.

If the button on the hilt is pressed down, the essence-field will shut off, and the water will fall to the floor. The button may also be rotated to lock it into the down position, keeping the blade deactivated, if one does not wish for



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any passing liquid to be sucked into a sword blade; for example, inside a backpack or bag. This is not the true function of the button, however, and those who practice with the weapon will notice that the attractive force is momentarily stronger for an instant after the button is released. This makes it very easy to press the button for just a split-second in combat, letting the blade liquefy and slide past an opponent's weapon before resolidifying into lethality moments later.

The liquid blade has the same statistics as whatever weapon it is based on, with a fine-quality bonus that always adds +1 to accuracy, representing the fine balance. There are versions of most of the sword-type weapons, but the field and attractive effect are not wide enough for axes or maces, so those do not exist. Short spears are possible, but very rare, and count as Artifact ••, as do greatswords, because they are much larger.

To use the parry-evading effects of the sword properly, the user must be skilled with this rather strange method of attack, and this requires a melee skill of four or a specialty taken in the weapon. Once this is obtained, the user may elect to press the button on any parried attack, which subtracts two successes from an opposing parry by a sword or other thin-edged weapon such as a spear, or one success from an opposing parry from anything else. In the unlikely event that the opponent also has a liquid blade (they are fairly rare, not being as effective as daiklaves), then using the special ability will result in an automatically failed attack, as the other blade's field steals all of the liquid as it disperses. If the fight is conducted without ever pressing the button, they interact as normal swords.

In case it is ever important, a dagger- or knife-sized weapon requires one glass of liquid; a short sword takes about a pint; and most weapons need between two and three pints. Greatswords may use up to four or more pints, but that is the upper limit.

Since this weapon can use any liquid which is mostly composed of water, several alternate effects are suggested if ingenious players or evilly cunning storytellers decide to change their liquid of choice. Most will have the normal effects, but highly flammable spirits or liquors could be lit for a turn or two of flame (treat this as a fire-aspected use of the charm Dragon-Graced Weapon [dbld.207, exdb.155]), and a sword of stagnant brown sewage-water would almost certainly inflict penalties on the roll to resist infection. All of these effects are left up to the storyteller, however; there are no fixed mechanics. As a rule, anything comprising at least of 30-40% water or more will be drawn into the blade, which incidentally means that the blade will get progressively murkier and redder as more wounds are inflicted, the blood mixing with the water.

When in normal use, only the blade-shaped field will absorb liquid, but the momentary attraction after the button is released can absorb liquid from up to a yard away, although it will only take free-standing liquid or those in extremely open containers.

It should be noted that as there is no attunement cost; anyone can use a liquid blade, and they are often found in the hands of scavenger lords or mortal assassins, who find their multiple uses and secondary effect very useful indeed. However, this is because it runs off the natural essence flows that are usually ever-present. If it is taken into the Wyld, the shape of the blade will often change, although the utility will not. If it is taken

into the Underworld, the blade will often seem to be weeping. If you manage to find somewhere with no natural essence, it will not work at all. Finally, to make the blade requires one extra exotic component associated with stability and earth, and there must be at least a marble sized lump of black jade used in its construction, along with any other exotic materials.

POLAR COMPASS

Wordman

Commitment: none (mortal usable)

The hand-held polar compass contains a number of needles mounted on a single central pivot, suspended above a radial legend that allows the measurement of the angle between the needles. Each needle is made of a specific color of jade and always points to the elemental pole associated with that type of jade. Most polar compasses contain five needles, one of each type of jade. Some more "mass-produced" compasses (Resources ••••) may be made with as few as three, however, as only three different colors are actually required.

For any given point in Creation, only one configuration of needles is possible. So, by examining the configuration, and doing a little math, you can exactly pinpoint your location. This is possible because the poles are laid out along two intersecting lines and are a known distance apart. The "air-fire" line runs north to south through the pole of earth, while the "water-wood" line runs west to east, also through the pole of earth. Knowing that these two lines intersect at right angles at the pole of earth, the angles between three of the needles can be used to triangulate both how far east or west you are from the pole of earth and how far north or south, provided the three needles don't all lay right on top of one another. (It can be assured that at least one pair of needles will have a readable angle only if at least one points to a pole on the "air-fire" line and at least one other points to a pole on the "water-wood" line.)

To find any exact position, the reader must do the math using an Intelligence + Lore or Intelligence + Sail test. One success provides a decent idea of current position, with more adding to the accuracy. Five or more successes provide pinpoint precision. Such tests are usually impossible to make without access to books of trigonometry tables or some form of computation artifact, and making a test without these increases the difficulty by four. Larger compasses (still Artifact •, but not portable), such as those used by the Imperial Navy, provide more accurate angle measurements, and so add three dice to this test, but only if the aforementioned sine tables are present.

There are also a few "shorthand" methods of measurement that do not require a math test. One is to place the compass on a correctly scaled map of Creation and move the compass around until it rests in the location where all the needles point at their corresponding poles on the map. Once done, the spindle of the compass marks your current location on the map. This requires a fair amount of eyeballing and depends on the accuracy of the map, but generally gives results equivalent to a one or two success math test. The more needles the compass has, generally the better the result will be.

Books also exist containing tables that tell you where you are for a given combination of angles. The number of combinations



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is essentially infinite, however, so such books will usually only contain data for set intervals, usually a resolution of five degrees. Using such books automatically provides the equivalent of one or two successes on the math test.

Important ships in the Imperial Navy generally have more advanced versions of the polar compass that do the math automatically (Artifact ••, one mote commitment). These communicate position either with some kind of illusion of Creation, writing floating in space, projecting a point of light onto a map, or planting the information directly into the mind of an attuned user.

TRANSPORT JARS

Odin

Commitment: none

These small, paired jars, usually no bigger than a large wine jug, are perfect for moving small items vast distances. Once an item has been placed in one of the pair the user may spend 10 motes to instantly transport it's contents into the other jar, no matter how far away. The jars are limited in what they can transport, however. No living thing more complicated than live herbs and grasses may be sent, nor may any enchanted object, as the essence interferes with the transmission of the object. If one

jar ever leaves Creation, whether it enters the Underworld, Yu-Shan, the Wyld or Malfeas, its companion jar will lie dormant until its return.

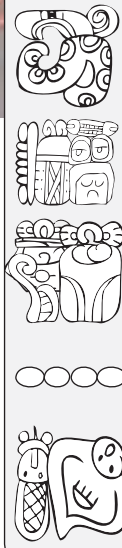
WHISPERING EARRINGS

Ikselam

Commitment: 2 motes

These plain hoops can be made of any of the magical materials, and come in pairs. When a single mote is committed to each (not necessarily by the person wearing the earring), the wearer of one earring can clearly hear anything the wearer of its twin says, no matter how quietly. The earrings have a range of up to five miles.

Whispering earrings are most commonly composed of blue jade or soulsteel. All sorts are manufactured following the same basic procedure; the earrings are forged and enchanted as a single piece, and only broken apart at the very end, so that they behave as though they were one object. For this reason, the soulsteel version imparts a somewhat disturbing agonized overtone to the relayed words, as such earrings are fragments of a single soul which has been sliced apart.



TOOLS

Tools (items of Artifact ••) represent the most commonly made artifacts constructed in the Second Age. Canonically, “two-dot artifacts are quite useful in specific circumstances or moderately useful in a broader range of situations” [ocdx.14]. Mortals typically cannot produce artifacts of this level.

CASKET OF FIREDUST CONVERSION

Shataina (Lydia Laurenson)

Commitment: none; optionally 1 mote to resulting dust

Each casket of firedust conversion looks fairly mundane: a small box inlaid with jade. In order to make one, a sorcerer must first enchant a wooden box using the Ritual of Elemental Empowerment [svnt.114, whit.57]; then he must use a long, draining and puissant ritual to bind either an elemental or a demon aspected to a certain element into the box; finally, he must inlay the box with the appropriate color of jade to ensure the creature’s binding.

Each casket is capable of converting firedust into dragon dust (see “Dragon dust”, pg. 16) of a particular element. A casket made with a trapped elemental is capable of enchanting one charge of firedust per day, and no more; a casket made with a trapped demon is capable of enchanting one charge of firedust per five days, and no more. This is because a demon bound into such a casket—although it must be relatively aspected towards the element in question for the casket to work at all—simply cannot exercise the same amount of control over the element in question as an elemental can. (Example of an elementally-aspected demon: Tomescu, the Clamorous Cloud Arsenal—air, obviously [game.122]. Example of a non-elementally aspected demon: Teodozji, a Lion Sent Into the World [game.121].)

However, any sorcerer who binds an elemental into such a casket will face the wrath of the elemental’s allies, will probably be ostracized from any elemental courts they make contact with, and will most likely outrage the Celestial Hierarchy; whereas any sorcerer who similarly binds a demon will face no censure whatsoever. In addition, anyone who so much as owns a casket that contains a bound elemental had best keep it hidden away and warded as well as possible, for members of the Celestial Hierarchy may attempt to destroy it in order to free the trapped elemental. The owner may also be directly confronted by furious spirits and elementals, etc., at the storyteller’s discretion.

As the firedust is converted into dragon dust, it slowly changes to the color of the casket that enchanted it. In addition, drag-

on dust produced by the casket also becomes significantly more potent in the hands of essence-users. Dragon dust is roughly as useful as firedust in the hands of a non-essence user—it simply has a different effect. However, if an essence-user commits one mote to a charge produced by a casket, then the dragon dust becomes far more powerful. (If the essence-user in question is elementally aspected towards the dragon dust—if, for example, they’re a dragon-blooded, an elemental, an elemental’s child, et cetera—then they pay only one mote to commit for two charges of the appropriate element dust.) There do exist rare scarlet caskets, which enchant firedust to be more potent in a fiery way; in this case, the firedust that comes from a scarlet casket is no different from normal firedust in the hands of mundanes—but in the hands of an essence-user, it’s much better.

Similarly, dragon dust from other sources (created by alchemy, for example, see pg. 98) can be “energized” by a casket of their own element, just as firedust can be enhanced by a scarlet cask. Such dust can also be transmuted by casks of other elements. For example, a scarlet cask would turn briardust into energized firedust.

ARTIFACT ••

Casket of Firedust Conversion: Alter the elemental aspect of firedust, changing the effect when fired.

Distance-Smiting Lens: Telescopic scope.

Forgotten Edges: Knives favored by assassins and thieves.

Map of Avian Reconnaissance: Map that, when folded into a paper bird, takes off and will map the surrounding area.

Orichalcum Umbrella: An umbrella to protect you from the rain... and your enemies.

Scales of Pasiap: Stones for armor’s hearthstone sockets that instantaneously increase Hardness.

Sepulchral Reliquary: A container that harnesses power from a fragment of a dead essence-user.

Spectacles of Venus: A pair of glasses that make any woman wearing them highly desirable

Steelcaster: Slug-throwing ranged weapons.

Strongback Sigil: Tattooed defense

Storm Jacket: Innocuous armor, complete with hidden compartments.

Virtuous Ghost-Hunter’s Staff: Helps monks tame spirits

Wandering Isle: A type of mobile manse.

White Crane Tea Service: Instills serenity.



The magic is released when fired, and the committed mote is released as well.

VIRIDIAN CASKET (WATER)

The casket is inlaid with black jade in curling, frothing patterns resembling the ocean's waves. This type of casket converts firedust to waterdust. In addition, when a mote is committed to a charge of waterdust produced by the casket and fired, the flood of blue-green essence fires from the firewand, and then spreads liquidly, as if puddling. Everyone within this "puddle", which has a radius of about 10 yards, suffers the same effect as the single target of an uncommitted charge of waterdust. The person who fired the firewand is not immune to this effect, should he be within the area of the "puddle".

MAHOGANY CASKET (WOOD)

The casket is inlaid with green jade in patterns of vines and leaves and produces briardust. In addition, when a mote is committed to a charge of briardust produced by the casket and fired, the resulting vines are extremely strong, having an effective Strength of 5 and an effective Brawl of 5. If the target fails to dodge, they immediately grasp her in a clinch. The target may attempt to escape the clinch every round on her initiative, as normal; the vines do their clinch damage at the end of every round and do not take damage from the clinch. An ally may cut the target from the vines; they need make no roll as long as they have a sharp weapon, but must take a full round to do so.

ALABASTER CASKET (EARTH)

The casket is inlaid with shining white jade in geometric patterns resembling mountains. Firedust transforms within this type of casket into stonedust. Further, if a mote is committed to a charge of stonedust so created, when it is fired the crystal shards are magically hard and sharp, inflicting base 12 dice of lethal damage. If hit, the target immediately makes a Stamina + Resistance roll, difficulty 3, and if she fails, she is paralyzed: her skin takes on a greyish, granite-like of cast, and she cannot take any actions, speak or otherwise move a muscle until the end of the scene.

AZURE CASKET (AIR)

The casket is inlaid with deep blue jade in swirling patterns resembling clouds. The influence of air in this type of casket transforms firedust into skydust. Committed skydust creates a streak of lightning, which, as always, ignores half the target's armor's soak. If the target fails to dodge, then the lightning hits them for 12 dice of lethal damage, then leaps on from them to hit the two people nearest to the first target.

The original successes from the first attack roll against the first target are halved (rounded up—these dice will continue to be halved for later attacks until they get down to 1; there are no further attacks after that) and applied to the attacks against these next two targets; the new targets may dodge the branching lightning, their dodge rolls opposing the halved successes. The damage on these two attacks is six dice of lethal damage.

If these two targets are hit, then the lightning branches yet again and goes on to hit two more targets from each of them.

The successes on the attack are halved again for the purposes of dodging, and the attacks do three dice of lethal damage.

The lightning keeps branching and halving the attack's successes and the damage until it either runs out of attack successes or runs out of damage successes (it runs out of damage successes after it makes an attack that does one die of lethal damage). At this point, it grounds itself. Whenever the lightning misses a target, it does not branch, instead grounding itself immediately.

Extra successes on the attack rolls do not grant extra damage dice on these attacks. The person who fired the firewand is not immune to this effect; should he happen to be the closest person (or the second closest) to anyone hit by one of the lightning-branches, and the lightning branches after that person, then one of the lightning branches will go after him.

Ledaal Anything, the Air Aspect, is firing a firewand with skydust into which a single mote has been committed. She fires her firewand, using her 5 Dexterity and 5 Archery, at a nobody. Anything gets 10 successes on her attack roll; the nobody has three dice to dodge, and gets one success—not enough.

The extra successes on Anything's attack roll did not count towards damage, so for her damage against Mr. Nobody, she rolls 12 dice minus Mr. Nobody's armor soak of 4, divided by two for the electricity effect. So Anything rolls 10 dice of damage against the nobody.

Now the lightning branches off from the nobody and attacks two more nobodies with five attack successes each (Anything's original attack successes, divided by 2). The new nobodies each get one success on their respective dodge rolls—still not enough. However, Anything rolls only six dice of lethal damage against them, minus their halved armor's soak of 2, for four total damage dice.

Now the lightning branches off again from the second two nobodies and attacks four new nobodies with a total attack successes of three each. Two of these nobodies miraculously manage to dodge, so two of the branches of lightning ground themselves harmlessly; however, two of the nobodies are hit. They have the same lethal soak as the first three nobodies, so they take three dice of damage, minus two—one die of lethal damage.

The lightning keeps branching off from each person it hits until either all of the branched lightnings have been dodged, or the attack successes or damage dice have been reduced to 0.

SCARLET CASKET (FIRE)

The casket is inlaid with red jade in patterns of stylized flame. Firedust processed by the casket retains its fiery nature, but gains the ability to have a mote committed to it, in which case, if the gout of superheated flame hits any non-living flammable material, that material automatically catches fire. If it hits a person, then the base damage is 18 lethal dice.



DISTANCE-SMITING LENS

Telgar

Commitment: 1 mote

An enchanted disk of adamant and glass edged in blue jade, designed to attach on the sight of any steelcaster (pg. 28). Distance-smiting lenses allow their users to see up to a mile away as if they were only a few yards distant. This attachment increases the range of a steelcaster by 1800 yards. For every 300 yards beyond the basic range of the steelcaster that the target is positioned the Rate of the weapon is reduced by one. If the Rate reaches one, further reductions is reduced to ½ (one attack every two turns). After the Rate has reached ½, additional increments of 300 yards alter the weapon's Speed (1E: -1 for each increment, Speed can, in fact, become negative. 2E: each increment increasing its Speed by 1).

FORGOTTEN EDGES



Ambisinister

Commitment: 5 motes

These inconspicuous knives have been forged from a special steel alloy containing black jade powder and soil from an unmarked grave. The blades are a dark, matte gray and the hilts are wrapped in dark sharkskin. Binding the enchantments in place is the old realm word for 'forgotten', etched in starmetal filigree into the tang of the blade. The knives come as a pair and bear no hearthstone settings. They are balanced for both close combat and throwing.

Forgotten Edges have been bound to the Fate of the unnoticed. The knives are so inconspicuous that observers will always assume the bearer is unarmed (provided they are not carrying other obvious weapons). They are undetectable by mundane means and increase the difficulty of magical detection by five.

In combat the bearer can enhance the aura of inconspicuousness to the point where his opponents will constantly forget about the existence of the knives. If the target does not know where the bearer is, he will always be unaware of attacks made by the Forgotten Edges. Even if he knows where the bearer is, he must make a Wits + Awareness check, at +3 difficulty, every turn he is attacked, as if he were being ambushed. If an opponent is protected by magics or devices that render him immune to surprise he can ignore both of these effects. Activating this effect costs five motes and a willpower and lasts for the scene.

Forgotten Edges do not contain enough of any magical material to receive a bonus.

MAP OF AVIAN RECONNAISSANCE



Ikselam

Commitment: 2 motes

Popular among sidereal travellers, these elegant artifacts allow their users to quickly obtain accurate maps of the surrounding landscape. A map of avian reconnaissance is roughly one foot on each side, drawn in a spare but elegant hand on white rice paper. Although it appears fragile, the paper is magically fortified and is as durable as cured leather. As long as the bearer of the map commits two motes to it, her position will be marked with a small "x", redrawn as often as she commands. Depending

on its user's wishes, the map can erase previous position marks as it draws a new one, or retain the previous marks (forming a plot of the bearer's route).

The map's real power is much more useful. A successful Dexterity + Craft (Air) roll allows the map's bearer to fold it into the shape of a small paper bird. As long as two motes are committed to the map, the origami bird will animate and fly off into the sky. A whistle will summon it back to the bearer's hand; when she unfolds it, she will find that the map has been redrawn to reflect what the bird saw while it was aloft. The map will not show the positions of people (even very large groups) but will note stationary landmarks and structures.

The area mapped depends on how long the bird remained aloft before being recalled. The bird flies in a spiral pattern, moving out from its launch point; the area mapped expands by roughly ten square miles per minute aloft. In theory, the bird could map the entirety of Creation if given enough time, but in practice, after about fifty hours (roughly, everything within a 100-mile radius of the origin point), the map's scale becomes too small to be legible.

The map's bird form can fly in foul weather, although its rate of mapping will slow to approximately five square miles every minute.

ORICHALCUM UMBRELLA

DarkWolff

Commitment: 5 motes

During the First Age, the solar exalted created all sorts of strange and useless artifacts. Though their kingdom was stolen, some exaltations still contain the glimmer of decadence. This artifact, created in the Second Age, is an example of that urge.

The orichalcum umbrella appears at first glance to be nothing more than an ornate umbrella. Closer inspection reveals the handle and metal components to contain orichalcum and a small amount of white jade, while the fabric bears trace amounts of the two materials woven into the material. The fabric alternates in color from white to gold between the metal links.

The umbrella grants the user a perfect defense against unmagical, uninfluenced, natural rain when the umbrella is open and being used normally. The user will never get wet from the rainfall, even if they were standing in the middle of a monsoon. This ability ceases to function if the user drops or closes the umbrella, the umbrella flips (which takes a considerable storm), or an outside force unnaturally influences the storm.

Due to its magical construction, the umbrella is also strong enough to be used as a weapon. Upon striking a target, the user may reflexively spend one mote to cause the umbrella to open forcefully. Anyone hit by the umbrella when it opens automatically gets knocked back a number of yards equal to the extra successes on the attack roll times three. This ability only functions when used as an attack. Additionally, the user may reflexively spend one mote to cause the umbrella to open for use as a shield, adding +1 to the difficulty of anyone attacking the user.



SCALES OF PASIAP

flagg@patternspider.net

Commitment: none

Casually referred to as “mosquito nets” by legionnaires for their ability to ward off annoying but persistent “stings”, these egg-sized devices are often mounted on to the hearthstone sockets of light artifact armors. The scales of Pasiap are prized by exalted warriors for turning all but the most forceful attacks into ineffective, glancing blows.

When activated, the armor to which a scale is mounted projects a barely perceptible field of energy which follows the contours of its wearer’s form and deflects incoming attacks. While providing no additional soak, the device adds +1 to the armor’s Hardness for every two motes spent, to a maximum total Hardness of the armor’s lowest soak value. This effect lasts for one scene.

Each scale is made from one of the five magical materials, and can only be installed in armor of the same type. While First Age examples of these devices (then known as canopies of Mars) made from orichalcum, moonsilver, and starmetal exist, they are rare. As the scales have gained much more popularity for use with the inferior armors of the Age of Sorrows, the majority of such devices in the current era have been constructed by the dragon-blooded out of jade.

SEPULCHRAL RELIQUARY

Telgar

Commitment: none (mortal useable)

Ranging in size from a tiny vial as big as a man’s finger joint to huge and elaborate vases larger than a human, a sepulchral reliquary can have nearly any form. Their sole requirement is that they be a form of vessel able to contain physical matter. They are always forged from soulsteel, though some include black or green jade. In and of itself, a sepulchral reliquary is worthless except as a container for whatever goods will fit inside it. Only when it contains some fragment of a deceased essence-user does the reliquary show its magical powers.

The owner of a sepulchral reliquary can gather the motes drawn to the fragment and make use of them for himself. Every day the reliquary gathers one mote for every dot of permanent Essence the body part’s owner had at the time of death. These motes may be freely expended by the owner of the reliquary. The reliquary traps the motes gathered by its contents, storing them within the body part. The maximum capacity of a reliquary is equal to the number of motes it gathers in a day.

SPECTACLES OF VENUS

Moxiane

Commitment: none (mortal usable)

Of unknown origin, these delicate highly unassuming artifacts have been found in every part of Creation. No two pairs ever look the same, and sometimes even the owner is not aware of the effects that they have on her, so cleverly wrought are they. They appear to be little more than well-made spectacles of the sort worn by those with weak eyesight, but any woman lucky enough to own a pair will find herself far more attractive

to those around her than she was before, as blemishes are overlooked and features become even more enchanting. Any female character wearing a pair of the spectacles of Venus has her Appearance increased to ●●●● or by ●, whichever is higher, and any vision difficulties that she may suffer from (barring true and complete blindness) are corrected. They do not require any commitment of essence (meaning that even mortals may use them), but the effect lasts only so long as she wears the glasses.

STEELCASTER

Telgar

Commitment: 5 motes

Designed as a more practical and longer-ranged alternative to firewands, the steelcaster design uses enchantment and alchemical powders easily made by even the most amateur thaumaturge (alchemy degree 1, Intelligence, difficulty 3, one hour) to hurl bits of metal at amazing speed, ripping large holes in whatever stands in their way. There are three basic varieties of steelcasters: the tornado caster is a single-handed pistol that carries six rounds in a rotating chamber, the thunderthrower, a two-handed rifle designed for longer ranges with a slower rate of fire and the stormshooter, a double-barreled weapon that fires clouds of smaller ammunition to cause heavy destruction.

Using a steelcaster requires an alchemical explosive powder which can be purchased (or made) as a Resources ● item. Each purchase is generally enough to last a month. The physical structure of the weapons also requires weekly maintenance by a person with at least Archery 2 and Craft 1. Steelcasters can also fire artifact ammunition (see pg. 63).

Note that these weapons are intended to be customized with various powers, not simply used as stock items. No one ever saved the day with stock items or stock freighters.

STRONGBACK SIGIL

Telgar

Commitment: 4 motes or 2 mote/hour regeneration penalty

A common enough practice amongst the lunar exalted, magical tattoos are often used around Creation to enhance attributes or for any number of other purposes. The strongback sigil is created by tattooing the skin of the torso with ink made with white and green jade powder. The design is, overall, unimportant though there are tiny repeating patterns incorporated into whatever image is chosen. Those patterns create the magic that strengthens the skin of the recipient of the sigil.

Characters marked with the strongback sigil add 5B/5L to their natural soak score. The sigil doesn’t require any commitment of essence; instead it draws its power by tapping into the constant flow of essence into those who have access to their mote pools. Having a strongback sigil reduces the rate of essence regeneration by two per hour. It is possible to commit essence to a sigil to remove the regeneration drain, doing so requires four motes. A sigil never counts as armor.

There are more powerful versions of the strongback sigil at level ●●● which offer twice as much soak, but require an additional mote of commitment or increase the regeneration penalty by one.



STORM JACKET

CrownedSun

Commitment: 5 motes

Long favored by the night castes of the First Age, a storm jacket is widely regarded as some of the best armor for those who can't afford to even look like they *might* be wearing armor. The jacket looks like nothing more than a comfortable overcoat, often cut in multiple fashions to fit into different situations. The orichalcum or moonsilver used in their construction was contained in the interior lining of the coat, and was generally not visible to anyone who gave the wearer even a fairly long inspection. The exterior of the coat typically looks like soft suede, or harder leather, depending on the desires of the ones who constructed the armor. A small amount of starmetal is also used in every storm jacket, along with whatever primary material was used in its construction; this was to help direct blows so that they hit the magically reinforced material.

The secrets of the storm jacket's construction and enchantment are largely lost, even with the few accounts of the First Age that remain. A few wise savants know the secrets of the armor's name, however, knowing that the solar anathema of the past would capture and bind some of the magics of exceedingly powerful storm elementals from the ever-most north for the construction of these light fighting garments.

Other powers of the storm jacket are:

- **Low-profile:** A storm jacket that isn't generally known as armor is exceedingly hard to actually detect as any kind of protection; it looks very much like some normal item of clothing. In the First Age, it was generally impossible to do such, since the night caste was constantly constructing new looks for their storm jackets to avoid giving themselves away. In this fallen age, however, some might recognize the armor for what it is based on knowledge of the traditional look of the armor, requiring an Intelligence + Lore (7) roll. Actually finding the magical materials in a thorough examination (the only hint as to the armor's nature) requires five net successes on a Perception + Investigation (7) roll.
- **Hidden compartment:** The storm jacket has a variable number of normal pockets, mostly along the outer side of the armor. However, it also contains two special pockets that link to small pockets of Elsewhere. These can each be filled with items about the size of two knives, some papers, or other light items. Anyone unattuned to the item trying to locate the existence of these pockets on a detailed search must get three net successes on a Perception + Investigation (7) roll.
- **Natural line:** Due to the delicate arrangement of starmetal along the lines of the jacket's interior, most blows are directed toward the actual armor. In general, any blow not directed specifically at an unarmored portion of the armor will automatically hit the character's storm jacket and be subjected to the armor's extra soak. Anyone attempting to deliberately attack a part of the character not protected by the armor subtracts three successes from his attack roll. If he gets at least three successes, he may ignore the target's soak. Otherwise, he only manages to halve it by hitting

a lightly armored portion of the storm jacket. Note, the armor does not attract any blows that aren't aimed at the character nor attacks that would otherwise miss.

VIRTUOUS GHOST-HUNTER'S STAFF

Ikselam

Commitment: 5 motes

Immaculate monks who travel the Threshold opposing the Hundred Gods Heresy often carry staves such as these. Approximately the size of a normal quarterstaff, the staff is topped with a large jade ring, from which depend several smaller rings; when the staff is in motion, the small rings produce a distinctive jingling sound, said to discomfort evil spirits. This is not actually true, but the staff does possess magical powers sufficient to make any god or elemental think twice before molesting its owner.

First, the staff can strike immaterial spirits. If a spirit suffers damage from such an attack, it must make an Essence roll at a difficulty of the number of health levels inflicted, or immediately materialize. If it does not have enough motes to activate its materialize charm, it loses all its motes and materializes anyway. The staff does not confer the ability to perceive immaterial beings.

Second, if the staff is planted in the ground, no immaterial spirit with an Essence score below that of the staff's wielder may approach closer than five yards. Materialized spirits may approach, but take a -2 penalty to all dice pools while within five yards of the staff. This effect ends immediately if the staff is uprooted.

Although most virtuous ghost-hunter's staves are made with jade, starmetal and moonsilver versions are known to exist, and it is certainly conceivable that soulsteel or orichalcum versions might also be constructed.

WANDERING ISLE

Telgar

Commitment: none, requires Manse ••

Upon casual inspection a wandering isle is a small landmass of approximately 10 square miles. Depending on the whim of its creator a wandering isle can be a desolate desert or a verdant rainforest. There is no limitation as to the type of landscape involved. The only mandated feature of a wandering isle is that at the exact center of the isle there is a large complex that towers above the rest of the island's features. From the height of this central building, the entire surface of the island can be seen.

The central building on a wandering isle is actually a small, simple manse that extends deep under the surface and extends artificial chambers through the entire mass of the island. The creation of manses upon artificial land was one of the greatest challenges in the original design of wandering isles and remains the largest trouble facing anyone attempting to create one. The manse of a wandering isle is in all respects aside from its location, a normal manse. It provides a hearthstone with normal benefits, as well as providing essence regeneration to exalted within its halls.

Aside from the manse that dominates the center of a wandering isle there can be any number of other buildings, accord-



ing to the whims and resources of the isle's owners. The limited and artificial essence flows of an isle can only support a single manse and no other essence-using structures. Most wandering isles have luxurious living quarters and entertainment rooms as part of their manse and other structures are generally stables, aeries, museums and other such non-essential buildings.

Any character attuned to the manse at the center of the isle is also attuned to the isle itself and can direct its motions. Wandering isles can move at a speed of 50 miles per hour but are limited to water deep enough to allow them easy passage, at least 300 feet or more. Because of this limitation most wandering isles have docks constructed and inland storage for at least one small vessel to carry passengers from the isle to shore.

Because of the complex inter-relationship between the wandering isle and its manse, any changes to the manse alter the geography and ecology of the island. If the manse were changed in aspect from wood to earth, the formerly verdant forests of the isle would change and become rocky mountains or sandy desert. No matter the landscape of a wandering isle it will always provide at least one source of fresh water and enough animals or plants to sustain as many people as are attuned to the manse comfortably for essentially unlimited time frames. More fertile aspects, such as water and wood can supply larger populations more easily.

Characters attuned to the manse of a wandering isle can, from within the manse, coordinate the animal inhabitants of the island to do their will, such as attacking intruders and scout-

ing the area. They can also observe any location upon the isle through viewing pools within the depths of the manse.

Some rare wandering isles are possessed of potent manses, level ●●● and above. These are incredibly difficult to create upon an artificial island and, thus, very hard to find. Celestial aspects in the manse of a wandering isle are equally rare except for abyssal aspects. A wandering isle that becomes a shadowland would slowly but surely convert the aspect of its manse to abyssal. At least one of these shadowed isles wanders of the oceans of Creation under the control of a deathknight.

WHITE CRANE TEA SERVICE

Quendalon (Eric Minton)

Commitment: 2 motes

This artifact comprises a set of tea bowls of pure and unornamented white jade, designed for use in the tea rituals common in the Realm and the civilized East. When these bowls are used in a tea ceremony, the owner may spend one mote of essence per participant to instill them with a sense of calm and serenity. The resulting sense of well-being and inner peace carries over into everyday life. For the rest of the day, all those who participated in the tea ceremony gain a point of Temperance, and may add three dice to any rolls for activities that involve stillness, contemplation and composure. This effect ends early for any participant who fails a Temperance roll or engages in any violent or raucous circumstance that breaks the ceremony's lingering tranquil mood.

FIRST EDITION							
	Speed	Accuracy	Damage	Defense	Ranged Rate	Range	Minimums
Forgotten Edges	+6	+1	+2L	+1	2	20	
Ghost Hunter's Staff	+0	+0	+2L	+3			
Orichalcum Umbrella†	+2	+3	+2B	+3			Str ●●
Stormshooter	+0	+0	20L		2	20	
Thunderthrower	+0	+5	10L		4	200	
Tornado Caster	+0	+3	8L		6	100	

FIRST EDITION POWER COMBAT								
	Speed	Accuracy	Damage	Defense	Rate	Ranged Rate	Range	Minimums
Forgotten Edges	+0	+2	+3L	+1	6	2	20	
Ghost Hunter's Staff	+8	+3	+7B	+3	2			
Orichalcum Umbrella†	+5	+3	+4B	+3	3			Str ●●
Stormshooter	+0	+0	20L			2	20	
Thunderthrower	+0	+5	10L			4	200	
Tornado Caster	+0	+3	8L			6	100	

SECOND EDITION									
	Speed	Accuracy	Damage	Defense	Rate	Ranged Rate	Range	Tag	Minimums
Forgotten Edges	4	+2	+3L	+1	5	2	20	T	
Ghost Hunter's Staff	6	+2	+7B	+3	2			2, R	Str ●●
Orichalcum Umbrella†	5	+4	+5B	+3	3				Str ●●
Stormshooter	5	+0	20L			2	20	2	
Thunderthrower	5	+5	10L			4	200	2	
Tornado Caster	5	+3	8L			6	100		

ARMOR					
Name	Soak	Hardness	Mobility	Fatigue	Attune
Storm Jacket	5B/6L	0B/0L	-0	1	5

† includes a magical material bonus



KEEPSAKES

Keepsakes (items of Artifact ●●●) are the workhorses, transcending mere tricks to become formidable magic. Canonically, “three-dot artifacts confer a great advantage in a single discipline or a significant advantage in a broad range of circumstances” [ocdx.14]. Seasoned exalts will typically have one or more artifacts of this level, but too many will often cost too much essence to be desirable.

ALABASTER SPHERE GUARDIAN

Telgar

Originally designed as peacekeepers and protectors in cities and important First Age establishments such as libraries and museums, alabaster sphere guardians were common law enforcers during the First Age. Numerous cities and settlements contain the ruined hulks of their vast white bodies. They default to the shape of great spheres of purest white, six feet in diameter. The guardians can roll themselves across any solid surface at tremendous speed and with very little sound unless they are in terrible disrepair. They are able to roll up walls or columns, even those not actually able to support their weight. They can pause, clinging to surfaces without moving or even hurl themselves off the surface they are rolling upon to throw themselves at a target.

Sphere guardians are able to affect enough repairs on themselves via internal tools and self-repair enchantments that they do not actually require anyone to keep themselves active though if they suffer extensive damage they do have difficulty repairing themselves without access to spare parts and materials.

Generally sphere guardians are assigned to protect and police a city, settlement or even a specific building. Such guardians are given instructions at the time of their creation or assignment and carry these out unfailingly, with blind obedience. In rare cases, however, they were created to be the personal guards or servants of specific exalted who can command them verbally. Reprogramming a sphere guardian is a difficult task that involves first disabling the guardian, opening a hidden access panel to its innards and reworking many of its internal processes.

Guardians are fully intelligent, able to understand and interpret complicated orders and memorize vast amounts of legal or cultural information to enforce proper behavior or act as proper guardians. They do, however, lack much in the way of initiative

and drive. They are totally unoriginal, completely direct and unable to think outside the box at all. They are devoted to their orders and will under no circumstances deviate from them in the slightest. Sphere guardians speak Old Realm and are both unable and uninterested in learning new languages.

When faced with those who are in violation of the rules they have been instructed to uphold, sphere guardians will relentlessly pursue them and attempt to subdue them non-fatally unless they encounter resistance too heavy to overcome by non-lethal means. If they are able to subdue their targets then the spheres generally report to whatever authority rules over them that they have done so and stand by their targets, awaiting further instruction or removal of the troublemakers.

ARTIFACT ●●●

Alabaster Sphere Guardian: Roving sentry automaton.

Arborinox: Powerbow concealed as tattoos.

Badge of Living Virtue: Allows ghosts to remain in Creation.

Blood of the Ascendant: Cursed grand daiklaive.

Blood Rose Ring: Make people want you, then poison them.

Black Iron Coffin: For the abyssal sleeping in creation.

Caliburn: Shoots lightning.

Descending Thunder Boots: Fall from any distance, very loudly.

First Age Deliberative Guard-Dress: Ceremonial armor.

Hundred Ravens' Wings: Transform into a flock of ravens.

Hyperion Sphere: Follow the bouncing ball.

Library Crystals: Massive knowledge storage.

The Mask of the Blue Death: Exhales poison to coat weapons.

Mountain Prison Shackles: Controls essence use.

Osseous Shroud: provides disturbing exoskeleton.

Seed of Broken Swords: Trees that stabilize Creation.

Silken Dress of Celestial Delight: Enthral mortals with dance.

Sun's Shining Sigil: Strengthen a willing animal.

Vajrakira: Demon-hunting dagger.

Whale-Belly Carp-class Water Transport: A mechanical fish that holds more than it appears.



SPHERE GUARDIAN

Attributes: Strength 5, Dexterity 10, Stamina 8; Charisma 0, Manipulation 0, Appearance 3; Perception 5, Intelligence 3, Wits 5

Virtues: Never fails Valor rolls, never succeeds on others.

Abilities: Brawl 4 (trample +3), Endurance 3 (1E), Resistance 3, Crafts 2 (repair +1), Melee 5 (self-defense +3), Dodge 5, Athletics 5, Bureaucracy 2 (law +1), Larceny 2 (theft prevention +1), Survival 1 (tracking +2), War 1 (2E)

Powers

Perfect Balance: Sphere Guardians are unable to lose their balance, no matter what. They call roll in any direction, even up walls and across ceilings. They never fall from whatever they choose to roll across and they can be supported by as little as a tree branch, despite their great size and weight.

Defensive Plates: When attacked a Sphere Guardian can manifest midnight black plates of armor that rise from its surface to smash themselves against incoming blows. (1E) This creates reflexive parries that do not require the sphere to split its action, but they suffer a -1 penalty for each previous use of the power in a turn. (2E) The sphere does not suffer penalties from coordinated attacks or onslaught.

Restraining Ooze: When in physical contact with a target Spheres can excrete a sticky, viscous ooze that hardens quickly in air or water. The ooze entraps and slows those covered in it, forcing the victim to roll his Strength + Athletics against a difficulty of four every turn. It requires six accumulated successes to fully remove the goo. Until it is removed, the ooze applies a -1 penalty, doubling every turn that it remains in place until it has fully immobilized its victim or is removed.

Shrinking: In order to fit through doors and down narrow streets, Sphere Guardians are able to shrink down to a diameter of two feet. They can shrink or expand to any size between two and six feet in radius as a reflexive action.

Soak: 25B/25L, Hardness 20 (metal-ceramic shell 5B/5L)

Initiative (1E): 15 **Join Battle (2E):**

Attacks:

Trample (1E): Speed 18, Acc 20, Dmg 15B, Def 0, Rate 2

Trample (2E): Speed 6, Acc 20, Dmg 15B, PDV 7, Rate 2

Health: -0, -0, -0, -0, -0, -0, -0, -0, -0, -0, Incap

Dodge (1E): 15 **Dodge DV (2E):** 9

Willpower: 10 **Essence:** 2

ARBORINOX

Wordman

Commitment: 4 motes

Little is known about the origins of this moonsilver short bow, save that it dates back to at least the Usurpation. Records from the early days of the Scarlet Empire show it in the possession of a minor dragon-blooded family, who trace it back to an officer who claimed it from the body of a fallen comrade during the post-Contagion war against the Fair Folk. It is assumed this fallen terrestrial acquired it one way or another from a lunar, possibly during the Usurpation. The last dynast known to hold it disappeared into the eastern jungles centuries ago, and it's current whereabouts are unknown.

The body of this sleek and ornate bow looks almost like vines made of moonsilver wrapped together, with a mount for a single hearthstone set below the main grip. An attuned user can spend a mote of essence to cause the limbs of the bow to unwrap and transmute, separating into individual moonsilver vines that begin to move. The portion of the bow containing the hearthstone mount shapes itself into a simple looking bracelet around the arm holding the bow, with the hearthstone mounted on it. The vines wrap around the forearm of the user, merging to his skin until they appear to be tattoos of vines winding up the character's arm. This effectively conceals the bow's true nature, but in this transmuted state, it naturally does not function as a weapon. The process can be reversed without spending motes, restoring the bracelet to its natural, obviously magical, bow state. Changing the bow's shape either way requires a dice action (1E) or miscellaneous action (2E).

The user may also conjure mundane arrows of any standard type (broadhead, fowling, frog crotch, target or whistling) into a free hand reflexively. When the bow is fully unfurled, this costs two motes per arrow. It functions when the bow is concealed as a bracelet as well, but costs an additional mote per arrow. Conjured arrows wink out of existence after a minute or a few seconds after impact, whichever comes first.

Arborinox uses the statistics of a short powerbow [core.343, ex2e.389], with a moonsilver bonus available.

BADGE OF LIVING VIRTUE

Haren

Commitment: 12 motes

The badge allows a ghost to materialize for a longer time in Creation, through the strength of their will, channeled through the power of their virtue. In effect, whenever the ghost uses Weighted With the Anchor of Flesh [abys.237, rgd2.144], they may attempt to use their virtue to hold them in Creation. They roll a virtue at or over three at normal difficulty. If they succeed, they can stay in Creation indefinitely, with one restriction. They can not resist the urges of the virtue (as decided by the storyteller) they used without fading back into a state of the incorporeal. This means the ghost often seems strange and slightly driven. The essence used to materialize is not committed past the hour. Also, the use of this artifact counts as one use of channeling a passion [abys.36, rgd2.112] (usually the one linked to why they materialized).

To use the badge, a ghost must have two virtues rated three or higher.

BLOOD OF THE ASCENDANT

Mailanka

Commitment: 8 motes

Though it once had a different name, there soon arose a legend around this ancient blade of the First Age. Every man who wielded the red jade grand daiklave grew famous and powerful, a hero of the Realm. But every man who wielded it was doomed to die a glorious death on the battlefield. It soon became known by its current name as its blessing—and its curse—became abundantly clear.



The Blood of the Ascendant is a dark colored blade. Long, thick, and straight, it has no cross guards, and its blade is coal black, with thin grooves of red sliding up its length. In battle, the faint red of the grooves and the hilt seem almost to glow like the inner depths of smouldering coals. As with all jade blades, if properly attuned, bonuses for the magical material are applied.

At the wielder's option, he may gain on any single roll, a number of dice equal to his Reputation [dbld.160, exdb.110]. This does not count against the normal limitations applied to charm dice caps. Additionally, this costs the player nothing.

However, every time that the player chooses to do this, the storyteller should note it. At any point, chosen by the storyteller, the blade will exact a terrible cost: after the character has been successfully hit, the attacker can gain additional damage dice, post soak, equal to the number of times the power has been used. This damage cannot be mitigated in any way. After this (assuming the player survives), the "debt" is paid, and the owner of the blade may start to accumulate a new one.

BLOOD ROSE RING

Haren

Commitment: 4 motes

This beautiful ring appears to be a rose made from one of the five magical materials with thorns tipped in moonsilver. These devices are believed to have not existed in the First Age, though there are a few which have been found in tombs of the solars. This ring functions as both an assassin's tool and weapon, possessing two abilities.

The first is activated with the expenditure of six motes. The rose's thorns lengthen and dig into a target's flesh, yet this is done painlessly. As they sink in, they release a toxin that is dangerous and subtle because it does no harm directly. For one month, those so infected with the toxin treat the wearer as if they had a Charisma and Manipulation one higher and an Appearance two higher, their minds clouded by desire for the wearer of the ring.

The next effect is similar for all rings. First the user must spend four motes as they touch a target. The thorns dig in again and drink of the person's blood. This is considerably easier if the wearer has already used the first power. Now that the ring has tasted of the essence and blood of the target, it can be used to make a toxin for them specifically a day later. The rose is able to remember every person who's blood it has tasted and so never loses the ability to make a toxin for them. The toxin is created with an expenditure of six motes. Its effects last for one day. It can be administered with the rose's thorns again, or it can pour from the rose's petals into food or a drink. The type of toxin differs depending on the magical material used, though many focus on weakening those who can channel essence.

- **Orichalcum:** This toxin makes the very expenditure of essence a danger to the user. For every five essence they channel in a turn, they take one unsoakable die of lethal damage. Should they reach the iconic splendor level of their anima banner, they take two dice of unsoakable bashing damage.
- **Moonsilver:** This toxin causes its victim to suffer from penalties to their physical attributes in time of great stress

(for example combat). For every four turns of combat (or similar situation) reduce one random physical attribute. The most common effect is strange shifting of their body. A loss of Dexterity might be their muscles hardening or bones randomly shifting length. Stamina might appear as a sudden pox. Strength may appear as if muscles melted away. This effect heals like aggravated damage.

- **Soulsteel:** This is almost the opposite effect of the orichalcum toxin. While the toxin is in their system, they must spend two motes for every one they would normally spend to activate charms, anima effects, artifacts, etc. Also, they lose one mote for each lethal health level taken (including blood loss), as the magic drains away with the blood.
- **Starmetal:** This toxin is one of the most insidious. The victim is cursed with bad luck. Their difficulty is raised by two for any dice roll, and the Storyteller should play out their strangely bad luck.
- **Jade:** This is perhaps the most unusual of the toxins. It simply marks out the character to elementals as one who has offended their kind. Normally small and friendly elementals become hostile. They seem to find nature itself conspiring against them. In effect, at worst, treat this as the eclipse caste oathbreaker effect [core.127, ex2e.100] using the Essence of the poisoner, but only for dealing with elements (perhaps a fire suddenly starts in their equipment, rivers they are crossing suddenly gain a nasty current, tree roots they never saw trip them as they approach a cliff.)

BLACK IRON COFFIN

Haren

Commitment: 5 motes

This coffin is a valuable resource for those abyssals traveling in Creation. It is a large and elaborate coffin made of soulsteel and black iron mined in the Underworld and shadowlands. It is often decorated in unholy symbols made from the non-magical counterparts of orichalcum and moonsilver mined in shadowlands, so they are dark and soaked in death. It provides a safe place for the abyssal to rest in most cases.

The exalted can summon or banish the coffin with the expenditure of two motes. Upon doing so, it appears to sink into the earth, but in truth travels into the darkness of the earth where the sun's light never shines, to then go Elsewhere. The coffin can be used to store items in this fashion to be brought anywhere the exalt can find a decent space of earth to summon the coffin back. Even people can be stashed, though they still will need food and water, and therefore can not be left for very long.

The exalt can spend five motes while in the coffin to sink into the earth, where they can slumber and rest. This state is identical to Sheltering Interment Prana [abys.186, exab.150], except that the abyssal gains essence from respiration exactly as if they were in a shadowland while in the coffin (regain Essence at half speed). Another benefit of resting in this manner, is that it pleases the Malfeans and an abyssal loses a point of Resonance (only one per day).



CALIBURN

Telgar

Commitment: 5 motes

A custom-designed tornado caster (see pg. 28), Caliburn was favored by a young solar enamored of both lightning and blowing holes in things. The weapon is fashioned from the finest steel given a blue sheen by a tiny mixture of blue jade into the steel. Orichalcum wire has been wrapped and merged into the weapon to channel its enchantments and add power to the shots. The barrel and chamber of Caliburn are made of yellow jade, each carved with opposite patterns. When the owner of Caliburn wishes he can channel one mote of Essence into both the chamber and the barrel. The opposing enchantments cause the bullet to ignite and explode during the process of firing. When the bullet explodes it releases a powerful bolt of lightning that strikes the target, doing 10L piercing damage. Lightning strikes can also damage those in physical contact with the original victim, doing 8L piercing damage with as many successes as the original attack had.

DESCENDING THUNDER BOOTS

Wordman

Commitment: 3 motes

While attuned and worn, the boots reflexively speed the actions or their wearer, bestowing a +2 bonus to initiative (1E) or an additional die to Join Battle rolls (2E). The boots may also increase movement rate through the expenditure of additional essence. By expending five motes, the wearer triples either his leaping distance or running speed for the rest of the scene. Only one of these bonuses (leaping or running) may be used at a time, and is fixed at the time of activation. Switching from one bonus to the other can only be done by spending the activation cost again.

The boots can also absorb the impact from any fall, by converting all the energy of the impact into light and sound. While the bonus to leaping is in effect, impact from landings is absorbed, preventing damage to the user. In addition, should the user fall at any time (even without the leaping bonus being active), the user may spend one mote of essence to soak one level of falling damage, redirecting the energy from the impact in a display of sound and light. This cost must be spent before damage is rolled. There is no upper limit on how much essence may be spent in this way, allowing the user to survive a fall from any height, provided he has enough essence.

FIRST AGE DELIBERATIVE GUARD-DRESS

CrownedSun

Commitment: 5 motes

The ceremonial guards of the Solar Deliberative were one of a truly elite force within the Old Realm, though they were always kept within the Blessed Isle to guard against threats to the councilors and their families. These dragon-blooded were fifty of the bravest and most honorable terrestrial exalted of the Old Realm—rewarded for that bravery with service in the Guard, and the arms and armor their new station demanded. Those who had been selected to join the Guard had typically proven

themselves in battle against the enemies of Creation, though toward the end of the First Age a large amount of favoritism had crept into the selection process. A few Deliberators even went so far as to surround themselves with what could better be called terrestrial courtesans, chosen for their beauty and sexual prowess rather than skill at arms or honor.

One was typically allowed to leave the Guard at any time and, though the honor of the position was great, its demands were as well. Most terrestrials served for 50 years or so, and then retired leaving the honor to one of a younger generation. Such retirees were permitted to keep the symbols of the order, and thus there was a constant demand for the ceremonial armor and weapons of the Deliberative Guard. As a result, this type of jade plate and chain armor is among the most common type of powerful magical armor. The Realm also manufactures a few examples of such armor, though only rarely as the process is somewhat prohibitively expensive in both jade and labor.

In addition to the standard protection afforded by such armor, each suit offers the following powers:

- **The Empire's Honor:** The demands of keeping order in the Deliberative chambers were quite taxing, and on occasion the Guards would even have to stand up before the awesome presence of the solar exalted. The Deliberative armor was designed with this in mind. Upon spending seven motes, and one Willpower, for the rest of the scene, the wearer receives three extra dice to resist mind control effects. These dice are added to any willpower rolls or comparisons (1E) or added to the pool used to calculate MDV (2E). In addition, the wearer doubles his Presence score.
- **Ceremonial Armor.** A large part of the Guard's purpose was show, another function that was built into the armor: those wearing Deliberative Guard-Dress receive +1 dice on Appearance and Performance rolls.
- **Cooperative Matrix.** The Guard was expected to work together, and their armor was designed to increase the natural aptitude of the dragon-blooded for cooperative charms and effects. Subtract one mote from the charm cost of any cooperative effect, provided that all individuals who benefit are dressed in Deliberative Guard-Dress. This cannot reduce a charm cost below one mote.

Note: The rating of this armor is more in keeping with the altered rating system for armor described in the section on five magical materials (pg. 9).

HUNDRED RAVENS' WINGS

Dorchadas

Commitment: 5 motes

This cloak was made during the First Age by the lunar Hikari, out of feathers painstakingly plucked from her hair. It looks like it is entirely made of raven feathers, though a closer examination will show that the feathers are bound together using fine wires of moonsilver. The cloak was originally made for her mate, Maenin, and as such some of the features are designed with non-lunar wearers in mind. She wanted her mate to be able to experience the sensation of viewing the world from more than one pair of eyes, since she thought it might give him



some insight into the parts of her that he could not otherwise understand.

An attuned user reflexively spends five motes and one Willpower to transform themselves into a flock of ravens. This transformation lasts as long as its activating essence remains committed. While in this form, the following apply to the user:

- The total weight of the ravens cannot exceed the user's normal weight. Ravens typically weigh around one kilogram, give or take.
- Other than being guided by the mind of the user, the ravens are otherwise completely normal examples of their species. They cannot, for example, speak, wield weapons, wear armor, etc.
- The ravens may move any distance from each other, within the same plane of existence. If a raven is forcibly removed to another plane (e.g. if the flock is in Creation and one is taken into the Underworld), it dies.
- The flock acts as one being for purposes of multiple actions, movement, and so on. Attacking multiple targets requires splitting one's dice pools as normal.
- All the ravens share the user's normal health level track, but all damage against a raven is halved after soak.
- The user can perceive everything that any member of the flock can, and can simultaneously process all the information provided by the members even when they are observing different incidents.
- The flock can also take a number of actions equal to the user's Willpower before multiple action penalties start to accrue.

This transformation is considered an external effect, so tattooed lunars may not use this effect.

HYPERION SPHERE

Moxiane

Commitment: 5 motes

The hyperion spheres are strange artifact weapons—so strange that many of them have been mistaken for abstract First Age sculptures, or children's toys, their combative true natures unrecognized and unused. A hyperion sphere is also a difficult weapon to use properly, since it requires a level of agility and athleticism that even some exalts never achieve. At first glance one appears to be nothing more than a perfectly round, and impossibly smooth ball (+4 difficulty to pick up if not attuned) of transparent crystal, inside which are swirling sculptures constructed from one of the five magical materials (the subjects depicted vary depending on the magical material used, i.e.: jade hyperion spheres often have long-bodied dragons coiling around within the sphere), and somewhat heavier than it would initially appear.

Once attuned to a hyperion sphere at a cost of five motes, the exalt gains the use of a weapon of moderate power, but one that many opponents do not even spare a second look at until they are attacked with it, at which time it is often too late. The smoothness disappears and the character can hold the weapon easily with a simple touch of his finger, and the ball is equally

capable of being thrown, kicked or headed and just as lethally regardless of the method of delivery. A hyperion sphere automatically returns to the attuned Exalt after an attack, regardless of whether or not it hits, thus always allowing the character the full use of the weapon's Rate. Furthermore, after successfully hitting a target (if the target successfully dodges the attack then it counts as having missed) the base damage of the weapon is increased by +1L. This increase is cumulative up to a maximum rating of +12L, as some of the energy of the strike is gathered by the enchantments of the weapon, but the bonus instantly dissipates upon a miss. If successfully parried the hyperion sphere retains its current damage bonus without alteration.

Finally, the hyperion sphere gains an extra ability depending on the magical material used in its construction—as always the exalt must harmonize his anima with the artifact to gain use of this ability, ordinary attunement is not enough.

- **Jade:** The nature of the elemental dragons lies buried deep within the artifact, and it will not be deviated from its appointed path by wind, rain or snowstorm. The character can ignore all penalties to his attack caused by the weather or other environmental conditions.
- **Moonsilver:** The protean, semi-fluid nature of moonsilver is imparted to the hyperion sphere, allowing it to flow around a weapon raised in opposition, giving any opponent a +2 difficulty modifier to any attempt to parry the weapon (1E) or -2 PDV (2E).
- **Orichalcum:** The perfect nature of the solar exalted infuses the hyperion sphere, causing it to seek out its targets regardless of obstruction. The character can ignore cover and shield penalties for anything less than total cover.
- **Starmetal:** Whenever a starmetal hyperion sphere is launched at an opponent it automatically alters its path to strike at where the foe is fated to be, and not necessarily where he is currently standing. This gives any opponent trying to dodge the attack a +2 difficulty penalty (1E) or -2 DDV (2E).
- **Soulsteel:** The chill of the grave infests the artifact, and anyone struck by it feels the sting of his own mortality for a split second. The opponent must make a Valor roll or be at -2 to all physical actions for the next (10 - Willpower) turns.

LIBRARY CRYSTALS

Jukashi

Commitment: variable

Another example of the dragon kings' useful, everyday crystalline technology, a library crystal system takes the form of a small collection of 12-foot tall crystalline obelisks (the individual library crystals), and their attached terminals, which resemble 5-foot pillars with large reading crystals implanted at chest height. The spires, three feet wide at the base, and their terminals are placed in a particular radial arrangement, creating the effect of a grove of gently shimmering crystal.

On their own, a library crystal system is merely an improvement over the smaller and more mobile reading crystals [play.192], capable of containing within itself vast amounts of



knowledge. Each spire is capable of holding an entire genre or section of written works or images; a system of them, essentially, is an entire library of knowledge, hence their name. This knowledge can be added to and accessed from the crystalline terminals connected to the tall spires.

However, when powered with additional essence from essence-users or hearthstones, a library crystal system reaches out to attune itself to all reading crystals within range, allowing those crystals to access information stored within the library and display it to their users.

In the First Age and before, all dragon king settlements of any size possessed one of these exceedingly useful systems, allowing their residents' lives to be improved by easy access to lore, fiction and even visual art. Today, however, many of these useful devices have been lost, destroyed either by the passage of years or by those who seek to limit easy access to information. Of those that still function, their hearthstones have been stolen, and the librarians who tended them are dead and gone; they sit forgotten, dull, cracked, covered in vegetation or dust, but still contain vast knowledge from the First Age, ancient lore that, in the barbaric Age of Sorrows, is priceless.

The input and display of knowledge in library crystals is identical to reading crystals, save that they have far greater capacity (hundreds of thousands of books' worth) and are much less mobile. Like reading crystals, their terminals are operated by touch, allowing the scrolling of script and navigation through different sections and subsections of what they contain. Each library crystal in a system will contain information regarding a particular topic (or images and stories of a particular genre), but their careful geomantic positioning allows all of them to access each other.

All information within the system can be accessed from the terminals, but a terminal user may designate certain information as restricted; users of ordinary reading crystals cannot remotely access restricted information, nor can they upload information.

Each library crystal contains a slot for one hearthstone. Each level of hearthstone and every five motes committed to a crystal (multiple characters may contribute) allows the system to attune reading crystals within one mile.

Example: Within Yu-Shan, there are several library crystal systems, one of which is tended by a dragon king librarian, one celestial god and three servant gods. The celestial god has attached the hearthstone from his 2-dot manse to one of the spires, and has committed 15 essence. The dragon king has committed 10 motes to the system, and each of the three servant gods has committed 5. In total, the system has a radius of $2+3+2+1+1+1=10$ miles. Within that 20-mile across sphere centered on the crystals, anyone with a reading crystal may access information from the library crystal system.

THE MASK OF THE BLUE DEATH

BrilliantRain

Commitment: 1 mote

This soulsteel full face mask was alloyed with the soul of a serial killer who liked poisoning people. Oddly this mask doesn't

cry, moan, or make ghostly faces, although it does take on a wicked grin during combat.

The attuned wearer of this mask can breathe out poisoned essence to coat the blades of his weapons. The venom used is death sap (diff 4, 5L/10L, -1/1 minutes) [scav.32], which turns the lips of the victim blue. Four motes envenom one weapon for a scene. This takes a dice action (1E)/miscellaneous action (2E). Alternately, the wearer can envenom one weapon reflexively for the same cost, but it only lasts for one turn. The mask has one hearthstone setting over the castemark. An ice gem [svnt.68, ocdx.102] is commonly used.

MOUNTAIN PRISON SHACKLES

Telgar

Commitment: 2 motes

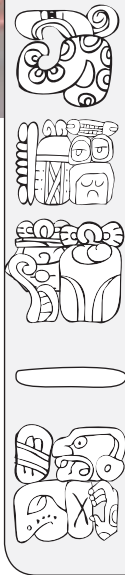
A simple set of manacles carved into an intricate pattern that will give anyone looking too long a headache. The patterns shift slightly to match the essence flowing through them or through the person they are sealed on. If the person they are attached to attempts to channel any amount of essence, the shackles glow brilliantly and inflict one unsoakable health level of bashing damage on the channeler. They also nullify the channeling of essence. This means that anyone imprisoned by the shackles is unable to activate any abilities requiring expenditure of essence for as long as they are on. The shackles are, however, no more durable than normal iron equivalents and have the added vulnerability that if the carvings are defaced, their essence-suppression ceases to function. Mountain prison shackles automatically force their wearer to commit two motes to them, which keeps them locked on. The shackles have 15 health levels and 10 soak.

OSSEOUS SHROUD

Telgar

Commitment: 10 motes

Named for its effects, not its appearance, the osseous shroud is in fact a simple ovoid of soulsteel, about the size of a man's eye, that can be worn on any part of the user's body. When activated for a cost of 10 motes, the oval causes a painful transformation that liquefies the user's bones and causes them to flow to the exterior of the user's body, where they re-solidify into a dense but supple exoskeleton providing excellent protection and far-increased mobility to the user. While the shroud is activated, the motes used to transform the user are committed, and the user enjoys the benefits of armor-based soak equal to twice his Stamina for both bashing and lethal. This armor has no fatigue or mobility penalty and, in addition to the soak, gives a bonus to Dexterity equal to one half the user's Stamina. It should be noted that this armor is quite fearsome in appearance and removes two dice from all attempts at peaceful and friendly interaction with those not used to such things. Tattooed lunar exalted are unable to use this artifact, as it is a form of external shapeshifting.



SEED OF BROKEN SWORDS

Jukashi

Commitment: none

Long ago, in a time remembered only by the oldest of gods and the most faded memories of the eldest of the dragon kings, Creation was wilder and more unruly than in any time since. Even the terrors of the Contagion cannot match the sheer savagery of that time, when the world still shuddered in the throes of its own birth: mountains grew and fell, water and ice carved their tracks across the land, and the gods and behemoths that served the primordials did battle with those mightiest of the fair folk who raged against this interloping speck of reality in their midst.

Without humanity to hold back the shores of the Wyld with the weight of their belief and memory, the dragon kings who dwelt in each of the four directions turned to their vegetative technology as a ward against the encroachment of relentless potentiality. Eventually, they developed a magical plant, its name now forgotten even by savants and referred to by only as the tree of broken swords.

There are four variants of the tree, one for each of the four elemental poles. The southern tree is large and broad, with huge roots, a colossally thick trunk and an incongruously thin canopy of leaves above; its northern counterpart is almost the opposite, thin and tall and wrapped in a dense, spiky mass of thin needles. The eastern tree is a curious combination of willow and vine,



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with long, flexible branches that extend out to crawl, ivy-like through the branches of other trees; finally, the western tree is most akin to the waving palms, a curved trunk that stoops out over the water, its long leaves dangling down to just above the waves. But one trait is shared in common by all variants; for any living tree of broken swords is strewn around the base of its trunk with the broken, rusted remnants of steel and iron objects.

This is because the trees, in order to live and function, must draw iron up through their roots, incorporating it into their timber. So long as the tree is alive, the Wyld cannot come within the area through which its roots or branches extend; neither can the fair folk stand the presence of the plant.

There are few trees known now to remain in Creation; the private gardens of privileged gods and exalts contain a few, while a small number exist wild over natural veins of iron ore; the dragon kings had no other use for iron, and in their time there existed whole forests of the magical tree, but humanity requires the metal too much for its own purposes, and nor would they be so inclined to consider it a wise investment when it takes many lifetimes for one seed to grow and spread into a forest large enough to protect even a small settlement. But now the Scarlet Empress is gone, and the unknown engines of the Imperial Manse lie silent, Creation may need all the defense against the fae that it can muster.

A seed of broken swords will only grow in the right direction for its variant; additionally, it must be provided with iron. The amount of iron needed is relatively small; a few items (Resources two per tree), placed on the ground above its roots every five or so years, will sustain it as they slowly rust and seep into the ground. Planting the tree over a naturally occurring vein of iron ore will also sustain it indefinitely. The tree can be planted as deep into the Wyld as the middlemarches. Its effect grows along with it, spreading out to its maximum range after 40 years.

Each adult tree protects an area 20 yards wide; younger trees protect an area proportionally smaller according to their age (so a 30-year-old tree will protect a 15-yard area). So long as the tree is alive, that area is effectively part of Creation. If in the middlemarches, another 20 yards beyond that will count as bordermarches. Additionally, the adult tree flowers once a year; when the petals are shed, a process that lasts two weeks, they extend the tree's area of effect along the path through which they are blown by the wind. After 50 years, the tree will start to make its own seeds; thus, if provided with iron, one tree can eventually produce a forest that can spread and convert a large area of the Wyld into Creation.

A fae within a tree's area of effect suffers double the normal drain of being in Creation, and suffers an additional -1 penalty to all actions; actually touching the tree or any part of it (including its flower petals) will deal one level of aggravated damage every turn (1E) or 10 ticks (2E). Additionally, any wooden weapon (such as a club, arrow or boomerang) made from the wood of a tree of broken swords deals aggravated damage to fair



folk. Such items, along with other derivatives of the tree, are immune to Wyld mutation.

SILKEN DRESS OF CELESTIAL DELIGHT

Haku

Commitment: 5 motes

In the First Age, the celestial order held true but, in the aftermath of the upsetting of the natural order by the Usurpation, much was lost including in the Celestial Hierarchy. In the chaos that followed, few remarked on the disappearance of a goddess of humanity; the patron goddess of dances.

Her fate was a terrible one, for she had been enamored of the solars. For, while they were given to terrible excesses, they still took delight in the arts of pleasure, dancing included. And so, she supported them in her own way, for they brought much worship to that celestial goddess.

Her love wasn't strange, for many of the celestial gods were loyal to the solars even near the end of the First Age. What made her fate terrible was that she had learnt of the planned Usurpation and, in her own naïve way, tried to warn the solars. Thinking that it was only the terrestrial exalted who plotted treachery, she went to the allies of the solars, the sidereals.

It was on that day that she disappeared.

It was also that day that a potent artifact was gifted to the most skilled dancer of the First Age. A silken outfit that flowed over the body and drew the eyes to the dancer, enhancing the natural grace of the dancer beyond compare.

It wasn't until essence was given to it that its true power arose, for those who watched the dancer then were literally entranced, drawn into a phantasm world of delight and beauty that revolved around the dancer and the dancer alone.

The wearer of the dress, when dancing, gains automatic successes to all her Performance rolls equal to her Essence rating, causing all eyes in the audience to be drawn to her.

But this is the least of its power. When the attuned user expends six motes while she dances, her audience is drawn into a phantasmal world of beauty and delight, centered entirely on her. Particularly strong-willed characters can resist this effect, as the dancer must make a Performance + Charisma or Manipulation test and compare against the targets' Willpower ratings. The dancer may use charms to increase her dice pool or decrease the difficulty needed to entrance her targets.

If the dancer achieves more successes than the target's Willpower rating, they are vulnerable to the desires and influences of the dancer for a number of hours. This duration is equal to the initial successes on the Performance roll made by the performer.

Beings with an Essence rating of 1 become infatuated thralls of the exalted dancer for a duration measured in days instead of hours and should be considered will-less in regards to her requests and commands.

While under the influence of the dancer's power, all of her suggestions will seem perfectly natural and reasonable. The influenced being will not directly kill himself, but can easily be manipulated into lethal situations, such as walking into a winter blizzard in no clothes or attacking the dancer's enemies.

They could also be convinced into signing away all their wealth and artifacts.

Repeated applications of this effect reset the duration, and may be applied before a previous application expires. With proper planning, an exalt could hold an entire city entranced indefinitely.

Armor can not be worn while attempting to use the dress, nor can a visible weapon be wielded. This artifact does not function work in a combat situation, though targets infatuated before combat remain so unless assaulted by the dancer. During the actual performance, the audience must believe themselves to be safe.

SUN'S SHINING SIGIL

TheMyriadOfShades

Commitment: 4 motes

Artifacts are not only for the exalted—they forge them just as often for their animal companions, so that their comparatively frail allies can follow them into battle. These artifacts come in all shapes and sizes, depending on the size of the animal for which they're made: collars for dogs, bridles for horses, even special-made versions for much larger beasts.

In any case, the collars are made of soft fabric (must be silk or cotton or another fabric *not* taken from animals) treated in the sun every day consecutively for a lunar month. Even one day of rain will ruin the process, forcing the construction to start anew. A drop of mixed blood taken willingly from two dear friends must spot the fabric each day before the sun sets. Orichalcum alloyed with a fairly "soft" metal forms the metallic accents to the collar/bridle/whatever.

After the artifact's forging, the user himself must present it to an animal, who must take it willingly, and the users commits essence to the artifact himself.

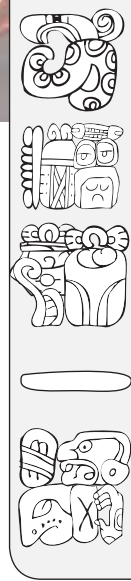
This artifact may only be used on a familiar, or other trusted animal companion whose loyalty was gained by trust and compassion, or at least trickery and bribery. An animal cowed by brute force may not benefit from this artifact.

This artifact costs four motes to attune, taken from the pool of the character who placed the artifact on the animal. Non-solars pay double attunement cost.

The animal and the character gain, if the animal is not already a high-level familiar, a preternatural sense of one another's location within 500 yards. The character can summon the animal with a wordless mental command, out to the same distance, and unless restrained or recently mistreated by the character, the animal will come.

The animal comes to embody the ideals of the solar exalted: it gains one dot in all physical attributes, Intelligence, and Wits. It gains 4L/4B in soak that is treated as natural. If its Valor was beneath 3, it is raised to 3.

As a final resort, if the animal is faced with a killing blow (if, after damage is rolled, the animal would be reduced to incapacitated or below in lethal/aggravated damage), the user can spend 15 motes and 1 Willpower. The damage from that one blow will be completely negated, but the artifact will instantly shatter beyond all repair.



SUNSHINE WALKING ANKLETS

Seiraryu

Commitment: 5 motes; 2 to activate

Idealized as more of a theater tool than anything else, the sunshine walking anklets have been adapted since the First Age into aids for more than just abstract essence-laden performances. Named so because of their higher efficiency when used under the light of the sun, the anklets are artifacts that have been used for a number of things in the past aside from the original purpose of theater performance, such as travel, battle, and are invaluable for climbing expeditions.

The anklets are about half a foot in radius each, and come in pairs of two. When both have been slipped around each foot of the user, and the essence committed, they glow bright golden and shrink to the appropriate size so that, while still loose and comfortable, they do not slip off the wearer's feet.

From the moment they are attuned, whenever the person wearing them wants to she may spend two motes of essence to activate the enchantment within the artifacts. For one hour (or a scene if used during combat) the character may freely walk upon the air as if were ground. To rise he must make the motion of using stairs, or jump, but he can in effect walk, run and move in mid air. The character can fall as much as she wants to and will never suffer any damage so long as she lands on her feet (even if she lands on actual ground). Additionally, the character can spend two motes of Essence to double her maximum movement rate for an hour (or a scene if during combat).

If the wearer is standing directly under sunlight, she does not have to pay the cost for the first effect, as long as she remains under the gaze of the sun. Even stepping under a shadow will force her to the ground unless she makes a reflexive Dexterity + Athletics roll and spends the motes to activate the anklets.

The anklets glow with the brilliance of the sun whenever in use. Since they were made for the stage, this light cannot be concealed by clothing, as it permeates the very materials around them to show off their brilliance and impress the audience further.

VAJRAKIRA

Falcon

Commitment: 4 (or 0) motes

Vajrakira is a name for a type of dagger specifically enchanted to transfix the power of the inhabitants of Malfeas. They can be forged from any magical material, and given that their power is useful

even in the hands of the un-exalted it has been theorized that they may be able to be manufactured from mundane materials as well; however, no experiments along those lines have ever borne fruit. The following description is of one example of a vajrakira, and while others vary in their specific details their elaborate decoration and general powers remain constant.

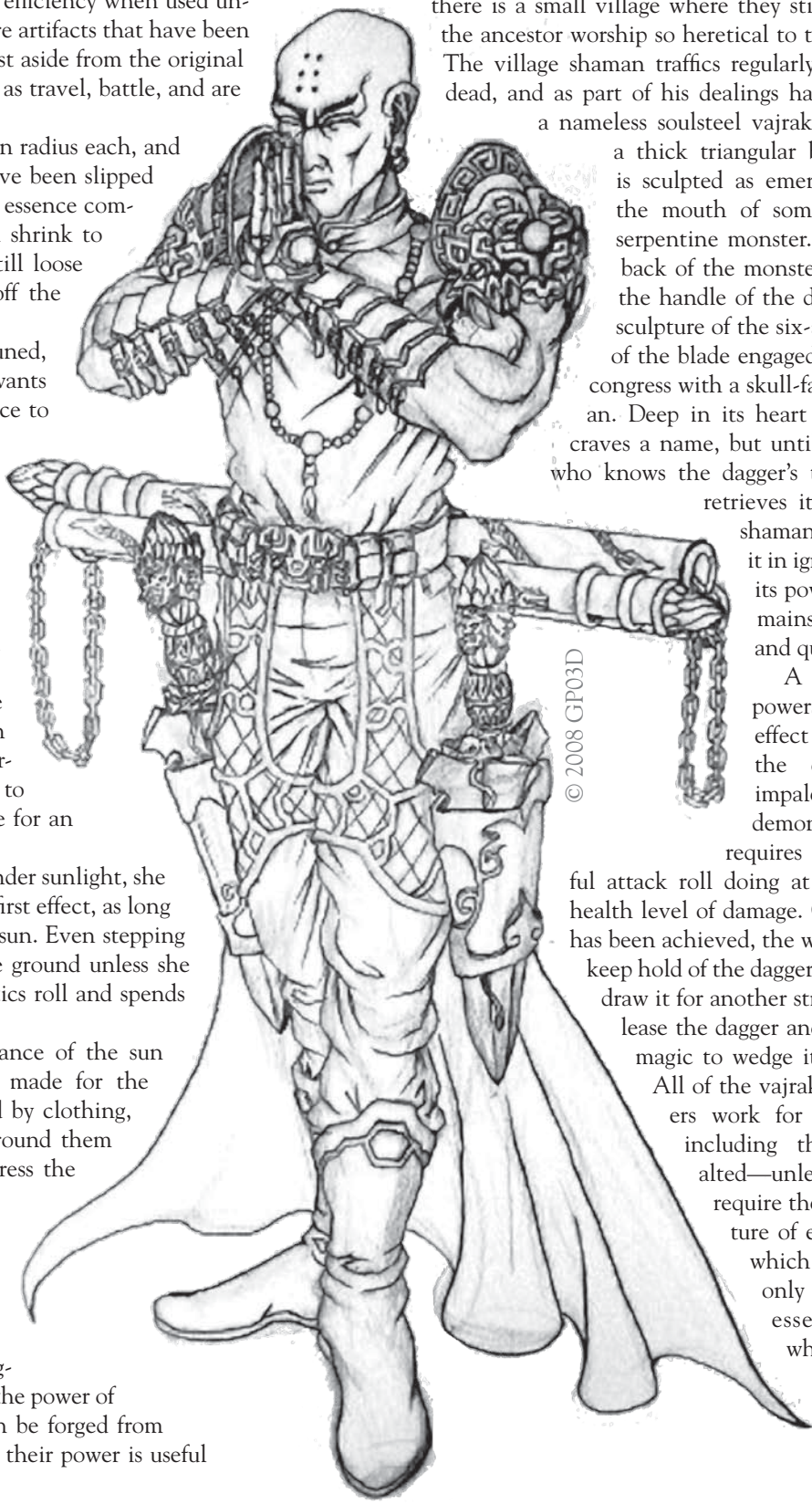
In the hills several days south of Chiaroscuro there is a small village where they still practice the ancestor worship so heretical to the Realm. The village shaman traffics regularly with the dead, and as part of his dealings has received a nameless soulsteel vajrakira. It has a thick triangular blade that is sculpted as emerging from the mouth of some kind of serpentine monster. Atop the back of the monster, forming the handle of the dagger, is a sculpture of the six-armed god of the blade engaged in sexual congress with a skull-faced woman. Deep in its heart the blade craves a name, but until someone who knows the dagger's true value

retrieves it from the shaman who uses it in ignorance of its powers, it remains nameless and quiescent.

A vajrakira's powers take effect when the dagger is impaled in a demon. This

requires a successful attack roll doing at least one health level of damage. Once that has been achieved, the wielder can keep hold of the dagger and withdraw it for another strike, or release the dagger and allow its magic to wedge it in place.

All of the vajrakira's powers work for anyone—including the un-exalted—unless they require the expenditure of essence, in which case they only work for essence-users who are attuned to the blade.





- While impaled by a vajrakira, a demon suffers a dice pool penalty to all physical actions equal to (10 - the demon's Essence score).
- Any denizen of Malfeas impaled by a vajrakira has all their movement speeds halved.
- Once impaled in a demon, the vajrakira cannot be removed except by an essence-user who is attuned to it (who can reflexively will the blade to detach itself at any time). The blade mystically bonds to the demon's essence, and worms its way deeper into the demon if the flesh it is impaled in is torn away.
- Essence-users may reflexively pay five motes to fully paralyze a demon for one round (or about three seconds outside of combat).

As a final note, it has been recorded that second-circle demons show some resistance to the powers of vajrakira. This resistance seems to vary in strength and effect from demon to demon. No one has ever tried striking a third-circle demon with a vajrakira—or if they have, no records survived.

WHALE-BELLY CARP-CLASS WATER TRANSPORT

Telgar

Commitment: 15 motes

Used in the First Age and Shogunate as fairly common means of transportation across the ocean when stealth was required over storage space or speed, the *Whale-Belly Carp* later lost pop-

ularity as they became harder and harder to find and build. Despite their simple design they require knowledge of Elsewhere to build and, after the solar exalted passed from rulership and common lore, they became difficult to construct reliably.

In appearance the *Whale-Belly Carp* are foot long, hand wide metallic fish of bronze, black jade and moonsilver. They travel between five and fifty feet under the surface of the water, making them nearly impossible to detect from aboard a normal ship or in the air. One of the few sure ways to be able to find or track *Whale-Belly Carp* transports is to use magic to trace their essence, which is easily detectable.

Whale-Belly Carp are generally carried with their owner in a sack or other sort of container in a quiescent state. They awaken only when placed in salt or fresh water and ask to where they are to travel. They will then open their mouth, into which up to 1000 pounds of people or luggage may be loaded. Anyone and anything loaded into the mouth of the carp is placed into a pocket of Elsewhere and kept in suspended animation.

After being loaded, the Carp will do its best to make its way to the destination defined upon its activation. If it is unable to find a way to the location it will swim to the nearest land, disgorge its passengers and ask for new directions. Otherwise it will swim to its destination and disgorge the passengers and then wait for confirmation before regurgitating any luggage.

A *Whale-Belly Carp* travels at a rate of 300 miles per hour and requires that 15 motes of essence be committed to it during the entire period of its activity. If these motes are uncommitted the carp will regurgitate all its passengers and their luggage, then go dormant.

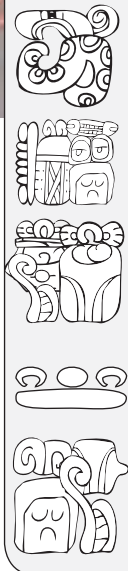
	FIRST EDITION							Minimums
	Speed	Accuracy	Damage	Defense	Ranged Rate	Range		
Blood of the Ascendant	-3	+2	+11L	+0				Str ●●●
Caliburn	+0	+5	10Lp		6	100		
Hyperion sphere	+0	+2	+6L		3	50	Dex ●●●, Thr ●●●	
Vajrakira	+3	-2	+0L	-3				Str ●

	FIRST EDITION POWER COMBAT							
	Speed	Accuracy	Damage	Defense	Rate	Ranged Rate	Range	Minimums
Blood of the Ascendant	+10	+2	+12L	-1	3			Str ●●●
Caliburn	+0	+5	10Lp			6	100	
Hyperion sphere	+0	+2	+6L			3	50	Dex ●●●, Thr ●●●
Vajrakira	+0	+1	+1L	-3	4			Str ●

	SECOND EDITION								
	Speed	Accuracy	Damage	Defense	Rate	Ranged Rate	Range	Tag	Minimums
Blood of the Ascendant	5	+2	+12L/4	+0	2			2, O, P, R	Str ●●●
Caliburn	5	+5	10L			6	100	P	
Hyperion sphere	5	+2	+6L			3	50		Dex ●●●, Thr ●●●
Vajrakira	5	+1	+1L	-1	3				Str ●

ARMOR					
Name	Soak	Hardness†	Mobility	Fatigue	Attune
Deliberative Guard-Dress	12B/11L	8B/8L	-2	3	5

† Hardness applies to 2E only.



WONDERS

Wonders (items of Artifact ●●●●) are difficult to make in the Age of Sorrows, but were more common in the First Age. Canonically, “four-dot artifacts provide overwhelming advantages in their spheres of influence, or great advantages in many situations.” [ocdx.14]. Seasoned exalts will typically have access to at least one artifact of this level. Creating these artifacts pushes the limit of what is possible for artificers in the Second Age.

ABLATIVE ARMOR

Darloth

Commitment: 7 notes

The base appearance of this artifact is a thin, cloth-like bodysuit, which is tinted slightly towards the color of it’s material. Studs of the appropriate material adorn it in various places, appearing to be designed to allow the attachment of armor plating; however, they are small and have incredibly complex connectors, and not even the most skilled of artificers will succeed in attaching anything to them.

However, if the suit is attuned for the cost of seven notes, all will become clear. As the light (or lack of) associated with the armor hits it, plates and links will begin appearing on their own, as the armor channels essence to reinforce itself.

Soak is variable. Most suits, when attuned, start with zero soak. They then recharge +1B/+1L per day, at a time appropriate to their type, up to Stamina + Resistance + Essence, or 15B/15L, whichever is lower. The plates formed by this armor start around the chest area, and slowly spread outwards and thicken as more form, until the armor eventually ends up looking like a variant of articulated plate. However, due to the inefficiencies of the method, it will always be slightly bulkier than a similar set of armor at the same soak rating. This is reflected in the statistics at the end of this chapter.

Magical material bonuses needed to be changed slightly for soulsteel and orichalcum. Rather than offering a soak bonus, these types of armor regenerate +2B/+2L per day, instead of the normal one.

Armor up to 5L/5B is counted as light, and has no mobility or fatigue penalties. It could conceivably be hidden underneath a cloak or something at this level.

Armor up to 10L/10B is counted as medium, and has -1 mobility and 1 fatigue (modified by material as normal). It is bulky

at this level, and suspicious bulges will show under even the most voluminous cloak. Magical concealment is still a possibility.

Armor up to 15L/15B is counted as heavy, and has -2 mobility and two fatigue (modified by material as normal). At this level, the armor is huge, with many plates and sections, and really, nothing can be worn over it at all. A cloak will simply make the wearer look like someone stupidly attempting to cover a huge suit of armor with a cloak which is too small. Magical concealment should probably suffer a penalty, this is up to the storyteller, and depends how expensive/effective the concealment magic is.

After damage is rolled against the wearer of the armor, he or she can (but does not have to) sacrifice 1L/1B soak to deflect a single damage success. They may negate up to Resistance + Essence damage successes in a single roll... of course, they are

ARTIFACT ●●●●

Ablative Armor: Sacrifice soak to prevent damage.

Burning Star: Lethal incense burner.

Crop Infusing Essence Web: Indirectly produces magical cloth.

Endless Configuration Blade: Gains abilities of socketed hearthstones.

Eternally Sepulchered Warden: Demonic tomb guardian.

The Feathers: Chaos-creating smashfist.

Harmless Separation: A knife that does not damage, but can still sever limbs.

Illustrious Weaver of the Patterns of the Terrestrial

Manse: Spider automaton who designs manses.

Medusan Tiara: Turn your hair into a bow.

Seeds of the Builder: Seeds that sprout buildings.

Skin of the Dragon: Subtle armor.

Stepping Stones: A node in a teleportation network.

Sun, Moon & Stars Shield: A three part shield to protect one or many.

Sun-and-Sands Habiliments: Focusses the power and purpose of the dawn caste.

War Bell: Uses sound as a weapon.

World-Affirming Melody Box: Music box that repels the Wyld and interferes with essence use.

Writhing Spectre Blade: In this steel, the souls bite you.



also limited by exactly how much soak they have accumulated on their armor. This does not count as charm use and isn't an action; it's counted as an activation cost, so nothing can save that soak. The outermost plates reconvert to a burst of essence that deflects the force of the blow or otherwise prevents the damage.

If attunement to the armor is lost, then the armor degrades at a rate of $-2L/-2B$ per day.

It should be noted that the wearer does not *have* to increase the soak of the armor every day; they may choose to keep it at the level at which it currently resides or, in the case of orichalcum and soulsteel armors, increase it by only a single point. The armor always counts as being made of magical material for all intents and purposes, even when it has no actual soak, because of the materials woven into the cloth.

Styles depend on material:

- **Orichalcum** is the most common, and as long as the armor has been exposed to direct sunlight for at least an hour per day, new plates of shiny and translucent golden armor will crystallize on top of the old (taking an hour, and starting whenever the sunlight hits the armor, typically at dawn). They will eventually fade to opaqueness after a few days.
- **Moonsilver** ablative armor is exceedingly fluid, and as long as it has been exposed to direct moonlight for at least an hour per night, beautiful, petal-like buds and leaves of moonsilver will begin to grow and flow from the studs. They will blossom and interlock into impressive spiral patterns near the end of the hour, and solidify into discs of armor.
- **Jade** ablative armor is very rare, as the magics that create this armor are usually too complex for terrestrials. However, some suits have been made, mostly by twilight castes creating personalized and efficacious armor for trusted underlings. Jade armor must be suffused with a high concentration of the appropriate element for an hour, at the end of which time, the element will be drained, and the appropriate color of jade will have crystallized around the existing nodules, in whatever style is appropriate (interlocking flames for red, twined vines and flowers for green, swirling whirlpool-discs and lamellar like waves for black, delicate translucent hexagons containing snowflakes for blue, and faceted natural appearing crystals for white.) The element must be in motion (except for earth, where the armor must be buried at least five feet deep) so just dunking black jade armor in a pond is not acceptable.
- **Starmetal** armor of this type is formed from solidified stardust, and as long as the armor is exposed to an hour of starlight, tiny pinpricks of light will begin to swirl about it. As the hour progresses, these will stick to already existing starmetal, slowly cooling to form tiny bead-like spheres of starmetal, all woven together with even smaller iridescent threads. As a result, heavy starmetal armor of this type begins to approximate chain swathing rather than articulated plate, although the statistics remain as specified.
- **Soulsteel** armor is slightly different, as instead it relies on not being exposed to direct sunlight. If it is kept in the dark, however, then lengthening shadows will draw about it at dusk, and weave themselves into translucent but dark

veils. Slowly, over the course of an hour, these veils will trap the dying spirits of a myriad of tiny things (rats, mice, vermin mostly, but anything that dies nearby and isn't important) and they will thicken, dripping with a dark black liquid almost like tarry blood, and stick to the current layers, thickening them and increasing their effectiveness.

BURNING STAR

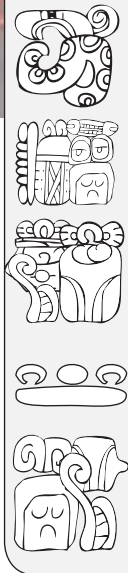
Moxiane

Commitment: 8 notes

One of the more esoteric artifact weapons created by the master weaponsmith Veroz of Ankhet, a burning star can often be mistaken for a wildly ornate incense burner. The head of the device is a hollow spiked sphere approximately 12-15 inches in diameter and made from one of the five magical materials alloyed with feathersteel. The sphere itself is cut through in numerous places, creating scenes of battle, depictions of terrible animals or elemental iconography for the more recently constructed examples. The chain of a burning star is usually 2-3 feet in length and constructed of the same metal as the head, while the haft is one-and-a-half times as long as the chain and made from any appropriate material (some soulsteel burning stars have been seen with a haft made from bones).

When harmonised to the character, a ball of glowing essence, matching the predominant color in the exalted's anima banner, forms at the center of the burning star's head, the light shining brightly through the cut-outs. As well as granting the appropriate weapon bonus dependent on the magical material, the essence ball provides a further power.

- **Jade:** Any opponent struck has powerful elemental essence wash over them, inflicting environmental damage on the target. The difficulty of the Stamina + Resistance roll to resist this is equal to the permanent Essence of the wielder. If successful the target suffers half the wielder's Essence in levels of lethal damage, otherwise he suffers twice the wielder's Essence.
- **Moonsilver:** The protean nature of moonsilver means that on every strike the head of the burning star deforms visibly, returning to its normal shape afterwards. This nature is temporarily passed onto the target, reshaping bone and muscle in unpleasant ways. Each attack that does at least one die of raw damage to the target also reduces the highest of the target's Strength or Dexterity by one. If either of these reach zero, the target—if still alive—is reduced to an unmoving wreck on the floor. Mortals damaged in this way are permanently afflicted. Exalted and other essence-users heal lost attribute points at the rate of one per day.
- **Orichalcum:** The undead, demons and other creatures of darkness (excluding the exalted and deathlords) struck by this weapon are briefly enveloped with the burning righteousness of the Unconquered Sun. This etches into their very flesh, inflicting the exalted's Willpower in levels of lethal damage that can only be soaked by the target's Essence. This damage is applied separately to that of the attack.



- **Starmetal:** The impact of this weapon resonates along the strands of the target's fate, causing dissonance within his very soul. For the next five turns after being damaged by this weapon, the target suffers from a negative effect similar to that of the Sloped Floor Curse [side.210, exsd.191], increasing the target number for the target on all combat-related rolls by one (e.g. from 7 to 8, or from 8 to 9, etc...) up to a maximum of 10. The effects of multiple strikes are cumulative, but the entire effect only lasts for five turns after the first blow is struck before returning to normal. This effect does not work on anything that is considered outside Fate.
- **Soulsteel:** The chill of the grave infests someone struck with a soulsteel burning star, inflicting a -1 penalty to all physical dice-pools for the remainder of the scene. Multiple penalties are cumulative, but cannot reduce the target's dice-pool to below his own Essence in any event.

A burning star typically has a setting for one hearthstone and requires the commitment of eight motes by its wielder.

CROP INFUSING ESSENCE WEB

Moxiane

Commitment: 5 motes

The name of this fairly obscure artifact belies the subtlety of its effect, but not, in the right hands, its usefulness. Inactive, a crop infusing essence web appears to be little more than an obscure piece of First Age sculpture—a low pentagonal table carved from marble, inlaid with green and white jade in the patterns prescribed by Pasiap and Sextes Jylis long ago for their use. At the centre of the table is a small orichalcum dome, while at each of the corners stands a small jade statuette representing Aratas, God of the Harvest. If one of the exalted touches the dome at the center then it rotates around revealing a hearthstone socket hidden within. If a hearthstone is placed within, causes the entire surface of the table to glow faintly.

Once placed, a second touch to the dome causes it to close and the glow to fade. From that point on, the magic of the artifact takes hold, flooding into the land, encouraging the growth of crops and reducing the effect of pests and blights. For every level of the hearthstone mounted within the crop infusing essence web, this effect extends for 500 yards, and within this area properly tended crops will grow plentifully and well, giving yields 50-100% greater than normal. The true effect of the artifact reaches beyond this, however, for if the crops planted within the area of effect are of a sort that are useful for creating clothing (e.g. cotton, flax or hemp) then clothing made from these plants have essence worked into them at the deepest level. This makes clothing that is extremely durable, holds vivid colors easily and well without fading and is exceptionally easy to cut into almost anything that a tailor might desire. This essence matches that of the hearthstone, which remain within the crop infusing essence web for the entire duration of the crop's growth. Recent experimentation has found that the artifact also affects the cocoons of silkworms, giving those Guild-run silk farms that have access to this artifact a massive financial boost.

The effects that essence-infused textiles can grant to their wearers are extremely subtle and, more often than not, entirely unnoticed. None of the effects listed below are compatible with charms, sorcery or other magic; they are simply too minor to be able to compete with these flashier, stronger forces. This does not mean that they are entirely without use—the estate of Cathak Dion on the western Blessed Isle has gained great wealth because the peasants within its bounds are able to work longer and harder than those elsewhere thanks to earth-infused clothing. Any particular character can only be affected by one of the effects below, simply because the majority of the clothing that they are wearing must be infused with the same kind of essence in order for the effect to occur.

- **Air:** The fabric infused with the essence of air is eternally slightly below ambient temperature, keeping its wearer cool in all but the most extreme climates. This provides the wearer with a +1 die bonus to all tests for resisting extreme heat.
- **Earth:** Cloth that has been interwoven with threads of earth essence impart some of the tirelessness of earth into the wearer, who is able to exert himself for longer than would otherwise be the case. This grants the wearer a +1 die bonus to all tests to resist fatigue, tiredness, etc..
- **Fire:** The clothing that has had the nature of fire imparted is always slightly warm to the touch, and wards off the worst of the deprecations of a chill wind or icy rain. This gives the character wearing it a +1 die bonus to resist cold.
- **Water:** The shimmering of sunlight on water has been granted to the fabric, giving it an almost unnoticeable sheen that can distract or enchant those with which the wearer interacts. This grants a +1 die bonus to all social rolls involving one-on-one interaction.
- **Wood:** Some of the resilience and toughness of the wood dragon has been infused into the clothing, which grants the wearer a +1 modifier to his lethal and bashing soaks.
- **Lunar:** The changeable nature of lunar essence writhes through the cloth, creating shifting patterns of light and shadow as the clothing crumples and folds. This breaks up the outline of the wearer, granting him a +1 die bonus to all Stealth checks in a rural or outdoors environment.
- **Sidereal:** The Fate-altering power of the Maidens runs deeply, and their influence is perhaps the subtlest of all, giving the laws of probability a slight push in favour of the wearer. The character gains a +1 bonus to all rolls regarding games of chance.
- **Solar:** Solar essence, albeit in a highly diluted form, floods through the very weave of the clothes, invigorating the wearer, bolstering his health. He gains a +1 bonus to all attempts to resist disease or infection.
- **Abyssal:** The essence of the Void, chill and dark, creeps into the flesh of the one who wears these clothes, which tailors feel compelled to cut into funereal robes and burial cerements. The character gains a +1 bonus to all social tests to affect the ghosts and the undead.



ENDLESS CONFIGURATION BLADE

Moxiane

Commitment: 9 motes

Created during the High First Age by one of the dawn caste whose name has since been lost to antiquity, the endless configuration blade was his attempt to create a weapon that could be effectively used in almost any situation—with a little forward planning. In appearance it is relatively ordinary as such weapons go, a single-edged blade of orichalcum in a long, sweeping curve almost 5' long, while the back of the blade is made of alchemically-treated Chiaroscuro glass with a quartet of egg-sized holes spaced evenly along the lower half of the vitreous section. These holes are what made the endless configuration blade stand out amongst its peers, for they were hearthstone sockets of a kind pioneered by the weapon's creator—a type known as *parasitic sockets*.

When an attuned hearthstone is set into a parasitic socket then the holder loses access to the special ability granted by the stone for the duration of its stay (although the improved Essence regeneration remains). Instead it is the item that and gains an ability related to that normally granted by the stone, as well as being made measurably better—exactly how depends on the aspect and level of the stone. These bonuses and abilities are cumulative as the parasitic sockets in the blade are filled in:

- **Air:** Hearthstones aspected towards Air improve the Accuracy of the blade by half their level (rounded up) and its Rate by 1.
- **Earth:** Earth-aspected hearthstones improve the Damage of the weapon by their level and the Defence by half this amount (rounded up).
- **Fire:** Hearthstones from fire manses increase the blade's Damage by their level and its Rate by 1.
- **Water:** When set with a water-aspected hearthstone the sword increases both its Accuracy and Defence ratings by half of the stone's level (rounded up).
- **Wood:** Hearthstones aspected to wood improve the blade's Defence by half their level (rounded up) and its Rate by 1.
- **Abyssal:** An abyssal hearthstone set into a socket increases its Damage by the stone's level, its Accuracy by half that (rounded up) and its Rate by 1.
- **Lunar:** Hearthstones from lunar-aspected manses increase the artifact's Damage by their level, and its Accuracy and Defence by half that (rounded up).
- **Sidereal:** When socketed into the blade a sidereal hearthstone increases its Accuracy and Defence ratings by half their level (rounded up) and its Rate by 1.
- **Solars:** The additional resonance of a solar hearthstone makes them the most powerful to set into the blade, increasing its Damage by their level, its Accuracy and Defence by half (round up) of that, and its Rate by 1.

The additional abilities granted by to the endless configuration blade by the hearthstones set into it are the hardest part of the artifact to adjudicate. Below are a few examples:

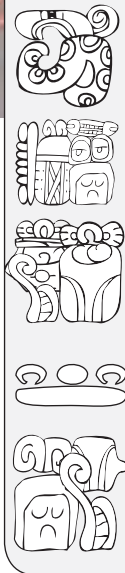
- **Gemstone of Sapphire and Emerald:** When used to attack a person or object enchanted with emerald or sapphire circle sorcery the blade shatters the spell as if Sapphire Countermagic had been applied. The wielder can also literally cut a spell targeted at him in half by attacking it (whether normally or by counterattack charm) as it is about to affect him. This requires a Dexterity + Melee (3) roll.
- **Seacalm Stone:** When used against opponents who are strongly aspected towards water, i.e. water elementals and water-aspected dragon-blooded the post-soak damage of the blade is inflicted as automatic levels of bashing damage; this damage cannot wrap around to become lethal against these foes.
- **Gem of Surface Thoughts:** The dodge and parry DVs of the opponent are reduced by three as the blade taps into their mind to find gaps in their defences. This ability does not work against mindless opponents such as the walking dead or automata.
- **Seven Leaping Dragon Stone:** The endless configuration blade is treated as a signature weapon for any style of supernatural martial arts that allows the use of a weapon.
- **Gem of Day's Light:** Against creatures of darkness the blade inflicts aggravated damage and it's post-soak damage against such opponents is doubled.
- **Gem of False Death:** Any opponent reduced to incapacitated or below by the endless configuration blade is not killed (and cannot be by this weapon), instead they a reduced to a near-death state which persists until the wielder chooses to wake them or one week passes. Time spent in this state counts double for the purposes of healing.

ETERNALLY SEPULCHERED WARDEN ❖

Wordman

In the aftermath of the Usurpation, one of the first undertakings of the Shogunate was to bury the slain solars. Not only was the task politically tricky for the Shogunate both in Creation and Yu-Shan, but even on practical level, there was more to the job than met the eye. The tombs needed to be both respectful, lavish and difficult to enter. They needed to be protected from gave-robbers, not least any reincarnations of those the Shogunate murdered, and needed such protection for a nearly indefinite period. As the Shogunate fumbled about with the portions of the First Age factory cathedrals that they could actually understand, a great deal of effort was directed towards (and in many cases justified by) magical inventions to protect these tombs. One of the more popular of these inventions was the eternally sepulchered warden. While by no means a fool-proof defense, it remains a formidable tool in the defenses of solar tombs today, though the terrestrial exalts now lack both the means and the knowledge to construct them in the present day.

All wardens are constructed somewhat differently, but all are viscous looking, usually appearing as a creature of some kind formed entirely from blades and chains. Jade and adamant form the bulk of this creature, arranged in a lethal array of weaponry, but key components are forged from small bits of starmetal.



While considered by some to be an automaton, this is not true in the strictest sense. Instead, at the last stage of assembly, a demon is summoned and bound for eternity into the warden, wearing it something like a carapace and acting as its animating force. Though the demon remains dematerialized, the warden is very much in the real world, and the nature of its enchantment allows the demon to act through it. At the same time, the warden imprisons the demon, not allowing it to move anywhere without its anchor of blade and chain.

Being most comfortable dematerialized, metody [game.117] are the most likely candidates to inhabit a warden, but eristrufa [seas.112, salt.112, west.132], erymanthoi [core.294, ex2e.310] or any other type of first circle demon can be summoned to animate one. For this purpose, these demons are almost always summoned under the profile of the Warden [svnt.97, rgd1.83], essentially giving them the impression that the tomb they are guarding, and everything in it, belongs to them. They are mistaken, of course, but such delusions are at least a small comfort when locked for eternity into a small set of rooms, confined in a cage of lethal weapons. Those with higher Temperance tend to enter a sort of slumber, while others may glory in the physical prowess their body gives them.

Most wardens are structured very loosely and would collapse into a heap of chain and blades without the animating force of the spirit. This construction, however, makes them extremely agile when inhabited. Powered by a being of thought, the warden becomes fast, strong and more durable, a lethal killing machine that can remove limbs in short order. The dematerialized demon, however, is more vulnerable than usual, trapped as it is within the warden. Smart tomb raiders who know of the wardens will try to engage it on the spirit plane, if they have the capability to do so. Should they lack this, their first encounter with a warden is usually their last.

When bound to a demon, the eternally sepulchered warden gains the demon's virtues, abilities and mental and social attributes. It's physical attributes, however are replaced. It's Strength becomes three plus the spirit's Valor, it's Dexterity four plus Temperance and Stamina five plus Conviction. In addition, when acting through the warden, the demon can, if it wishes, use its Occult or Valor rating in place of Melee and its Occult or Temperance in place of Dodge. The demon fully controls the warden's actions but may neither materialize itself, nor cause the warden to dematerialize. Otherwise, the demon may use any charm it knows as normal in both the physical and spirit plane (this is an explicit exception to the rules against dematerialized spirits affecting the real world). The demon maintains its own health level track, but only in the spirit plane. In the physical plane, the warden has a number of -0 health levels equal to the sum of its animating spirit's virtues and Willpower, plus one Incapacitated level. The highest wound penalty from either plane is applied to actions in both. Should the physical track be filled, the warden falls into its component pieces and the demon is freed, both from the warden and its summoning, and it may do as it wills. Should demon's health track be filled, it is disrupted as normal and the warden collapses back into a heap of pointed metal.

The warden attacks and defends as if armed with a jade dai-klave, with material bonuses. Being constructed of metal, the

warden has soak of 28B/21L/16A, which is considered natural, not armor, and has a hardness of 12B/9L/6A. This soak, however, is ignored for attacks that can harm dematerialized spirits. In such cases, the demon's own soak is used.

The demon can use its senses in all directions while inhabiting the warden, so attacks from behind gain no bonuses. The warden is treated as an automaton for physical effects, but not for mental effects (such as those requiring Valor rolls).

The loose nature of the warden allows the animating spirit to increase the difficulty of any attack on it by its Essence (1E) or add Essence to DV (2E); however, this bonus does not apply to attacks that can harm dematerialized spirits or attacks without a physical component.

The animating spirit can also enhance its defenses further with magic. By spending 25 motes and one Willpower, the demon adds its Valor to any parry attempts and its Temperance to any dodge attempts for the scene. Under First Edition, this adds dice equal to the virtue's score to relevant pools and, when needed, provides a pool of dice that may be used reflexively with no base pool. Under Second Edition, the virtue's score is added to relevant formula for Defense Value prior to being divided (thus adding half the virtue's value to DV).

Offensively, the demon may also spend five motes to perform a maiming attack with effects identical to Artful Maiming Onslaught [abys.166, exab.127]. This ability functions only on targets in the physical world.

Should someone come across an empty warden, it is possible to summon and bind a demon into it. This is done as normal with sorcery, but the process costs seven more motes than usual and the spirit gains two automatic successes on the opposed test to bind it. The spirit must remain animating the warden for the duration of its service. Sorcerers who do this tend to take great pains to keep the Limit of such spirits well-managed.

THE FEATHERS

Capric

Commitment: 6 motes (pair)

This is seemingly a regular smashfist, made of undefinable substance (use statistics for a standard smashfist [core.342, ex2e.388], with no magical material bonuses). Attacking or using its special ability leaves a trail of feathers behind—feathers from all sorts of birds. Careful examination of these feathers shows that they sometimes seem to follow the form of a giant face or mask as they fly about, though more detail than that is impossible to determine. The weapon also has the following special abilities:

- You may target Creation with this artifact. Typically this is done by hitting the ground, although anything else will suffice. To do so, make a standard attack while reflexively spending 10 motes. The area of Creation effected will be approximately a waypoint [wyld.13] in scope; the exact size will depend greatly. More interesting places will tend to have smaller waypoints. You might only effect a neighborhood (or part of one) in a place such as Nexus, whereas in the wilderness you might affect miles around you. Creation has a soak of 30L, and 10/30 HL to break/destroy. "Break" in this case moves the waypoint one step towards pure



chaos [wyld.23] for a scene. “Destroy” moves it one step towards pure chaos for a week.

- Waypoints affected by this artifact are filled with feathers to such an extent that vision is impaired: consider the waypoint to be covered in fog [ex2e.135]. These feathers also impede essence sight.
- There is certainly some interaction between the pattern spiders and fate-spinning with the amount of time it takes to fix the “destroy” level, but that’s best left up to Storyteller. A week is the default, but “important” places probably heal faster.
- By spending a miscellaneous action, the user of this artifact may define something about himself, much as the fair folk do. This is a “Wyld” tagged ability [exlu.140]. It defines a single aspect of the character, and should be roughly as wide in scope as a normal ability specialty. Any application of that aspect gets (Essence ÷ 2, rounded up) successes for the rest of the scene. Only one such aspect may be defined at any given time.

ILLUSTRIOUS WEAVER OF THE PATTERNS OF THE TERRESTRIAL MANSE

Quendalon (Eric Minton)

Commitment: 4 motes

This ancient relic appears as a starmetal sphere speckled with warm orichalcum. Fine lines score its surface. Upon being attuned, its shining surface splits along those lines as jointed legs unfurl, revealing its true nature as an automaton spider.

Forged at the height of the First Age, the illustrious weaver holds a near-infinite wealth of lore regarding the construction of manses and other buildings in the ancient style. When instructed in the parameters of a desired building in the tongue of the Old Realm, it cogitates upon the matter over a period of hours or days, then spins a blueprint of the desired structure out of the finest silk. These blueprints are invariably perfect in every way. Unfortunately, the illustrious weaver knows only the procedures for constructing buildings using First Age methods, using devices and charms no longer available in this misbegotten age. It is wholly ignorant of Second Age technology, and many of its designs simply cannot be constructed today.

Analysis of blueprints produced by the illustrious weaver increases the architect’s effective Lore, Occult and Craft (Earth) by four for rolls made to design a specific manse or other building. If the architect actually has access to First Age building technology, all such rolls are considered to be perfect successes.

As a side benefit, the illustrious weaver can be commanded to produce blank sheets of silk paper in any color or pattern, so long as it is kept supplied with wood and bone. This provides an effective Resources ●●●● so long as its owner has access to a center of trade.

HARMLESS SEPARATION

Telgar

Commitment: 7 motes

Despite its name, the harmless separation was a widely feared weapon during the First Age and the Shogunate. After the fall of the Seven Tigers, one of whom was in possession of the blade, the item was lost to the great joy of many who feared it in the Empress’s hand. In appearance, the blade is startlingly mundane. It is a simple dagger of flawless obsidian treated to near-transparency and sharp enough to slice diamonds. The handle is made from the shell of a stomach-bottle bug plated onto green jade while the obsidian blade is etched with Old Realm runes traced in starmetal.

Because of the enchantments laid heavily upon the blade, harmless separation is unable to draw blood or do damage to any living thing. It cuts without harm, even able to sever the head of a man and leave him alive, able to both speak and walk about.

When used in combat, harmless separation ignores armor-based soak. It’s damage is rolled normally but not applied. If it deals enough damage to remove a limb or kill, it may be used to separate a body part from the target. That body part, and the body, remain unharmed and fully animate. The process is fairly painful and rarely used for any good end.

Restoring parts severed with the blade is a difficult process requiring charms, spells or artifacts capable of regenerating limbs. The Gem of Incomparable Wellness and Lunar Regeneration Gifts are not effective against the separation because no health levels are lost and all parts of a dismembered victim are completely healthy. The parts must be rejoined and healing magics applied to restore unity.

MEDUSAN TIARA

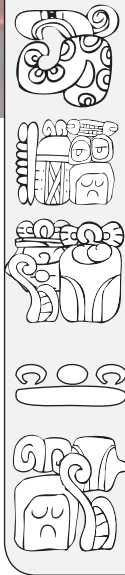
Capric

Commitment: 6 motes

A medusan tiara looks in all regards like a green jade hearthstone tiara, but does not give any of the normal benefits of one. Instead, it gives the wielder control over his hair, adding +2 dice to Intelligence + Larceny rolls for disguise as well as an effective +1 bonus to Appearance as his hair moves in perfect harmony with him.

The true power of the medusan tiara, however, lies in a different form of control over the wielder’s hair. By committing an additional single mote to the tiara, the wielder’s hair writhes and lengthens, gaining a greenish tinge. This is an obvious effect, and grants +2 dice to any Presence rolls. When the character desires, he may form the strands into the shape of serpentine bow: treat this weapon as a green jade long powerbow in all regards. The bow must be readied as normal in order to be fired, and when not readied the mass of writhing hair grants +1 DV cover bonus, much as a tower shield strapped to the back would. Furthermore, the character’s hair is considered to be made of green jade for all purposes while the mote is committed.

The wielder may choose to fire strands of his own hair instead of normal arrows: these cost one mote per arrow to create. The wielder may choose any type of normal arrow. These



arrows are, like the character's hair, considered to be as strong and difficult to destroy as green jade. Finally, as these arrows are formed of the wielder's body, they count as "touch"-tagged archery attacks for any applicable effects, notably the wood aspect anima power.

When the mote is uncommitted from this artifact, excess hair falls into a fine green ash, and arrows shot turn into long, single strands of the character's hair.

SEEDS OF THE BUILDER

Ikselam

Commitment: none (single use)

These artifacts were developed by Yugash's mightiest artificers for use in the Locust Crusade. Their purpose was to enable Autochthonian forces to rapidly establish permanent bases and infrastructure above ground.

Each seed of the builder resembles a foot-long metal sunflower seed composed of all five magical materials, and weighs almost two hundred pounds. Each one has a key protruding from its blunt end, secured by five safety catches. When the catches are disengaged and the key is fully wound up, the seed begins vibrating violently for approximately fifteen minutes. When placed on the ground, the seed's vibrations will cause it to rapidly tunnel beneath the soil. After the fifteen minutes are over, a fully-formed building erupts from the ground where the seed was planted, amidst a shower of displaced soil and rock. The process is quite violent, and anyone in the immediate area when the seed "sprouts" must soak 15B damage.

The buildings created by the seeds of the builder range in size from armored bunkers capable of sheltering ten soldiers to barracks halls which can bunk three hundred; the type of building created is determined when the seed is constructed. All buildings are characteristically squat and unadorned. The seed draws in the most durable materials at hand and uses them to construct the building; rocky areas will produce stone buildings, while areas where clay is predominant will yield adobe. Planting a seed in a glacier will actually result in a building made of ice, while planting it in sand will result in buildings entirely composed of thick, sturdy glass. Seeds planted in areas rich in plant material (both living and decomposed—rich soil falls into this category) will produce wood-and-brick buildings.

As the Locust Crusade continues and the Autochthonians become more accustomed to life above ground, seeds which grow into towers and other multi-story structures will become increasingly common, as will slightly less blocky building designs.

SKIN OF THE DRAGON

Wordman

Commitment: 7 motes

Fitting more like clothing than armor, this magical protection was designed to provide extensive, yet discrete, protection to high ranking dragon-blooded. Worn under the clothes, hundreds of thousands of tiny, impossibly thin wafers of jade are loosely overlapped on a light cloth backing, giving the appearance reminiscent of reptile skin. The armor comes in two pieces,

a long-sleeved shirt and pants, which become comfortably skin tight once completely donned, magically feeling to the wearer almost like nothing is being worn. Clothes of any type may be worn over the armor and, assuming they actually cover the armor, make it virtually undetectable to the naked eye.

Twenty-five suits of this armor are known to exist, but dynasts who are discovered wearing it are somewhat looked down upon by some fashionable dragon-blooded due prejudice against the armor's designer, Arnos Markadius. Though an incredibly gifted artificer, Markadius was born a commoner, so never gained much respect from his peers. Worse in their eyes, he was sponsored by House Iselsi, just a few years before the Empress officially dissolved the house. With Iselsi stricken from the record, rival artificers vocally denigrated Markadius' work, quickly making ownership of his work a social faux faux.

It was in this environment that the first skin of the dragon was formed, constructed for an exiled Iselsi who wished to avoid drawing attention, but ever wary of assassins. Other suits followed, drawing something of a cult following among Iselsi and some dragon-blooded outside the Dynasty. In more recent times, particularly with the disappearance of the Empress, a small but growing collection of art historians have broken ranks with the conventional wisdom and dared to hail Markadius has an unappreciated genius, generations ahead of his time.

Wearing another suit of armor over the skin of the dragon spoils the skin's enchantment, rendering it useless. In spite of its concealable nature, the skin of the dragon is still considered armor for all purposes, including martial arts.

Twenty-five suits of this armor were made, five each of the five varieties of jade. The armor will bestow a +1 to Dexterity as well as a bonus depending on the type of jade:

- Black: +1 die to Sail tests
- Blue: +1 die to Thrown tests
- Green: +1 die to Survival tests
- Red: +1 die to Athletics tests
- White: +1 die to Resistance tests

Note that, when properly attuned, the standard material bonus for Jade applies.

STEPPING STONES

Ikselam

Commitment: 3 motes

These amazing artifacts were developed at the very end of the First Age, and never made it past the prototype stage; only ten existed in the entire world when the solar exalted were overthrown, and most of them were presumably destroyed along with their creator's laboratory.

Each stepping stone is a slightly irregular circular rock roughly one foot in diameter. The top is rough-textured, normal-looking stone; the bottom is inlaid with a delicate web of magical metals in complex interlocking designs.

When a stepping stone is activated with the commitment of three motes, any person setting foot on it will be instantaneously transported to the location of the nearest other activated stepping stone, which can be up to fifty miles away. With practice, it is possible to walk from stone to stone without breaking stride,



covering massive distances in an eyeblink. A character attuned to a stepping stone may, at any time, expend five motes and a willpower point to summon the stone to his hands, regardless of its location.

Stepping stones only function as destinations if the area directly above them is relatively clear of obstructions and contains enough space for the traveller's body. They will never cause the user to materialize inside a solid object, or underwater. A person passing through a stepping stone can carry up to one hundred pounds of baggage. Anything above this amount is left behind, beginning with the heaviest object not touching the character's skin.

Stepping stones are Artifact ●●●● for a pair. Additional stepping stones are Artifact ●● each.

SUN-AND-SANDS HABILIMENTS

Bill Garrett

Commitment: 5 motes

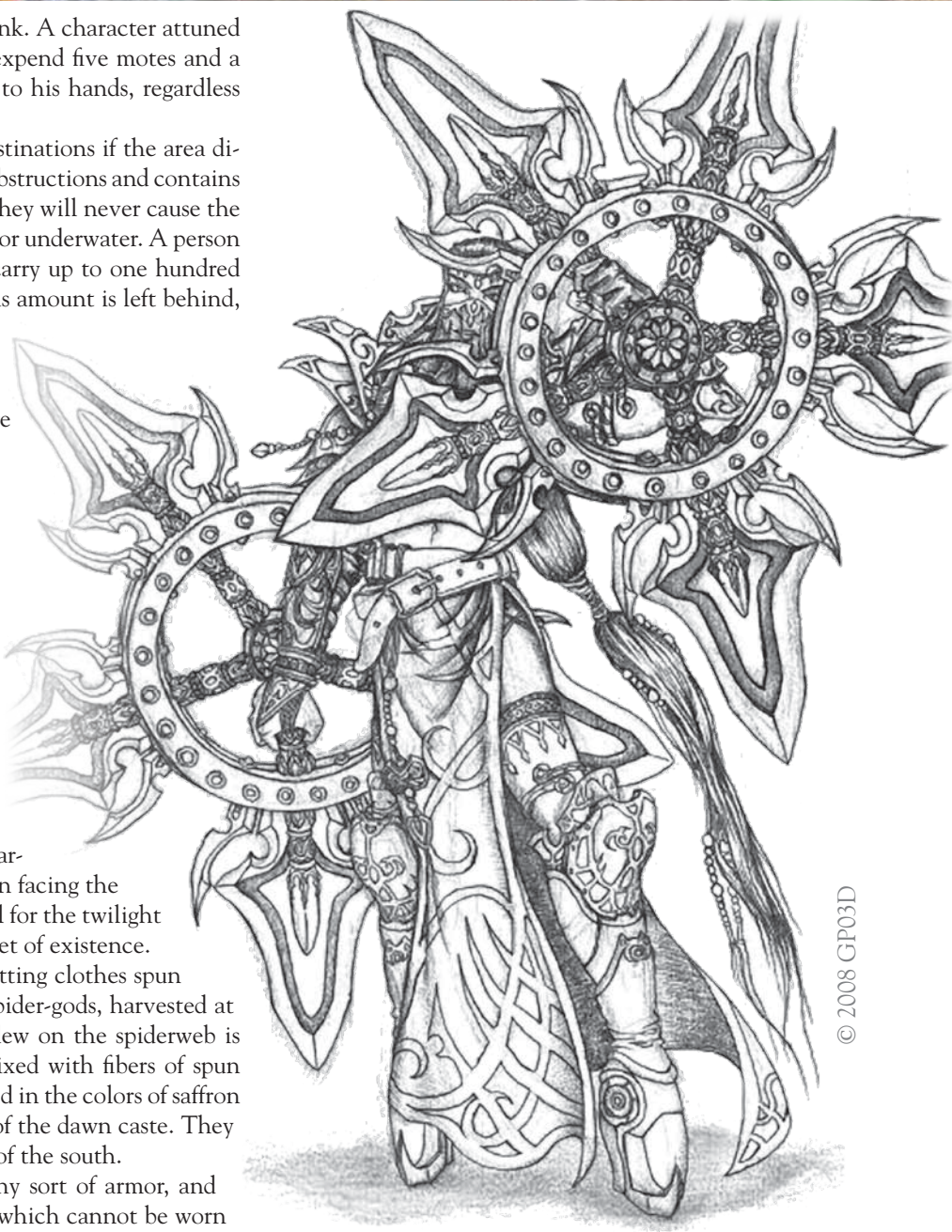
Unlike many of the moderately impressive wonders of the world, which originate in antiquity, this is a product of the Second Age. It was created by a powerful twilight caste solar for her dawn caste ally. In one sense, it fulfills the dawn's nature as a consummate warrior of the battlefield, in particular when facing the lunar exalted. But in another, it is a tool for the twilight to show a dedicated warrior a larger facet of existence.

The habiliments are a set of loose-fitting clothes spun from the silk of the southern desert's spider-gods, harvested at the dawn's first light, when the very dew on the spiderweb is blessed by the rays of the sun. It is mixed with fibers of spun orichalcum and red jade, and finally dyed in the colors of saffron and lavender to match the affiliations of the dawn caste. They are suitable for wear in the hot deserts of the south.

The garments may be worn over any sort of armor, and are compatible with martial arts styles which cannot be worn while armored. They have no hearthstone settings, and require a commitment of five motes to attune. The garment may not be attuned by anyone but a member of the dawn caste, for they draw out the nature of the fearless warrior and enhance it, making the warrior shine in all that he does. Every hero must fight, achieve, and persuade, and the garments allow the dawn to do all three.

The warrior shines most brilliantly in war, of course. The rapidity of a desert wind and the suddenness of the sun bless the habiliments' wearer with speed and agility, adding two to the difficulty to hit him (1E)/providing a +2 to his DV against all attacks (2E). Further, the garments themselves bear the strength of the solars, providing 4L/4B soak. This protective aura stacks with armor and is treated as natural soak.

Even warriors must sometimes put aside their weapons, but none can ever truly put aside their warlike nature. Accordingly, the habiliments allow the dawn to use the principles of strife

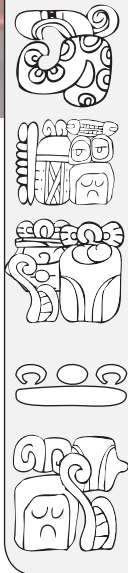


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when undertaking peaceful deeds. The character using stunts to use a dawn caste ability in place of a non-combat ability roll treats each stunt die he receives as an automatic success. The storyteller is expected to provide considerable leeway when allowing such stunts, as a power of the artifact. However, he may disallow this bonus for sufficiently inappropriate stunts.

Example: a knife-fighter lacking dots in Craft wishes to whittle a sculpture. He may instead use his Melee or Thrown ability, hacking away at a block of wood with supremely focused aim to achieve a similar result. A martial artist, expected to demonstrate a beautiful dance, may instead perform a graceful and beautiful kata from one of his styles. A military commander, invited to oversee a bureaucracy, may choose to view it as a clash of particularly pacifistic armies.

Finally, the wearer of the habiliments has chosen the warrior's path. He embodies honor and forthrightness, understood



by all as the mailed right fist of the sun. The character's actions will never be misinterpreted as a challenge or hostile act unless he actually intended to challenge a given onlooker, and any challenge or hostile act he makes will always be clearly interpreted as such. Individual characters may decide whether or not to take offense at something the character has done (or not done), but his intentions will always be clear. This effect negates social penalties stemming from confusion about his motivations, and will perfectly shatter illusions or other deceptions which might involve confusion on such matters. This effect may not be controlled by the wearer; it is an ongoing aspect of the garments' power.

Example: a cadre of Lookshy officers have been told by a disguised sidereal that a solar warrior may attempt to strike them down if he comes to their camp while armed with a daiklave. The sidereal uses a Presence charm to attempt to convey an air of hostility from the solar to reinforce this belief. However, when the solar comes to the camp, bearing his daiklave, the sidereal charm is shattered and the officers will truly understand that he has not intended to attack them.

SUN, MOON & STARS SHIELD

Telgar

Commitment: 8 motes

A complicated defensive artifact made for a sidereal by his solar wife; most often seen as a large circular shield formed of seven overlapping discs of the magical materials. All the disks have outer rings made of white and blue jade and a center of either moonsilver, starmetal or orichalcum.

The largest disk's center is forged of orichalcum and bears a sunburst, the smaller disks bear symbols of the Maidens or Luna and have centers forged from the appropriate metal. When combined together into a single shield they offer unparalleled protection but require the use of one hand and can protect only the owner of the shield.

For less restricted defense, the moon and stars can float off by themselves, setting up a defensive perimeter around the bearer. Each disk can move to parry any incoming attack but no more than one disc can intercept a single attack. The disks can also be directed to defend allies within 10 yards of the bearer. The sun shield cannot fly and remains as a normal shield while the others are detached.

- **Sun, Moon and Stars Shield (Unified):** Counts as 100% cover, removing seven successes from all ranged attacks and five from all hand-to-hand attacks.
- **Sun Shield:** No mobility penalty. 1E: increases difficulty to hit wielder by three. 2E: +3 DV.
- **Moon Shield:** 1E: Defends with a 10 die pool. 2E: PDV is 5. Ten health levels to disable (rolled).
- **Star Shield:** 1E: Defends with an eight die pool. 2E: PDV is 4. Eight health levels to disable (rolled).

WAR BELL

Telgar

Commitment: 7 motes

A rare and arcane weapon, a war bell is about the size of a man's head and is decorated with musical symbols noting the various tones it can reach. When struck, the appropriate symbols glow brilliant gold. The war bell has three primary functions, all controlled by the striker of the bell and how many times the bell is struck in succession. The war bell, when rung once, makes a normal attack against everyone within 10 yards. This attack uses the owner's Dexterity + Performance as its base pool. When rung twice, the war bell attacks demons and fae, filling their ears with a pure tone that causes them to writhe in agony. Such creatures take aggravated damage from this attack. When rung three times, the war bell's tones take hold of its foes provided it does more damage than their Temperance. For a number of turns equal to the extra damage successes rolled, they are under the control of the bell's player.

The war bell is rung quickly, two rings or three being in such quick succession that the effects of one or two rings do not take place. So ringing the war bell three times is a single action, but ringing it once three times in a row is three actions. It should also be noted that the effect of three rings on demons and fae does normal, not aggravated damage, in its attempt to control them and is an attack that simply has extra effects.

WORLD-AFFIRMING MELODY BOX

TheMyriadOfShades

Commitment: 15 motes

This music box is made of white jade taken from the Imperial Mountain, black jade, and the vocal cords of herbivores whose family groups can't have left sight of the Imperial Mountain for five generations (as well as the normal materials needed for construction of a music box). It must be forged during daylight—never during Calibration—and on the Blessed Isle. The vocal cords form the box's musical strings, the white jade forms the exterior and the black jade is contained in the heart of the music box, touching yet not interfering with any of the vocal cords.

The simple melody the music box plays is soothing to earth aspects and elementals. It stifles all manner of magics within earshot, firming the world to a specified shape and denying essence the power to reshape it. What is not natural to Creation finds itself drawn into the natural tapestry of things.

To activate the music box for one day, the user must commit 15 motes to it. Everyone within the user's (Essence × 10) yards of the music box is affected by the tune: sound-stifling magics serve to cancel this effect, though being deaf does not.

Any and all expenditures of essence within the affected radius cost an extra number of motes equal to the Essence of the music box's activator. This surcharge must be paid *before* the essence cost for any other effects can be paid. Also, the Wyld (up to the Middlemarches) retreats back from the affected area, revealing safe, stable Creation beneath. This does not prevent beings of the Wyld from entering the affected area. Finally, any creatures outside of Fate who enter the affected area roll Essence



every turn. On any turn in which they fail, they are treated as being within Fate. On a botch, they take the box's activator's Essence in dice of bashing damage that ignores armor.

Any essence spent within the radius perverts the song, throwing it temporarily off key and tempo, making essence use obvious to listeners. The box, though an artifact, is quite fragile. Any strong jolt (read: a successful attack doing any dice of any type of damage after the box's soak of 3L/6B) ruins the alignment of the vocal cords, breaking the music box. The jade remains intact. New vocal cords can be gathered and the box thus easily repaired, though this takes a clockwork-shop and two hours.

WRITHING SPECTRE BLADE

Ambisinister

Commitment: 8 motes

A writhing spectre blade is a soulsteel weapon forged in a slightly different process than usual. Souls are smelted into soulsteel, which is then forged into items. With a writhing spectre blade, not only are additional souls added during the forging process, but they are not 'properly' bound in the sense that they are not fully incorporated into the weapon. Rather they are mostly bound and capable of grasping, screaming, howling, bit-

ing and expressing their feelings about their painful imprisonment, which they will do whenever the blade is removed from its scabbard. Those capable of perceiving ghosts or dematerialized beings will notice a writhing, flesh-like miasma constantly surging from and around a drawn blade. Anyone coming within reach of the weapon is subject to the ghost's ire, and limbs and maws will briefly materialize and lash out at whatever is close by.

Regardless of whether the wielder is attacking or defending, the ghosts trapped within the blade will make an attack against his opponents in step nine of combat resolution. Similarly, if the weapon is not in its scabbard, anyone but the attuned wielder who touches it will be subject to similar attacks once every tick. In addition, motes drained by the blade are stored into a reservoir. This reservoir has a capacity of 12 motes, which may be reflexively spent to increase the accuracy and damage of the ghostly strikes on a one mote per one die basis. No more than the wielder's permanent Essence in motes may be spent on a single strike.

The original writhing spectre blades were all based off reaver daiklave designs and, like most reaver daiklaves, have a single hearthstone setting. It is certainly possible for other weapons to be fashioned in a similar process. Making a weapon into a writhing spectre blade adds two to its artifact rating.

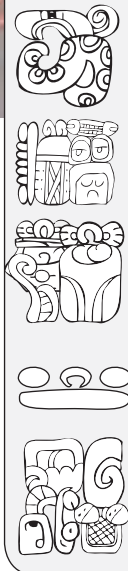
FIRST EDITION							
	Speed	Accuracy	Damage	Defense	Rate	Range	Minimums
Burning Star	+2	+2	+12L	+2			Str ●●●
Endless Configuration Blade	+0	+3	+7L	+3			Str ●●●
Harmless Separation	+1	+2	+4L	+3			
War Bell	+2	+2	10Lp	+0	1	10	
Writhing Spectre Blade†			as weapon				
Ghostly Strike†	-	10	6L				

FIRST EDITION POWER COMBAT							
	Speed	Accuracy	Damage	Defense	Rate	Range	Minimums
Burning Star	+8	+3	+8Lp	+0	3	-	Str ●●●
Endless Configuration Blade	+7	+4	+8L	+3	4		Str ●●●
Harmless Separation	+3	+4	+4L	+1	6		Str ●●
War Bell	+7	+5	10Lp	+0	1	10	
Writhing Spectre Blade†			as weapon				
Ghostly Strike†	-	10	6L				

SECOND EDITION								
	Speed	Accuracy	Damage	Defense	Rate	Range	Tag	Minimums
Burning Star	5	+3	+8L	+0	3	-	P	Str ●●●
Endless Configuration Blade	5	+4	+8L/3	+3	3		O	Str ●●●
Harmless Separation	4	+4	+4L	+1	2			
War Bell	5	+5	10Lp	+0	1	10		
Writhing Spectre Blade†			as weapon					
Ghostly Strike†	-	10	6L					

ARMOR					
Name	Soak	Hardness ‡	Mobility	Fatigue	Attune
Ablative Armor	+1B/+1L per day	soak ÷ 2*	(soak-1) ÷ 5*	(soak-1) ÷ 5*	7
Skin of the Dragon	9B/11L	4B/4L	-0	1	7

† include a magical material bonus ‡ Hardness applies to 2E only. * round down



TRIUMPHS

Triumphs (items of Artifact ●●●●●) are masterpieces. Canonically, “five-dot artifacts offer unbeatable advantages in their areas of focus, or overwhelming advantages in many situations or in a few potentially vital conflicts.” [ocdx.15]. Circles of exalts will come into contact with artifacts of this level at some point. Creating these artifacts requires First Age knowledge and technique.

THE CARVINGS OF SHADOW

Darloth

Commitment: 10 motes, one lethal health level. They may never be de-committed, ever.

These tattoos are forged from the soul of their wearer and hammered into soulsteel without ever once being detached. As can be expected, this process is agonizingly painful, and almost every abyssal tattooed with them has been irrevocably damaged, even those with efficacious pain-resistance charms. However, for those few that survive, the experience will forever remind them that whatever they face, they have survived far worse things. As such, the bearers of these tattoos ignore all wound penalties of any source, any lesser pain being simply a pallid reflection of their past agonies.

In appearance, the tattoos are the onyx-black of normal soulsteel, but without the faces or faint hints of other damned souls, and are wound over every part of their bearer’s body. The design in which they are fashioned varies, but they are typically wrapped with an almost endless litany of blasphemous symbols and prayers to the Malfeans in languages long dead, or (less commonly) covered with a thousand different occult wards and bindings. The tattoos always cover exactly 50% of the body, giving rise to a brain-twisting set of alternating patterns where the bare skin is often just as significant as the soulsteel stripes.

Mechanically, being covered in flexible soulsteel grants an impressive soak, before the other enchantments on the tattoos. The bearer is granted +10B/+10L soak against everything, and this soak does not count as armor for the purposes of charms that defeat armor or are incompatible with armor. However, this bonus does not count as natural either, and so soak aggravated damage or natural-ignoring damage as per usual. The soak is not inviolable, but only effects which specifically reduce the soak of anything will do so. (Soulsteel bracers are an example of such an effect.)

The tattoos may not be stacked with armor-based soak, but work perfectly well with any armor-forming charms such as Crimson Petal Armor or the Ivory Blossom Carapace.

Being encased in a solidified and bound extension of your own hollowed out and inverted soul has its advantages also. Much like a tattooed lunar, the bearer may never be affected by external shapeshifting, even beneficially. This replicates the effect placed on the armored carapace of the First and Forsaken Lion, and indeed, he is the originator and most prevalent forger of these pieces.

ARTIFACT ●●●●●

The Carvings of Shadow: Tattooed armor forged from your own soul.

Child’s Play: Surround someone in perfect illusion.

Clotho’s Mercy: A blade sharp enough to cut Fate.

Crushing Despair: Soulsteel smashfist that can reinforce shadowlands.

Deadly Beguilement: A rope like weapon granting unmatched mobility.

Dragonfly Warrior Armor: With multi-talented wings.

Dragonsreach Stronghold: A flying fortress.

Endless Conflagration: Jade sword of fire.

Flowerstrider: Disgustingly biological war machine.

Glittering Pearl Rain: First Age troop transport.

Hammer Falling in Perfected Harmony: Sidereal warstrider, perhaps cursed.

Inevitable Fortune: Fate changing polearm

Invincible Golden Rampart: Shield that punishes creatures of darkness that attack it.

Mim, Blade of Vitality: A blade providing eternal life.

Mother’s Call: A shadowland healing array.

Oblivion’s Might: A giant hammer that alters Essence.

Pannikin of Calefaction: Sympathetic magic on liquids.

Ravager of the Marches: Bane of the raksha.

Screaming Skulls of Woe: Floating skulls with the voice of the Void.

Shattering Crescendo: Bow that gets better at hitting targets it has already hit.

The Sidereal Hairpins: Formidable thrown weapons that can alter Fate.

Soul Cancer: Dagger capable of restoring the will.

Tongue of Saturn: Makes facts believed by all.



As a final benefit, the whorls of occult power, pain and soul-stuff bound into the skin of the bearer strongly affect their anima, and it is forced to express only through the areas not covered by the tattoos. While this usually just looks cool (and makes flares of power flow almost constantly from eyes, nose and mouth) there is a noticeable benefit when attempting to draw essence from other beings. The direct connection between material and soul increases the efficiency of such things, and increases the essence-drain maximum to five motes for extras, and allows doubled regains per health level inflicted via other charms. Not only this, but if the abyssal cannot use any of the better methods for draining essence, the tattoos allow them to do away with fangs. Any clinch or barehanded strike that hits bare skin can drain essence as the tattoos shift and sink razor-sharp strips of soulsteel into exposed flesh, creeping and spreading underneath the target's skin and along their essence-flows, to blossom into ugly and inchoate symbols at their essence meridians. This instantly kills any extras so clinched/struck, draining them dry in an instant and withdrawing from the dusty corpse that remains, but is a purely cool/creepy visual effect on anything else, although it does the same automatic health level in a clinch that fangs would otherwise cause.

CHILD'S PLAY

Telgar

Commitment: none

Illlander, a no moon lunar, was told by his solar mate that she had devised a way to equal the shapeshifting and illusionary power of his kind. He laughed and he replied that her invention was but child's play. His comment became the name of this device. Child's Play is a collection of some 500 interlocking tiles of glass as well as moonsilver and jade, treated to be as translucent as the tiles of glass. When arranged into a complex structure derived from a three-dimensional version of mystical symbols, the tiles merge into a whole. Specific patterns will cause Child's Play to spin a web of essence over a course of one day and night, which surrounds the user in a tangible illusion. The specific design of the structure depends on what sort of effect the user wishes to evoke. For the duration of the illusion, one lunar month or until Child's Play is disassembled, the character under the effects of Child's Play is, for all intents and purposes, whatever the illusion shows her to be. Only humanoid forms can be taken, but within that there is no limit on what shape can be taken. Obviously it is not possible for a male using Child's Play to change his gender to become pregnant, as the duration of the change is too short.

CLOTHO'S MERCY

Moxiane

Commitment: 10 motes

Deep within the hidden archives of the Violet Bier of Sorrows, the ancient sword called Clotho's Mercy waits patiently. A thin starmetal blade and simple hilt and guard belie its true strength, for its powers are such that only in the direst emergencies is it unsheathed. Granted only to the greatest warrior of the Five-Score Brotherhood it is one of the greatest weapons in Creation, for the blade is so ultimately sharp that it can slice at

the very fabric of the Fate's Tapestry. Clotho's Mercy has a pair of hearthstone sockets, one on the crosspiece and the other at the end of the pommel.

The sword can ignore certain types of penalties. 1E: All attacks and parries made with Clotho's Mercy ignore any and all dice-pool penalties (except for multiple-action penalties). 2E: All attacks made with Clotho's mercy ignore all internal and wound penalties, but not flurry penalties. The PDV of the wielder is affected by flurry and onslaught as normal, but ignores penalties for all other actions.

Any successful attack will always inflict at least one health level of damage, even if otherwise soaked or reduced to zero.

When used on any creature considered to be outside Fate, the sword inflicts aggravated damage.

By spending 10 motes and successfully making an attack roll with a +5 difficulty/external penalty the character can temporarily sever his target from the Tapestry. For the remainder of the scene the victim can no longer regain motes or Willpower through the use of stunts and is considered to be outside Fate. If this is used on a creature already outside Fate then it forcibly brings them within its bounds—the crippling effect on stunts remains. This effect can be dodged but not parried.

CRUSHING DESPAIR

Moxiane

Commitment: 8 motes

This huge soulsteel smashfist looks at first glance to be the arm of a warstrider from the abyssal legions, but when attuned to and worn it becomes as little more than a light glove to its wearer. A powerful engine of destruction in its own right, Crushing Despair's greater powers can be used to create, or reinforce, a foothold for the dead within the bounds of Creation. Crushing Despair has three hearthstone sockets on the back.

Attacks made with the weapon drain double the normal number of motes from the target. Anyone struck by the weapon must also make an immediate Valor (3) roll or suffer a -4 internal penalty to all dice-pools for the next five turns (1E) or the target's next five actions (2E).

The wielder can initiate a clinch one-handed, and gains three additional successes to all rolls for initiating or controlling the clinch. Further, the character may still attack as normal with Crushing Despair, causing both the attacked and clinched characters to suffer the same damage.

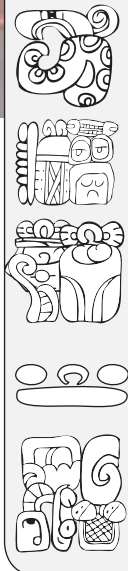
If an attack with this weapon kills a character the wielder may spend seven motes to create a small shadowland centred on the victim. It has a radius equal in yards to the dead character's permanent Essence and will exist for a week barring any attempts to destroy or reinforce it. Multiple uses of this power in the same area stack, and the weapon can also reinforce "naturally" occurring shadowlands.

DEADLY BEGUILMENT

Moxiane

Commitment: 8 motes

This deceptive weapon appears to be little more than a thin (albeit unbreakable) silver rope, 20 yards in length and no thicker than the index finger of a child. When used in battle,



however, the moonsilver fighting chain seems to come alive, snapping back at its wielder's distracted opponents and granting the character almost unmatched mobility.

Attackers find the wielder of the chain difficult to hit. 1E: The wielder's Martial Arts or Melee (whichever is higher) is subtracted from the dice-pools of all attacks against the character. 2E: Anyone attacking the wielder applies his Martial Arts or Melee, whichever is higher, as an internal penalty.

1E: At the beginning of a turn, the wielder may exchange points of Rate (minimum Rate 1) for +5 to Speed and 10 yards of additional length. Attacks can be made freely out to whatever the weapon's current length is. 2E: At the beginning of his active tick the wielder may increase Deadly Beguilement's Rate by applying an equal increase to its Speed, up to a maximum of +3 to both. Each such increase also adds 10 yards to the length of the weapon.

Every attack made with the chain is treated as if it were two identical attacks. This does not increase the cost of any Charms used to enhance the attack. If used to clinch, this effect does not apply. 2E: Onslaught is inflicted for each of the "doubled" attacks.

By reflexively spending five motes (2E: on Step 7) the character can instantly move to any location within the reach of his weapon. While this will not allow the character to avoid an attack by itself, if used in conjunction with a dodge the character may counter-attack his opponent, provided the opponent is within range. The character may not counter-attack a counter-attack with this effect.

DRAGONFLY WARRIOR ARMOR

Ikselam

Commitment: 7 motes

This heavy orichalcum breastplate, embossed with the image of its namesake insect, was the personal battle armor of a First-Age solar. Attached to its back is a large, diamond-shaped slab of adamant glass; when seven motes are committed to the armor, the slab separates into four, which detach and hover nearby, suspended by invisible essence flows. In their default configuration, they strongly resemble stylized dragonfly wings.

The wings can assume several different configurations. In their default position, they operate as the wings they closely resemble, allowing the wearer to fly at speeds of up to 60 yards per turn. He has total control over his movement in the air, and can hover or change direction at will. He can move with but a thought; when flying, he may take any or all of his movement reflexively. This can be used as a hopping defense.

If the character commits five extra motes, the armor can assume a cruising mode. In this state, the armor's limbs lock, legs together and arms pressed to sides. The wings stop beating, and extend straight out to the side; blinding golden-white essence shines from them and streams behind the wearer as he accelerates to speeds of up to 150 miles per hour. This continues until the character de-commits the extra motes. While in this state, precision maneuvering requires Dexterity + Athletics or Dexterity + Dodge rolls. The difficulty is usually two, but may be lower or higher at the Storyteller's discretion.

When on the ground, the wings have a variety of uses. If folded on the back like a tortoise' shell, they provide the same

protection as a tower shield, but increase the armor's mobility penalty by one die.

The wings can also be extended as essence collectors. While they are fixed in this position, the character regains four motes per turn. This cannot raise him past his normal essence pool maximum; any excess motes radiate from the wings in a dazzling display of golden light.

If the character commits five extra motes, the wings can detach and spin about him for a scene. If they are aligned vertically, they form a protective wall around him; this increases the difficulty of all ranged attacks against him by four, and that of melee attacks by three. By altering the distance at which the wings spin, he can also use them to protect his allies. Up to five of his friends can benefit from the spinning wing shield, as long as they stay within one yard of him. If more than two are inside the shield, the character himself does not have enough free space to make attacks against those outside.

If aligned horizontally, the wings become huge spinning blades. Anyone who makes a hand-to-hand attack against the character, or comes within three yards of him, is subject to a single reflexive attack. This attack uses the character's Dexterity + Athletics, plus a number of automatic successes equal to his Essence score. The wings have the same statistics as jade daiklaves. The character's control over the wings is fine enough that he can have them dodge around targets; he doesn't need to worry about injuring nearby friends by accident.

Changing the wings' configuration is a reflexive action, but may only be performed once per turn. The dragonfly warrior armor has settings for three hearthstones.

DRAGONSREACH STRONGHOLD



flagg@patternspider.net

Commitment: Five level five hearthstones

Tael steadied his mount. He raised his spyglass to meet the dark shape looming ominously in the sky. As the distant object came into focus, his jaw slackened. The hand-rolled tobacco leaf he'd been puffing on fell from his lips, landing in his lap with a plume of glowing ash. Tael hardly noticed; his attention was devoted totally to the awful wonder he now beheld.

It was a fortress, easily the equal of any he had seen in the Threshold, and it was airborne! Even from this distance, Tael could see that its stone ramparts were bristling with weapons, and its pennants, snapping briskly in the wind, bore the unmistakable colors of the Realm.

It was coming his way.

The scout continued to stare, agape, ignoring the fidgeting of his horse. He watched the monstrosity's slow approach, casting its gigantic shadow across the plains, and was transfixed by his near disbelief. Finally, the smoldering ember which had been burning a hole through his pants met flesh. The surprise of pain snapped him sharply back to his senses.

Muttering a curse, he slapped at his leg, extinguishing the burning ash. He fumbled the spyglass, but left it lying where it landed in the tall grass. Grabbing the reins and bringing his mount to a swift about-face, he dug his heels vigorously into its sides, urging it towards speed.

The Bull must be warned, and right quickly at that, he thought. Tael wasn't quite sure what the Realm's flying castle had in



store for Kaneko's army, but he'd be willing to bet even money that it was very, very bad news.

A military wonder of the First Age, dragonsreach strongholds were developed to ensure rapid domination of enemy territory. So named for their ability to swiftly extend the forces of the Old Realm to nearly anywhere between the elemental poles, these flying fortresses allowed the armies of the Deliberative to move in quickly and unexpectedly, land in a strategic location (or directly on top of the enemy's camp!), and instantly deploy large amounts of troops and weaponry into the very heart of their enemies' lands. If a particular location came to lose its tactical significance, or became troublesome to defend in the course of warfare, the fortress needed only take to the air and fly away.

Otherwise resembling a standard citadel of First Age architecture, a dragonsreach stronghold is capable of flying over half a mile in the air, at speeds of up to 30 miles per hour horizontally. Ascent and descent are slower, however, at a maximum speed of five mph. This flight ability requires no less than four level five hearthstones to function. Without these magical power generators, the structure is rendered stationary.

The vast amounts of blue jade imbued into its stone exterior lend the stronghold a total invulnerability to non-magical weapons. Against essence-powered attacks, and weapons made of one of the five magical materials, the walls have a soak of 30B/25L, requiring 50 levels of damage to destroy a section large enough for a grown man to squeeze through. For every 100 levels of damage inflicted, the stronghold loses five mph of air speed. At 1,000 levels of damage, the structure becomes too compromised to sustain flight, and will plummet like a million-ton weight if currently airborne.

However impenetrable, these hulks are hardly maneuverable, requiring several minutes, and a successful Wits+Sail (3) roll to perform any change of course greater than 20 degrees. While a smaller airship could easily sail circles around a dragonsreach, few vessels of this size possess sufficient armaments to be a serious threat. Piloting the structure requires specialized training by a character with a minimum Sail rating of 5.

While possessing no additional offensive or defensive ability innately, the fortress is large enough to easily support dozens of the most powerful of fire cannons and implosion weapons, as well as an entire wing of troops, with full supply and support staff.

The Solar Deliberative once fielded three of these juggernauts for each cardinal direction, though only one, *The Hammer Cerulean*, is known to survive intact in the Age of Sorrows. Part of the Realm's arsenal, it is used only in the direst of circumstances, as the dragon-bloods do not possess the technology to properly repair it. When it does fly, it is usually accompanied by an escort of 5-10 smaller airboats, both to defend the stronghold, and to relay messages back to central command.

Historical records speak of three others that were still operational in the days of the Shogunate, though these were all thought to be lost in the battles with the fair folk during the dark days of the Contagion.

Legends persist of an even greater wonder: a city-sized floating platform capable of transporting a dozen legions or more. However, this mighty weapon was destroyed, along with the solar who built it, in the years of warfare which ensued from the Usurpation.

ENDLESS CONFLAGRATION

Moxiane

Commitment: 8 motes

This mighty red jade weapon of the dragon-blooded resembles little more than still-molten lava that has been coerced into retaining the shape of a reaver daiklave. Five feet long and with a visible heat haze surrounding it at all times, Endless Conflagration feeds on its wielder's power, growing ever stronger as he expends essence in battle. Endless Conflagration can only be attuned to by the terrestrial exalted, and has a single hearthstone socket on the pommel.

Every stage of anima activation that the wielder has gone through increases its base damage by +2L.

Whenever Endless Conflagration is parried (fully or partially), showers of sparks distract and blind the defender. 1E: Subtract two from the victim's dice pools for the remainder of the turn. This penalty is cumulative in the case of multiple attacks in a single turn. 2E: Endless Conflagration doubles the onslaught penalty as well as inflicting a -2 internal penalty to all actions on his next active tick when the target uses his PDV against it. These penalties are cumulative when used in a flurry.

By spending seven motes the character can call forth the spirit of the sword itself as an immense dragon of fire. The dragon will attack any single target that the character can see, without any restrictions for range. This is treated exactly as if the character were attacking his target in hand-to-hand combat except that the damage is doubled before soak is applied.

FLOWERSTRIDER

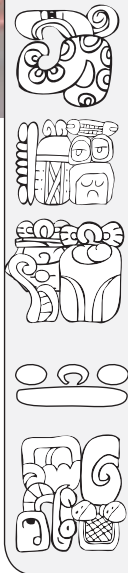
Moxiane

Commitment: 15 motes

During the First Age the flowerstrider was considered to be the pinnacle of the martial botanist's craft. It spends most of its time as a hard brown seed approximately the size of a watermelon. Although obviously organic, the seed has the consistency and hardness of granite and is almost impossible to crack or deform by an external force. It is only after being planted that the power contained within the seed becomes apparent, transforming into one of the most unusual war machines ever seen on Creation.

Once planted the seed takes a full 30 minutes to grow to fruition, although this process can be hurried by watering the seed with blood (one health level's worth of blood removes one minute from the time it takes to grow). At the centre of the mass of vines and leaves that sprout from the seed is a giant salmon-colored bloom, with vast petals that are soft to the touch but are as strong as enchanted alloys. Once fully grown the artifact waits to be fully activated, which occurs when an exalt steps into the centre of the bloom.

The flower closes around the prospective pilot, and vines grow from its centre to penetrate their orifices, forming the deeply intimate connection required to operate the war machine. This process takes a full minute, during which the exalt must commit 15 motes to complete the bond, at which point the full power of the flowerstrider becomes apparent. The plant uproots itself, vines and roots and leaves forming a rough approximation of human form with the flower becoming the



“head” of the creature, and the flowerstrider becomes the body of the exalt within. This replaces certain of the exalt’s attributes and traits with those listed below:

Strength: 16

Dexterity: 5

Stamina: 12

Soak: 20L/26B/6H (14L/14B petals)

Health Levels: -0×4/-1×6/-2×6/-4×2/Incap

While using the flowerstrider the character can wield warstrider weapons without penalty, but it is not considered to be armor (despite the soak value listing an armor type). This means that the character can use all charms without restriction, although sidereal martial arts are not compatible with use of the flowerstrider. Furthermore, the profusion of vines that substitutes for the exalt’s arms reduce all multiple-action penalties by five dice (to a minimum of -0).

Once the Incapacitated health level has been lost then artifact stumbles and then falls to the ground, rotting away rapidly before leaving the pilot in a circle of browning petals, naked and covered in a thick, sticky sap. Any charms that may have been active when this occurs remain so, and the character is still just as capable of fighting as before, just not as protected. The flowerstrider can be used for eight hours before senescence sets in, the plant then browning and dying rapidly exactly as if it had been destroyed in combat.

A day later the pilot gives “birth” to a new seed, which can then be planted and used exactly as its “parent” was.

GLITTERING PEARL RAIN

DeathBySurfeit

Commitment: 25 motes, five hearthstones (minimum total rating 10)

Pride and joy of the Tepet fleet, the *Glittering Pearl Rain* is an ancient skyship of First Age design. Its single hull is constructed of ivory harvested from behemoths of the depths below and the skies above, inlaid with adamant panelling and fluid moonsilver supports. Above, a panoply of shifting wings threaded with silk rise high and spread wide, bearing it aloft for as long as essence remains committed to the craft.

Performing as well upon the sea as it does in the sky, the *Glittering Pearl Rain* is named after the many crystalline growths that appear to adorn its underside. Accessible from within its spacious bowels, these adamant-glazed pods are fitted with complex essence drives that charge from the ship’s own grid, and house five fully armed soldiers apiece. All told, they can accommodate a full talon of soldiers (125), a fifth of the skyship’s capacity. Upon their release, they burst away with brilliant cobalt trails marking their swift descent. When the ship is aloft, these are used to seed troops and deliver messengers across the battlefield. When sea-borne, they are used to pierce enemy ships’ hulls and burst open to reveal crack squads of water aspected marines. Should the ship’s captain spend another 25m, the *Glittering Pearl Rain* is surrounded by a distant white halo that will retract all fired pods over the course of the scene (pods fired subsequently will last about five turns before returning); this also renders the craft immune to the deleterious effects of local weather, suspending it in place.

The skyship bears a full dozen adaptable mounts for essence cannons, implosion bows, lightning cannons and similar devic-

es. Further, reports dating from the First Age talk of a ‘lightning fulcrum generator’, although this function was apparently lost as a consequence of battle damage sustained during the Usurpation. To aid coordination of it all, the spacious bridge is replete with crystal displays that can be used to plot navigation routes (its onboard map is remarkably accurate, and documents many landmarks that may come as a surprise to contemporary pilots), as well as maintain ongoing diagrams of ship and personnel movements within a ten mile radius. Escaping the notice of the ship’s essence scanners requires supernatural assistance, although they only detect the presence or absence of intelligent life; it is up to the crew to attach appropriate labels to these.

The *Glittering Pearl Rain* is a First Age warship, experiencing all commensurate bonuses [seas.62, wola.31]. Battle damage has necessitated some imperfect repairs, though the structure has been modified to conceal these points of weakness. If a character succeeds at a Perception + Sail or Craft (First Age Weapons) check at difficulty 5, he may thereafter negate these benefits when attacking the ship. The *Glittering Pearl Rain* requires an hour’s dry dock maintenance for every four spent airborne, or twenty-four spent at sea, and cannot surpass twenty such increments without suffering increasing damage to its systems. Needless to say, the materials required are demanding of even a noble house; this goes some way to explain House Tepet’s reluctance to field the craft in anything but the most dire of situations. Dimensions: 400 feet length × 200 feet width × 200 feet height (+100 foot width and height including unfurled sails)

HAMMER FALLING IN PERFECTED HARMONY

Hanat-Osul

Commitment: 18 motes

“A blade at the right throat can change the world.”

This is the beginning of the sutra written upon the warstrider *Hammer Falling in Perfected Harmony*, carefully etched into the armor at precise angles so that each line of the meditation can only be read at a certain hour of day or night. It is also an expression of the philosophy that led to its construction: that no matter how meticulously one works to control events with the subtle hand of governance, there will always be situations which require the swift and unexpected application of massive physical force.

“Listen: once there was a maiden...”

The warstrider called *Hammerfall* was constructed for the Primordial War by a triumvirate of chosen serving battles, secrets and endings who foresaw the need for a trump card in strategically important engagements. *Hammerfall* was designed to wait in place on the field of battle until a critical opportunity presented itself and then strike with irresistible force. In the First Age, its essence-sight features were fine-tuned to perfection and linked to a database of all known charms and spirit powers, allowing the wearer to time her attacks to bypass the perfect defenses of the Primordials’ strongest component souls.

“...who sat in a web of words, surrounded by 3,000 spiders.”

The endings caste sidereal who wore *Hammerfall*—a friendly girl with long black hair whose name is now lost even to the Forbidding Manse of Ivy’s records—unexpectedly committed suicide five years before the Usurpation, leaving only a cryptic note for her successor: “Having tea w/ the spiders. Back be-



fore nightfall.” When it came time, it was a young battles caste named Ione Barath who wore *Hammerfall* in the field against the solars. Though he had the enthusiasm, the fighting proved too much for him, and in a last-ditch effort to escape a battle that turned against him, Barath activated the armor’s root defensive protocol, and stepped Elsewhere.

“She was fat and heavy after eating the other 125, so she built a pagoda of their bones...”

The Scarlet Empress had just put an end to the Shogunate period when Wayang, God of Silence, whispered the secret of *Hammerfall*’s location to a pair of intrepid sidereals (one of secrets, mind you, and one of endings), and they opened a door to Elsewhere to retrieve it. Just as there is no space Elsewhere, there is no time... so there is no rational way of asking how “long” Ione Barath spent there. But when he came back, his sanity was in ruins. Barath couldn’t speak—or wouldn’t, at least—and was so terribly afraid of the dark that he had to walk around with a lighted candlestick at all times or risk catatonia. Clearly he was no longer worthy of wearing the great armor, but the two who rescued him would have none other as their trainer. When *Hammerfall* was dispatched in the great battles that secured the nascent Dynasty, the three traveled and fought together. In time, Barath’s sanity slowly returned—accompanied by the weight of remorse for his participation in the solar purge.

“...and invited the spiders inside. They talked all through the night, though as soon as the words left her mouth, the maiden forgot what they meant.”

The keepers of *Hammerfall* decided that the armor knew where it belonged. Though they’d performed skillful repairs on it, its time Elsewhere had altered its fundamental nature; it seemed to prefer the non-climate of Elsewhere, the silence and the limitless dark. With Wayang’s help, they arranged for the disappearance of *Hammerfall*, constructing a ‘hangar’ Elsewhere and moving the armor there in secret. They forged a lock, and a key, and when the night was done, only the lock remained. Wayang praised their wisdom and took the matter under his own discretion.

“When dawn came, the spiders all turned into monsters and said, ‘One of us told you the Universal Law last night. If you don’t know which one, we’re tearing down your pagoda, girl.’”

The *Hammer Falling in Perfected Harmony* was forgotten until two years ago, when Lupo of the gold faction dreamed of it and went to Nara-O for guidance. The veiled goddess loosed a rare laugh and sent him to Wayang without a word, and what the faceless god told him, Lupo will not say, other than dire hints of the price he paid for the god’s permission to open the lock without a key. For a time, the Gold Faction held sway over *Hammerfall*...

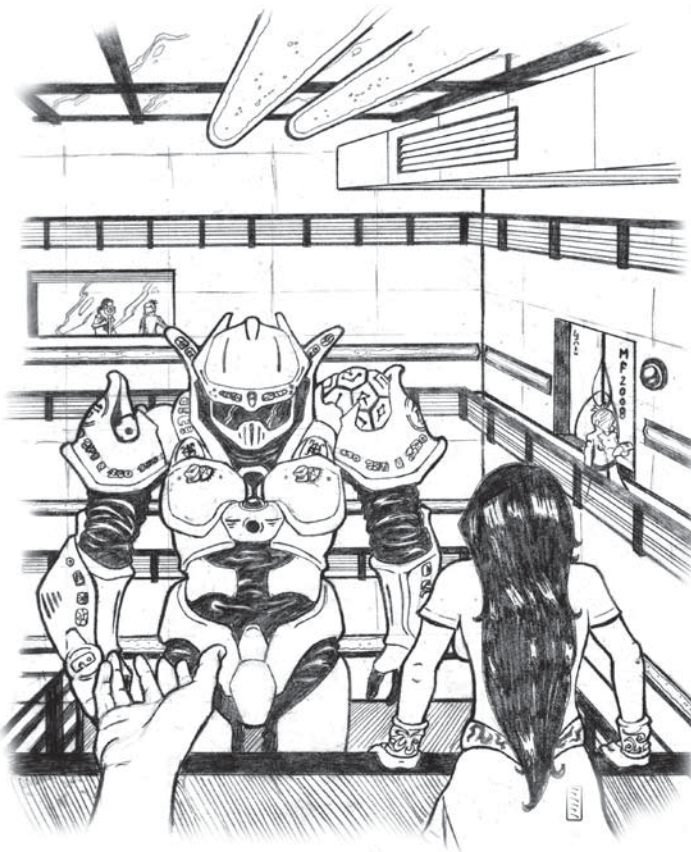
“So the maiden shrugged, and stood, and with a single blow of her hammer she broke the pagoda, and the web, and all of the monsters at once. Then she fell for a hundred years.”

...but all things change. In the battle between the Tepet legions and the Bull of the North, a prominent war-god of the icewalker tribes donned the armor at Rol’s direction, using it to demolish Imperial fortifications and repel the Realm’s own warstriders. But when the battle ended, *Hammerfall* was nowhere to be found, and the war god forgotten. All that is left of this

once-great spirit are a line or two in the refrain of a popular tribal song and a few disused shrines scattered across the North. Even Rol cannot remember his name. When asked about this god, Wayang has only smiled, and changed the subject.

“We never saw that coming,’ said the monsters.”

Presumably, the great armor is lost Elsewhere, absconded there by person or persons unknown. Neither the bronze nor



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the gold factions actually know its whereabouts, although both will hint at such knowledge when it suits them to do so. But shielded as it is from the eyes of Heaven, the armor and its wearer could be anywhere, planning anything. And no one will know until it happens.

“Neither did I,’ said the web.”

ARMOR

Hammerfall is a noble starmetal warstrider, and as such has the following properties:

Effective Strength: 14

Soak: +22B/+22L

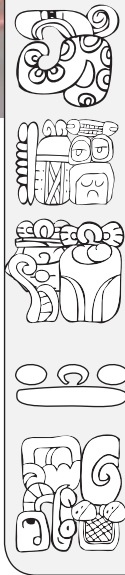
Hardness: 11

Mobility: -4

Fatigue: 4

Committed Essence: 18 motes

Prolonged exposure to the essence-devoid climate of Elsewhere damaged some of *Hammerfall*’s more powerful features: its essence sight is no longer as precise as before, and it can no longer activate the root defensive protocol that enabled it to step Elsewhere in the first place. But one of the changes was rather more fortuitous: before the Barath incident, *Hammerfall* showed up on Yu-Shan’s radar.



WEAPONS SYSTEMS

- Light implosion bow (back/carried) [salt.120, wola.130]. The essence-accumulator 'backpack' is integrated into *Hammerfall's* structure and includes a series of catches that allow the 'bow' to snap into place when not in use.
- Paired hook swords (arms). When activated, hatches on the undersides of the 'strider's forearms flip open and essence-calibrated springs eject the swords into *Hammerfall's* hands. Drawing the hook swords is a reflexive action that costs one mote. Though of mundane construction, the hook swords are of fine quality, adding +1 to Accuracy and Defense values.
- Starmetal long powerbow (left shoulder). A starmetal sphere on the 'strider's left shoulder can become a long powerbow at the wearer's command. This is a simple action that costs two motes. The sphere begins to spin as it slides down the left arm, unfolding and expanding into the shape of a long, thin powerbow that slides into *Hammerfall's* left hand. The string of this bow is a shimmering line of pure essence that glitters in the colors of the Five Maidens. This weapon, unlike the hook swords described above, is a part of the armor and cannot be disarmed short of inflicting massive damage to the warstrider itself. While the wearer can reflexively summon ammunition for one mote/ arrow, there is a built-in quiver on *Hammerfall's* left hip that can hold up to 50 arrows. +8 commitment cost (warstrider-sized powerbow 16, halved for built-in weapon).
- Starmetal shock ram (right hand) [outc.59, svnt.159, wola.153].

STEALTH FEATURES

- Camouflage generator. The wearer may spend 10 motes and weave multicolored light through the sutra inscribed on *Hammerfall* to create illusory camouflage appropriate to the armor's position, allowing it to blend in seamlessly with nearby terrain. Mundane attempts to pierce this cover automatically fail, though it may be attempted with a stunt at difficulty 5. Magical attempts to see through the cover trigger a contested roll of the wearer's Intelligence + Stealth vs. the searcher's Perception + Survival. Sidereal exalted may always use their Conviction with this roll. This cover lasts for once scene or until the wearer of *Hammerfall* moves.
- Removed from destiny. So long as he wears *Hammerfall* and maintains the necessary committed essence, the wearer is removed from destiny in the same manner as a wearer of Crimson Armor of the Unseen Assassin [outc.59, wola.88].

ADDITIONAL FEATURES

- Prayer-strip ejector. A specially shielded scroll case in the armor's chest plate holds up to 12 pre-scribed prayer strips written on warstrider-sized sheets of enchanted vellum for extra durability (soak 15, 35 health levels). The case connects to ejector ports in the armor's shoulders, wrists, and back via a series of pneumatic tubes. For one mote, the

wearer can instantly ready and eject any appropriate prayer strip held in the scroll case. Commonly carried prayer strips include those appropriate for Perfection of the Visionary Warrior, Invisible Motion, and Conclusion-Pursuing Approach (which uses up two strips if used with the built-in hook swords). For eight motes and one willpower, the pilot can activate the ejector's secondary function as a reflexive action, releasing all of the remaining strips at once in a whirling cloud around the armor. At least eight strips must be left in the scroll case for this ability to be usable. The floating strips act as cover, adding +1 to the difficulty of hand-to-hand attacks and +3 to the difficulty of ranged attacks.

- The Sutra of the Falling Hammer. Spending five motes causes the armor to emit a quiet hum, making dematerialized spirits and enchantments evident to the wearer as per Tell-Tale Symphony [side.170, exsd.169]. The sutra also distracts and misdirects all sentient beings who are able to hear it as per Easily Overlooked Presence Method [core.201, ex2e.230]. This effect lasts for a scene, although the stealth benefits cease to apply the moment the wearer calls attention to himself.

Some say that *Hammerfall* is cursed, or that its sutra is some ancient spell, too subtle to see and too pervasive to stop once one has donned the mighty armor. Most who know of the *Hammer Falling in Perfected Harmony* just keep their mouths shut, and work up a contingency plan in case it shows up.

INEVITABLE FORTUNE

Moxiane

Commitment: 8 motes

This strange starmetal polearm, of unknown provenance, has been a matter of great frustration for many sidereal artificers since its abilities were thought to be impossible and any analysis has resulted in little beyond wasted time. The rainbow-sheened blade is elegant in form but unadorned by even a simple maker's mark, and the haft, although functionally unbreakable, is made from otherwise ordinary Haltan heartwood. Inevitable Fortune has a pair of hearthstone sockets, affixed to the back of the blade.

Targets of this weapon have a hard time avoiding it. 1E: The successes of any dodge or parry attempts made against its attacks are halved (round up). 2E: Inevitable Fortune reduces the DDV and PDV of its victims to half, rounded up. Onslaught penalties are applied to this new, lower total.

The wielder cannot be surprised and is coincidentally aware of all attacks made against him.

After an attack has been made, but before any defence has been presented, the character may choose to defer up to three successes. 1E: These successes may be added to his next attack or parry. 2E: These successes may be added to his next attack, or provide +1 PDV per success on his next parry.

Once per scene, at the beginning of a turn, the exalted may spend 10 motes to enter a "perfect moment". 1E: For the remainder of the turn all of his dice are considered to come up as successes and his initiative is treated as if he had rolled a 10. The wielder need not use this ability during a combat scene.



2E: Until his next active tick he ignores penalties to his PDV and all dice he rolls are considered to come up as automatic successes.

INVINCIBLE GOLDEN RAMPART

Moxiane

Commitment: 8 motes

When unattended, this mighty shield appears to be little more than a small pedestal of orichalcum. When fed with the requisite motes, it unfurls to become a glowing sunburst, eight limbs of the Unconquered Sun's holy material suspended in a web of raw essence and surrounding a boss carved with the likeness of the greatest of the gods. It is both a powerful defense and a potent weapon against those that Sol Invictus has declared to be unclean and unworthy of his light. The shield has sockets for three hearthstones and requires the commitment of eight motes.

All attacks against the wielder (regardless of awareness or direction) suffer a +3 difficulty (external) penalty. 1E: Should the attack of any creature of darkness miss the character as a result of this penalty then they are instantly incinerated (if an extra) or they suffer five dice of aggravated damage. 2E: If the attack of any creature of darkness would have hit the character but for the DV bonus given by the shield then they are instantly incinerated (if an extra) or they suffer five dice of aggravated damage.

The shield can also be used as a bashing weapon. 1E: As a weapon, the shield has a Defense rating. If it is used to actively parry then the power above will not activate, but using it as a weapon doesn't adversely affect this ability. 2E: Since defenses are passive, there is no concept of an "active parry", so ignore this.

The character may reflexively spend eight motes to completely absorb any single attack that he is aware of into the shield. This negates any damage or other effects that the attack might have had, were it to have struck.

MIM, BLADE OF VITALITY

Jukashi

Commitment: none

After the defeat of the Primordials, in the growing light of the First Age, the future was golden and the skies seemed no limit. And yet, even then, free from both the Primordials' rule and the decadence yet to come, some were dissatisfied.

The great solar sorcerer-general, named Thrice-Radiant Misho for his sorcery, his knowledge of the blade, and his irresistible charisma, held dear the mortals of the Old Realm, remembering well his own life before the second breath. His soul was filled with compassion for the weaker beings of Creation, and his gaze was penetrating with the knowledge of their needs and motivations. And yet, in the dawning centuries of the First Age, his heart grew heavy.

His mortal master, who had taught him the sword before his exaltation, passed away into old age. Soon, to his chosen eyes, so did follow his friends, his family, old lovers and respected rivals. Even the terrestrial exalted, his closest lieutenants and

most loyal officers, passed in mere centuries. The celestials each dealt in this in their own way, but Thrice-Radiant Misho, his sharp mind keeping memories of mortal lives long after they had passed, could not forget. So it was that he took his first steps on the long and shadowed path that leads to eternal life; not for himself, but for others.

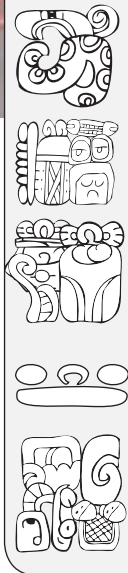
Initially, Misho sought his goal in what little time was allowed to him, between his duties to Creation and the disputes with the fair folk. But as the Age ground on and wheel of years turned, the solars grew in power and, more subtly, in corruption. As greater numbers of companions fell beneath the scythe of antiquity, the sorcerer-swordsman became more and more consumed by his search for eternity. Truth be told, he lasted longer against the Great Curse than many of his brethren, spurning the whispered promises of demons and keeping mindful the lesser people of the Old Realm. But fall he did, and he heeded the dangerous words of Uroboros, lesser dragon queen of the serpent-and-egg earth elementals. Keeping only the company of this powerful and malevolent creature, and the shades of the past which crowded his mind, Thrice-Radiant Misho retreated to his manse on the slopes of the elemental pole of earth and was removed from the fall of the First Age. What toil he endured there over the years, alone but for the whispers of the manipulative dragon, none can say. But in the final days of the Age, as the solars died under the blades of the dragon-blooded, many said that, in the night, they saw great flashes of light and rumblings of earth as a golden figure did battle with a great serpent.

When the dragon-blooded came to Misho's manse, they found him on the floor in front of his forge, his soul and exalted shard mere hours gone. A faint smile still lingered on his lips. Before him lay a blade, single-edged and lightly curved, still not fixed with a hilt, made of what seemed simple steel. Only upon the tang was the metal adorned in any way, with a small and simple engraving depicting a dragon, eating its own tail, encircling the sun.

Uroboros was never seen again.

This blade, in the first few minutes of mild confusion suffered by the terrestrials who had come arrayed for battle against the mighty solar, was secretly snatched up and hidden by a mid-ranking dragon-blood of only a centuries age, who took a sudden fascination with it. He named the blade Mim, and over the weeks of chaos following the Usurpation, he had her affixed properly with a hilt and adopted her into his collection of blades. The exalt realized that she had some power, for he felt vitalized when he wielded her, but it took some time for him to realize her full capacities. Three-hundred years later, he was well aware. But so, too were others. Since then, through a thousand hands and a hundred hilts, past the Contagion and on into the Age of Sorrows, the tale of Mim, Blade of Vitality, lives on, and with it her history of theft, assassination and betrayal.

At first glance, Mim appears to be no more than an exceptional blade of steel. She bears no blemishes and needs no sharpening, though this is often taken merely as mortal thaumaturgy. Only in the face of true power can it be noticed that the blade is completely indestructible—no fire, no weight, no touch of the Wyld can mar her form. This protection does not extend to the hilt, which has been replaced a great many times.



Only when the hilt is removed is the dragon-sun mark which identifies Mim visible. Simply as a blade, she is well-crafted and an example of the peak of mortal craft.

Mim's powers, however, are not in combat. First and foremost, anyone who has adopted Mim as a weapon, uses her in combat or practises with her regularly—in other words the one person who has adopted the sword as theirs—is unaging. Though they can be killed by accident or deed, time shall never take their life. This requires no commitment of essence.

If the wielder is a mortal, they are gifted with the resilience of an exalt—they resist poisons, diseases and magical harm as an exalt, soak half their Stamina's lethal damage, heal quickly and perfectly, and so on. In addition, regardless of mortality, they receive an additional two dots to Stamina, which may bring their total above normal limits, and an additional -0 health level.

These effects apply so long as Mim is carried, scabbarded at the side of, or no more than five yards away from her owner. If Mim is taken further than this her magic fades over two days, leaving her former wielder to continue from the point they found her. However, if a former owner ever reclaims Mim, even if he should become old and withered in the intervening time by age or magic, he will upon touching her be returned to the full vigor he had when she was parted from him.

The energies which Mim contains and passes to her owner are antithetical to the essence of the Underworld. Magical effects which utilise death-tainted essence fail completely to affect Mim or her wielder, and Mim deals aggravated damage to all beings or objects charged with death essence.

Mim is not, however, a safe artifact to possess. Her power constantly attracts many who hunger for eternal life, and strife follows in her wake. Mechanically, Mim is considered to inflict the equivalent of a 3-point Dark Fate flaw [play.39] upon her owner, dooming them to be forever dogged by those who seek her blessings. Strangely, eclipse caste solars and no moon lunars seem exempt from this fate, and need only fear pursuit if Mim's identity is revealed through mundane means.

MOTHER'S CALL

Nikink

Commitment: Special

This mighty artifact is actually a collection of 101 three foot rods, carved out of green jade and inlaid with orichalcum, moonsilver and starmetal glyphs that spell out poems, koans and images of beauty, love, trust and forgiveness.

Merely carrying one of these rods grants +1 Compassion (until it is no longer touching the body). By committing five motes the bearer becomes immune to all current and future derangements (they are suppressed until the commitment ends) and fear, as they become aware of, infused with, and comforted by an absolute love of all life within Creation. The bearer of this artifact can channel Compassion to aid an action without spending a point of Willpower. This does not count against the per-story limit on virtue activation.

Mother's Call was designed with a bigger purpose in mind though. By planting all 101 rods around an area, life within that zone becomes more fulfilling, healthier and verdant. Plants and animals grow a little faster, and a little bigger; people become

more caring and happier; living essence channelers regain an extra mote per hour as the essence of life flows through them. These effects make Mother's Call ideal for the artifact's original purpose—to heal shadowlands.

Each rod must be planted half way into the ground, and have one mote of essence committed to it until a week after the final rod is planted. No two rods may be more than the planter's Essence in miles apart from each other's range. So for two rods planted by the same Essence 3 exalt, the maximum distance between them is six miles. Once all the rods have been planted correctly they begin to glow a vivid green (enough to light up an area like a campfire at night), and those with the ability to see essence flows will be able to discern a gold and silver barrier (that is otherwise intangible and invisible) form around the area enclosed.

Over the course of one full year, the shadowlands enclosed become more and more 'alive'. Ghosts within the area become more passive and lethargic, entering Lethe more often, and suffering a cumulative -1 penalty per season to all rolls while within the zone. This also explicitly applies to abyssals, and will continue to affect them if they re-enter after leaving. At the end of the 'gestation' the barrier bursts in a green and gold flood that washes over Creation that is visible to all within 10 miles or so, for about an hour. When the light fades, the shadowland is gone, leaving verdant, healthy land, reborn into Creation.

If the rods are tampered with before the year is up, the effect is disrupted, and in such cases only two yards per day is healed. Needless to say, Deathlords go to great lengths to disrupt such effects; thus each rod requires defenders for the entire year.

It is possible, even recommended, for more than one exalt to plant the rods. Each rod requires one mote committed until a week after the final rod is planted, so the faster they are planted the better, and the fewer motes each exalt has to commit. It would also be helpful to have more exalts around to defend them.

OBLIVION'S MIGHT

Moxiane

Commitment: 7 motes

A truly enormous hammer, Oblivion's Might is so heavy that one must attune to it to even be able to move it. The soulsteel head is a half-ton block of the accursed metal, carved with hundreds of faces screaming their torment, and the souls trapped within mean that these faces can be seen to move. It has sockets for two hearthstones, set on the haft.

All tens on damage rolls for attacks made with the hammer count as two successes. Raw damage is multiplied by ten for the purposes of knockback and/or knockdown only. All mortal armor that it strikes, as well as mundane weapons used to block it, are destroyed.

By spending 10 motes before an attack the wielder can wreathe his enemy with the essence of the Void, temporarily reducing their permanent Essence by one. This reduction affects the target's mote pools and ability to use charms for which they no longer meet the requirements. The effect lasts for five turns minus the successes from a reflexive roll of the target's unmodified permanent Essence. The effect is cumulative, but the total



duration cannot exceed five turns regardless of the number of successful attacks and cannot, in any case, reduce a being's Essence below one.

RAVAGER OF THE MARCHES

Moxiane

Commitment: 9 motes

Forged by a no moon elder in the days after the lunar exalted fled to the edges of Creation, the massive moonsilver and cold iron direlance known as the Ravager of the Marches was created to be the bane of the fair folk, and it saw much use in that long past time. Six yards long from haft to tip, the blade is as tall as a man, and continually seems to ripple and shift as the edge always seeks the perfect cutting shape. The Ravager of the Marches has a socket for a single hearthstone.

Ravager of the Marches can attack out to a distance of 30 yards without penalty. All attacks made with it ignore penalties from anything less than total cover; even then, if the target is within range and their location is known to the character then he may attack at with a +2 difficulty/external penalty.

After a successful attack all dice of damage that fail to come up as successes may be re-rolled once only.

The character may also spend ten motes and plunge the weapon into the ground, making an attack as normal. This consumes his action for the turn, but it is treated as if the attack had been made against every raksha within 60 yards. This power can also be used as a shaping attack to destroy a waypoint.

PANNIKIN OF CALEFACTION

Telgar

Commitment: none (mortal usable)

Small, dull and battered, the Pannikin of Calefaction does not seem to deserve its elaborate name. Many of its owners have simply called it "the pot". By either name, the Pannikin is a deadly artifact of world-shaking power. Any liquid placed into the Pannikin becomes a representation of all of the liquid sharing the same source. Any changes made to the liquid within the Pannikin effect the liquid still in the original source. For example, if a person were so foolish as to allow their blood to be placed in the Pannikin and boiled, all the blood in their body would likewise boil, almost certainly killing them. There are limits to the amount of liquid the Pannikin can affect, anything beyond a medium-sized lake is past its capability; however boiling or evaporating even such a "small" quantity of the ocean can have dire consequences.

SCREAMING SKULLS OF WOE

Scrollreader

Commitment: 20 motes

This set of four crystal and soulsteel skulls, each the size of a normal skull, is the most advanced automaton construction effort of the Second Age, though none among the living have seen it. Each skull is intelligent, and can converse in any language, but this is the least of their purposes. When attuned at a cost of five motes each, the skulls come to life, as they rise into the air, and hover around their owner. The skulls each add

a bonus of three dice to any Performance or Linguistics effect which is harmful or threatening, as their dread speech echoes and harmonizes with the wearers words and song or dance.

Their owner is immune to any and all sound based attacks, as the skulls scream their fury back at the sound, negating and overwhelming it. This is a perfect effect, and protects from such diverse effects as Lion Roar Method [luna.185], Thunder-Wolf's Howl [svnt.122, whit.66], and the like. The skulls also subtract three dice (each) from all attempts to use words or performance by those the abyssal opposes. Their mocking laughter steals the fire from the words of an angry zenith, and their susurrus of hatred impairs the dance of Defense of Shining Joy [side.150, exsi.147] with equal malice.

The last power of the skulls is activated when their owner spends one mote for each skull, and they scream with the voice of the Void, affecting all who can hear them. This attack slays mortals instantly, and even magical creatures must roll their Willpower + Essence in an opposed roll with the number of screaming skulls + their Awareness. Failing this roll means they become stunned for a number of rounds equal to the Essence of the owner. This counts for ghosts as exposure to the Whispers of the Void, which any slain mortals must immediately resist against. Ghosts formed in this manner who succumb, become tied to the skulls as fetters, forsaking all other fetters. The skulls, because of their size and speed, have a difficulty of five to hit, and dodge any attacks with a pool equal to their owner's Essence. Once struck, a skull falls to the ground, inactive for the rest of the scene.

SHATTERING CRESCENDO

Moxiane

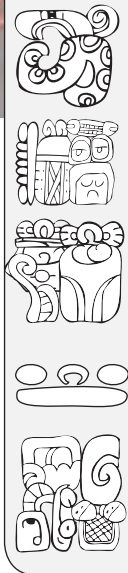
Commitment: 8 motes

An elegant orichalcum and crystal long powerbow, Shattering Crescendo appears to have been cut from almost perfectly clear crystal, shot through with threads of orichalcum. Despite its construction, the limbs of the bow bend smoothly and silently, and the single hair-fine thread of silver that acts as the bowstring is tuned to a perfect C, and the weapon seems to sing for joy when used in battle. Shattering Crescendo has sockets for two hearthstones.

Every successful attack against any given target grants one cumulative automatic success to further attacks against that target. This bonus persists until the target is killed or destroyed and has no upper limit.

All damage against inanimate objects is tripled before soak.

The wielder can spend five motes before making an attack which, if successful, causes every enemy within 30 yards of the initial target to suffer the same number of post-soak damage dice. 1E: This burst of energy may only be soaked by permanent Essence, and can only be defended against with the use of Charms, in which case the original attack's successes are used. 2E: This burst of energy may only be soaked by permanent Essence and reduces the DDV and PDV of all targets within the area to zero; it can be increased again by charms, in which case the original attack's successes are used.



THE SIDEREAL HAIRPINS



OhJames

Commitment: 3 motes (pair)

Two rather unassuming hairpins are all that greet the eye when this artifact is discovered. They are about five inches long and straight as arrows, at first glance. Upon closer inspection, however, it is revealed that they curve delicately; that first appearance is merely an optical illusion. The material used in their construction is apparently base iron, though they reflect light strangely, glimmering from time to time with a luminescence uncharacteristic of so crude a metal. The hairpins are resolutely uninteresting, even to the trained eye of a savant. Essence sight reveals only the barest of enchantments laid upon their forms, though it does show that they are constructed of starmetal cleverly disguised. It is only when an exalt tries to force attunement with them that their nature and power becomes clear.

Upon infusion with essence, the hairpins begin to flicker with a twisting, prismatic light that skates and skitters across their respective lengths. At this point, they become lovely accoutrements to any coiffure; if used as hair ornaments, they reduce the target number of all Performance, Presence, or Socialize rolls based on appearance by three. Should the exalt using the hairpins be pressed into combat, they reveal another power.

With a mental command, the hairpins remove themselves from their current position, ruining any hairstyle they were a part of in the process, and sprout yard-long streamers of fine silk in a burst of essence. They may be directed to attack any enemy within 200 yards of the character. They always hit and cannot be parried; they fly along the secret paths of fate and are too wily to be blocked by another weapon. Should they miss their target, through a dodge or effect such as Heavenly Guardian Defense, they fly immediately back to their owner's hands. In this case, they must be thrown like normal weapons, albeit with a +2 difficulty modifier, due to the necessity of throwing them at precisely the same time. Should they strike true, no damage is inflicted. Instead, they sink into the temples of their target, one on each side, and wrap their streamers along the length of his body. This inflicts a -4 wound penalty for as long as the hairpins remain imbedded. The streamers flare with green and red light as Old Realm characters bleed onto their surfaces, transmitting prayer after prayer to the pattern spiders.

This has several effects: first, the target is no longer considered outside of fate and cannot activate any abilities that would place him in such a condition. Second, his fate is amended with a notation that he is an enemy of Creation and should be destroyed. This means that any attack that misses will be redirected toward the hairpins' victim, assuming it is within range. This includes melee attacks. Have the original attacker re-roll their attack with the hairpins' victim as the new target, with any modifiers that would have applied to the original attack. (Note: this does not force attackers to spend more motes on charms they had already activated.)

The third and final effect must be activated by the use of a special mudra that can be taught only by Asanasana, the Grandmother Spider of the Forbidding Manse of Ivy. The exalt must roll her unmodified Essence score, difficulty of her current Paradox rating. If she fails, she gains points of Paradox equal to

her Essence rating, as the pattern spiders express their displeasure at having the threads of fate tugged so roughly. (Note: for non-Sidereal exalts, the difficulty of the Essence roll is always 5. If they fail, they are subjected to the Curse of Sidereal Time: on the next day, they lose a number of dice equal to their Essence rating from all rolls involving the auspicious abilities of the House of Journeys. On the second day, they lose dice from the auspicious abilities of the House of Serenity, and so forth. This continues for five days.) Upon successful performance of the requisite gesture, the hairpins crackle with the turbulent, roiling substance of raw fate. This power is shunted into the crown chakra of the hairpins' victim, inflicting a random pattern bite [side.214, exsi.209], instantly and without the possibility of avoidance, barring truly exceptional circumstances. After being grounded of their power in this fashion, the prayer strips dissolve into twinkling motes of light and the sidereal hairpins fall to the ground, harmlessly.

If their third ability is not used before the end of the scene, the hairpins fall out of their target and their streamers burst into blue flame, inflicting six dice of lethal damage as a final injury. They must be manually retrieved and can be taken by anyone in this deactivated state.

SOUL CANCER

Moxiane

Commitment: 7 motes

A vicious dagger of unknown but ancient origin, Soul Cancer continually exudes an acrid fume that burns the eyes and throat of anyone not attuned to it. The blade is two feet of deep green jade riddled with whorls and cracks, while the edge is a jagged nightmare that rips and tears the flesh it pierces. It is its ability to wound the spirit and soul that is most frightening, and they are what ensure it remains locked in the deepest armories. Soul Cancer has no hearthstone sockets.

Attacks made with Soul Cancer can strike dematerialized beings, doubling its base damage against such creatures.

After a successful attack the wielder may convert some or all of the damage into lost points of temporary Willpower, at the rate of one point for every two health levels that would have been inflicted.

Further, upon wounding a target the wielder can spend five motes to poison the victim's essence. For the remainder of the scene, whenever the victim spends essence they take dice of unsoakable lethal damage equal to the number of motes spent, unless the victim succeeds on a difficulty Stamina + Resistance (4) test.

TONGUE OF SATURN

Telgar

Commitment: none (mortal usable)

A relic of the time before the First Age, the Tongue of Saturn has no known origin or creator. It was discovered in the personal effects of a chosen of endings when he was slain by a Yozi's fetich soul. It is from its first owner, not its powers, that the Tongue derives its name.



The Tongue of Saturn is a pen, one of fairly simple design. With a body of orichalcum, an eternally full reservoir of glass and a nub of starmetal the pen is a treasure in and of itself but its powers are not evident until it is used to write.

When the Tongue of Saturn writes something that is true anyone seeing the written words are made instantly and perfectly aware that what they are reading is the truth. They are totally convinced of it, unable to hold out doubt as to its ve-

racity. In a reversal of this power, whenever the Tongue writes something that is false everyone who beholds the untrue words is made to know that they are lies and is unable to doubt their falsehood.

The Tongue is unable to wield its power over subjective matters, its abilities are restricted to matters of solid fact. It may be used by anyone, even a mortal. The Tongue has no commitment cost and will work for whoever is holding it at the moment.

FIRST EDITION

	Speed	Accuracy	Damage	Defense	Rate	Range	Minimums
Clotho's Mercy†	+6	+3	+9L	+3			Dex ●●●
Crushing Despair†	+3	+5	+14L	+3			Str ●●●
Deadly Beguilement†	+5	+5	+12L	+4			Dex ●●●●
Endless Conflagration†	+4	+4	+10L	+2			Str ●●●
Inevitable Fortune†	+6	+4	+12L	+2			Str ●●●
Invincible Golden Rampart†	+0	+1	+7B	+7			
Mim	+4	+2	+2L	+2			
Oblivion's Might†	-3	+4	+16Lp	+0			Str ●●●●
Ravager of the Marches†	+8	+5	+8L	+3			Str ●●●
Shattering Crescendo†	+0	+4	+9L		4	600	Str ●●●, Dex ●●●
Sidereal Hairpins (if thrown)	+0	+0	n/a	-4	1	200	Dex ●●
Soul Cancer†	+7	+5	+6L	+1			Dex ●●●

FIRST EDITION POWER COMBAT

	Speed	Accuracy	Damage	Defense	Rate	Range	Minimums
Clotho's Mercy†	+10	+4	+9L	+4	6		Dex ●●●
Crushing Despair†	+5	+5	+14L	+5	4		Str ●●●
Deadly Beguilement†	+15	+6	+12L	+4	6		Dex ●●●●
Endless Conflagration†	+11	+5	+11L	+2	5		Str ●●●
Inevitable Fortune†	+13	+5	+16L	+2	3		Str ●●●
Invincible Golden Rampart†	+3	+3	+9B	+7	3		
Mim	+7	+2	+4L	+1	2		
Oblivion's Might†	+10	+4	+16Lp	+2	4		Str ●●●●
Ravager of the Marches†	+19	+5	+12L	+4	4		Str ●●●
Shattering Crescendo†	+0	+4	+9L		4	600	Str ●●●, Dex ●●●
Sidereal Hairpins (if thrown)	+0	+0	n/a	-4	1	200	Dex ●●
Soul Cancer†	+4	+6	+7L	+4	7		Dex ●●●

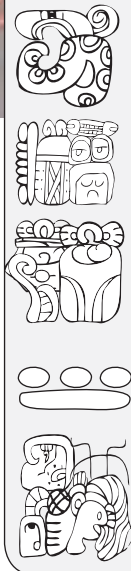
SECOND EDITION

	Speed	Accuracy	Damage	Defense	Rate	Range	Tag	Minimums
Clotho's Mercy†	5	+4	+9L	+4	3			Dex ●●●
Crushing Despair†	5	+5	+14L	+5	3			Str ●●●
Deadly Beguilement†	4	+6	+12L	+4	3			Dex ●●●●
Endless Conflagration†	5	+5	+11L	+2	3			Str ●●●
Inevitable Fortune†	6	+5	+16L	+2	3		2	Str ●●●
Invincible Golden Rampart†	6	+3	+9B	n/a	2			
Mim	5	+2	+4L	+1	2			
Oblivion's Might†	6	+4	+16L	+2	2		P, 2	Str ●●●●
Ravager of the Marches†	6	+5	+12L	+4	3			Str ●●●
Shattering Crescendo†	5	+4	+9L		3	600		Str ●●●, Dex ●●●
Sidereal Hairpins (if thrown)	6	+0	n/a	-4	1	200		Dex ●●
Soul Cancer†	4	+6	+7L	+4	5			Dex ●●●

ARMOR

Name	Soak	Hardness‡	Mobility	Fatigue	Attune
Dragonfly Warrior Armor	10B/9L	5B/5L	-0	1	7

† includes a magical material bonus ‡ Hardness applies to 2E only.



CURIOSITIES

Some artifacts don't fit into well-defined ratings. Some are families of similar artifacts running the gamut of power level. Some are a single type of device, available in distinct, differently rated versions.

AMMUNITION

Telgar

Intended for use with steelcasters (see pg. 28), these bullets might also be adapted into arrowheads.

Shadow-Burning Shells Artifact •

Favored often by those who fight the creatures of Malfeas, the Wyld and the Underworld, these shiny little bullets are cast of an orichalcum-copper alloy. The enchantments upon them activate when fired and the bullets burst into holy flames before striking their target. Creatures of Darkness and the Wyld take aggravated damage from these bullets. Each purchase of one dot's worth of shadow-burning shells provides enough ammunition to last a single scene.

Soul-Bleeding Rounds Artifact •

When embedded into the flesh of their target, soul-bleeding rounds act as an essence sink, hungrily absorbing the ambient Essence of their victim. These rounds have no effect at all on those unable to channel their essence. Being constructed of soulsteel made from hungry ghosts, soul-bleeding rounds consume two motes of their victim's essence every turn they are inside the target's flesh.

Tornado Shell Artifact •

Using the power of blue jade and a captured wind elemental, tornado shells are miniature versions of the tornado cannon sometimes used as First Age artillery. When they enter their target, the magic of the shell summons a violent, but small, whirlwind. The whirlwind picks up the target and hurls them about for one turn per health level of damage inflicted by the bullet's strike. During each turn the target is in the grip of the tornado they take 10B environmental damage. Prior to taking the damage the target may attempt to escape the tornado with a Dexterity + Athletics (4) roll. Any other actions while in the tornado's grip suffer a -4 penalty. Ranged attacks are impossible. As a slight bonus, it is equally impossible to make ranged

attacks against the target while they are being flung about and melee attacks against them suffer a +2 difficulty.

Spirit-Eating Barb Artifact •

Crafted in the form of either bullets or arrowheads, spirit-eating barbs are easily produced bits of black and green jade that serve their function only when embedded in the flesh of an enemy. Fired from weapons, these small artifacts sink into the foe's body and force the target to commit three motes to them. This commitment is not voluntary and can not voluntarily be ended. The only ways to end the commitment are to remove the artifact and allow one day to pass without contact between the target and the barb or to use magic to break the attunement.

Barbs can be shaped as any sort of arrowhead or bullet the crafter desires.

Spellshot Bullet Artifact •

These bullets are made from starmetal dust and part of a sorcerer, wrapped in rusted iron. Properly charged, they can be used to strike down magic rather than living foes. Attacks made with these bullets are unable to harm non-magical targets like people, but they can destroy charms and spells with ease.

Attacks are made normally against a character or object currently casting, using or benefiting from a charm or spell. The character may attempt to parry or dodge the attack normally. If the attack hits, roll its damage against the soak of the charm or spell, which is the combined Essence and ability requirements. Charms and spells also have health levels equal to their Essence and ability requirements. Using a spellshot bullet is an all or nothing deal, either the spell or charm is destroyed in one shot, or it takes no damage.

Creatures created via sorcery such as the magma kraken can be targeted directly by spellshot bullets and must defend themselves rather than letting their creator defend them. In their case, use their normal soak and health levels to determine if

VARIABLE RATING ARTIFACTS

Ammunition: Magical bullets
Beast Armors: Armor based on animal emulation.
Paper Blades: Prayer strips turned lethal.
Spellspire Scepter: Wand that casts a specific spell.



they are destroyed. Attacks against them are not all or nothing.

Chaos Cartridge

Artifact ••

One of the more disturbing types of ammunition designed for use in steelcasters, chaos cartridges are shaped from bits of fair folk killed in Creation and metal taken from a Wyld zone. Chaos cartridges never inflict health levels of damage on their targets. Instead, when struck by one the target instantly gains as many points of negative Wyld mutations as he would have taken health levels of damage were the attack normal. The storyteller assigns whatever mutations he feels are appropriate to the materials used in construction of that specific cartridge.

Pitfall Rounds Artifact ••••

Small spheres of black stone harvested from the tombs of the Malfeans themselves and used to bind a tomb guardian spirit, pitfall rounds are the single most dangerous bullet in Creation. When fired, they seek out their target with a mindless hunger. The captured tomb guardians are ensorcelled, befuddled and confused, they grab hold of their victims from the inside and drag them into the Well of Oblivion. A being hit and wounded by a pitfall round is sucked through a portal opened by the tomb guardian and plunged into the Well of Oblivion, to be consumed by the Void.

Even after destroying their primary target, pitfall rounds are not safe. The portal remains open for a year and a day, a gap in Creation that leads directly to the mouth of the Void. Any creature or object that enters the portal is hurled into the Void. The portal is easy to sense, any creature with Perception 3 or higher or any dots at all in Occult can sense the portal and avoid it easily. They are, however, fairly hard to see, manifesting as a permanent, sourceless shadow in the form of a pool about two feet across.

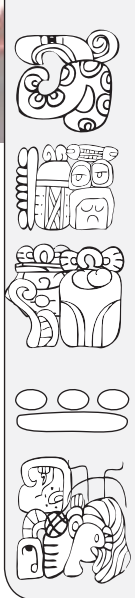
Pitfall rounds are destroyed when fired; they can only ever be used once.

BEAST ARMORS

These armors were produced during the First Age for the use of dragon-blooded troop commanders. Lesser versions were specially designed for their mortal soldiers with only token powers. Because of wide production during the First Age, the knowledge of construction beast armors of numerous varieties is still intact and newer, somewhat less efficient, models are still made by the Realm's artificers and smiths. The Immaculate Order considers the iconic helmets of the beast armors borderline heresy, but lets the issue slide considering their great popularity and value in battle. Immaculate monks, however, are banned from wearing any form of beast armor.



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SCOUT ARMORS

Raven Armor

Telgar

Commitment: 3 motes Artifact •

A scout's armor, the raven most commonly adorned air and water aspected special forces, but certain sidereals and solars favored the arcane powers of the raven. Formed of a beaked helm and feather-covered bracers, sometimes with a chain shirt, the raven armor is made of black jade and traced with moonsilver. A raven warrior adds two dice to all essence-based Perception rolls.

Tiger Armor

Telgar

Commitment: 4 motes Artifact •

Worn by those who would avoid detection when moving ahead of their allies, the tiger armor is forged of red and white jade or sometimes red and black. In either case the armor allows its wearer to move with the liquid grace of the tiger, flowing unseen through the brush and darkness. While attuned, tiger armor adds three to the wearer's initiative (1E), an automatic success to a Join Battle roll (2E) and 10 to his maximum movement range. The armor also gives +1 difficulty to any roll that attempts to locate the wearer.

Wolf Armor

Telgar

Commitment: 4 motes Artifact •

The chain mail shirt and wolf's head helmet of this armor are made entirely of black iron with only trace amounts of white jade spread through the mail and outlining the facial features of the helm. These armors were designed to be used by small teams of insurgents or light commandoes. It incorporates a cooperative matrix into the helmet, allowing a peripheral awareness of the activities of all allied wolf armors within 100 yards. Because of this coordinated information the wearers of wolf armor gain one die to all combat actions per wolf armor within the range of the cooperative matrix. The cooperation bonus can not exceed five dice. The sensory enhancement of the helm offers +3 dice to tracking rolls and negates all vision-related penalties caused by darkness.

Antelope Armor

Jarons20

Commitment: 5 motes Artifact ••

Hailing from the Southeast, a suit for scouting in the high grass and a quick getaway when needed. It consists of a sleeveless shirt made of chain mail set with stripes of white and red jade and a small helm fashioned with white jade horns, that provides two dice of Awareness, one die of Dodge, and gives the lightness and speed of the savannah kudu. The wearer can travel easily, leaping three times her normal distance and moving triple her sprinting distance with no exertion.

Bat Armor

Telgar

Commitment: 3 motes Artifact ••

Only slightly more common than the jackal armor, bat suits must be made of either black jade harvested from a shadowland or soulsteel. A simple buff jacket re-enforced with the magical material provides most of the protection, but bat armor also incorporates a black body suit and a tooled leather hood that resembles the face of a vampire bat. The armor, originally designed for combat with rogue ghosts in tandem with jackal armors, allows dematerialized ghosts (not other spirits) to be attacked by normal means and allows the wearer to instantly travel from Creation to the Underworld and vice versa at the cost to 10 motes no matter what time it is or where he happens to be. The hood and goggles of bat armor also include echo-location gear, negating all vision-related penalties imposed by environmental conditions.

Claw Strider Armor

Paincake

Commitment: 6 motes Artifact •••

A lightweight alloy mesh or filigree shirt and Roman-style skirt, complete with a ferocious face mask. The armor comes with special boots dusted with the appropriate material. Created to aid in swift movements and savage sneak-attack efforts, this light suit of reliable armor was favored by fire and wood aspect terrestrials and lunar exalts. Red and green jade suits are common, moonsilver and even orichalcum being less common variants.

In bursts costing one motes per two turns (used a maximum number of times equal to the user's Essence+Athletics), the armor can grant the user quadrupled movement speed. This speed increase can only be activated once a day, so planning ahead is essential. When stalking an enemy, the user gains a +3 bonus to remaining undetected but only so long as they intend to engage the enemy within two turns. In the turns following a surprise attack, the armor's wearer gains a diminishing bonus to all attacks starting at +4. It diminishes by one each subsequent turn.

Certain suits of claw strider armor have been modified by martial artists to provide a permanent +2 bonus to kick attacks instead of a surprise attack bonus. Such kicks also cause lethal rather than bashing damage, as the boot has been modified to sport wicked talons.

Fox Armor

Telgar

Commitment: 5 motes Artifact •••

A light suit of chain mail including a sleeveless shirt and pants made of red or white jade along with a stylized fox head helmet and carefully worked mantle and bracers. The most popular armor for ambushes and night attacks, the fox armor incorporates a number of enchantments designed to aid in undetected movement and combat against larger foes, a necessity as fox warriors were often small to avoid sight, so fox armor gives two dice to fight larger opponents. Combat and combat related actions (scouting ahead, locating targets, sneaking up on enemies) gain a two die bonus when performed at night or under



the effects of stealth magic. In addition, anti-surprise charms do not warn of impending attacks by fox warriors unless the charm user succeeds on a Perception + Awareness (4) roll.

COMBAT ARMORS

Falcon Armor

Telgar

Commitment: 3 motes **Artifact** ••

The most common of the beast armors, this particular suit is a pair of bracers that cover the forearms and the backs of the wearer's hands, providing them with razor-sharp claws to slip on their fingertips. These claws cause unarmed attacks to do lethal damage and the bracers allow parrying of lethal damage as well. The only other part of falcon armor is an elaborate helmet and face mask in the shape of a stylized raptor's head. The wearer's entire head is covered by the helmet down to their shoulders. The helmet can re-form itself into a mantle instantly as a reflexive action. This has no effect on soak. While wearing it, an exalt has her initiative increased by three and her Awareness by two. Falcon armor is most often made of orichalcum or moonsilver. One hearthstone may be placed in the right-hand bracer.

Serpent Armor

Telgar

Commitment: 3 motes **Artifact** ••

Second most common of the beast armors, serpent armor is the heaviest, designed for siege troops and such, it resembles chain swathing crossed with articulated plate. The armor is always paired with a helmet in the shape of a hooded serpent, the glowing red eyes of which negate all penalties related to darkness or poor vision. The serpent helmet can collapse into the shoulders and collar of the armor as a reflexive action. The armor is most often made of soulsteel or black jade. A single hearthstone can be carried on the forehead of the armor, but this makes it impossible to retract the helmet, it must be removed whole.

Bear Armor

Telgar

Commitment: 7 motes **Artifact** ••

Blindingly pure white jade forms the helm, chest plate and shoulder armor of the bear armor while orichalcum encircles the wearer's forearms. The armor is treated with a mixture of moonsilver and blue jade, giving it a flesh-like flexibility that adapts to fit the wearer perfectly, enhancing the outline of his musculature and adding to his apparent size. A warrior outfitted in bear armor is a fearsome sight to behold. While wearing the bear armor, the warrior's Strength is increased by one and his Athletics is increased by three for the purposes of lifting and breaking objects. A bear warrior also gains three dice on intimidation-related rolls.

Mosquito Armor

Telgar

Commitment: 4 motes **Artifact** •••

One of a very few insectile armors made, the mosquito is almost always in the form of light plate mail made of banded red and black jade with a conical helmet and bulbous eye-sockets. Some models offer hard points to attach other artifacts which offer flight capabilities, these are rated at Artifact ••••. All mosquito suits allow the wearer to take a full turn making a single attack against a foe that, if successful, inflicts a single health level of lethal damage in place of whatever damage it would normally have inflicted. The successful strike allows the wearer to gain five motes, one willpower or ½ of a health level. Two successful strikes on two successful turns replenishes one bashing of lethal health level of the wearer. Strikes made by mosquito warriors carry a +2 difficulty to avoid infection.

Shark Armor

Telgar

Commitment: 6 motes **Artifact** •••

A heavy armor of large, rough-hewn plates of black jade, the shark is favored by those who choose to fight relentlessly and in close quarters. Assassins sometimes favor the shark because of enchantments woven into the arms and helm of the armor that reduce the difficulty of any roll used to track a character wounded by the wearer of the armor by three. The shark grants its wearer the ability to survive underwater for up to a day without ill effects. The final power of the shark is something of a burden as well. As long as a shark warrior keeps moving, his Strength and Stamina are enhanced by one dot each. Should he stop moving, this bonus is lost. If prevented from moving for more than one turn, the character begins to take a penalty of one die for each turn he is forbidden from moving.

Gorilla Armor

ImmortalisD

Commitment: 8 motes **Artifact** ••••

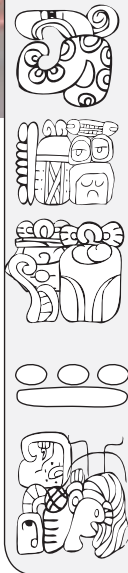
This large, bulky armor is made of chain swathing, made with interlaced red and green jade, giving it an appearance of a brown coat. The wearer's arms and shoulders are covered in a thick layer of leather over the chain as well, which is covered in hair. When attuned, the wearer gains +2 Strength as well as +2 Athletics.

Bull Armor

Telgar

Commitment: 6 motes **Artifact** ••••

The least commonly seen of the beast armors in the Second Age, it was rather popular among earth and wood terrestrials during the First Age but fell into disfavor as the Immaculate Faith became prominent. The bull armor is forged of white or yellow jade alloyed with red. It is relatively simple to make as it consists of only a horned helmet in the shape of a raging bull's head that completely obscures the wearer's face. Depending on personal preference, the bull armor can be worn with cloth robes, normal clothing or (most traditionally) a simple modesty cloth. Some of those who preferred the bull armor would enter



battle with only the helmet to protect them. While wearing bull armor it is impossible to fail any Endurance or Resistance roll related to resisting exhaustion and all rolls related to resisting illness or poison are at +2 dice. Should anyone be knocked down by an attack made by a warrior wearing bull armor, it takes their full turn to rise to their feat without the use of charms or other magical means.

Turtle Armor

Telgar

Commitment: 7 motes Artifact ●●●

The heaviest and most protective beast armor in production during the Second Age, turtle armor combines a green jade suit of super heavy armor with additional hexagonal plates of white jade to protect the wearer's torso. Turtle armor can increase its already considerable soak at a cost of two motes per +1B/+1L bonus. These bonuses last for the rest of the scene but can not add more than +10B/+10L soak. Gear in the helmet of turtle armor allows its wearer to analyze situations carefully and by devoting an extra three turns to an action, a turtle warrior can gain an automatic success in place of one of his dice. No more than nine turns can be spent in this fashion. Every use of the concentration power, no matter how many turns were spent on it, costs one willpower.

Ram Armor

Telgar

Commitment: 5 motes Artifact ●●●●

An uncommon but not rare form of beast armor, the ram is almost always made of red, green or black jade. Rare soulsteel suits may exist, but none of orichalcum, moonsilver or starmetal. The helmet is a stylized ram face with spiraled horns and a mount for a single hearthstone in the forehead. The body armor is a bulky swathing of almost cloth-like jade or soulsteel which allows great freedom of movement, but is extraordinarily heavy. These strips of jade are inscribed with runes of regeneration, healing and life. The essence attracted and stored by these runes makes the wearer of ram armor a paragon of vitality and strength. The ram warrior's Stamina is increased by four and his Strength increased by one. These increases can exceed normal limits and do not count against charm limits. In addition, all damage done to the ram warrior after soak is reduced by half (round up). Some of the collected power of the ram leaks from the armor, infusing the surroundings of the warrior. Because of this, all rolls involving caring for plants or animals gain two automatic successes and any sexual union the ram warrior is involved in results in conception, even if not normally possible.

MYSTIC ARMORS

Owl Armor

Telgar

Commitment: 4 motes Artifact ●●

The most common mystical armor, owl gives its wearer the incredible perceptive and mental skills of the bird for which it is named. The large horn-rimmed eyes of owl armor's helmet are made of black jade or starmetal and enchanted to allow the wearer to perceive magic. Essence flows, charms, sorceries,

dematerialized spirits and places of power such as manses and demesnes are all readily visible to a warrior in owl armor. Aside from the perceptive benefits of the owl, anyone wearing it also gains three dice to dodge any magically enhanced or purely magical attack.

Ibis Armor

Telgar

Commitment: 5 motes Artifact ●●●

Another rare beast armor, the ibis was typically donned by air-aspected battle sorcerers or sidereals of Mars. The great billed helmet of ibis armor offers no sockets for a hearthstone, but the powers of the ibis make up for that lack. Consisting of a chain mail skirt and light chain shirt, sometimes with bracers, the ibis armor is made of starmetal and white or red jade. While the armor offers only minor soak it offers formidable protection to any exalted. When targeted by a magically-enhanced attack, the wearer gains one mote of essence. The same enchantments that absorb essence from incoming attacks also shield against them. The ibis grants 10 extra soak of both kinds when facing a magical attack and all post-soak magical damage is reduced to one die.

Jackal Armor

Telgar

Commitment: 6 motes Artifact ●●●

Rarest of the beast armors, the armor of the jackal is innately connected with death. It is rare due to the fact that it can be made only of soulsteel or black jade harvested from a shadowland. A suit of chain mail with the chest and shoulders covered by plate matches the jackal-headed helmet which can reflexively retract into the shoulders. Originally designed to work in tandem with bat armors to hunt down the rare hungry ghost of a potent exalt, the jackal fights best against the immaterial and the glowing red eyes of its helmet are made of crystal mined in the first shadowland, the Black Chase. These eyes allow immaterial beings to be seen and tips of the same crystal throughout the rest of the armor allow the jackal warrior to interact normally with spirits. Against ghosts strikes made by the jackal warrior do aggravated damage.

The hungry nature of the jackal remains in the ability of the armor to devour the essence of its spiritual victims; every successful attack against a spirit drains three motes and returns one of those three to the pools of the wearer. If a spirit with zero motes is killed by a jackal warrior, it is forever destroyed.

SURVIVAL ARMORS

Setesh Armor

Telgar

Commitment: 5 motes Artifact ●●

One of the rarest beast armors, setesh armor consists of paired medium armor and a collapsible helmet in the form of a strange beast with a long, anteater like snout, two rabbit-like ears and a greyhound's facial structure. The strange creature may have once existed, but none has seen it in Creation since the Contagion. It is thought to be imaginary. Setesh armor adds three dice to all rolls involving hunting or desert survival. These dice



are cumulative with all other effects and do not count against limits. A setesh warrior is immune to heat stroke or exhaustion and can go for three weeks without food or water. Setesh armor is almost always made of red jade or starmetal.

Crocodile Armor

Telgar

Commitment: 5 motes Artifact ••

Heavy plate of linking green and black jade scales covers the entire body of a warrior encased in crocodile armor. The snout-like helmet can hold a hearthstone in either eye socket while allowing the wearer to peer out through the crocodile's open jaws. While wearing crocodile armor, the user is able to breathe naturally underwater and adds four dice to all swimming-related rolls as well as doubling his underwater movement rate. Because of a locking mechanism built into the arms of the armor, all attempts to escape a clinch controlled by the wearer are at +3 difficulty and all rolls made by the wearer to gain control of a clinch are at +3 dice. Water aspected terrestrials favor this armor greatly.

Scarab Armor

Telgar

Commitment: 5 motes Artifact •••

Favored by troops stationed in the South, the scarab armor was meant to be a heavy duty desert survival suit in addition to providing protection in combat. The scarab, a carapace-like breastplate and both bracers and boots in yellow jade and bronze (sometimes replaced by orichalcum in First Age suits) offers amazing protection from the ravages of the sun and heat of the South. Scarab warriors are immune to environmental damage from heat or sunlight and, because of the regenerative properties of the armor, heal one level of environmentally-inflicted damage every turn. The bracers of the scarab have shovel-like extensions that can be used to excavate and underground shelter in any soft material, providing space to shelter up to four adult males in battle armor for a day or night. The excavation of the shelter takes a full hour. The golden shell of scarab armor does not, due to enchantment, reflect the sun. Instead it absorbs sunlight into itself and stores it as a weapon. For five motes, a day's worth of sunlight can be expelled from the armor in a brilliant burst, adding two difficulty to any roll to hit the scarab warrior. Up to five days worth of sunlight can be used up in this way at once, though the armor can only store ten day's worth of light.

PAPER BLADES

Falcon

Artifact: • to •••

Commitment: none (or 1 mote, see below)

A variation on the prayer strips of the sidereals, these uncommon items take the form of several pieces of paper covered with elaborate calligraphy in a mystical arrangement. Anyone touching an un-attuned piece may reflexively spend a single mote to instantly attune to a that piece of the paper. Upon attunement, the paper immediately folds itself into a mystic weapon with the strength of fine steel.

Different sizes and shapes of paper exist that fold themselves into different hand-to-hand or throwing weapons. These weapons have the following characteristics:

- Statistics based on standard, mundane, weapons of the same type.
- Damage increased by one.
- Accuracy increased by one.
- Strength minimum decreased by one.
- Speed increased by 1 (1E hand-to-hand only)
- Rate increased by 1 (1E thrown, all 1E power combat or 2E only)
- Artifact rating equal to the original resources cost of the base weapon.

Examples of some of these weapons are provided at the end of this section, but this is not an exhaustive list.

No magical material bonuses are available for paper blades. They are considered both perfect [ex2e.366] and magical weapons for purposes of charm effects, but do *not* enjoy the durability of five-magical materials.

Many of these weapons are further emblazoned with sigils of order and structure that drive out demons and fair folk. Such weapons add a dot to their Artifact rating, and deal aggravated damage to demons and the fae.

SPELLSPIRE SCEPTER

Darloth

Artifact: Terrestrial: •••, Celestial: ••••, Solar: •••••

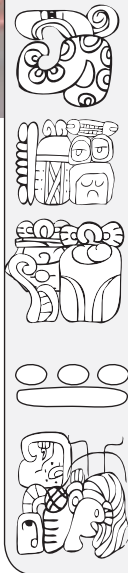
Commitment: Terrestrial: 1 mote, Celestial: 3 motes, Solar: 5 motes

Spellspire scepters are ornately carved wands made of various magical materials, often with a large and decorative orb set into one end. Essence channels are carefully cut into and through both the end ornament and the handle, and each is a unique melding of intensely precise essence manipulatory geometry and art.

Once a day, an attuned holder of a spellspire may channel their essence and willpower through it to cast a single spell, which is set into the spellspire at its creation. This spell may never be changed without completely rebuilding the artifact, as it is physically carved into the very form of the artifact itself.

These artifacts are most commonly found in jade, as the dragon-blooded find sorcery the hardest to learn and have the smallest reserves of personal essence to cast it with, but they can and have been created in all five main flavours of magical material. Each material gives a different bonus, and the bonus is listed below:

- **Orichalcum** spellspires channel their essence with all the force and fury of the Unconquered Sun. In cases where a casting roll is needed, add Essence in automatic successes. In cases where there is some sort of fixed difficulty to resist the effects of a spell, add (Essence ÷ 2, round up) to the resistance difficulty. In the case of some sort of variable mote cost spell where every mote has a specific effect (Imbue Amalgam comes to mind), then orichalcum rods add a pool of (Essence × 2) motes which can be spent before drawing on the caster's own essence. If the spell is fixed



in effect and has nothing that can be increased, then the Storyteller should try and decide what bonus the spell gets, based on the Essence of the user, but can always declare the spell is too fixed for the scepter to enhance. Spells such as this typically do not get made into orichalcum scepters.

- **Moonsilver** spellspires can draw prodigious amounts of essence and shape it in the blink of an eye. Reduce the casting time for the spell by one turn (1E) or shaping action (2E). For terrestrial circle sorcery, this means it is cast in a single simple action, the runes and display of power glowing to life and unfolding in a single fluid motion. Counterspells and anything already faster than normal can be cast reflexively and with only a single thought, even if the caster is restrained or would normally be completely unable to use sorcery.
- **Jade** spellspires are the most common, and for the dragon-blooded, probably the most useful. For every hour that the artifact is suffused in the element associated with it, one mote is stored within, up to the cost of the spell engraved into the scepter. Especially strong elemental manifestations will charge the spire at a rate of three motes per hour instead. If an appropriately aspected dragon-blooded is flaring at the top level of anima flux, they may also directly charge it at a two motes spent to one mote charged ratio, but no one else may charge it like this. Finally, if a dragon-blooded knows the appropriate elemental bolt technique [dbld.181, exdb.133] for the type of jade, then every damage success rolled against the artifact with use of this charm or charms that derive from it also charges one mote, and has no chance of damaging the artifact. However it is charged, as soon as the spell is cast all stored motes are expended to help casting the spell, reducing the cost by whatever amount has accumulated. Suffusion in elements is roughly equivalent to the following: placed somewhere high in moderate wind, placed in a fire, placed underwater, buried under the earth, planted amongst a healthy garden or group of shrubs. Examples of strong elemental manifestations are, for example: storm winds or a lightning storm (it makes a great lightning rod), rapids, forge fires, entombed in rock or buried more

than five yards underground, or planted amongst the roots of a gigantic ancient tree. Finally, it should be noted that the color of jade used must match at least partially the spell engraved, which limits multi-elemental spells to a single permutation.

- **Starmetal** spellspires cause a conjunction of fate when used, so that not only is the universe tolerant of being altered by the precepts of sorcery, but it actively aids such a process. As such, spells cost one less willpower to be cast from a starmetal spellspire, although they are as usual the rarest sort, often being topped by a delicately woven hollow orb with a much smaller smooth and intricately engraved solid sphere at the very centre of the tracery of metal.
- **Soulsteel** spellspires contain only the most hungry and malicious spirits, and these wrest essence from the surrounding area whenever they are used, draining enough motes to halve (round down) the cost of the spell, although the willpower cost remains the same. This has no mechanical effect, but the storyteller may wish to assign small narrative effects such as plants wilting around the caster or small animals sickening and dying to fuel the magic. It works just as well in the underworld or other places with no life, as the spirits do not care from what they rip the essence, but in a complete lack of ambient essence, it may need a source of life to draw from (pets, or a few caged vermin should suffice)

As a final note, attuning a spellspire scepter from another material other than your own can be exceedingly dangerous. Make the attunement roll when the spell is first cast, not when the motes are committed. In addition, for each circle the spell is above your current casting capability, subtract two dice from the roll. If it fails, the spell dissipates as if the caster had failed a concentration roll. If it botches, then the effects are likewise the same as if a caster has botched their concentration roll, often causing horrific back blast and likely annihilating the local area if it was a high circle spell. As such, there are only very few people using these artifacts to cast spells 'above' their natural level, and they are loath to allow their attunements to dissipate, for obvious reasons.



FIRST EDITION

	Speed	Accuracy	Damage	Defense	Rate	Range	Rating	Minimums
Paper Axe	+1	+1	+6L	+0			•	Str •
Paper Dagger	+4	+1	+2L	-2			•	
Paper Fighting Chain	+4	+0	+3L	+2			•	Str •, Dex ••••, MA ••••
Paper Great Sword	+1	+3	+7L	-1			•••	Str ••
Paper Hook Sword	+1	+0	+4L	+3			•••	Str •, Dex •••, MA •••
Paper Slashing Sword	+4	+2	+3L	+1			••	
Paper Throwing Knives		+1	+3L		4	15	•	

FIRST EDITION POWER COMBAT

	Speed	Accuracy	Damage	Defense	Rate	Range	Rating	Minimums
Paper Axe	+2	+2	+6L	-2	3		•	Str •
Paper Dagger	+0	+2	+3L	-2	5		•	
Paper Fighting Chain	+3	+0	+3L	+2	4		•	Str •, Dex ••••, MA ••••
Paper Great Sword	+7	+3	+7L	-1	3		•••	Str ••
Paper Hook Sword	+4	+0	+4L	+3	5		••	Dex •••, MA •••
Paper Slashing Sword	+6	+2	+5L	+0	3		••	
Paper Throwing Knives		+1	+3L		4	15	•	

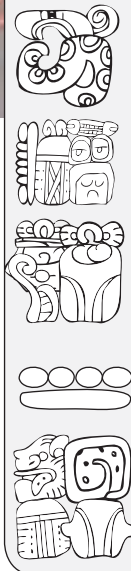
SECOND EDITION

	Speed	Accuracy	Damage	Defense	Rate	Range	Rating	Minimums
Paper Axe	4	+2	+6L	-2	3		•	Str •
Paper Dagger	5	+2	+3L	+0	4		•	
Paper Fighting Chain	5	+0	+7B	+2	3		•	Str •, Dex ••••, MA ••••
Paper Great Sword	6	+1	+8L/2	-1	3		•••	Str ••
Paper Hook Sword	5	+1	+4L	+3	4		•••	Dex •••, MA •••
Paper Slashing Sword	4	+1	+4L	+0	4		••	
Paper Throwing Knives	5	+1	+3L		4	15	•	

BEAST ARMOR

Armor	Rating	Soak	Hardness†	Mobility	Fatigue	Attune
Antelope	••	4B/3L	0L/0L	0	0	5
Bat	••	3B/3L	0L/0L	0	0	3
Bear	••	10B/5L	5B/2L	-2	3	7
Bull	•••	10B/10L	7B/8L	-1	0	6
Claw Strider	•••	6B/6L	2B/2L	-0	0	6
Crocodile	••	5B/8L	2B/6L	-2	3	5
Falcon	••	6B/5L	2B/2L	-0	0	3
Fox	•••	5B/4L	2B/2L	-0	0	5
Gorilla	•••	10B/10L	8B/7L	-1	1	8
Ibis	•••	5B/6L	2B/2L	-0	0	5
Jackal	•••	8B/8B	5B/6L	-1	2	6
Mosquito	••	5B/5L	2B/2L	-0	0	4
Owl	••	4B/2L	0L/0L	-0	2	4
Ram	••••	5B/5L	2B/2L	-0	3	5
Raven	•	5L/4B	2B/2L	-0	0	3
Scarab	•••	6B/6L	4B/4L	-1	2	5
Serpent	••	12B/10L	6B/7L	-2	3	6
Setesh	••	10B/10L	7B/7L	-1	1	5
Shark	••	8B/5L	6B/2L	-2	3	6
Tiger	•	5L/5B	2B/2L	-0	1	4
Turtle	•••	15B/15B	10B/10L	-5	4	7
Wolf	•	4B/4L	2B/2L	-1	0	4

† Hardness applies to 2E only.



LEGENDS

Legends (items of Artifact N/A) are unique constructions of unmatched power, capable of shaking the world. Artifacts at this level are often more plot-element than magic item, and whole campaigns can revolve around one.

ACHARON, THE AUGUST ENSEMBLE OF GOD-SLAYING DESIGN

Seiraryu

This large construct comes to be when several other, lesser constructs are brought together under the power of another. Acharon doesn't exist unless the helm, plate, gauntlets, scabbard and cloak are all brought together under the unifying power of the amulet. While each artifact has its own rating, Acharon itself has an Artifact rating of N/A, due to its incredible power.

Following are the descriptions of each of the six artifacts that make this awesome construct, and following that a description of the construct as a whole, with the augmented and additional powers that each of the artifacts grant when everything is synchronized.

DESSEN, THE HELM

Commitment: 2 motes **Artifact** •

This helm of First Age design is made completely of orichalcum. Round at the top and covering the wearer's head from nose-level up, it possesses two foot-long horns that spike out from either side which provide the necessary flow of essence for the helm to function properly.

When attuned, the helm grants the wearer the ability to perceive and communicate with dematerialized spirits. Physical contact isn't possible with only the powers of this wonder, but the exalt will be able to see and hear spirits without any trouble. She can still tell the difference between materialized and dematerialized beings, however.

ABALIOS, THE GAUNTLETS

Commitment: 5 motes **Artifact** ••

Two large gauntlets made of pure orichalcum, dating all the way back to the First Age, Abalios are bigger than the average fighting gauntlets. They stretch half-way up the wearer's fore-

arms, and display intricate carvings of sun-borne beings. A large sun-burst design can be seen on the palms of each gauntlet.

The exalt attuned to and wearing the gauntlets can now physically interact with dematerialized beings with her hands. Only the hands and forearms (covered by the gauntlets) are able to affect the dematerialized essence, and only they can be affected by dematerialized beings (i.e. the exalt cannot kick dematerialized spirits, only the hands can affect and be affected).

Additionally, the character gains all the benefits of wearing fighting gauntlets, including blocking lethal attacks without charm or stunt and delivering lethal damage. The gauntlets allow the solar to possess a much stronger grip as well, augmenting the difficulty for any opponent to escape her grasp by two, and decreasing the difficulty for the exalt to loose hold of something (such as a weapon or a ledge) by two as well. The gauntlets are preternaturally light, and provide considerable power to attacks. A hearthstone setting is available on the left gauntlet, should the solar have a stone to which he may wish to attune.

COLAPSIS, THE ARTICULATED PLATE



Commitment: 8 motes **Artifact** ••••

Colapsis is a large, complex suit of armor, guarding from the shins to the shoulders, including the arms. A chain hauberk makes most of the armor, with platers covering each large section, interlocking and closing so as to provide maximum protection. Made from pure orichalcum, the armor is incredibly resilient, and shines golden under any light.

ARTIFACT N/A

Acharon; Mighty armor assembled from lesser artifacts.

Collar of Ancient Beast's Might: A Primordial trap for lunars, offering great power at the cost of sanity.

Distaff of Uncharted Fates: A Primordial trap for sidereals, becoming both the user and the used.

Helm of Adept's Farseeing Intuition: A Primordial trap for solars, elevating both their abilities and insecurities.

Portable Harem of Sesus Nybraxus: Pleasure dome.

Ring of Little Spiders: Opening doors to anywhere.

The Soul Siphon: Pulling essence from death.

Strategenesis: Mysterious game board, driving conspiracy.



Exalted bearing this armor find that not only do they benefit from the physical protection the armor itself grants, but also another powerful effect, directly linked to the amount of power they invest in their current magical endeavours. When the solar's anima banner begins to manifest, the armor forces it within itself, suppressing the emanating brilliance and channeling into an incredible power, pushing it forth in a shape unlike the usual.

Once the exalt begins burning his anima banner, instead of the bonfire that typically surrounds the character, a spherical, golden nimbus coruscates around the exalt, shimmering sporadically and generating an all encompassing field of protective energy. The anima-field functions as a shield around the character, raising the difficulty to strike her by one for every three motes spent, to a maximum of the exalt's Resistance. This additional protection rises every time the exalt spends motes (to the limit mentioned above).

As an explosive bonus, when the exalt spends enough motes so that her anima would become iconic, the armor finds that it cannot hold the full power of the burning banner. The result is a brilliant exhumation of power as the essence that would be the iconic banner bursts forth and strengthens the shield, expanding brilliantly in a spherical shape. The force field becomes both solid and immaterial at the same time, and extremely powerful. The shield expands out in a radius around the exalt of her Essence $\times 5$ in yards. Anyone hit by this sudden expansion is tossed back a number of yards equal to the solar's (Essence $\times 10$) minus the target's Resistance. This functions as automatic knockback, and knockback damage (should the target hit something) is determined as normal. Any other solar exalted in the vicinity are not tossed back. Instead, they gain a temporary shield that lasts a number of turns equal to their Essence, and raises the difficulty to all attacks against them by their Resistance score halved (rounded up).

This effect only occurs the first time that the character's anima would go iconic in a scene, but not afterwards, should the solar continue spending motes.

In addition to the anima-flux powers of the plate, there is a hearthstone setting on the chest of the armor. Hearthstones placed in that setting may not have a level greater than ●●●.

SUBILAUE, THE CLOAK

Commitment: 3 motes **Artifact** ●●●

Oddly shaped for a cloak, Subilau is made of large patches of orichalcum threaded cloth, merged together in odd patterns that shift as the cape itself does. It covers the wearer's shoulders and is large enough to close around the entire body; it stretches all the way to the ground, and ends in separated strands of golden orichalcum sown cloth.

A solar wearing the cloak can expect a somewhat limited scope of effects. The cloak was designed, primarily, to allow for an easier time in battle, helping with the problems that the heavy and cumbersome armor generate. While wearing the cloak, the character gains an additional five to her movement rate; this is more of a side effect.

The actual use of the cloak's powers are the complete and utter negation of mobility penalties and fatigue induced by any armor, as the cloak comes alive and pushes, shifts and aids the

exalt, pushing off the ground and almost imperceptibly cradling sections of the armor to lighten the weight.

HARENOS, THE SCABBARD

Commitment: 6 motes **Artifact** ●●●

Sewn together of orichalcum, this scabbard is a beautiful artifact, created with extreme care so as not to have its beauty be lost every time it subtly alters its shape to accommodate different weapons. It can be hung on the wearer's back or waist, and will lighten any heavy load placed inside it.

A solar can keep any sort of weapon within the scabbard. It is malleable and can make slight alterations to fit any weapon that is relatively straight (swords, hammers, clubs, sledges; but not chakram, bows, etc) that are at least a foot in length. Position depending on the scabbard's relative shape, it possesses a hearthstone setting; however, the stone may not be of a level greater than ●●.

When an exalt unsheathes the weapon from the scabbard, it begins to slowly sing a lilting tune. This song, which everyone can hear, only affects the exalt. Its soft lull quickly becomes a strong, vibrant song that emanates from the exalt herself, fortifying her soul and morality and making every aspect of her virtuosity perfect. While the song is in effect (until the weapon is re-sheathed) the character does not need to make virtue tests, regardless of what happens that would normally cause them.

QWINAN, THE AMULET

Commitment: 1 motes **Artifact** ●●●●●

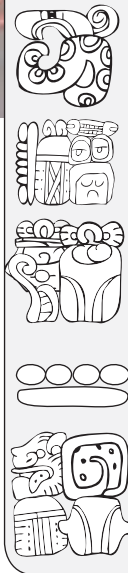
Though completely innocuous as far as amulets go, this one has amazing powers. In addition to functioning as a normal hearthstone amulet made from orichalcum, and adding two to hourly rate of essence respiration, the amulet is the key piece in bringing together the other powerful artifacts that make the legendary armor what it is said to be.

The amulet has the power, when all the artifacts are worn and attuned in conjunction with it itself, to not only bring them all under its powerful synchronizing effect, but also elevate the incredible power of the artifacts to their next level, making available the more powerful effects of each wonder.

THE UNIFIED DESIGN

When the five wonders come together under the sixth, the amulet, Acharon is born. It is an artifact of unimaginable power, not only because it makes available all the powers from the original six wonders, but unlocks more powerful effects that can open many doors in the exalted's adventures. These powers are only available when the armor is completely synchronized.

Synchronizing the entire armor requires that Qwinan, the amulet, possess a hearthstone of level ●●● (●● if solar aspected) or greater, and the solar loses access to the powers inherent to the stone when it is used to power the synchronization. When first synchronizing the armor, the character must spend at least a full day wearing the entire ensemble, carefully attuning to each part, combining the parts separately, and finally bringing it all to a peak. The commitment cost of the individual pieces is replaced by a 20 mote commitment for the entire assembly.



While synchronized, any charms that affect armor (such as Hauberk-Summoning Gesture, or Golden Sun's Sheathing) are applicable to all parts of the artifact except Qwinan. The character may choose not to affect Subilau and/or Harenos. Any weapon sheathed within Harenos is not affected even if the sheath is.

Each of the separate artifacts gifts the bearer with an additional power or an improved version of the previous one. Hearthstone level restrictions on the artifacts no longer apply once the entire ensemble has been unified.

If the exalt is a solar (which is the most logical, considering the astronomical attunement costs for non-solars), Qwinan, the amulet, once Acharon is fully synchronized, sinks into the exalted's skin, the chain that holds it disappearing and only the amulet showing as a golden circle attached to the character's skin. This prevents theft, as it becomes a part of the solar, and can only be taken off by the exalt himself. Taking the armor off without having to re-synchronize the entire thing when putting it on again is possible. All the solar has to do is not take Qwinan off. If the Amulet is removed, the entire armor must be re-synchronized.

As an unexpected bonus, Qwinan also grants the powers of the other artifacts that are not directly related to combat, even if the character is only wearing the amulet. He can still use the helmet's full powers, is immune to virtue checks thanks to the scabbard, and can access any of the spirit abilities current absorbed by Colapsis (though she does not benefit of the animus shield or actual armor protection).

Dessen, the helm

The higher power of the helm improves upon its previous one, allowing the solar to not only perceive and communicate with dematerialized beings, but also to see the actual essence flows of the world around him: dragon-tracks, demesne and manse fluctuations, dematerialized beings, charm activation and origins, enchantments, etc. With a sufficient difficulty, the exalt can even roll to determine the origins and ancestry (or descent) of certain beings such as demons, god-blooded, and other spirits.

Abalios, the gauntlets

The gauntlets also improve on their previous power. When in conjunction with the rest of the ensemble, Abalios allows the character to switch from lethal to aggravated damage when attacking dematerialized beings. In addition, whether the spirit is material or not, killing a spirit with the powers of the gauntlets, whether through the gauntlets themselves or a weapon wielded while wearing them, completely destroys the spirit, banishing it from existence forever (see the higher power of Colapsis for related effects). The exalt can switch from lethal to aggravated for a mote, and do so as many times in a scene as he possesses points of permanent Essence.

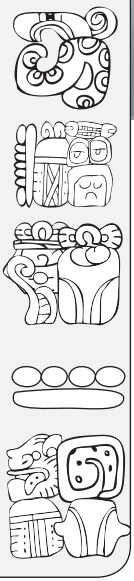
Colapsis, the articulated plate

Directly related to the powers of Abalios, the gauntlets, Colapsis' secondary power relies on the solar's ability to destroy spirits. Once a spirit has been permanently killed, the plate absorbs the remaining essence from the destroyed spirit and incor-

porates it into the exalt's anima. Depending on the spirit type (ghost, fair folk, demon, god, or elemental) absorbed, the exalt gains different abilities that can be used in different situations. Only one type of power can be possessed at the same time.

The exalt can choose not to absorb the life-essence of a spirit he slays, effectively obliterating all traces of the spirit for all time. The exalt can also choose to end any and all benefits gained from the absorption of a spirit at any time. Colapsis continues to afford the original powers as well when unified.

- **Elementals:** The character who absorbs the essence of an elemental after obliterating it gains two advantages directly related to the elemental's aspect: immunity from that element, and the ability to manipulate and control it (as per the effects of the spirit Charm Affinity Element Control). The latter (elemental control) lasts for a number of days equal to the character's Essence, while the immunity is semi-permanent, lasting until another type of spirit is absorbed into the plate.
- **Demons:** Upon absorbing the obliterated essence of a demon, the solar gains status within the demonic hierarchy. The exalt will, for an amount of days equal to his Essence, be considered a demon of the same circle as the one he absorbed, and will be able to command and treat other demons as if he were. Whenever a Yozi attempts to see the character for what he really is, the player rolls Stealth + Essence. The difficulties for this roll to successfully defend the guise from the Yozi's perception vary depending on the circle he is emulating (first circle is difficulty 2, second circle is difficulty 4, and third circle is difficulty 6). Additionally, as a semi-permanent effect lasting until another spirit-type is absorbed, the character is considered to be completely outside of Fate.
- **Fae:** When a fair folk is absorbed, the exalt gains an assimilation with the Wyld that most exalted cannot acquire. The exalt can corrupt the patterns of a being's existence by inflicting the touch of the Wyld upon them; he can do this a number of times equal to his Essence. The exalt spends five motes of essence; he inflicts his Essence in dice of unsoakable aggravated damage on any creature of object he can see. This damage cannot be blocked or dodged, but is useless against the dead or characters immune or shielded from shaping or the effects of the Wyld. Additionally, the character gains complete and total immunity to the warping effects of the Wyld until another type of spirit is absorbed into the plate (this ability adds half the exalt's Essence to all difficulties on using shaping combat on him).
- **Ghosts:** Absorbing a ghost provides the character with two precious abilities. For a number of days equal to his Essence, the character's attacks drain essence from his targets at the rate of (half his Essence, rounded up) per successful attack (i.e. attacks that do at least one level of damage). Additionally, the character can regain essence as normal while in the Underworld until a different type of spirit is absorbed into the plate.
- **Gods:** A solar who absorbs the life-essence of a god gains more than a few simple abilities. Upon absorbing the god, the exalt actually replaces the god in the Celestial Hier-



archy. For all intents and purposes, for a number of days equal to the exalted's Essence rating, the solar is the god in question. This does not mean that the solar gains any spirit charms, but he does acquire the ability to travel to Yu-Shan as an Essence 3+ spirit can innately do (and does not need to be immaterial to do so), the god's Cult rating, and nominal "ownership" of the god's domain (though no magical control over it). Storytellers and players should keep in mind that, once the effects of this power are over, the character can (and depending on the power level of the god, will) be audited for impersonating a god. This is a Severity two offense. Additionally, while the exalt is replacing the god in question, he can attempt to affect or control the god's domain. The character and Storyteller discuss what he would like the effect to be, and assign a particular Virtue to the effect itself; then the exalt rolls Essence + Virtue, at a difficulty decided by the Storyteller.

Subilaue, the cloak

The cloak's higher power was one of the most effective when the exalted battled the primordial. Animating itself above and beyond its previous state, the cloak fuses its essence to the solar wearing it. Even though purely external in nature before, now the cloak grants a type of protection that can save the exalt in times of true need. When unified with the rest of Acharon, the cloak grants its bearer absolute environmental protection. This includes, but is not limited to, stinging winds, freezing blizzards, rains of fire, dehydration, frostbite, etc.

It is up to the Storyteller to determine just what constitutes environmental hazards and attacks, but he should keep in mind that the cloak was designed to protect from the environmental attacks of Primordials. Subilaue still continues to afford its original powers as well.

Harenos, the scabbard

When the scabbard is unified with the rest of Acharon, the exalt becomes more than what he normally is. Once an inspiring and feared being, the scabbard's song elevated the exalt's presence and majesty to the point that battling him on the field is difficult at best for his lessers. Not only is he immune to Virtue checks, but the exalt can now counterattack whenever such a situation rises. Whenever an enemy would attempt to induce a Virtue check on the solar, it works in the inverse, the opponent suffering the attack on his morals.

Additionally, all beings of a permanent Essence lower than the exalt must roll Valor at a difficulty of two every turn, or be unable to act against the exalt.

COLLAR OF ANCIENT BEAST'S MIGHT

Haren

Commitment: 8 motes

This collar was one of a few artifacts created by some of the Primordials at the beginning of the war against them, as both a bribe, and in the event of their loss, as a trap that could plague the gods by using their own creations against them. The exact nature of most were lost to the ages. This collar was given to one lunar, Nature's Fury, as a gift should he not kill the giv-

ing Primordial. He was told that it would grant him the power to become any of the Primordial's creations, even a behemoth should he drink its heart's blood.

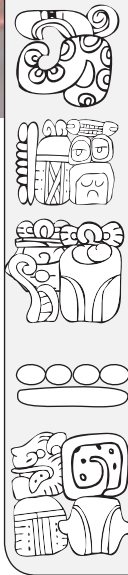
The collar is made from moonsilver with a red crystallized gem at the front of the collar. This is not a gem at all, but the blood of one of the behemoths freshly killed. Embracing the nature of the behemoth, however, comes at the cost of the lunar's own mind. Every time the wearer uses the collar to become a behemoth, he must make a Willpower roll at a difficulty of two. Should he fail, he permanently loses a dot of Intelligence. Should he botch or reach 0 Intelligence, he suffers the fate of all who have worn the collar before, becoming the behemoth they were imitating, and the collar is eventually shed from them. As a side effect, the spark of their exaltation is most likely lost forever since few behemoths are killed in this age.

First Edition

Attuning the collar adds the form of one behemoth to its wearer's animal library. They may change into this form with the expenditure of 12 motes. Also, the user can become any behemoth that they taste the heart's blood of (harder than it sounds). For the purpose of anima banner, the forms granted by this collar are considered "true forms."

Wearing collar also grants the wearer an additional Deadly Beastman gift for each time the Deadly Beastman Transforma-





tion has been purchased, for the power of the behemoth suffuses them (though this should take something from the form of the behemoth).

Second Edition

While attuned to the collar, the wearer gains the Heart-Thief of the Behemoth knack [exlu.133], even if she doesn't know its prerequisites. Further, the lunar may use this knack as if her Essence was 7, even if her actual rating is lower. Upon first attuning, she also immediately adds the form of the behemoth whose blood is mounted in the collar to her library of available forms. For purpose of anima banner, all behemoth forms are considered "true forms".

Wearing the collar also grants the wearer one additional shapeshifting knack per point of permanent Essence, though the first one chosen must be the aforementioned Heart-Thief of the Behemoth. The lunar must have the prerequisites for the other knacks selected.

DISTAFF OF UNCHARTED FATES

Haren

Commitment: 8 notes

The last of the artifacts created to corrupt and destroy the celestial exalted, this staff is forged of starmetal and the threads of potential fates never met, yet still possible. This grants the staff its own will, a desire to fulfill some of these fates (though no one, not even the Yozi who made it, know which fates it works towards). But, the staff is powerless on its own. It requires the energy of one living and filled with the power of the Loom of Fate, waiting for one of the star-chosen to take it up. Upon such happening, both are unmade from fate, becoming more than just outside it, but unable to be seen from Heaven. They become a force of potential futures, changing fate in a way within yet without fate like the powers of essence.

The wielder is outside of Fate for the purpose of most astrology and all sidereal charms. As they are invisible to the Loom of Fate and Heaven, they can no longer use astrology in the normal fashion, but with the Distaff they do not need to resort to the aid of the pattern spiders. No other sidereal can aid them but their target number for performing any action of astrology is always four and they add three dice to the effect roll. Horoscope and Craft (Fate) rolls still add dice as normal. Lastly, since they are invisible to Heaven, while wielding the staff, the user never suffers the effects of or gains Paradox. This means that the wielder is capable of weaving or unweaving powerful astrology effects almost instantly, and is always capable of canceling their own effects reflexively.

The problem is that the staff's desires also weave fate around their wielder, tangling her so that she finds herself drawn towards fulfilling such desires. In effect, she has effects placed on her by the staff. It is capable of any effect that it needs, though effects tend to affect the virtues or Willpower of the holder. These effects are capable of being beyond the normal Essence limit as they are really bound to the Distaff and just affect the holder rather than being attached to the sidereal herself. Also, these effects are unable to be detected by the holder due to an interaction with the Great Curse.

HELM OF ADEPT'S FARSEEING INTUITION

Haren

Commitment: 8 notes

Another artifact created as a trap, this great orichalcum helm has fine needles inside it, with a crystalline visor so perfect that it is almost invisible. When worn by a solar attuned to it, he finds even the movements of others obvious. His own skill gives him insight that makes him prescient to a degree. The helm taps into the power of solar perfection, moving past the defenses of others or any attempt to hold back their actions. The effects are many.

First, all reflexive dice adds no longer count as charm usage. Second, the wearer can never be caught by surprise, as they always see things coming. Dice-adder charms with an instant duration (usually combat based) now last for a scene.

Lastly, when adding dice with a charm, anyone who would make an opposing roll, finds their dice pool(s) reduced by as many dice as the wearer added (1E) or their DV reduced by half that number (2E). The solar has seen how someone would parry or dodge, and his blade is there to meet them. He knows what an investigator would look for and can destroy those signs. This can affect both the parry and dodge pools of someone attacked, with only one charm use.

But, this power comes at a high price, nothing less than the sanity of the user. Their own insecurities or fears start to control them, for some of the dangers shown are those of the things they fear. They see their friends envious of their power, and often are driven to strike first. In effect, they gain the derangement of paranoia. It is mild at first, but grows with wear. The helm was made to fit extremely comfortably with the visor able to retract into it. As such, it can be worn even in sleep. The user must make a Willpower roll (difficulty 1, but +1 for every five days of continuous wear) to remove the helmet.

Note: It is unknown if the abyssals can use the helmet, though it is possible considering their origins and the nature of the helmet's power.

PORTABLE HAREM OF SESUS NYBRAXUS

JohnBiles

Commitment: none

The original name of this wonder is lost to history; it is known now only by the name given to it by legendary dragon-blooded explorer and lover of creature comforts, Lord Sesus Nybraxus. The portable harem has two forms. In its transportable form, it resembles an elaborate puzzle box made of starmetal, moon-silver, and orichalcum with jade trimmings. If all it did was function as a puzzle box, the expense of its construction would still make it a Resources ●●●● purchase. Properly configured, however, it unfolds into a small palace if there is enough open space for it. It seems to recognize the difference between being inside a building (where it won't unfold and crush everything) and being in natural surroundings, which it will blithely flatten to make space for itself.

Once it unfolds, inside, the visitor finds a pleasure palace of earthly delights, full of whatever its user most desires, whether it be food, sex, poetry, or companionship. The Madam, who



usually appears as a tall, statuesque woman, scantily clad, seems able to grant almost any desire, though her powers reach only to the walls of the palace, and their effects usually fade once you leave (though it's noteworthy that you don't get hungry again after eating inside if you then leave). Anything from inside evaporates once taken outside, but on the inside, if you feel like having a threesome with Gaia and Luna, your wish will be granted. (You can even be the Unconquered Sun for the duration...)

The harem drains five motes per hour from its owner; if he ever goes dry of motes, a bell chimes and the Madam expels everyone and the palace folds back up into a box. The wise soul brings a hearthstone with him so as to avoid this.

It must be noted that while experiences inside the palace are always enjoyable, they don't *have* to be decadent. It can be used to ask the Madam to call up 20 of the greatest debaters in history in order to test your debating skills, or great swordsmen to spar with, etc. It can thus be used to train yourself in things, following the usual rules for training times.

If used as a staging ground for a party, the owner of the box gains six bonus dice to Socialize and four each to Presence and Performance while inside the palace.

Anyone of Temperance 3 or higher must fail a Temperance check or spend a willpower to enter; having done so, he must check a second time to resist the urge to partake of the delights within (or spend a willpower to overcome his Temperance). Should he fail both or spend willpower twice, check off one box of temporary Temperance. Should this cause him to lose all his slots of temporary Temperance, he loses one point of temperance permanently. This can eventually turn the greatest saint into a decadent, though most saints won't go back.

RING OF LITTLE SPIDERS

DeathBySurfeit

Commitment: 10 motes

This relic of the greatest of First Age artisans is simple in both design and application, though phenomenal in its potential. Its present whereabouts are unknown, but several reports place it in the hands of Chejop Kejak. Other accounts claim the Maiden of Secrets possesses it, although stranger rumors persist of its use by the most unlikely of figures.

The artifact, as its name suggests, appears as a loop of polished starmetal approximately half a foot in diameter. Around this length, five spider-like icons of variously colored jade and orichalcum ornamentation hang, their legs extended or retracted to different lengths to form a variety of different conformations. The overall effect is very decorative, well fitting of the ring's original use as a staff head.

When its bearer slides one of the icons into a keyhole as though it were a key, they will find it a perfect fit: the spider in question has already divined the person's intention and the conformation of the door they will eventually use. The character then spends five motes and makes an Intelligence + Occult check, to communicate their intended destination most effectively to the pattern spiders with which the artifact is linked. The difficulty for this roll is one for previously visited locations ("my office"), three for scrupulously described locations ("Mne-

mon's private sauna, at the north side of her estate at the foot of the Imperial Mountain"), and five for very vague accounts ("that place with an eagle head statue I saw in my dreams").

Success opens the door to that location with an adept twist in the Tapestry; when closed, the door then returns to its original state. Failure brings the user to a similar but not identical locale, whilst a botch can lead them to a tangentially related place in the depths of the Wyld, the twisting halls of Malfeas or the chambers of the Labyrinth.

THE SOUL SIPHON

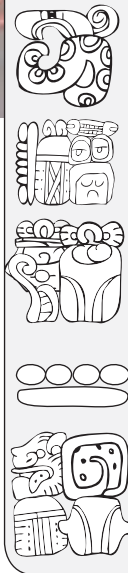
FrivYeti

Commitment: 1 mote

One of the most powerful and complex artifacts of the First Age, the Soul Siphon was designed by a dawn caste artificer, Paxran Kard, who grew tired of the need to restrain himself in combat. Finding that his stores of essence were easily reduced, Kard began construction of an artifact that would solve his problems forever. He travelled deep into the Wyld, and forged chains of moonsilver to hold it. He walked the depths of the Labyrinth with the aid of a necromancer, and mined soulsteel with his bare hands. He bound it in orichalcum and starmetal, to purify its dark nature, and ground it all with filaments of jade to tie it to Creation. Finally, he journeyed up the elemental pole of earth to the Well of Souls and bathed his creation in the waters of Lethe, irrevocably attaching it to the very cycle of life and death itself. The work took him twenty years, and when he was done, it was his most magnificent creation. Sadly, Kard grew ever-more confident with the Siphon in his possession, and was ultimately slain when he matched himself alone against a Primordial fetich-soul which had escaped its prison. Although he was successful in banishing it back to Malfeas, he did not survive the encounter, and the Siphon was lost along with his body, never found again.

In appearance, the Siphon is a sphere with a diameter of about six inches. It takes the form of a three-dimensional yinyang of orichalcum and starmetal, with glints of darkness in its heart, covered in tiny strands of white jade. Six moonsilver chains, gossamer-thin, hang loosely from it. If it is brought into contact with anything with an essence pool, these chains will reach out to attune, and the sphere will flatten and shape itself to the form of whatever it is attuning to. Attunement can be resisted or broken by creatures with essence pools, and such creatures may spend five motes to remove attunement by the Siphon to an artifact with an essence pool.

The Siphon is actually a collection of four level-5 Artifacts, bound in jade. The first, the soulsteel heart, draws to itself any lifeforce lost within its field. Whenever any living being, god, or demon takes a health level of damage within one mile of the device, it immediately gains one mote of essence. The starmetal casing ensures that the life energy is complete; any being killed within the radius of the artifact has their soul lost forever, even gods or demons, as their soul is torn into shreds of essence and dispersed. The orichalcum shell matching the starmetal purifies the essence, cleaning it of any lingering necrotic taint. Finally, the moonsilver strands that bind the artifact to whatever it has been attuned to transfer the essence to its owner. The net result



is that every health level of damage dealt to any being within a mile of the Siphon grants the Siphon's wearer a mote of essence, with no maximum beyond the normal essence pools of the owner, and any being killed within this radius is gone forever.

The Siphon need not be bound to an exalt; gods, demons, fair folk, and even artifacts with essence pools can benefit from it. The only requirement is that an essence pool is needed.

STRATEGENESIS

Wordman

Commitment: none

The Strategenesis is a powerful and mysterious game board that rotates among an unknown group of players. The moves made on the board affect reality. When the board appears, you get one move, with the board preventing illegal moves. You have a week to make your move. Once the move is made (or the week passes), the board vanishes, appearing to the next player. Pieces on the board come and go, but no one knows who changes them.

APPEARANCE

The board and its pieces are constructed of all five magical materials, as well as some of the lesser magical materials, with a slightly disproportionate amount of starmetal. The board is slightly difficult to look at, and has defied all attempts to represent it in artwork. Masters of other board games, such as gateway, inevitably describe the board as a "highly modified" version of the board in their game of choice, but clearly they cannot all be correct. The board contains multiple levels, usually four, but has been seen with as few as three and as many as seven. Spaces appear on each level of the board to hold pieces, often in a grid, but other patterns have been seen, particularly when a level is an odd shape.

Pieces tend to be abstract shapes, and over five hundred have been cataloged. There are assumed to be many more, possibly an infinite variety, and all appear to have their own rules for movement and capture. At least a few follow rules that vary with the configuration of the board.

It is unclear if the size of the board and the pieces remains constant. Most recorded sightings have described the board as a standard size for a tabletop game. One appearance, however, suggests that the board may scale itself to the size of the entity to whom it appears.

RULES

It is assumed that someone knows the rules of the game, but most of the players do not. Most assume that the ever changing pieces represent certain things in Creation. Usually, pieces represent people, but sometimes are cities, spirits, regions, even buildings or ships.

Some think the point is to capture pieces. This happens only occasionally, but when it does the player removes the captured piece from the board and keeps it. It remains when the board vanishes, and usually contains some sort of potent, though narrowly focussed magic.

Moves have effects in the real world. At least, most think they do.

MISTRAL AND THE COVENANT

The first public mention of the Strategenesis comes from Mistral Uken, a young terrestrial during the early days of the Shogunate. An experimental sorcerer, he wrote letters detailing the board's arrival in his home, cataloging its appearance, properties and disappearance in order to solicit opinions from a large number of fellow sorcerers, including his teachers, colleagues, various academic institutions, even a number of minor gods and anyone else who would listen. One of the man's experiments went wrong a few months later, immolating him.

With such wide distribution, however, the letters eventually caught the attention of a number of people to whom the board appeared, some of whom created a secret society dedicated to the study of the Strategenesis. Known loosely as the Covenant, this group has spent centuries trying to unlock the secret of the board and determine its exact rules.

THE BO-ARLEN LETTERS

About 300 years after Mistral's death, a player named Jarwin Bo discovered that an acquaintance, Wyn Arlen, was also a player. In a series of letters, they compared information to try to find more out about the game. In so doing, they discovered one instance where Jarwin had a move immediately after Wyn. Having tracked the times of arrival and disappearance of the board with anal precision, they knew that the board appeared to one player the second it disappeared from the other; however, some of the pieces on the board were in different positions when they arrived than they were when they disappeared, two new pieces appeared and one disappeared. This single event, known as the Wyn-Bo Transfer, and the letters in general, form the core of much of the information that the Covenant knows about the Strategenesis and its rules, the letters having been uncovered by the organization after Wyn's death.

PLAYERS

No one, absolutely no one, is certain who all the players in the game are. It is clear the roster is not constant, as a number of known players have died over the centuries the game has been played. There are also known players who made a single move and then have never seen the board again. It is also widely believed that the order in which the players move is not linear, but shifts constantly. Some players go years between moves while at least three players have made three moves in as many months. It is suspected that beings with greater power get to move more often.

Given the mystery with which the board arrives and works, many players are reluctant to even admit the game exists, much less to being a player or discussing the game. Players broadly fit into one of several categories, largely differentiated by how much they discuss the game. The Covenant uses particular labels to loosely identify the "types" of players. These are:

The Sheep

Not really players at all, those derided as "sheep" by the Covenant still move the game, after a fashion. Sheep are those



who have heard of the game and seek to know more about it, but have never actually played. They have been responsible for countless conspiracy theories, tomes of babbling guesswork and more than one religious cult. Even though completely uninformed, sheep are some of the few who actually talk about the game and, therefore, control much of the perception about it. In terms of measurable events in Creation, perception of the Strategogenesis may be responsible for much more than the Strategogenesis itself. One of the Imperial invasions of the Scavenger Lands, for example, may have been largely a cover for an effort motivated by mere rumors of the game.

While most sheep are mortal thaumaturges with a little knowledge and a lot of self-importance, some sheep are more formidable. While pointedly saying nothing about the Strategogenesis to others, Mnemon reportedly obsesses over the game and is furious she's never been offered a move. Raksi, Queen of Fangs, may also be sending out feelers relating to the game, but the Covenant believes her to be a sheep because her efforts have been confined to dealing with other sheep, including several who are notoriously far off the mark, one of whom she abducted, tortured and supposedly devoured.

The Proclaimers

Those that the Covenant calls “proclaimers” have made knowledge of the game available to the public. Proclaimers tend to be mortal thaumaturges, attention-starved terrestrials or people extremely naive in mystical matters. In one case, the leader of a barbarian tribe was given a move, and announced it to all to enhance his status. Most proclaimers, however, are not so grandiose, instead making their involvement known by naïvely asking around broadly for help in explaining how this game board magically appeared and what to do with it. Some wait so long for advice that the board disappears before they can take their move. As a result, most proclaimers become so on their very first move. There are some, however, who have played a number of moves before speaking publicly about the game. These usually do so as part of broader machinations (such as political advancement or blackmail schemes against other players) or in an effort to call attention to “the conspiracy”.

Mistral Uken is considered the first, and probably the most vocal, of the proclaimers and is single-handedly responsible for planting the seed of rumor and conspiracy surrounding the board in occult circles that, in fact, know very little about the board at all.

In the centuries since then, fewer than a two dozen proclaimers have been found, leading the Covenant to suspect that either something about the board makes a new player very tight-lipped, or the board tends to avoid appearing to those who might be talkative. Even these few proclaimers, however, have been enough to create grand conspiracy theories about “a mysterious game board”. This has naturally given rise to false proclaimers, who irritate the Covenant to no end.

In general, all of the proclaimers have met ill ends, most not long after making their move. There are a few theories among the Covenant about what is happening to these people. One is that it is simply coincidence, given the small number of the group over such a long time. Another theory is that the board itself, known to alter fate, gets revenge on those who talk about

it. Still others think that other players seek out and kill proclaimers for reasons unknown to the Covenant. Whatever the reason, the fates of the proclaimers serves to fuel the conspiracy even more, but also may have the effect of silencing new players as well.

It is worth mentioning that the Covenant does not consider Jarwin Bo or Wyn Arlen to be proclaimers. Though they were not members of the Covenant, their letters were exchanged in secret, and remained so until the Covenant found and decoded them.

The Covenant

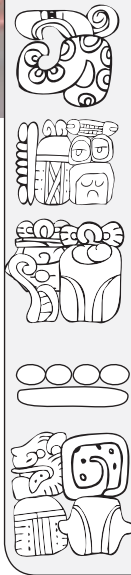
The Covenant is a group of players who keep the existence of the game secret to the public at large, but discuss it at great length among themselves. Terrestrial exalts comprise the majority of Covenant. Rightly or wrongly, the Covenant assumes that most players in the game (whoever they may be) know much more about the game's purpose and meaning than they do. They share all knowledge they can about the game in order to discern its rules and meaning and “catch up” to the other players. When the board appears to a member of the Covenant, deciding on and making the actual move is the privilege of that member alone, but everything else about the event, including what move was actually made, is shared. The member may or may not involve the others in his thinking. Some members only share information after the move is actually made and the board moves on. Others hold parties for the group when the board arrives and endlessly debate what to do.

Becoming a member of the Covenant is tricky. While the group will seek out proclaimers, they tend to keep them at arms length. Instead, the group has fed into the various conspiracy theories that circulate through occult communities, planting various names and locations into the local lore. Should the board arrive to a new player, the idea is that the player might do his own research into the board and be led on a trail that ends at the feet of the Covenant. Much of this lore is completely fictitious, usually emphasizing the “great danger” that awaits any who pursue the path under false pretenses. For example, one rumor invented by the Covenant is of a hidden rock that can only be touched by those who have seen the board, disintegrating all others. The Covenant plants such a “rock” and keeps tabs on who shows up to touch it (usually with elementals).

The Silent

The “share all knowledge” agreement of the Covenant doesn't sit well with some. Occasionally a new player will get contacted by the Covenant, but the player will reject their pact, preferring to work alone. Some members of the Covenant have also left after a time, convinced they had learned something that gave them an advantage in the game. In a few cases, the Covenant has discovered players that, for one reason or another, they elected not to contact. Those that are known for a fact to be players by the Covenant, but who refuse to discuss the game are called the “silent” by the Covenant.

For the most part, there is little animosity between the Covenant and the silent. Most in the Covenant suspect that they are ultimately sacrificing something by sharing information about the game. Only in a few cases (usually involving someone



STRATEGENESIS THEORIES

- Pieces represent individual entities.
- Pieces represent organizations.
- Pieces represent artifacts.
- Pieces represent abstract concepts.
- Pieces represent trapped souls, trying to reincarnate.
- Rather than representing a particular thing, a piece represents the collective intimacies of that thing.
- Rather than representing a particular thing, a piece represents the collective resources of that thing.
- Rather than representing a particular thing, a piece represents the collective opinion that others have of that thing.
- Rather than representing a particular thing, a piece actually is that thing, trapped on the board.
- Moving a piece manipulates fate such that choices available to whatever that piece represents erode, leaving only the choice to make the move represented on the board.
- Moving a piece throws something like an astrological effect on whatever that piece represents, that is, aiding or hindering it in performing a certain type of task.
- Moving a piece entwines the fates of whatever that piece represents with the one who moved it.
- Capturing a piece destroys or makes irrelevant whatever that piece represents.
- Capturing a piece places whatever that piece represents outside fate.
- Capturing a piece frees it from the prison of the game.
- Capturing a piece unleashes it onto the real world.
- The powers of a captured piece are related to what the piece represents.
- The powers of a captured piece are determined by the conditions of the move that captured it.
- The powers of a captured piece are related to why the board appeared to the player that made the capturing move.
- The boards represent the cardinal directions.
- The boards represent the planes of existence (Creation, Yu-Shan, the Underworld, etc.).
- The boards represent Virtues, or other philosophical points of view.
- The game is a sub-game within the Games of Divinity.
- The game is a mechanism by which the players control the cycle of reincarnation.
- The game controls an alternate reality. (Inevitably, this comes with the idea that some other game in a different reality controls this reality.)
- The game is a prison.
- The game is a demon.
- The game is a hoax.
- Tepet Arada's theory about the board being a test is correct.
- Tepet Arada's theory about the board being a test is incorrect.
- The Masters are the Celstial Incarna.
- The Masters are Yozis.
- The Masters are the Guild, conducting an elaborate hoax with illusion and gimmicks in order to control those more powerful than them.
- The Masters are Neverborn.
- The Masters are Sidereals.
- The Masters are Fair Folk (not as far-fetched as it sounds, if you think about it).
- The Master is Autochthon.
- Making a move increases your life span.
- Making a move decreases your life span.
- Back luck comes to those who speak of the Strategenesis.

leaving the Covenant to become silent) is there conflict. Lack of animosity, however, does not prevent both sides from spying on each other, which is generally pursued with much vigor, and thought by some to be even more fun than the game itself.

The Aradans

The Strategenesis first appeared to Tepet Arada during his schooling at the Palace of the Tamed Storm. He made his move without much consideration and thought no more about it until it appeared to him later in life, while training at the House of Bells. While considering his move, the board was seen by one of his instructors, who was a member of the Covenant and convinced Arada to join. He shared several more moves with the Covenant, mostly trying to determine the board's military applications. After doing some soul-searching with Icewalkers, however, Arada announced to the group that, should the board appear to him again, he would refuse to take his move.

In his opinion, the board was a test that they were all failing. It offered the ability to meddle with the fabric of Creation and Fate, but it was a trick, a corruption. The more moves that were made, the more the corruption grew. The only defense was to avoid moving and, thus, keep the board from altering the world for at least a week. When the board appeared to him again, he shared its presence with the Covenant, honoring the oath he took on joining them, but refused to take a move. After a week, the board vanished, and many in the group considered Arada a fool. Some were of the opinion that if you skipped a move, the board would never return to you again. Most just ignored the incident, however, as the rantings of an ignorant soldier.

The board, however, continued to appear to Arada with the same regularity. Each time, he shared information about it, but refused to take a move. When he took down Jochim the Anathema and became a general, many took notice and considered Arada more seriously. Even though no one could prove any connection between his success and the board, none could deny that he had gained more political and social power within the Empire than anyone else in the Covenant. For some, this was enough to follow his example regarding the Strategenesis. Others began to believe his corruption theory and refused to move as well.

Within the Covenant, any player who refuses to move, but still shares information about the arrival and configuration of the board, is called an "Aradan", regardless of their reasons for doing so. Aradans are a small, but vocal and involved, minority within the Covenant. Now retired, Tepet Arada continues to get board visitations, continues to share information about them, and continues to refuse making a move.

The Faceless

Since the game began, a number of beings have been rumored to be players in it. Given the maximum move time of one week and the intervals between moves, the Covenant knows that there are many more players in the game than they know of. These they call the "faceless". Most in the Covenant assume the faceless are more powerful beings than themselves, granted a visit from the board by virtue of their influence in Creation. Some rumored players are: the Scarlet Empress, Fakharu, the Mask of Winters, the Bull of the North, Prince Japhthia, Neshi



of the Double Whips, Judge Nehemeth, Princess Kyema, Shikuzi the Weaver, Alat, the Perfect, the Emissary, Chejop Kejak, the Roseblack, the Celestial Incarna, various demons, etc.

The Masters

The Covenant can only guess if those who created the game are players, or if they influence the game at all. Most assume that they do not actually play, but influence the game in other ways. The Covenant has spent long hours debating the identity of the game's creator(s) and purpose(s). Some think the game was built by the Celestial Incarna. Others point to its emergence after the Usurpation as proof that it was created by First Age solars who escaped. A vocal minority believes the game to be a tool of the Yozis, used to somehow manipulate Creation to their own ends.

USING THE STRATEGENESIS

The Strategenesis is obviously intended as a plot device, but not an overt one. You could, of course, build a whole campaign with the Strategenesis as the centerpiece, with PCs who actively track down and study the game, perhaps even having made moves themselves. More often, however, the Strategenesis is better used as something that silently supplies motivation to major NPCs in a campaign that would not otherwise be logical. Say, for example, you really wanted your campaign to involve a strong, but secret, alliance between the Halta and the Lintha for some perverse reason. This really makes no sense in canon Exalted, since the two groups are so far apart (both geographically and ideologically). But suppose the leaders of both groups have figured out something about the Strategenesis. If

what they know (or what they think they know) is compelling enough, it might explain such an alliance. Or, less unbelievably, suppose within the inner circle of the Cult of the Illuminated, there exists an even more secret group whose real purpose is related somehow to the Strategenesis, and they are using the Gold Faction and the cult for their own ends.

Key to this idea of the game as motivation is the idea of perception of reality being more important than reality itself. Even very powerful players of the game are unlikely to know if their ideas about the Strategenesis are correct. Some may be moving events merely to try to prove a theory one way or another. More fun are those who are sure they are correct in some obsessive notion about the game, and move nations because of it.

As a sort of "secondary effect" of the game, the Covenant is certainly real, tangible and understandable, even if the Strategenesis itself is not. The Covenant is clearly motivated by the game, but could be set up in a campaign such that the players get entangled with them long before they even hear of the Strategenesis. As the Storyteller of such a game, you would know how the Strategenesis is driving the Covenant, but the players could remain ignorant of this for a long time, possibly forever. The Covenant is a particularly good method of building games with mixed circles, as any of the diverse interests within the Covenant could easily nominate their own agent to represent them in a unique team, even if the team is ignorant of the Covenant's influence.

A large number of conflicting theories circulate about the Strategenesis (see sidebar). To use it, you will need to decide which of these people have even heard of. You might even want or need to decide which of them is true.

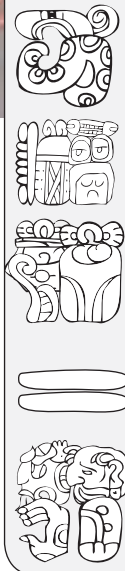
FIRST EDITION								
	Speed	Accuracy	Damage	Defense	Rate	Range	Tag	Minimums
Abalios†	+4	+1	+4L	+4				Str ●●●

FIRST EDITION POWER COMBAT								
	Speed	Accuracy	Damage	Defense	Rate	Range	Tag	Minimums
Abalios†	+1	+2	+6L	+3	5			Str ●●●

SECOND EDITION								
	Speed	Accuracy	Damage	Defense	Rate	Range	Tag	Minimums
Abalios†	5	+1	+7L	+3	3		M, P	Str ●●●
Abalios†	6	+1	+6L	-	2		C, M, P	Str ●●●

ARMOR						
Armor	Rating	Soak	Hardness‡	Mobility	Fatigue	Attune
Colapsis†	●●●●	16B/16L	5L/5L	-3	2	8

† include a magical material bonus ‡ Hardness applies to 2E only.



TECHNIQUES

Given that Exalted has more canonical systems for creating artifacts than it has editions, it is not surprising that fans have tinkered with their own alternatives to making artifacts. While this chapter does *not* contain any full blown artifact creation systems (we have enough of those already), it supplies some alternative ways of thinking about artifacts and artifact creation.

INCREMENTAL ARTIFACTS

Wordman

Some artifacts do not reveal all of their power at once, but manifest new abilities slowly as their user becomes more familiar with them. Often, a user might not be sophisticated enough with magical forces or other types of experience to understand how to activate certain powers, or even to know they are there. The artifact itself might be hiding abilities until the user is worthy of them.

Whatever the reason, incremental artifacts like this provide a way of adding more interesting artifacts to your game earlier, and having them grow in power as your players do. Storytellers may also want to use incremental artifacts to explain something like a vanilla orichalcum daiklave. Many think it unlikely that solars would bother creating such basic artifacts out of orichalcum, but creating sword that appears to be a vanilla orichalcum daiklave at first, but reveals more power as the user grows can make this more “realistic”. (Consider also, however, that dragon kings also attune to orichalcum, so the plain old daiklave isn’t as far-fetched as you might expect.)

The powers of incremental artifacts come in stages. Each stage contains two types of requirements that must be met before the power of that stage is “unlocked” and available to the user. The first type of requirement is a *mechanical* one: the user must have particular traits at a certain level, such as a specific Essence rating, ability rating, knowledge of a particular charm or ritual, and so on. The second, more important, type is a *plot* requirement: the user must discover some story element or answer some question to gain enough understanding to use the powers available in that stage. These elements are often related to the life of maker of the artifact or the history of the artifact itself. The requirements for the first stage of nearly all incremental artifacts is the same: mechanically, the user must attune

to the artifact and, as a matter of plot, must possess the artifact to start with.

For each stage for which the requirements are met, the user knows the powers granted. The user also knows if there is another stage beyond. If there is, the user often gets feelings or visions that let him know what the requirements for that stage are, but the powers that will be revealed at that stage remain a mystery until they are unlocked. Further, only the next stage can be “felt”. The user has no way of knowing how many stages there are, or what they might reveal.

Stages must always be unlocked in order. What often happens, therefore, is that a user may work a while to meet the requirements of the next stage, but when they do they may find that they already have the requirements for the next stage or even the next, and they get a sort of cascade of new effects all at once. Note that this also means, when designing incremental artifacts, that requirements need to be laid out somewhat intelligently. As an obvious example, in an artifact with six stages, if the first one has a mechanical requirement of Essence 4, later stages shouldn’t require Essence 3, as that would be a pointless requirement since the user is guaranteed to already meet it.

STYLES

There are three basic styles of incremental artifacts: intentional, incidental and controlled. These styles are mechanically identical, but have much different flavor. In particular, their plot requirements tend to behave differently and lead to stories that have different feels.

An **intentional** incremental artifact contains stages that were put in place on purpose, usually when the artifact was initially designed, but possibly after as well. This might have been done to secure an artifact from use by anyone other than the designer, particularly if the item isn’t a personal object. Artifacts that were created for use by someone other than the creator might also have incremental features. It’s also possible that artifacts laid to rest in solar tombs might have been dangerous enough to have some kind of controls worked into them, in case the defenses in the tomb itself fail; since they would be added after the fact, though, they might be vulnerable to bypass with countermagic or some other means.



For some designers, creating artifacts, particularly those of great power, is a very personal experience, forging a connection between the artifact and the forger. This bond is sometimes so strong that it creates an **incidental** incremental artifact. Such artifacts were not intended to contain incremental stages, but now require knowledge of and sympathy with the artifact's creator to unlock. In most cases, the original artificer never realizes this has happened, as he already meets all the requirements for the artifact. Plot requirements for incidental artifacts almost always are based on gaining knowledge of the creator, even so far as reproducing experiences that made the creator who he or she was. Some rare artifacts of this style may even require the same soul-shard as the original creator for part of its plot requirements (though it is recommended that some abilities be reachable without it).

Rarest of all, the artifact may be **intelligent** (or inhabited by a something intelligent) and have some degree of control over how its own powers are used. Such controlled incremental artifacts often need to be convinced the user is worthy of its power. This style is slightly more likely in soulsteel artifacts—where one or more souls managed to hold themselves together better than others—and in starmetal items, where the metal may retain some residual consciousness of the spirit from which it is formed. In both of these cases, the entity is likely to be a little grumpy, but personalities will cover the whole spectrum. Generally the plot requirements of these items will be based around fulfilling the inhabiting entity's Motivation.

RATING INCREMENTAL ARTIFACTS

Defining a rating for an incremental artifact is tricky, and depends a lot on why you want the rating in the first place. In most cases, it only really matters at character creation, when players are spending points to buy artifacts. It is highly recommended that the players have no idea what the incremental stages of the artifact even are during this process. The approach to use depends a lot on the campaign, the maturity of the players and on the particular artifact (and on the artifact's plot requirements). Some possible options are:

- **Avoidance.** Simply don't allow purchase of incremental artifacts at character creation.
- **Minimized.** Let players buy incremental artifacts at the rating of the highest stage for which their characters meet the requirements. The drawback here is that it may be unfair to players that don't buy incremental artifacts as they are getting "less for the same points".
- **Maximized.** Let players buy incremental artifacts at the rating of the highest stage the artifact has. The drawback here is that it may be unfair to players that buy incremental artifacts as they are getting "less for the same points" at first.
- **Amortized.** As "minimized", but add one to the rating.
- **Compromised.** As "maximized", but subtract one from the rating.
- **Authoritative.** Just guess a "that sounds about right" rating, based on the powers, the difficulty of meeting the requirements, etc.

OPHIDIAN KATA RINGS PROGRESSION

Plot Requirement	Mechanical Requirement	Rating	Attunement	Unlocked Abilities
Must possess the artifact	Attunement	••	3	When martial arts form is active: <ul style="list-style-type: none"> • Unarmed attacks do bashing or lethal • Parry lethal barehanded • +2B/+1L/+1A soak • Material bonus: MA attacks that damage creatures of darkness deal (Essence)A, soaked normally.
Determine the name of, and enter, the city where rings were forged (Rathess)	Craft (Fire) 2	•••	5	When martial arts form is activated, choose to add Essence to accuracy, damage or defense of unarmed martial arts attacks. This bonus remains while the form is active. To change the bonus, the form must be dropped and reactivated. Should user be able to cast more than one form at a time (a rare, but possible, event), only one bonus can apply at a time, but can be changed when each new form is activated, lasting while any of the forms remain active.
Learn name of ring's maker (Pale Dusk)	Essence 3	••••	8	Like previous, but instead add Essence to accuracy, damage and defense simultaneously.
Learn title of maker's seminal work on artificing (<i>Concerning the Divine Metals</i>)	Lore 2	••••	10	Any charm the user casts with a duration of one scene, including forms, has its mote cost reduced by one (to a minimum of one).
Detailed reading of <i>Concerning the Divine Metals</i>	Occult 3, Essence 4	•••••	10	Whenever the wearer avoids taking damage from an attack (either through dodging, parries, soak, or bad damage rolls from the attacker), he regains a mote of essence.



One other wrinkle here is armor, which is canonically overpriced in the first place. You could easily justify this higher cost with the promise of incremental features.

COMMITMENT COST

The commitment cost of attuning to incremental artifacts almost always increases as more stages are uncovered, but generally starts fairly low. Note that, while the powers of the artifact are staged, the commitment cost is not. The user cannot just turn stages on and off. Once a stage is unlocked, he needs to pay the entire commitment cost, even if he doesn't particularly want that stage's powers. For this reason, many incremen-

tal artifacts are built using a combination of commitment and activation costs, where some stages contain powers that require an activation, but don't alter the commitment.

If the artifact provides a material bonus, gaining access to the bonus works just like in regular artifacts: if you have to force attunement, you must pay twice the commitment cost.

EXAMPLE: OPHIDIAN KATA RINGS

This example illustrates not only how incremental artifacts work in general, but also three specific techniques for designing them. In the first place, the example provides a sample of an intentional incremental artifact. Secondly, it shows how existing

OPHIDIAN KATA RING VISION

A man stands at a table made of pure marble, intently working a detailed, intricate design into a snake made of golden metal, lying rigidly straight on the table's surface. Arrayed on the table, four identical, completed snakes stare lifelessly into the room, a vast workshop filled with forges, fantastic tools and raw materials scattered about haphazardly. The man is young and not particularly handsome, short black hair ruffled over a furrowed brow. His lips neither smile nor frown, framed by a black mustache that wraps down to his chin line. He works calmly, but with inhuman speed, working an orichalcum tool into the snake, rapidly expanding the design. As he finishes, he says "It is time."

Two clockwork servants made into the shape of burly men, approach, carrying opposite ends of a long metal pole, with a clear crystal brazier hanging from it. The coals within it glow an incandescent white, nearly blinding, but not impressing the servants, who lift the pole to let the brazier hang behind the man, who begins to chant. The air seems to crackle as he raises the completed snakes in one hand and holds them over the brazier. As the light plays over the surface of the snakes, streaks of energy begin to race within them. With a quick motion of his other hand, the man twists the stiff metal of the snakes around each other, then drops them into the brazier. As soon as they hit the coals, the snakes animate, writhing together in the heat, slowly reaching a dull red glow.

As the snakes continue to heat, the man produces a stack of extremely thin ivory cards, each with an elaborate pattern cut all the way through it. He holds each up to the light of the brazier, the incandescence shining through the pattern, leaving afterimages. One after another, he throws the cards into the brazier, where they immediately ignite with a very loud hiss and are consumed by the snakes. As he holds up each card, he says a single word before tossing the card into the fire. You hear only the first word: "mantis". The words spoken for other cards are drowned out by the sound of the prior card burning. Some of the patterns on the cards look vaguely familiar, but you can't place them.

After 25 cards have been so consumed, the mechanical men turn, taking the pole with the brazier on a slow march out of the room. The man walks with them, chanting over the brazier and they leave the workshop, walking slowly onto a wide stone street. The sun is just about to rise, but the workshop lies in the shadow of a huge step pyramid, toward which the trio stride with a purpose. Joined by two creatures you now rec-

ognize as the flying variety of Dragon King and five humans in white robes, the group walks up the long flight of stairs to the top of the pyramid.

The man barely notices the stunning vista below. The pyramid stands at the center of a wondrous city, home to thousands of tall crystal buildings, at least two other pyramids and a tall spire to which are moored numerous flying vehicles. Outside the city walls, a lush jungle rolls as far as the eye can see. Those on the pyramid, however, only have eyes for the brazier. The man walks to the center of the platform, while most of the others align themselves on its west side, with the brazier in the middle. A human is stationed at each corner, and the remaining one prostrates himself just underneath the brazier, chanting prayers.

As one, the two Dragon Kings don crystal gloves and approach the brazier, along with the man. As the man reaches out his arms, palms straight up, each dragon king pulls a snake from the brazier and they drape them over the man's wrists. As his flesh burns, the snakes wrap around, eating their own tails, and pulling tight. The man immediately puts his palms to the ground, and lifts into a handstand. Two more snakes are extracted and wrapped around his ankles. Even as the red hot metal burns him, the man reverses himself into a kneel, ready to receive the last snake. The dragon kings each grab one end and wrap it around the man's neck. He winces as it burns him and tightens around his neck, but gives no other sign of pain.

Suddenly, the man whirls to his feet, just as the first rays of the sun break the horizon. They glint from the glowing metal of the snakes as the man starts to perform numerous martial arts kata, leaving contrails of light in the air. As the sun continues to clear the horizon, the man covers at least twenty different martial arts styles. You recognize snake, mantis, tiger and some others, but the majority are completely foreign to you. It occurs to you as you watch that the contrails left behind by the man's movements bear a strong similarity to the patterns on the ivory cards. The man's movements get faster, until the sun completely clears the horizon, when he completely freezes. A second later, the man's anima erupts from him, a red-orange and violet eagle, crying out and spreading its wings. The mark of Twilight blazes on his head. The eagle burns for nearly a minute, until suddenly being sucked into the snakes, leaving the blazing caste mark on the man, and perfectly cool golden snakes around his wrists, ankle and neck.

One by one, the humans approach the man, each carrying a pillow. As each one passes, the man slides one of the bands off his scorched flesh and places it on the pillow.



artifacts can be manipulated and extended to be incremental (this particular artifact is mostly as an incremental version of orichalcum perfected kata bracers [ab_e.80, ocdx.42]). Thirdly, it encourages character growth into directions that might not otherwise be taken (in this case, the martial artist who uses these must learn Craft in order to do so).

Appearing as ornate, orichalcum snakes eating their tails, this matched set of five circllets are worn on the wrists, ankles and neck. When attuned, the snakes animate briefly into a perfect fit and will do the same should the user want to move or remove them. The neck ring contains a hearthstone socket. The rings function only as a set, providing no benefits if worn otherwise.

The rings contain great power, but this is not immediately evident. The artificer who created the rings constructed them for a young solar he had never met, as a favor to a circle mate. Not confident in his circle mate's ability to properly train this young solar and concerned that too much power too quickly would derail the boy even further, the artificer installed a series of locks into the artifact. These locks required the student to learn certain things before they released and granted additional abilities. Most of this knowledge is, in itself, fairly innocuous, but the artificer hoped that seeking it would provide a journey to the boy that would teach him well. It also would force the boy to study lore that the artificer cared about.

WYR'PALJA CADUCEUS PROGRESSION

Plot Requirement	Mechanical Requirement	Rating	At-tune	Unlocked Abilities
Must possess the artifact	Attunement	••	1	While the user is attuned, he gains the knowledge of the spell Flight of Separation [whit.45] and may cast it reflexively, even if he does not know sorcery. He still pays normal cost for the spell, but it takes no shaping time.
Wyr'palja had a very strong sense of self, so the first step is to discover her name and caste (twilight)	Essence 3	•••	1	While the user is attuned, he gains the knowledge of the spell Death of Obsidian Butterflies and may cast it, even if he does not know sorcery. Cost and timing remain the same, but visually the spell summons small, brightly colored glass birds instead of butterflies.
Sorcery colored the majority of Wyr'palja's life, so the user must uncover which school she followed (Salinan).	Terrestrial Circle Sorcery	•••	2	When Death of Obsidian Butterflies [ex2e.252] is cast through the device, spending three additional motes prevents it from needing a round of shaping.
Wyr'palja focussed and calmed herself by making things, particularly intricate figurines, mostly of birds. To gain a closer understanding of both her and the birds she loved, the user must create a highly detailed figurine of some kind of bird out of some durable material. The bird must capture the feeling of one of the five elements, and then must be enchanted with that element with Ritual of Elemental Empowerment. It then must be given away.	Craft (Air) 2, Ritual of Elemental Empowerment	•••	2	When Flight of the Brilliant Raptor [whit.46] is cast through the device, it can be given a different elemental aspect for +5m. <ul style="list-style-type: none"> • Air: Undodgeable. (Per + Occ)L piercing base electrical damage, plus Essence auto damage successes. For each two health levels dealt, -1 die to Dex rolls next turn, decreasing each turn. • Earth: (Per + Occ)L base damage, plus Essence auto damage successes. For each two health levels dealt, clinches target for a round. • Fire: Unblockable. (Per + Occ)L base damage, plus Essence auto damage successes. For each two health levels dealt, -1 die to Dex rolls next turn, decreasing each turn. Three yard blast, giving any who fail a Stam + Res (3) roll a two die penalty for two turns. • Water: Unblockable. (Per + Occ)B base damage, plus Essence auto damage successes. For each two health levels inflicted, target's knockdown test increases in difficulty by one. Three yard blast, knocking down those who fail Stam + Res (3) roll. • Wood: (Per + Occ)L base damage, plus Essence auto damage successes; however, instead of actually dealing damage, target infected with poison lasting one round for each success.
Feelings of longing for a particular mate echo in the user's mind, urging him to discover the name of Wyr'palja's mate (Iron Monsoon)	Presence 2	•••	2	When Infallible Messenger [ex2e.254] is cast through the device, it takes the shape of a bird, not a cherub. For +10m, once reaching the target, the caster can speak through the bird to have a five minute, two-way conversation with the target.
The user needs to fly in some capacity where he is largely unhindered (on a rope hanging from a skyship, some kind of personal artifact, etc.)	Conviction 3	•••	2	While the user is attuned, he gains the knowledge of the spell Swift Spirit of Winged Transportation [whit.83], and may cast it without knowing celestial circle sorcery. Cost and timing remains unchanged.
The user sees a day when Wyr'palja took out her frustration on a flock of birds, killing 100 with a single casting of Death of Obsidian Butterflies. The user must replicate this feat.	Essence 4	••••	2	When Death of Obsidian Butterflies is cast through the device, for +10m its damage becomes piercing. This may be combined with other improvements to this spell provided by the staff, but each must be paid for.



Initially attuning the bands requires a commitment of three motes and provides a vision of the item's past (see sidebar). The rings augment martial arts forms, briefly trailing faint lines of essence and making a barely audible noise appropriate to the form (hissing for snake, rustling leaves for wood dragon, etc.) as the form is activated. The progression of the item is based on knowledge of crafting in general and of the maker of the item in particular.

EXAMPLE: WYR'PALJAN CADUCEUS

This item may be a more typical use of incremental artifacts, where you could easily imagine a powerful solar actually using an item like this, but with many of its features unavailable to a character until they themselves become more powerful. Even a starting character can use this item, but it will be some time before the character will have access to all of its might.

In fairly vivid montage vision, the user sees Wyr'palja and her lover happily teaching each other sorcery against a stunning backdrop, halfway up a wooded mountain, with a small river running through some kind of outdoor manse/temple, then cascading into a spectacular waterfall, thousands of feet down. The nature of the place seems inspiring, and the user knows that he must find where it is (at the source of the meander river).	Celestial Circle Sorcery	••••	3	By spending 10 motes, the user can transform the artifact into a fantastic golden vessel to be carried by the Swift Spirit of Winged Transportation. The artifact remains in vessel form for as long as these motes remain committed. The vessel looks like a flat-bottomed ship covered with intricate metal tracing over the hull, and with the masts replaced by a single post with a crossbar to use as purchase for the bird's talons (this uses stats for a large yacht [king.145], but with +4L/+4B soak). The ship is luxuriously appointed, but contains neither crew nor weapons. Build for air travel, it is not particularly sea worthy, but does float. The user has minor control over the configuration of the ship and can, for example, optimize it for carrying passengers or cargo.
Together, the lovers were a formidable war machine, particularly in their flying warstriders. Discover the name of Wyr'palja's (Luminous Talon Rain)	War 2	••••	3	When Princes of the Fallen Tower [whit.72] is cast through the artifact, they appear as large birds. For an additional +5m, they can fly at twice their walking speed.
Learn the name of Iron Monsoon's warstrider (Molt-Defying Plumage)	Presence 3	••••	3	When Summon the Army of the Wyld is cast through the device, any birds that come can be commanded remotely.
To learn about elemental forces Wyr'palja visited every elemental pole. Start on this path as well and come within five yards of one of them.	Conviction 4	••••	3	While the user is attuned, he gains the knowledge of a spell called Elemental Wrath, a weaker version of Wrath of Five Elements [whit.99]. This effect acts in all ways like a celestial circle spell costing 30m, including casting time and 2wp charm cost. The spell is identical to Wrath of Five Elements, but only one of the elemental effects (decided when the spell is being shaped) is released per casting and the spell lasts for only one turn. Whatever effect is chosen erupts around the target with various avian visual effects (e.g. flock of firebirds erupting from the ground, etc.)
Wyr'palja carved her own city out of the the deep forest. Discover the name and First Age location of this city (Q'in Sanizaj, deep in what is now the eastern Wyld)	Essence 5	•••••	3	When Death of Obsidian Butterflies is cast through the device, for +5m and +1wp its damage becomes aggravated. This may be combined with other improvements to this spell provided by the staff, but each must be paid for.
Finish the journey you started and come within five yards of each of the elemental poles.	Solar Circle Sorcery	•••••	4	Each time the Wrath of Five Elements is cast through the device, it can be altered in one of the following ways: <ul style="list-style-type: none"> • The wp cost is reduced by one and one less turn of shaping is required. • The caster can select the order in which the five elemental effects activate. He must use each element exactly once and chooses their order as the spell is cast. • The difficulty of dodging or parrying each effect increases by half the caster's Conviction (round up). • The caster can automatically channel Conviction while casting, regardless of the situation. This channel counts against the number of channels available per story, but does not cost Willpower. The cost of the spell also decreases by 5m.
To gain the same insight into the elements Wyr'palja did, find some way to transform your body, however briefly, into each of the five elements.	Conviction 5	•••••	4	When using the option to select the order of the elemental effects of Wrath of Five Elements, the caster can spend an additional point of willpower to use the elements more flexibly. The total number of turns the spell works remains five, but the caster can use, for example, the fire effect on each of those five turns, or two fires and three woods, etc. The elements used and their order must be chosen as the spell is released.



The first solar to master magical alchemy, Wyr'palja was also a formidable First Age sorceress. She had a particular fascination with birds and the elements and built an orichalcum device, a golden caduceus, to assist her in casting her favorite spells. The caduceus can change in size from a small amulet to about the length of staff. Any attuned user can do this at will, but using some of the abilities forces it to become a certain size. Generally, the more powerful the effect, the larger the caduceus must be.

Apart from the size changes, the caduceus has no real power in and of itself (making its attunement cost low). Instead, it acts as a conduit or lens (and, in some cases, teacher) for specific spells. When these spells are cast through the caduceus, the caduceus allows the caster to alter the spell in various ways, either making the casting easier (which tends to reduce the cost of casting) or more flexible (which tends to increase it). As a spell is cast through it, the snakes on the caduceus shift into patterns to better channel the spell.

This is an incidental incremental artifact, with a fairly long chain of stages. The key to unlocking the caduceus are Wyr'palja's passions: the birds that inspired her magic, the joy she found in crafting and artifice, and her lunar lover, who spurred her on as a sorcerer while he lived. It was her emotional reactions to these things and the insight they gave her into sorcery that allowed her to fashion the caduceus in the first place. Some of this leaked into the caduceus when it was forged, and there remains enough vestigial memory that an attuned user experiences feelings that act as hints to the next state.

SCIENCES

Wordman

With much effort, your circle discovers a cache of First Age knowledge, rediscovering secrets lost for centuries or more. It's a standard trope in Exalted, but what does it really mean? What can the characters do with this knowledge that they could not do before? By the book, there really is no *mechanical* difference; to be able to create First Age technology, for example, only a handful of abilities are needed (Occult, Lore and certain types of Craft). So why did you really need the First Age knowledge at all? Canonically, this is handled as a matter of *plot*. That is, maybe the knowledge cache contains plans for specific artifacts so now the Storyteller will let you make that artifact, where he wouldn't before. Or, maybe it has details on how to build or operate a factory cathedral you couldn't handle before. The Storyteller is put into the position of making (and tracking) arbitrary choices about what is possible and what is not, hopefully having explained those choices to his players prior to their becoming important to the game.

The system detailed here aims to replace those arbitrary plot choices with an abstract mechanical system for representing the types of "lost knowledge" that are important to Exalted, and how well any given character knows them. Along the way, it also tries to unify the various craft systems in Exalted into something a bit more coherent, as well as "stretch out" the power curve for high level campaigns. It does all this by using **sciences**: traits rated from zero to five dots that represent specific fields of "lost" knowledge. Unlike abilities or attributes, dots in sciences do not provide dice or other active effects. Instead, sciences act

as a passive limitation on certain tasks. That is, some tasks are simply not possible unless you have a certain number of dots in a related science, but become possible once you do. Actually doing them still uses the standard ability/attribute system.

Most sciences have steeper requirements than abilities, usually requiring the character to know one or more abilities at a certain level. In addition, sciences *always* require instruction of some kind, either from a tutor, book or other source. This requirement is often the limiting factor in learning sciences, particularly those dealing with lost technology. So, the importance of finding a cache of First Age knowledge using this system is often that it provides instruction for various science ratings (i.e. "this book teaches Magitech ●●").

At low levels, sciences cost only slightly more than abilities, but become much more costly as they progress. The first dot in a science costs two experience points (assuming all the requirements are met). Additional levels cost an amount of experience equal to the points paid for the previous two levels, plus one. (Note that it is this xp cost that widens out the power curve. If this is something you are not trying to do in your campaign, you could simply drop xp costs from sciences altogether.)

Training time should be tailored to fit the campaign's level of "realism", but should be based on some multiplier of the experience cost (see chart), and always assumes the required instruction. More over the top, high power campaigns should use a faster training time, while more gritty campaigns should use one that is much longer. (Basically, the training time can act as a brake for how quickly or slowly a Storyteller wants to allow First Age technology into her game.)

These rules can be used in both First and Second Edition games; however, they will largely make reference to concepts from Second Edition books, particularly *Wonders of the Lost Age* and *Oadenol's Codex*, as the rules in these books are mostly edition agnostic.

SCIENCE COSTS AND TRAINING TIMES				
	XP Cost	Fast	Average	Slow
●	2	40 hours	200 hours	400 hours
●●	3	60 hours	300 hours	600 hours
●●●	6	120 hours	600 hours	1,000 hours
●●●●	10	200 hours	1,000 hours	2,000 hours
●●●●●	17	340 hours	1,700 hours	3,400 hours

CRAFT CHANGES

Although you can use the Craft ability as written with this science system, it was designed assuming two specific changes to Craft. First, there is just a single Craft ability; it is no longer required to purchase different "versions" of Craft. Instead, the standard crafts (air, earth, etc.) become specialties of the Craft ability. (It is also assumed to be possible to buy specialties without any dots in the Craft ability itself, though this makes using charms impossible, as it is the raw Craft score that is used to qualify for charm minimums.) Secondly, you are *required* to use a specialty when making Craft tests. If you lack a specialty in a required area of craftsmanship, you cannot use the Craft ability in that area. The idea here is that while Sciences expand the detail (and expense) of very high level magical crafting, mundane crafting gets much cheaper.



When these rules list ability requirements, any applicable specialties should be included in the total. For example, something requiring Craft (Fire) 4 could be done by someone with two dots in Craft and a +2 Fire specialty. The following are the allowed specialties for craft:

- **Air:** Making small, decorative or high-precision items, also drawing, drafting, musical composition and embroidery.
- **Earth:** Creating buildings and large objects with stone or earth, also stone sculpture.
- **Fire:** Forging and casting large metal objects and creating objects using fire, also pottery and bronze sculpture.
- **Water:** Boiling and cooking plants, chemicals and animal materials, also painting.
- **Wood:** Carving, weaving and manipulating natural materials, also tailoring and sculpting from wax or clay.
- **Fate:** Manipulating of the tapestry of destiny.
- **Shaping:** Turning dreams into reality, also dream alteration and manipulating abstract concepts into reality.

When rules in the book call for specific Craft tests, the test is instead converted to one using a specialty based on the type of work done, and possibly bound by a Science. For example, there is no “Magitech” specialty in the list above, so when the book calls for a Craft (Magitech) test, it is translated based on the type of work done. A canonical Craft (Magitech) test for altering a manse becomes a Craft test requiring both an Earth specialty and an appropriate rating of the Architectonics science. A full listing of these mappings is problematic, as various Craft abilities have been used without much pattern over the various editions and books, some even appearing (unexplained) once, never to be seen again. Mapping the more common “special” uses of craft in Second Edition is done like so:

- Craft (Dream): Never explained, some spirits have this ability, presumably representing their ability to use dream altering charms. The new Shaping specialty is used for tests of this kind.
- Craft (Fate): Uses the new Fate specialty. While it would be possible to make some kind of Fate based science, the mechanics surrounding Fate already have their own, complex, expensive subsystem, so don’t need more complication.

- Craft (First Age Devices): basic craft and magitech science
- Craft (Genesis): basic craft and genesis science
- Craft (Glamour): Uses the new Shaping specialty.
- Craft (Jadecrafting): basic craft and supernalis science
- Craft (Magitech): basic craft and architectonic and magitech sciences
- Craft (Moliation): basic craft and moliation science
- Craft (Necrosurgery): basic craft and necrosurgery science
- Craft (Pandemonium): basic craft and pandemonium science
- Craft (Quintessence): basic craft and supernalis science
- Craft (Soulforging): basic craft and soulforging science
- Craft (Vitriol): basic craft and vitriolum science

ARCHITECTONICS

Anyone who can channel essence can attune to a manse. Usually, those with skill can also figure out how to alter or repair a manse. With sufficient Craft, Lore and Occult skill, it is even possible to design a manse that will cap a demesne [core.246, ex2e.133]. Without knowledge of the science of architectonics, however, the resulting manse does little else. Its designer will have no control over what kind of hearthstone is produced, and cannot give the structure any special abilities at all.

Architectonics allows a character to design manses using the point-based powers found in *Oadenol’s Codex* [ocdx.66-79]. It also allows for the repair of such powers within manses, though 1- and 2-point powers can be repaired without it. Repairs and alteration of higher point powers is possible for those without the science, but the result is always substandard in some way (e.g. requires continual maintenance, leaks essence, etc.).

Using these rules, the Craft (Magitech) skill does not exist, so all manse related Craft rolls use Craft (Earth), assuming they have a high enough level in the Architectonics science.

Knowledge of manse construction and powers has been mostly remembered from the First Age. Given the large crews needed to build most manses, secrets of the lower levels of architectonics have been widely leaked and disseminated. Most large cities will have instructors, books and even manse-construction

ARCHITECTONICS

Science Requires

- None
- Total of 12 dots in Craft (Earth), Occult and Lore
- Total of 15 dots in Craft (Earth), Occult and Lore
- Total of 20 dots in Craft (Earth), Occult and Lore
- Lore 1, Occult 1, Craft (Earth) 2
- Lore 2, Occult 2, Craft (Earth) 3, Geomancy 1
- Lore 3, Occult 3, Craft (Earth) 4, Geomancy 2
- Lore 4, Occult 4, Craft (Earth) 5, Geomancy 3
- Lore 5, Occult 5, Craft (Earth) 6, Geomancy 3
- Lore 6, Occult 6, Craft (Earth) 7, Geomancy 3
- Lore 7, Occult 7, Craft (Earth) 8, Geomancy 3

Allows

- Attune to a manse with an Intelligence + Lore (1) test
- Design of manse •-••• with 0-point powers, general repair or alteration of same
- Design of manse ••••• with 0-point powers, general repair or alteration of same
- Design of manse •••••• with 0-point powers, general repair or alteration of same
- Repair of 1-point powers
- Repair of 2-point powers
- Add 1-point powers into manse designs, repair of 3-point powers
- Add 2-point powers into manse designs, repair of 4-point powers
- Add 3-point powers into manse designs, repair of 5-point powers
- Add 4-point powers into manse designs
- Add 5-point powers into manse designs



CHARMCRAFT

Science Requires

- Ability to use charms
- Lore 1, Essence 6
- Lore 3, Essence 7
- Lore 4, Occult 1, Essence 8
- Lore 5, Occult 3, Essence 9
- Lore 6, Occult 5, Essence 10

Allows

- Creation of standard charms requiring Essence 5 or less. Creation of Martial Arts charms requiring Essence 4 or less.
- Creation of standard charms requiring Essence 6 (Martial Arts charms of Essence 5).
- Creation of standard charms requiring Essence 7 (Martial Arts charms of Essence 6).
- Creation of standard charms requiring Essence 8 (Martial Arts charms of Essence 7).
- Creation of standard charms requiring Essence 9 (Martial Arts charms of Essence 8).
- Creation of standard charms requiring Essence 10 (Martial Arts charms of Essence 9).

firmly if you know where to look. Information on the higher levels of architectonics, however, are fairly closely guarded secrets. Clearly the Scarlet Empire possesses a great deal of this lore and, most likely, Lookshy does as well. First Age tombs and certain spirits may be among other sources.

CHARMCRAFT

As charms increase in power, it becomes more difficult for exalts to learn them without help. Exalts without tutors or other knowledge of a charm are, essentially, forced to “invent” the charms they learn. This is no problem with charms up to Essence 5. Learning higher Essence charms unaided, however, requires detailed knowledge of charm magic, represented by the charmcraft science. Charmcraft can be used both to learn existing charms and to invent new ones. (Absent teachers, both actions are essentially identical, mechanically.)

There are two exceptions to how charmcraft operates. The first is martial arts. Martial Arts charms are more universal and, therefore, not as in tune with a character’s essence as her “native” charms would be. Consequently, Martial Arts charms add one to their effective essence level to determine which level of charmcraft is needed to learn them without a trainer.

The second exception is sidereal exalts. Sidereal magic is such that sidereals cannot invent entirely new charms, so they cannot use charmcraft to do so, though they can still use it to learn existing charms. On the other hand, sidereals are much more in tune with Martial Arts than other exalts, so treat charms for the Martial Arts ability as “standard” charms.

Unlike most sciences, charmcraft itself is most often learned through trial and error, so may be self-taught at twice the train-

ing time. Charmcraft is never needed for charms that are taught to the exalt by a teacher or some other source.

GENESIS

First Age master craftsman worked with more than just the five magical materials, they created and altered life itself. Armed with the science of genesis, they cross-bred otherwise unbreedable species into strange new ones, mutated existing creates beyond recognition, even created whole creatures from nothing. Rules for creating life appear in *Wonders of the Lost Age* [wola.116-117]. Use of the genesis science, however, replaces the Craft (Genesis) ability described in those rules. Instead, anything requiring a certain level of Craft (Genesis) instead requires dots in the genesis science. Actual rolls using this ability instead use some ability more appropriate to what is being done, usually either a Craft (Wood), Craft (Water) or Medicine roll.

HELLTECH

Malfean artificing makes use of vitriol and demons so extensively that creating any infernal or hellforged wonders requires mastery of a wide body of knowledge, represented by the helltech science. This is similar in many ways to Magitech and Genesis, using many of the same rules [exin.170]. The applications of helltech are extremely wide, so nearly all Craft specialties (and even Medicine) might be put to use when making tests, depending on the item being created. The rating of this science, however, places an upper bound on the rating of item that can be created. In addition to knowledge, using this science also requires a certain forcefulness of personality to harness and direct the demons involved.

GENESIS

Science Requires

- Lore 4, Occult 3, Medicine 3, Craft (Wood) 1, Vivomancy 2
- Lore 5, Occult 4, Medicine 4, Craft (Wood) 2, Vivomancy 3
- Lore 5, Occult 5, Medicine 5, Craft (Wood) 3, Vivomancy 3
- Lore 6, Occult 6, Medicine 6, Craft (Wood) 4, Vivomancy 3
- Lore 7, Occult 7, Medicine 7, Craft (Wood) 5, Vivomancy 3

Allows

- Creation of Artifact • organisms
- Creation of Artifact •• organisms
- Creation of Artifact ••• organisms
- Creation of Artifact •••• organisms
- Creation of Artifact ••••• organisms

HELLTECH

Science Requires

- Lore 4, Occult 3, Presence 1, Craft (Water) 1, Vitriolum 1
- Lore 5, Occult 4, Presence 2, Craft (Water) 2, Vitriolum 2
- Lore 5, Occult 5, Presence 3, Craft (Water) 3, Vitriolum 3
- Lore 6, Occult 6, Presence 4, Craft (Water) 4, Vitriolum 3
- Lore 7, Occult 7, Presence 5, Craft (Water) 5, Vitriolum 3

Allows

- Creation of Artifact/Sapience • helltech
- Creation of Artifact/Sapience •• helltech
- Creation of Artifact/Sapience ••• helltech
- Creation of Artifact/Sapience •••• helltech
- Creation of Artifact/Sapience ••••• helltech



MAGITECH

Science Requires

- None
- Craft x
- Lore 3, Occult 3, Craft (Fire) 3, Craft (Air) 1
- † Lore 6, Occult 6, Craft (Fire) 6, Craft (Air) 3
- † Lore 7, Occult 7, Craft (Fire) 7, Craft (Air) 4
- Lore 3, Craft (Fire) 2, Craft (Air) 1
- Lore 4, Occult 3, Craft (Fire) 3, Craft (Air) 1
- Lore 5, Occult 4, Craft (Fire) 4, Craft (Air) 2, Perfection 1
- Lore 5, Occult 5, Craft (Fire) 5, Craft (Air) 3, Perfection 1
- Lore 6, Occult 6, Craft (Fire) 6, Craft (Air) 4, Perfection 2
- Lore 7, Occult 7, Craft (Fire) 7, Craft (Air) 5, Perfection 2

† A Magitech rating is needed to complete this activity, but these lines do not represent the ability scores needed to learn Magitech at this level.

Allows

- Force attunement to an artifact of the wrong material with a Wits + Lore (3) test
- Create a mundane work worth up to Resources x
- Repair or design simple Artifact •-•••
- Repair or design simple Artifact ••••
- Repair or design simple Artifact •••••
- Repair •
- Design of complex Artifact •, Repair ••
- Design of complex Artifact ••, Repair •••
- Design of complex Artifact •••, Repair ••••
- Design of complex Artifact ••••, Repair •••••
- Design of complex Artifact •••••, Repair ••••••

MAGITECH

Repair and, especially, construction of the magical artifacts of the First Age requires mastery not only of a wide body of skills, but also specific knowledge of magical technology, represented by the science of magitech. Rules for repairing artifacts appear in *Wonders of the Lost Age* [wola.6-9, ocdx.30], while rules for designing them appear in *Oadenol's Codex* [ocdx.18-30]. Use of the magitech science, replaces the Craft (Magitech) ability described in those rules. Instead, anything requiring a certain level of Craft (Magitech) instead requires dots in the magitech science. Actual rolls using this ability instead use a Craft roll under an appropriate standard element (usually Fire).

In addition to the Lore and Occult need to learn the science, actually using it also typically requires ability in at least two crafts. A primary craft (usually Fire) must be one more than an artifact being repaired or two more than an artifact being designed. A secondary craft (usually Air) must be the same rating as the artifact being repaired or designed. Some artifacts require different primary and secondary abilities. For example, a magical wooden ship might use Craft (Wood) and Craft (Water). Some artifacts might also require more than two craft skills.

Magitech is not needed to build or repair the simple artifacts that can be constructed in the Second Age. A bent daiklave, for example, can be repaired by anyone with enough Craft, Lore and Occult skill. Generally speaking, artifacts with listed Repair ratings (even one with Repair: 0) need Magitech, while those without a Repair rating do not.

Very little magitech knowledge is available, even for a price. The Scarlet Empire and Lookshy have access to at least Magitech •••, but much of information known in the First Age has been lost. What has been recovered tends to be information about very specific items, rather than more general knowledge. Worse, much recovered lore makes use of techniques or materials that are no longer available.

NECROMANTIA

Anyone able to use necromancy can learn spells from existing formulae. Inventing new spells, however, requires a great deal of knowledge, patience and practice. This is represented by the science of necromantia, without which the creation of new spells is not possible. This science can also be used to learn “existing” spells (e.g. those in the book) without the associated formula.

Unlike most sciences, necromantia can be self-taught through experimentation, though this is time consuming (taking five times the usual training time) and extremely risky. This increases the Essence requirement by a dot and requires access to a wide library of existing spells of the same circle (at least eight).

NECROSURGERY

Not all who traffic with the dead limit themselves to the mere summoning and raising of corpses. Some get more creative, combining parts from dead of all kinds into monsters. This is only possible for those who know the science of necrosurgery, the art of assembling and animating dead flesh and harnessing necrotic energy.

Rules for necrosurgery were hinted at in *Abyssals* [abys.130] and expanded in the *Book of Bone and Ebony* [bone.94-103]. Those rules, however, made use of a special Craft skill which is not used here. Dots in necrosurgery act as an upper limit on the size class [bone.97] or artifact rating of creations made with it. Anywhere rules call for Craft (Necrosurgery), use Craft (Water), Craft (Wood), or Medicine ability, as appropriate.

Information on necrosurgery is hard to come by, even in the underworld. Deathlords are masters, and often teach it to favored servants but, even then, plans for specific creations are often tightly guarded, lest they fall into the hands of other deathlords.

NECROMANTIA

Science Requires

- Lore 3, Essence 3, Shadowlands circle necromancy
- Lore 4, Essence 4, Labyrinth circle necromancy
- Lore 5, Essence 5, Void circle necromancy

Allows

- Design of shadowlands circle spells
- Design of labyrinth circle spells
- Design of void circle spells



NECROSURGERY

Science Requires

- Lore 4, Occult 3, Medicine 3, Craft (Water) 1, Shadowlands circle necromancy
- Lore 5, Occult 4, Medicine 4, Craft (Water) 2
- Lore 5, Occult 5, Medicine 5, Craft (Water) 3, Labyrinth circle necromancy
- Lore 6, Occult 6, Medicine 6, Craft (Water) 4
- Lore 7, Occult 7, Medicine 7, Craft (Water) 5, Void circle necromancy

Allows

- Creation of Size 1 or Artifact • entities
- Creation of Size 2 or Artifact •• entities
- Creation of Size 3 or Artifact ••• entities
- Creation of Size 3 or Artifact •••• entities
- Creation of Size 4 or Artifact ••••• entities

PERFECTION

This science represents the dedicated knowledge of metallurgy, heat and other minutia that are need to forge exceptional mundane weapons, armor and other items [ex2e.365]. This science can be used other crafts as well, but is usually put to use with Craft (Fire).

The science of perfection can be mastered by mortal craftsmen, so can be found in most large cities. Some teachers may be reluctant to part with their secrets, however, or require a long apprenticeship. Perfection can also be mastered with long hours of experimentation instead of a trainer, taking ten times the usual training time.

PERFECTION

Science Requires

- Lore 2, Craft (Fire) 4
- Lore 3, Craft (Fire) 6

Allows

- Creation of exceptional items
- Creation of perfect items

PERMANENCE

Wonders of the Lost Age mentions the “lost art” of creating self-sustaining and self-maintaining devices [wola.7]. Though this knowledge might exist somewhere, it is largely lost. If found, it would represent a science, dots of which would represent a limit on the level of device that could be made permanent.

SPELLCRAFT

Anyone able to use sorcery can learn spells from existing formulae. Inventing new spells, however, is a different story, requiring a great deal of knowledge, patience and practice. This is represented by the spellcraft science, without which the creation of new spells is not possible. This science can also be used to learn “existing” spells (e.g. those in the book) without the associated formula.

Unlike most sciences, spellcraft can be self-taught through experimentation, though this is time consuming (taking five times the usual training time) and extremely risky. This increases the Essence requirement by a dot and requires access to a wide library of existing spells of the same circle (at least eight).

SPELLCRAFT

Science Requires

- Lore 3, Essence 3, Terrestrial circle sorcery
- Lore 4, Essence 4, Celestial circle sorcery
- Lore 5, Essence 5, Solar circle sorcery

Allows

- Design of terrestrial circle spells
- Design of celestial circle spells
- Design of solar circle spells

TRUE ALCHEMY

While mortals dabble with trivial effects (see Thaumaturgy, below), more powerful creations can be made using true magic. Like sorcery, true magical alchemy (see pg. 93) requires use of specific charms for each level. Higher levels of magical alchemy have been theorized, but never mastered.

TRUE ALCHEMY

Science Requires

- Occult 5, Essence 2, Alchemy 2
- Occult 5, Essence 3, Alchemy 3
- Occult 5, Essence 4, Alchemy 3

Allows

- Creation of Artifact • consumables
- Creation of Artifact •• consumables
- Creation of Artifact ••• consumables

MATERIAL SCIENCES

Certain materials in Exalted prove difficult to create or use, but have an importance greater than mundane materials. The material sciences represent the additional knowledge needed to create or work these crucial materials.

Moliation

Certain ghost charms allow the raw manipulation of the ghostly corpus, but such magic requires intricate knowledge to wield effectively. Knowledge of this science allows the use of charms with the Moliation keyword [rol2.115]. Such charms make tests using a Craft specialty appropriate to the kind of adjustments being made, usually Wood, but occasionally Air or even Shaping.

MOLIATION

Science Requires

- Occult 1
- Occult 2, Lore 1
- Occult 3, Lore 1
- Occult 4, Lore 2

Allows

- Use Essence 1 moliation charms
- Use Essence 2 moliation charms
- Use Essence 3 moliation charms
- Use any moliation charms



Pandemonium

While some ghosts can use Craft make the details of illusions look convincing, the actual knowledge of how to produce the illusions in the first place requires mastery of pandemonium. Dots in this science allow the use to charms with the Pandemonium keyword [rol2.116]. Such charms make tests using a Craft specialty related to the illusion being created: living creatures use Wood, buildings use Earth, jewelry would use Air, and so on. Illusions of the very fantastical or images out of nightmares would use Shaping.

PANDEMONIUM	
Science Requires	Allows
• Occult 1	Use Ess. 1 pandemonium charms
•• Occult 2, Lore 1	Use Ess. 2 pandemonium charms
••• Occult 3, Lore 1	Use Ess. 3 pandemonium charms
•••• Occult 4, Lore 2	Use any pandemonium charms

Soulforging

The methods of creating soulsteel are closely regulated in the Underworld [rol2.116]. Access to this knowledge is represented by dots in the soulforging science. Actually doing the forging typically uses Craft (Fire). Gaining access to a teacher in this science is definitely the most difficult part of learning it. (Some storytellers may wish to use this science as a model for sciences based on the other materials, but this is entirely optional.)

Supernalis

Certain materials are “divine” in the sense that they are often used by the gods. Materials like quintessence can be fashioned into nearly anything with an appropriate Craft specialty, but the knowledge of how to actually harness the quintessence itself while doing so requires additional knowledge, represented by the science of supernalis. Training for the first dot of this sci-

ence is fairly simple to acquire, particularly in the Underworld, where many ghosts know it. Even some mortals, particularly on the Blessed Isle make use of it. Knowledge of the higher ranks of this science, however, is typically found only in Yu-Shan.

Vitriolum

Nearly all helltech makes use of vitriol in some way or another. Being extremely versatile, every type of basic crafting can make use of vitriol, but actually harnessing the material to be able to use it for crafting requires the specialized knowledge of the science of vitriolum. A character’s rating in this science acts as an upper limit on the rank of rituals involving solutions of vitriol [exin.175]. Vitriol-related alchemy uses Craft (Water).

THAUMATURGY

Exalts do not have a monopoly on magic. Even mortals can use magic if they know the right techniques and slow, specific rituals to make it work. There are ten basic sciences that comprise mortal magic, known collectively as thaumaturgy, and each must be learned separately.

In First Edition, these rules replace the rules for Arts and Sciences [play.126-151]. In Second Edition, they supersede the rules for occult arts [ex2e.137-140, ocdx.129-144]. Note that while standard Second Edition occult arts provided both extra dice and the ability to perform various procedures, under these rules, sciences only provide the latter. In this system, it is possible to learn normal specialties based on sciences. For example, a character might learn an Occult specialty in Enchantment. The combination of dots in science and specialties would be mechanically equivalent to standard Second Edition art, though it would be slightly cheaper. Sciences in these rules are also cheaper than sciences from First Edition.

All of these sciences require the use of specific recipes for particular effects, the complexity is measured in ranks from zero to three. In some sciences, these are called “rituals”, in others “formula” or “procedures”. Whatever the name, the result

SOULFORGING		
Science	Requires	Allows
•	Occult 2, Lore 2, Craft (Fire) 3	May use Craft (Fire) to forge soulsteel
••	Occult 4, Lore 4, Craft (Fire) 5	May use Craft (Fire) to forge more esoteric versions of soulsteel, such as Oblivion’s Panoply [exab.218]

SUPERNALIS		
Science	Requires	Allows
•	Occult 2, Lore 2	May work jade with basic Craft skills
••	Occult 3, Lore 3, Craft (Water) 2	May work quintessence with basic Craft skills
•••	Occult 4, Lore 4, Craft (Shaping) 2	May work ambrosia with basic Craft skills

VITRIOLUM		
Science	Requires	Allows
-	Occult 1	May use known rank 0 rituals
•	Occult 1, Craft (Water) 1, Alchemy 1	May use known rank 1 rituals
••	Occult 3, Craft (Water) 2, Alchemy 2	May use known rank 2 rituals
•••	Occult 5, Craft (Water) 3, Alchemy 3	May use known rank 3 rituals



is the same: a thaumaturge must know both the ritual itself as well as the science. Most rituals have additional ability or other requirements to function.

Rules for thaumaturgy are covered in *Oadenol's Codex* [ocdx.109-144], though the use of science ratings here replaces the “degree” system used in those rules. A rating in the appropriate science is needed to use rituals of the corresponding rank. Some rank zero rituals exist, which can be practiced by anyone with a single dot in Occult. All of the thaumaturgic sciences have the same basic Occult requirements, the some may require additional traits as well.

Thaumaturgic texts and teachers are fairly common, though mortal savants can be protective of secrets they think only they know. Unless otherwise noted, assume that training for any thaumaturgic science can be found in most major cities.

Alchemy

Alchemy combines a number of disciplines, such as pharmacy, metallurgy, even cooking, to mix and transform different ingredients. Most alchemical formulas result in some type of material, usually a liquid, that provides useful effects when consumed. Other formulas focus only on transforming material from one type into another. Most mortal alchemy doesn't work very well on exalts. Alchemists use the procedures listed in the “Art of Alchemy” section in *Oadenol's Codex* [ocdx.129-132].

Instruction in the all levels of alchemy is fairly easy to come by, with teachers and books available in most cities.

To learn mortal alchemy, you must possess a rating in Craft (Water) at least as high as the Alchemy rating you are trying to learn, and a Lore rating at least one greater than Alchemy rating you are trying to learn.

Astrology

While nowhere near the fate-altering ability of sidereal astrology, the astrological sciences allow mortals and exalts alike to read the stars for various information. Typically, an astrologer needs instruments to read the stars and a collection of books of stellar lore. Astrologers use the procedures listed in the “Art of Astrology” section in *Oadenol's Codex* [ocdx.132-133].

To learn mortal astrology, you must possess a rating in Lore at least as high as the Astrology rating you are trying to learn.

Demonology

Exalts most often use sorcery to summon and bind demons, but even mortals can do so with the right rituals, albeit with greater danger. Rituals also exist for more than just summoning demons, but also guarding against them, banishment and so on. Even true sorcerers often use such rituals as safeguards when summoning demons.

Instruction in the basics of demonology can be found from instructors and books in some major cities, but many places

consider such knowledge evil or, at least, criminal. Even knowing the basic science, demonic rituals are often closely guarded by those who know them. Rituals used in demonology are found on in the “Art of Demon Summoning” section of *Oadenol's Codex* [ocdx.135-136].

Elementalism

Exalts most often use sorcery to summon and bind elementals, but even mortals can do so with the right rituals, albeit with less ability. Rituals also exist for other elemental-based effects, such as guarding against them, banishment and so on. Even true sorcerers often use such rituals as safeguards when summoning elementals.

Instruction in the basics of elementalism can be found from instructors and books in most major cities, but some places consider such practices sacrilegious, criminal or just distasteful. Within cultures that embrace it, rituals are usually easy to come by, but some might be guarded secrets of clergy or savants. Rituals used in elementalism are found on in the “Art of Elemental Summoning” section of *Oadenol's Codex* [ocdx.136].

Enchantment

Enchantment allows mortals to create items with very minor magical effects, such as warding talismans. Few exalts practice enchantment, as magitech is more effective.

Training in enchantment can be found nearly anywhere, from urban savants to tribal shaman. Rituals are usually simple to find, but some may be guarded for religious or financial reasons. Rituals for enchantment can be found in the “Art of Enchantment” section of *Oadenol's Codex* [ocdx.137]. In addition to the requirements listed in these rituals, craft skill appropriate to the type of enchantment must be equal or exceed the rank of the ritual.

Geomancy

Power flows through the land, and the nature of material and shape on large scales can conduct that power. Geomancy allows both mortals and exalts alike to see and harness that flow through ritual.

Training in geomancy can be found nearly anywhere, from urban savants to tribal shaman. Rituals are usually simple to find, but some may be guarded for academic or financial reasons. Geomantic rituals are listed in the “Art of Geomancy” section of *Oadenol's Codex* [137-139].

Orisonurgy

Prayer allows mortals to request help from the gods, but such prayers in a ritual context are often much more effective. Some are actually prayers against certain gods, offering a degree of protection against them.

THAUMATURGY

Science	Requires	Allows
-	Occult 1	May use known rank 0 rituals
•	Occult 1	May use known rank 1 rituals
••	Occult 3	May use known rank 2 rituals
•••	Occult 5	May use known rank 3 rituals



Access to training in orisonurgy varies greatly by region. In some cultures, it is practiced nearly universally to some degree. In others, access to ritual prayer may be completely controlled by the clergy. Access to rituals tends to match the local trend in ritual prayer, but rituals will almost always be provincial, often to specific local gods. Major rituals are almost always controlled by clergy of some kind. Rituals used in orisonurgy include those in the both the “Art of Spirit Beckoning” and the “Art of Weather Working” sections of *Oadenol’s Codex* [ocdx.140, ocdx.144].

You must possess a Presence rating at least as high as the Orisonurgy rating you are trying to learn.

Thanaturgy

Most cultures have rituals surrounding treatment of the dead and the afterlife. These include protection against ghosts, as well as perceiving, communicating with and summoning them, even animating the dead.

While most places frown on rituals to raise or summon the dead, nearly all of them condone and practice rituals protecting from ghosts. As such, training in thanaturgy is very easy to come by, but some of the more odious rituals are not. Rituals used in thanaturgy include those in “Art of the Dead” section of *Oadenol’s Codex* [ocdx.133-135].

Vivomancy

Societies in Creation use magical rituals to improve crop yields, breeding results, and managing livestock. Such rituals dealing with living things like plants and animals form the science of vivomancy.

Unlike most thaumaturgy, you are more likely to find training for vivomancy in rural areas. Rituals used in vivomancy include those in “Art of Husbandry” section of *Oadenol’s Codex* [ocdx.139-140].

You must possess a rating in Medicine at least as high as the science rating you are trying to learn.

Warding

While the sciences of demonology, elementalism and thanaturgy all have rituals that protect against entities in their field of influence, the science of warding focusses on protection of all kinds (including against the same types of creatures). It is rare, but possible, for one person to know both warding and one of these other sciences.

Warding is almost universally accepted in Creation, so training is easy to find nearly anywhere. Rituals used in warding include those in the “Art of Warding and Exorcism” section of *Oadenol’s Codex* [ocdx.141-144].

TRUE ALCHEMY

Wordman

During the First Age, the undisputed master of alchemy was a solar named Wyr’palja, whose ritual space for creating potions and elixirs in the eastern city she founded were renowned in both Creation and Heaven. While this was in no small part a credit to her talent in the art, she also had very little competition, as most celestial exalts felt the art was beneath them, particularly other solars. What they did not realize is that Wyr’palja shared this opinion, and spent a great deal of her life looking for

ways to elevate alchemy beyond its mortal, thaumaturgic roots. While she was killed by her lunar lover before she took her art as far as she theorized, she did manage to uncover methods of using magic during alchemical rituals to form substances beyond the abilities of mortal men.

Wyr’palja authored a series of books containing equal parts theory and practice, starting from nothing and guiding the reader into the art of alchemy. The first three of these, *Salt*, *Æther* and *Gold* are the most widely circulated, still considered the classic bedrock texts of mortal alchemy and relatively easy to find within thaumaturgic circles. While these are her most lucid works, one page in ten of these text contains either coded text or flowery margin notes containing obscure metaphors or inscrutable languages. Some dismiss these sections as the rantings of Anathema and many copies of these tomes are made excluding these sections entirely. Others believe these sections contain secrets of vast import. While modern savants endlessly debate the passages they can actually read, none of the coded pages were deciphered until segments of Wyr’palja’s fourth book, *Alkahest* were uncovered in the southern deserts.

Written in Old Realm, these pages were significantly more arcane than those of the prior volumes; however, one section contained the key needed to decode one of the sections from *Salt*, though it took centuries for savants to notice this. That section, combined with other elements of *Alkahest* found later, made it clear that Wyr’palja considered alchemy to be connected to the universe on a much deeper level than even savants had considered. For example, she clearly considered alchemy as a series of concentric rings. Much like sorcery is layered as emerald, sapphire and adamant, the coded section suggested eight circles of alchemy: salt, æther, gold, alkahest, berith, quintessence, ambrosia and eterna. Since she had used the first four of these as titles for books, an assumption immediately took hold that she had written a book on each of the others as well and a quest for them began that continues to this day.

ALCHEMICAL CIRCLES

Like sorcery, necromancy and martial arts, alchemy is organized into “levels” called circles. Alchemy is thought to have eight circles, but at least two of them are still theoretical. Mechanically, the circles function as follows:

Thaumaturgical Alchemy

- *Salt Circle Alchemy* forms the very weakest base, sometimes acting as nothing more than folklore. Products of this circle are the weakest of potions, but also the easiest to make. This circle focuses on the “three essentials” of alchemy—salt (the contractive force), sulfur (the expansive force) and quicksilver (the integrative force)—so is sometimes called “sulfur circle” or “quicksilver circle” alchemy. In Second Edition, mortal Initiates (i.e. those with the first Degree of the art of Alchemy [ex2e.138]) can produce salt circle alchemy. Under First Edition rules, salt circle alchemy refers to those products that need only one or two dots of the Science of Alchemy [play.136]. (Alternatively, any of these circles may be learned using the sciences system in the previous section, see pg. 86.)



- *Æther Circle Alchemy* requires true study and dedication. Its formulae are more complex, but also more effective. This circle focuses on the “elements” of alchemy: air, earth, fire, water and wood. In some corners, it is trendy to further divide this circle by the elements. Anyone who has become an Adept (2nd edition) can produce potions of the æther circle or (in first edition) those potions requiring three or four dots of Alchemy.
- *Gold Circle Alchemy* represents the perfection of mortal alchemy, symbolized by the most perfect of mundane metals. Alchemists practicing in this circle tend to be obsessed with either turning other metals into gold or creating potions allowing the ingestion of gold and thus, it is (incorrectly) thought, immortality. While eternal life remains out of reach, alchemists of this circle can transmute mundane items. Only Master alchemists can practice in this circle. First Edition items requiring five dots in Alchemy are products of this circle.

True Alchemy

- *Alkahest Circle Alchemy* transcends mortal abilities, requiring both essence use and knowledge of charms to function, though mortals can make use of the results. Named after one of the holy grails of mortal alchemy, the universal solvent, this circle produces truly magical wonders. Any liquid or otherwise consumable rated as artifact •, or that replicates an Essence 1 effect (see below) can be produced by this circle.
- *Berith Circle Alchemy* derives its name from the pinnacle of some mortal alchemist’s dreams, the element with which all metals could be transmuted into gold, sometimes called the philosopher’s stone. While no mortal has discovered Wyr’palja’s *Berith* volume, it is known to exist by some sidereals, spirits and few lunars. This book details how to produce the consumable artifact •• or Essence 2 effects of this circle.
- *Quintessence Circle Alchemy* is known only to a very few, and even those who learned it from Wyr’palja herself are unsure if she ever actually wrote about it. Named after the currency of heaven, a liquid generated by prayer, this circle is not currently known by anyone outside of Yu-Shan or the Heptagram. It can produce consumable artifact ••• or Essence 3 effects.
- *Ambrosia Circle Alchemy* is believed by some to never have been actually practiced, not even by Wyr’palja, though she theorized about what it might be capable of doing. If an *Ambrosia* book exists, it would probably be entirely theoretical and would detail what might be possible with artifact •••• potions or Essence 4 effects.
- *Eterna Circle Alchemy* was Wyr’palja’s ultimate goal. Much as mortal alchemists idealize gold, Wyr’palja considered all of the magical materials (which she called the “eterna”) to be perfect and that incredible effects could be achieved based on their principles. Products of this circle, if they existed, would produce artifact ••••• potions or Essence 5 effects.

ALCHEMY CHARMS

Much like sorcery, knowledge of a charm is needed to work alchemy that uses real magic. Anyone can practice the first three circles without such aids, but higher circles are only possible through these charms. No one has yet managed to figure out how to design charms for the last two circles, but the three charms that are known appear to be similar to sorcery, in that they may be universally learned by all exalts and even spirits, though with occasionally different requirements.

While the charms below allow access to the circles of alchemy, the actual effect has more to do with the procedure used (see below). In addition to the requirements mentioned, using these charms require that the caster be a Master of alchemy (2nd ed: Master Degree, 1st: Alchemy •••••); however, *learning* these charms has no such requirement and, in fact, gives such insight into alchemy that its mortal practice becomes easier.

Lunar versions of these charms substitute Intelligence for Occult. Spirit versions substitute Temperance.

Comprehensive Deliquescence Cauldron

Cost: 10m; **Mins:** Occult 5, Essence 2; **Type:** Simple

Keywords: None

Duration: Varies

Prerequisite Charms: None

The character commits essence to start a procedure of Alkahest Circle Alchemy. This essence remains committed until the procedure is completed. Under First Edition rules, learning this charm magically provides a permanent increase in the Alchemy science by one dot (to a maximum of five).

Transformative Touch Crucible

Cost: 15m; **Mins:** Occult 5, Essence 3; **Type:** Simple

Keywords: None

Duration: Varies

Prerequisite Charms: Comprehensive Deliquescence Cauldron

The character commits essence to start a procedure of Berith Circle Alchemy. This essence remains committed until the procedure is completed. Under First Edition rules, learning this charm magically provides a permanent increase in the Alchemy science by one dot (to a maximum of five). Under Second Edition rules, learning this charm magically and permanently makes the user an Alchemy adept, if she is not already.

Prayer Subverting Tears

Cost: 20m; **Mins:** Occult 5, Essence 4; **Type:** Simple

Keywords: None

Duration: Varies

Prerequisite Charms: Transformative Touch Crucible

The character commits essence to start a procedure of Quintessence Circle Alchemy. This essence remains committed until the procedure is completed. Under First Edition rules, learning this charm magically provides a permanent increase in the Alchemy science by one dot (to a maximum of five).



OTHER CHARMS & SPELLS

A number of existing charms and spells are also used heavily in alchemy:

- Occult excellencies, naturally, and other charms that increase the various rolls used in alchemy always help an alchemist.
- Charms that allow the manipulation of the five-magical materials are often useful.
- Wyld-Shaping Technique and Wyld Cauldron Technology can be used to make reagents. In some cases, procedures require materials fashioned in this way.
- Some procedures may only be possible using All-Encompassing Sorcerer's Sight or other essence-sensing charms to monitor the progress of the ritual.
- Charms or spells that allow for command of or interaction with animals are often useful when gathering reagents.
- Demons and elementals, in addition to being useful assistants, may be required for certain rituals, making Demon of the First Circle and Summon Elemental essential tools for an advanced alchemist. Charms to control such are also useful.
- The spell Ravenous Fire plays a part in a number of procedures, as it allows the incineration of materials that do not normally burn.
- The Ritual of Elemental Empowerment is also used in some procedures, as a way of aspecting ingredients.
- Some spells leave behind objects, either by design or side effect, which are used as reagents in some procedures. Gems produced by Theft of Memory are common in certain types of alchemy. Less commonly, residue left over by spells like Plague of Bronze Snakes, Unconquerable Self, Eternal Crystalline Encasement or Magma Kraken are used as components in some procedures.

ALCHEMICAL PROCEDURES

The actual effects of alchemy, including true alchemy, depend on the procedures. In general, the result is an item of some kind, usually a consumable liquid. There are some procedures which have a permanent effect, such as transmutation of one material into another, but the vast majority of alchemy produces one-shot effects that only last a short while after being consumed.

Alchemical procedures of all circles cost the same amount to learn (1 xp), but vary widely in complexity. As the circle of the effect increases, ingredients become more and more esoteric and difficult to obtain. High circle alchemy often requires extremely exotic ingredients, without commentary on how to actually acquire them. For example, while a mortal alchemy procedure may call for "the menstrual blood of a virgin", a high circle procedure might require "the unrequited love of a virgin for a stranger". How this is captured and transported is up to the alchemist. It is also conceivable that a procedure might require ingredients that can only be produced by higher circles of alchemy than the formula in which they are used.

Once alchemy crosses into the magical realm, it also requires essence, often committed for days at a time. Rituals become longer as well, and often require the maintenance of a very specific set of circumstances for a sustained period, or the result is ruined.

Products of true alchemy are more formidable than their mortal counterparts, which have a number of limits [play.138]. Some of these do not apply to true alchemy. In particular:

- Benefits of true alchemy stack with other effects (including mortal alchemy) as if they were charms. As such, they do not allow dice pool limits to be exceeded, nor do they allow similar effects to happen more than once. For example, if a potion provides a reflexive dodge in some way, a charm could not be used to gain another reflexive dodge of the same attack.
- Charm use does not burn away similar potion effects, but generally the user can only gain the benefit of one or the other.
- Magical alchemy can affect spirits, demons, god-blooded and exalts as well as mortals.
- A character can only be under the effects of single magical potion at once. Drinking more than one potion in a scene (even if the effects of the first fizzled or have worn off) not only prevents all such potions from working, it acts as an immediate failure on an internal alchemy test [play.138] with "failed by" result equal to the highest artifact rating of the positions consumed.

BASIC TRUE ALCHEMY

After the design of the alchemy charms, Wyr'palja's most important and basic discovery involved the condensation and distillation of certain charms into liquid form. The bulk of known procedures in true alchemy (that is, of alkahest circle or higher) involve capturing one charm or another into an elixir, which can later be invoked by the one who drinks it.

Only certain charms can be captured in his way. In particular:

- Charms with a duration of less than a scene cannot be captured by alchemy.
- Charms with a duration longer than a day usually cannot be captured by alchemy. The storyteller may wish to allow certain charms with durations longer, such as Bestial Traits Technique, to be captured as potions, but the resulting potion effect will only last one day.
- Charms producing effects clearly external to the caster, such Chaos-Repelling Pattern or Object-Strengthening Touch, cannot be captured by alchemy. Integrity-Protecting Prana, on the other hand, could be distilled because its effect is internalized to the caster.
- Charms that allow the character to shape essence into external items or energy, such as Inexhaustible Bolts of Solar Fire, Spirit-Repelling Diagram, Phantom-Conjuring Performance or Glorious Solar Plate, cannot be captured as potions.
- Charms that empower the caster with an effect that can affect other people may be captured with alchemy only if the



effect is not targeted. For example, Respect Commanding Attitude affects anyone who can see or hear the character, so could be captured by alchemy. Irresistible Questioning Technique or Heroism-Encouraging Presence, however, affect only specific targets (the interrogated or the caster's allies, respectively), so could not be captured. Since the pool-reducing effect of Snake Form applies to anyone who attacks the caster, it too can be captured.

- Charms that require a permission of a maiden or those that cannot be learned by the eclipse caste can never be captured. This, for example, disqualifies lunar shapeshifting charms like Tool Hand Technique, which eclipses cannot learn because they are prohibited from learning Finding the Spirit's Shape, one of its prerequisites.
- Charms with variable costs or durations can only be captured a minimum level.

Procedures usually take as many days as the combined total of the charm's minimum ability/attribute and essence ratings to complete, during which time the alchemist must give the process his constant attention, without sleep and usually without stopping to eat. Roughly speaking, procedures typically require one major ingredient for each day. In addition to the cost of the alchemy charm, the entire cost of the charm (including Willpower and health, if any) must be committed for the duration of the procedure.

The charm's minimum Essence requirement defines which circle of alchemy is needed to produce it. For example, Essence 2 charms require berith circle. Charms that explicitly emulate one of the five magical materials, such as Scimitar Claw Technique, require a minimum of ambrosia circle alchemy to capture. The alchemist must actually know the charm being captured. In addition, most procedures require the knowledge (though not necessarily the use) of a charm capable of investing your own power into others, such as Power-Awarding Prana (solars), Excellent Implementation of Objectives (sidereal), Crew Sustaining Technique (abyssals), Form-Fixing Method (lunars), Bestow the Saffron Mantle (terrestrials) or Benefaction (spirits).

For each full day of the procedure, in addition to any tests required for staying awake, the alchemist must make an Intelligence + Occult test with a difficulty equal to the minimum Essence requirement of the charm being captured. If any of these tests achieve some successes, but fail to beat the difficulty, alchemist knows the result will not work, and can stop the process. He may begin again, but any ingredients used up to that point are ruined. If any of the tests fail, the final product will be useless, but the alchemist is not aware of this. Botched tests result in the same effect as botching a sorcery shaping roll. Alchemy requires a great deal of patience, so even if a given test succeeds, the alchemist must get at least one success on a Temperance roll. If this fails, the outcome of the procedure will be unchanged, but will take an additional day unless the alchemist spends a point of Willpower. If this roll botches, the alchemist has rushed and ruined the result (he will know this immediately). The alchemist may not recover Willpower naturally during the procedure.

Martial Arts charms are more difficult to distill. In addition to other requirements, capturing Martial Arts charms requires that the alchemist be a master of the style (i.e. know all the style's charms). It also takes additional time: one day for terrestrial, two for celestial and three should someone figure out how to distill sidereal martial arts.

Should all the tests above succeed, the result is a single dose of the distilled charm. Alchemists can attempt to make more than one dose at a time, but this requires more ingredients and each additional dose raises the difficulty of the Intelligence + Occult tests by one. The cost of the charm being captured must be committed separately for each dose, though the alchemy charm is paid for only once. As long as the result remains sealed, it will typically remain ready for use indefinitely, though some procedures may create more delicate potions.

To use a potion of this kind, the user must pay either three motes or one willpower as they drink the potion, an act that requires a single dice action. When this action is completed, the imbiber immediately gains the effect of the captured charm for its standard duration, provided he has the necessary ability/attribute minimums. The Essence minimum does not apply, allowing these potions to be used by mortals or even, in some cases, animals. The captured charm does not count as charm use for the character's action, nor does it require knowledge of prerequisites, but it behaves like the charm in all other respects, including any restrictions. For example, if someone wearing armor drinks a potion based on Iron Kettle Body, the effect fizzles because that charm is not compatible with armor. If the charm normally allows the caster to reflexively spend essence for some purpose (e.g. Essence Discerning Glance), the drinker may do so if they have an essence pool; however, no such pool is provided by the potion.

These type of potions are considered to have an Artifact rating equal to the charm's minimum essence.

ARTIFACT ALCHEMY

True alchemy is also capable of producing effects that are not based on charms. Such alchemy creates an artifact, its rating dictating what circle of alchemy is needed to produce it. Naturally, a procedure is needed for each type of artifact created. The artifact is usually a potion of some kind, but may be some other form of transitory object.

Effects from this kind of artifact almost always last a scene, though some may have instant effects. Most cost three motes or one willpower to activate and a single dice action to drink. All but the most powerful can be used by anyone, including mortals.

Low level artifact potions tend to be simple items (similar to the potions you might find in a video game or a d20 campaign); however, creating such potions often costs more than the result, making them somewhat rare. More advanced potions (such as a "Jekyll and Hyde" style serum or magical poisons) are rarer still.

Creating artifact elixirs follows the rules in *Savant & Sorcerer* with the following changes:

- Two effects modify the Power of artifact potions. Their one-shot nature tends to reduce it significantly, while their ability to be used by mortals increases it. These effects are



typically considered to offset each other, allowing the power guidelines to be used without modification.

- Because of its one-time effect, the Usefulness can never be more than ••.
- Potions rarely have Script Immunity greater than •.
- The fixed activation cost of potions interacts strangely with the Essence Drawback. Low power potions (Power • or ••) are considered inefficient, gaining a point of drawback. Higher power potions, however are beyond efficient and so reduce total drawback by one for each point of Power over two.
- Potions almost always have a Component Drawback of at least •••.
- Potions made from known procedures use the “design from existing plans” rules, require a lore rating equal only to the artifact being produced. They also, however, must know the corresponding alchemy charm.
- Making potions is less demanding of equipment than regular artificing and have costs as if they were one “level” lower.
- Magical alchemy requires only one assistant per artifact dot, at least for creation of the final product. Usually gathering the components requires many more.
- Rolls to create potions use Intelligence + Occult instead of Craft, though the alchemist must still have Craft skill appropriate to the style (usually Water) and level of the product. Rolls are made each day instead of each season.
- The alchemist must commit the cost of the correct alchemy charm for the duration.
- Failure is much more likely to cause explosions than the other results.

TRANSMUTATION ALCHEMY

Some alchemy procedures avoid creating temporary items, instead using a temporary procedure to transmute one permanent material into another permanent material. Even mortal alchemists, for example, can transmute base metals into gold (with the Heavenly Transmutation Processes [play.142]). Higher circles can transmute more exotic materials, up to and including the magical materials. Rumors persist of procedures that can transmute living beings or abstract concepts (such as love).

More impressive are the creation of catalysts, objects that anyone can use to make such transformations. While mortal alchemists understand how to transmute base materials into gold, the creation of the philosopher’s stone, an object that can do so at a touch, eludes them. Magical alchemy can do so however, at least for lesser materials.

Most high circle transmutations, while effective and permanent, are extremely expensive. Generally, the value of the materials consumed and the time needed to gather and prepare them vastly outweighs the value of result, so often this type of alchemy is done more for research or training than out of practical need.

Since quintessence and ambrosia [side.26-27] can already be transmuted into other materials, much of the research effort for

this type of alchemy is spent examining these materials. Nearly all of the higher level transmutations consume at least some quantity of either or both of them.

CREATING NEW PROCEDURES

Alchemy is, in some ways, easier than creating other magical wonders, largely because it follows known recipes in the form of procedures. It is the creation of new procedures, however, that marks a true alchemist. This requires much research and experimentation, following the rules for “design from first principles” [svnt.30], except that each roll represents a month, not a week. In addition, the process requires the consumption of much raw material, often of very exotic natures, in various trial mixtures. Also, botches during this process tend to be fairly catastrophic, usually causing explosions at the very least.

CONTROLLING TRUE ALCHEMY

True alchemy can be quite unbalancing if dropped casually into a campaign. Storytellers should spend some time thinking about how they wish to control true alchemy before introducing it. These rules offer a number of possibilities for doing so, but most of them are outside the scope of game-mechanics, so require the Storyteller to use them wisely. In no particular order, the following can be used to limit the impact of true alchemy:

- Esoteric ingredients. The primary mechanism of controlling alchemy is making its procedures require extremely hard to come by, or even abstract, components. Such a restriction is usually enough to prevent vast quantities of potions from being mass produced.
- Procedures. Access to procedures makes alchemy easier. Storytellers can control both the pace and the content of true alchemy by controlling which procedures are floating around.
- Charms. Storytellers may wish to require a trainer of some kind to learn one or more of alchemical charms.
- Circles. As written, these rules essentially cap what is possible with alchemy at Essence 3 effects, making higher circles undiscovered. This cap can be adjusted up or down to suit the campaign.
- Difficulty & Time. Since the specifics of an alchemical product depend on its procedure, some procedures can require more difficult, tricky or time consuming tests than others.
- Applicability. The Storyteller may simply veto certain effects from being possible with alchemy.
- Frequency. The consequences of violating “one magic potion per scene” limit can be made more or less severe.

SALT CIRCLE PROCEDURES

- All procedures requiring Alchemy •-•• [play.138-143, auto.161].
- All alchemical formulas requiring the Initiate Degree in alchemy [ocdx.130-132].
- Sleep grenade [king.141]



ÆTHER CIRCLE PROCEDURES

- All procedures requiring Alchemy ●●●-●●●● from the [play.138-143, auto.161].
- All alchemical formulas requiring the Adept Degree in alchemy [ocdx.130-132].
- Smoke grenade [king.141]
- Southern Fire/Arden Embrace Resin [salt.126, king.141]
- Synthetic leather of the Mountain Folk [fair.277].
- The various textiles produced in Autochthonia [auto.181].
- Photo-Resonant Gel [auto.182].

GOLD CIRCLE PROCEDURES

- All procedures requiring Alchemy ●●●● from the [play.138-143, auto.161].
- All alchemical formulas requiring the Master Degree in alchemy [ocdx.130-132].
- The fluid used in stability-conferring vats [land.114].
- Pyromantic gel [fair.276, sfrm.22].

ALKAHEST CIRCLE PROCEDURES

Alkahest

Procedure Duration: 3 days

Procedure Commitment: charm cost + 10m (20m total)

Roll: Wits + Occult

Roll Frequency: each day

Roll Difficulty: 4

Prerequisites: Lore 2, Craft (Water) 3

Appearance: Highly reflective silver ink

Artifact: •

The defining procedure of the alkahest circle, this ritual produces its namesake. Alkahest is a universal solvent, capable of dissolving any matter into solution, including the five magical materials. As such, it is incredibly difficult to store, transport and handle. This procedure solves this problem by suspending the result within a field of magic, then encasing the field in a glass bottle, such that the field prevents contact between the alkahest and the container. One mote per week must be fed into this field to sustain it.

The small quantity of alkahest produced by this procedure (only about the size of a small pearl) means that the only real practical use for this material is in other alchemical procedures. Nearly all of the higher circle procedures use alkahest in some way, usually for dissolving small quantities of magical material into the mixture. To use alkahest, the material to be dissolved is dropped into the bottle onto the alkahest, which then dissolves an equal volume of the material, forming a solution that can then be poured into another mixture. At this point all of the alkahest has been consumed.

Most often, the solution produced by the process above is added to a diluting agent like water, oil or ink and the resulting mixture used in the production of other alchemical products. Such liquids are referred to with names like “white jade water” or “orichalcum oil”. A single unit of alkahest used for this purpose produces five “units” of an oil, 12 units of ink or 25 units of

a water. Unless otherwise noted, the exact type of the diluting agent does not matter to a procedure. For example, it doesn't matter if the “moonsilver oil” required by a procedure was produced using olive oil, sunflower oil or peanut oil, unless noted in the procedure.

Making alkahest requires several pints of quicksilver, a single star topaz tooth from each of three different living ash devourers [crea.54], a gallon of nitric acid and half a pint of blood extracted from a living furnace rhino [crea.62] within 72 hours of the start of the ritual.

Briardust Transmutation

Procedure Duration: 1 day

Procedure Commitment: charm cost + 15m (25m total)

Roll: Intelligence + Occult

Roll Frequency: Once

Roll Difficulty: 1

Prerequisites: Lore 2, Craft (Fire) 3

Artifact: •

This transmutation process converts the elemental aspect of a single charge of firedust into the elemental aspect of wood, producing briardust. Other, similar procedures exist to produce the other four types of dragon dust (see pg. 16).

This procedure is extremely easy to perform, but requires a great deal of essence to be committed and is extremely tedious. A charge of firedust is placed into a small glass bulb, along with a small pinch of green jade ground into dust. This bulb's narrow spot is connected to the spout of an empty, identical bulb with a thin tube of green jade, forming an hourglass. Essence is committed to the jade and the sand is run from one bulb into the other. The hourglass is then inverted and run through again. This process is repeated until the dust has gone through the jade tube exactly 125 times.

This is one of the few alchemical processes that can be run unattended. Some alchemists set up racks of these hourglasses, start as many of them as they can afford to commit essence into, then leave the turning of the glasses to either clockwork or assistants. Alchemists with a connection to the element of wood reduce the commitment cost of the ritual by five motes.

Botching the roll for this procedure usually means the jade tube cannot handle that much essence being committed to it and explodes at some point in the ritual, usually igniting the dust.

Cage Sweat

Procedure Duration: 5 days

Procedure Commitment: charm cost + 3m (13m total)

Roll: Intelligence + Occult

Roll Frequency: each day

Roll Difficulty: 1

Prerequisites: Lore 2, Craft (Water) 3, Armored Scouts Invigoration, Power-Awarding Prana (or similar)

Appearance: Similar to salt water

Effect duration: 1 day

Artifact: •

This procedure creates a potion that duplicates the effects of Armored Scouts Invigoration [ex2e.205]. This charm has a variable cost and, as mentioned above, potions built on such



charms can only be duplicated at a minimum level, meaning that when used, the effect is as if only three motes was spent on the charm. Also, the duration of this charm is indefinite, which would normally mean it is not capturable. This rule is specifically overridden for this charm; however, the duration of the potion effect is only one day.

This potion is mixed in a steel helmet, which must be filled with mortal sweat collected from the padding of actively worn armor.

Distilling the Sun

The process by which orichalcum is refined from gold [svnt.39] is a procedure of this circle.

Eight-Scream Devil Powder

The process to make this caustic powder [wola.74] requires alkahest circle alchemy.

Godstrike Oil

Though the recipe is known predominantly to the Mountain Folk, this substance [fair.276, sfrm.22] is produced using alkahest circle alchemy.

Jade Whiskey

Procedure Duration: 3 days

Procedure Commitment: charm cost + 2m (12m total)

Roll: Intelligence + Occult

Roll Frequency: each day

Roll Difficulty: 1

Prerequisites: Lore 2, Craft (Water) 3, Minding the Dragon's Eggs, Bestow the Saffron Mantle (or similar)

Appearance: Similar to whiskey, tinted with the color of the elemental aspect of the effect.

Effect duration: 1 day

Artifact: •

A favorite of terrestrial alchemists, this procedure produces a potion that allows their minions to detect jade or to detect jade of elemental aspects other than their own. Duplicating the effects of the Minding the Dragon's Eggs charm [ab_a.70-71] when drunk, with the type of jade being detected being the type used in the construction of the potion.

In addition to a pint of whiskey, the primary ingredient in the production of this potion is one unit of jade oil. This procedure may be used with any kind of jade, but only one type may be used at a time. Terrestrials using a type of jade different from their elemental aspect must commit an additional mote of essence. The procedure also requires parts of three different plants common to the region associated with the elemental aspect: one root, one leaf and one stem.

Magical Venom

The venom produced by the (Second Edition) automation assassin [wola.100] may be created by this circle of alchemy.

Omen Juice

Procedure Duration: 3 days

Procedure Commitment: charm cost + 6m (16m total)

Roll: Intelligence + Occult

Roll Frequency: each day

Roll Difficulty: 1

Prerequisites: Lore 2, Craft (Water) 3, Prior Warning, Excellent Implementation of Objectives (or similar)

Appearance: Sweet, bright pink liquid

Effect duration: Five hours

Artifact: •

In addition to being delicious, this fruity concoction allows the drinker to sense danger, capturing the effects of Prior Warning [side.175, sesc.70].

This potion must be mixed in a cauldron of ice, hand-carved in one piece out of a glacier, and kept just above freezing for the duration of the procedure. It requires two units of starmetal water, the juice of five blood-oranges from five different orchards, an equal amount of cream liqueur made by mortal hands from the fruit of the marula tree (also called the "elephant tree"), three raspberries frozen until crystalline then shattered and ground into a fine dust.

Seventy-five Crystals

Wyr'palja postulated that the Seventy-five Crystals [land.150] could be replicated with this circle, but never conducted the experiments needed to test the theory.

Vim Vitae

The alchemical fuel used to power First Age warbird weapons [wola.41] is a product of this circle.

BERITH CIRCLE PROCEDURES

Berith

Procedure Duration: 1 day

Procedure Commitment: charm cost + 15m (30m total)

Roll: Intelligence + Occult

Roll Frequency: each hour

Roll Difficulty: 3

Prerequisites: Lore 2, Craft (Earth) 3

Appearance: A small lump of dark gold

Artifact: ••

The fabled "philosopher's stone", berith is indicative of this circle of alchemy. While lesser alchemy can transmute base metals to gold with complex transformation rituals, this procedure creates a stone that can do so in an instant, with just a touch. Though normally cordial and respectful of any alchemist, Wyr'palja's treatment of those obsessed with berith for the purposes of greed was nothing short of vitriolic and she seems to have created this procedure largely out of spite. She was more interested a family of other procedures in this circle, very similar to this one, which create stones that transform base materials into more practical, if mundane, materials, such as diamond or feathersteel.

Anyone can use berith by placing it on a pile of base material, concentrating on what he wants to transform and spending



a point of temporary willpower. The berith is consumed, transforming the material into pure gold. A volume of base material roughly equal to what would fit in a large wagon can be transformed by a single stone. The shape and volume of the gold remains that of the original, so some alchemist/artists use berith to produce gold sculpture in forms that would be otherwise impossible to form. Since volume remains the same, the resulting gold is usually much heavier than the original material. Accomplishing this takes energy, which berith tends to suck from the surrounding area. This almost always radically lowers the temperature of the surrounding countryside, sometimes for miles, and has been known to pull stray motes from exalted or, occasionally, snuff out an active nearby charm. Living material is otherwise immune to the effects of berith.

Production of berith is extremely expensive, generally more than the value of the gold it can produce. It requires two units of orichalcum oil, one unit of moonsilver water, 50 pounds of marble suitable for manse construction that has been burned to ash (usually with the Ravenous Fire spell) and a pinch of the dust from the remains of a dead abacasteri [crea.52-53]. This procedure is very rapid, but extremely intense. Rumors persist of alchemists that have accidentally turned their own blood into molten gold when making a mistake in this ritual.

Clarity Spirit

Procedure Duration: 4 days

Procedure Commitment: charm cost + 3m (18m total)

Roll: Intelligence + Occult

Roll Frequency: each day

Roll Difficulty: 2

Prerequisites: Lore 3, Craft (Water) 3, Spirit-Detecting Glance, Power-Awarding Prana (or similar)

Appearance: A thin, pale turquoise, slightly carbonated liquid.

Effect duration: One scene

Artifact: ••

This bitter, ephemeral elixir allows an imbiber to see dematerialized spirits, duplicating the effect of Spirit-Detecting Glance. It is made from three bottles of the finest champagne, two units of orichalcum water, one unit of starmetal water and the immaterial eyes of a spirit or elemental.

Dragon dust Catalyst

Procedure Duration: Until 30 successes are achieved

Procedure Commitment: charm cost + 5m (20m total)

Roll: Intelligence + Occult

Roll Frequency: Daily

Roll Difficulty: 4

Prerequisites: Lore 2, Craft (Air) 2, Craft (Fire) 4

Appearance: A two-inch sphere of fragile multicolored glass

Artifact: ••

Terrestrial alchemists in the south do quite well for themselves producing these baubles for sale. Anyone may use them to convert a decent number of firedust charges into dragon dust of another element (see pg. 16). To do so, up to 10 charges of firedust are placed into a stone (usually marble) cask. The catalyst is gently placed on top, then a pinch of dragon dust of some kind is sprinkled over the catalyst. The cask is sealed, then

shaken vigorously until the catalyst shatters and all the pieces are ground to dust (this usually takes about a minute). The cask is then opened to reveal all of the dust has been converted into whatever type was sprinkled over the catalyst.

Producing a dragon dust catalyst requires a glassblowing kiln that contains five openings, one directly facing each of the elemental poles. The fire in the kiln must be ignited by with a charge of firedust loaded from the opening facing the pole of fire. The alchemist must then make five hollow spheres of colored glass, one for each pole. The color must match the color of the pole and must be created while using the opening facing that pole. Once these spheres cool, a small hole is drilled in each, and a tear shed voluntarily by a spirit aligned with the corresponding element is placed inside. The spheres are then placed into the fire-facing opening, melted down. The molten glass is then dropped into a tub of water just so, forming a sphere. This is then extracted and cooled with blasts of air from a bellows. It is then wrapped in grape leaves and buried in loose earth for at least an hour.

Empty Canvas

Procedure Duration: 3 days

Procedure Commitment: charm cost + 10m (25m total)

Roll: Wits + Occult

Roll Frequency: each day

Roll Difficulty: 4

Prerequisites: Lore 2, Craft (Water) 3

Appearance: A viscous brownish paste

Artifact: ••

Created by accident during the experiments that eventually uncovered the secret of producing berith, this procedure was little more than a footnote during the First Age, known only to a very few then, and no one at all now. The liquid it produces will, when painted onto a surface, cause any ink, dirt, stain, paint, dye or the like to sublime from the surface within an hour or so, leaving it cleaned but otherwise unharmed, no matter how fragile it might be. It can, for example, erase all traces of writing from a book, clearing the way for new writing, clear a portrait from a canvas, or eliminate graffiti from a wall. It can even erase inks of the five magical materials.

At the time of its discovery, this was considered merely an expensive parlor trick, as other, much more cheaply produced materials could perform similar tasks, albeit with less efficiency and potentially more harm to the target. Those of the Second Age, however, should they rediscover this formula, may consider the brew more important for a single reason: it can erase lunar tattoos. Granted, simply painting it onto a lunar's skin would not be sufficient; the lunar would need to be subdued or otherwise allow the use of needles to deliver the potion into the ink under the skin, one drop at a time. Still, should the Silver Pact learn of the existence of this formula, they would likely do anything necessary to make sure they held sole possession of its secret.

When used, the thick paste produced by this formula is dissolved into five gallons of the purest water, forming a liquid that looks somewhat like turpentine. When so mixed, its magic lasts only for one day, so it is generally combined just prior to use. Even in this state, the mixture does not damage what it cleans



so, for example, whole books can just be tossed into a vat of the stuff and removed completely blank but otherwise undamaged an hour later. The formula calls for a unit of black jade oil, a unit of blue jade oil, a unit of moonsilver ink and a pint of ichor from an undercoat [crea.21] killed while inhabiting a mortal woman. A ghost willing to enter Lethe [abys.27, exab.16] must inhabit the crucible used to mix the ingredients, a process that begins exactly when the ghost surrenders itself to reincarnation. More is added to the mix over the three days that the ghosts fades, with the ritual ending when it has been fully claimed.

Hound's Tongue

Procedure Duration: 3 days

Procedure Commitment: charm cost + 3m (18m total)

Roll: Intelligence + Occult

Roll Frequency: each day

Roll Difficulty: 2

Prerequisites: Lore 2, Craft (Wood) 1, Craft (Water) 3, Friendship With Animals Approach, Power-Awarding Prana (or similar)

Appearance: Thick purple liquid with swirls of black.

Effect duration: One scene

Artifact: ••

Hound's Tongue allows a rudimentary communication with animals, duplicating the charm Friendship With Animals Approach [ex2e.209]. Creating it requires several spoonfuls of the ground horn of a forest mimic [crea.34], every drop of blood from an adult ink monkey [crea.41], a pint of tree-singer urine [crea.51], and at least five tongues from single pack of eight-tailed mole hounds [crea.56].

Master's Toast

Procedure Duration: 7 days

Procedure Commitment: charm cost + 5m (18m total), 1 wp

Roll: Intelligence + Occult

Roll Frequency: each day

Roll Difficulty: 2

Prerequisites: Lore 3, Craft (Water) 3, Fivefold Bulwark Stance, Power-Awarding Prana (or similar)

Appearance: A clear liquid, in which dirty clouds dart erratically.

Effect duration: One scene

Artifact: ••

Master's toast is a potent alcoholic drink that increases the imbiber's ability to defend himself with melee weapons, duplicating the effects of Fivefold Bulwark Stance [core.167, ex2e.194]. Producing this potion requires an exceptional sword that has been inhabited by a spirit or ghost with a Melee rating of at least five. This sword must then be used to parry 25 blows from each of the magical materials (five from each color of jade). These blows must be legitimately intent on cutting the wielder, but need not be vicious. The tip of the sword is coated with one unit of orichalcum oil and then dissolved with alkahest, dealing one level of unsoakable aggravated damage to the spirit or ghost inhabiting it. The dissolved tip is then added to a gallon of 200 proof alcohol, into which another unit of orichalcum oil is added. As the procedure progresses, the mix must be stirred continuously with the remainder of the sword, which

the spirit or ghost must continue to inhabit. Other ingredients added over the course of the ritual are 625 thorns (from the stems of red roses) completely dissolved in nitric acid, a splinter from a shield used while defending something from a superior force and a unit of gossamer harvested from a dream of a valiant defense of some kind.

Righteous Bloodfire

The venom produced by (Second Edition) orichalcum black widow razors [wola.101] or the (First Edition) orichalcum automaton assassin [salt.119] may be produced by this circle as well. Once created, this venom can only be stored in an orichalcum vessel, losing its potency after five minutes otherwise. Similar rituals exist to produce the same venoms as similar types of devices made from other magical materials.

Skin-Like-the-Mountain Oil

The process to make this defensive oil [wola.75] requires berith circle alchemy.

Touch of Death

The venom produced by the Minion of Deadly Touch [wola.106] may also be produced by this circle of alchemy.

QUINTESSENCE CIRCLE PROCEDURES

Alchemy of this circle often requires the use of quintessence or ambrosia [side.26-27, yush.25-27]. These materials dissipate into essence as soon as they enter Creation, so using the raw form of either of them requires the alchemist to work either in Yu-Shan or a spirit's sanctum. Both of these materials can be transformed at will into other forms, however, which do survive in Creation, so often procedures of this circle require materials made in this fashion.

Dragon Walker

Procedure Duration: 7 days

Procedure Commitment: charm cost + 8m (28m total)

Roll: Intelligence + Occult

Roll Frequency: each day

Roll Difficulty: 3

Prerequisites: Lore 4, Craft (Water) 3, Pulse of the Invisible, Form-Fixing Method (or similar)

Appearance: Almost like champagne, with a slight greenish tinge.

Effect duration: One scene

Artifact: •••

Those who drink this potion find themselves in tune with essence flows, able to see spirits, geomantic power and spellcraft. It duplicates the effect of Pulse of the Invisible [luna.192]. Producing this potion requires one pint of white wine made from grapes grown in a celestial manse, one unit of each type of jade water made using water created from quintessence and invested with the elemental power corresponding to its jade type using Ritual of Elemental Empowerment, and a memory stolen from a spirit with Theft of Memory and dissolved by alkahest.

The Five Calibration Crystals

Wyr'palja postulated that the five crystals produced during Cal-



ibration in Crystal [land.150], such as goldbreath, could be replicated with this circle, but never conducted the experiments needed to test the theory.

Ice Marrow

It is possible that abyssal alchemists have figured out how to produce this blue poison [exab.216] through purely alchemical means.

King For a Day

Procedure Duration: 7 days

Procedure Commitment: charm cost + 3m (23m total)

Roll: Intelligence + Occult

Roll Frequency: each day

Roll Difficulty: 3

Prerequisites: Lore 4, Craft (Water) 3, Authority Radiating Stance, Power-Awarding Prana (or similar)

Appearance: A royal purple syrup.

Effect duration: One scene

Artifact: ●●●

Anyone consuming this potion can instantly get people to follow his orders, as it duplicates the effects of Authority Radiating Stance [ex2e.204]. The potion is made with the stomachs of five queen bees fed with honey made from quintessence, one unit of orichalcum oil, and the lamentations of a mob cut down because they failed to organize.

Malfean Lacquer

Though no one has actually done so, producing a dose of this poison [tdea.148] would be within the capabilities of this circle of alchemy.

Mimic Skin

Producing this product of ancient dragon king alchemy [ruin.83] requires quintessence circle alchemy.

Orison Coagulation

Procedure Duration: 10 days

Procedure Commitment: charm cost + 30m (50m total)

Roll: Intelligence + Occult

Roll Frequency: Daily

Roll Difficulty: 5

Prerequisites: Lore 5, Craft (Fire) 3

Though this procedure is prohibited in Yu-Shan (severity 2), it is estimated that from one to five percent of heaven's population is using it at any given time. It is a long ritual that transforms a volume of quintessence into about 25-50% more ambrosia than could be gained through trading that same quintessence. Generally used by residents of heaven with Salary ●●● or lower, this procedure requires so much quintessence that their salary effectively drops a dot while the procedure is underway. Once it is complete, however, their original Salary is not only restored to normal, for the next month it also increases by one dot. Richer spirits can use this procedure as well, but rarely find it worth the risk or bother.

The complex stone and crystal apparatus used for this procedure must have been made from ambrosia, but the quintessence used must be handled in its raw state. The entire process

must be ignited with a small vessel of pyre flame [abys.256]. On each day of the ritual, in addition to quintessence, the apparatus must be fed one unit of starmetal water, the smoke from a burning animal sacrificed to the gods and the ash of a burned stick of incense formed from the virtues of four different people working in the name of the gods.

Vivid Dragon Amalgamation

Procedure Duration: 3 days

Procedure Commitment: charm cost + 10m (30m total)

Roll: Intelligence + Occult

Roll Frequency: Every 8 hours

Roll Difficulty: 4

Prerequisites: Lore 4, Craft (Fire) 5

For the few who know this transformation ritual, the jury is still out on if it has any practical value or only creates a good looking novelty. Using this process, jade of different colors can be alloyed together to form jade of any color at all. Unexpectedly, even though the color of jade comes from the light it reflects rather than emits, when jade is mixed together, its colors mix like the colors of light do, rather than the way paint mixes together as one might expect. As a result, mixing together, say, red, green and blue jade produces white jade, causing much confusion among artists. Similarly, red and green mix into yellow, red and blue produce magenta and so on. More bizarrely, adding black jade does darken the mix and white lightens it, as if they were paint. By mixing jade in the correct ratio, any color can be produced.

The most study on this kind of jade in modern times occurs at the Heptagram, where alchemists attempt to discover how well such jade combines the properties of its components.

A single transformation of this kind can combine about as much jade as would be needed to fashion a suit of articulated plate, which must be melted in a prismatic crystal forge made from quintessence. In addition to the jade used, this ritual consumes three units of moonsilver oil, a pound of snake scales that exactly match the colors of jade being mixed (and in the same ratio), and an ounce of liquid sunlight.

AMBROSIA CIRCLE ALCHEMY

No procedures of this circle are known. In heaven, ambrosia can be turned into almost anything including jade, but only that formed from prayers to the celestial incarna can be made into the more noble magical materials. It is thought that Wyr'palja was working on a way to convert "run of the mill" ambrosia into these elements using this circle of alchemy. With all her research lost, however, modern research into this circle is rare. What does exist will, more often than not, fixate around Sun's Peak [sesc.128], a liquid formed in the First Age, believed by most alchemists to be a product of this circle.

ETERNA CIRCLE ALCHEMY

Much as the philosopher's stone consumes the thoughts of mortal alchemists, the ability to create catalysts that can transmute mundane material into the five magical materials consumes most of the theorizing about this circle.



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