

GLORIES OF THE MOST HIGH

LUNA



EXALTED
SECOND EDITION



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Written by Michael Goodwin, John Mørke, Holden Shearer
Additional Material by Neall Raemonn Price
Developed by Eddy Webb
Edited by Carl Bowen
Layout and Design by Brian Glass
Art by Misy Coats, DPI Studios, Imaginary Friends Studio, Saana 'Kiyo' Lappalainen, Pasi Pitkanen, UDON and Long Vo
Cover Art by Adam Warren



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LUNA

Seductive and exotic beyond measure; a supreme intelligence, infinite in its depth; the very essence of quixotic; a will to overcome and survive even unto the death of the cosmos, with a strength to rival the Unconquered Sun—there is but a single being in existence who can lay claim to all these things and more. She is Luna, Goddess of the Moon, Second on High and patron deity of the Lunar Exalted. Countless in her guises, she has labored for an endless era under the weight of her divine task: to provide spiritual and existential diversity from the Unconquered Sun. Yet, pulled by a force of love stronger than even the abstruse Maiden of Serenity can comprehend, Luna is torn by her innate loyalty to the Once-Guarding Star and her desire to leave Creation and fly to the side of Gaia.

In prehistory, it was Luna who convinced the Emerald Mother to turn against her brethren and side with the Unconquered Sun. It was by Luna's design that the Lunar Exalted were produced, giv-

ing Solars the lovers, champions and seconds they needed to shoulder their terrible burden and win the war against the Primordials. And it was Luna who, during the Primordial War, masked herself as gods of multiple different purviews so that she could move undetected amidst the divine bureaucracy, uncovering Primordial sympathizers and political enemies of the Unconquered Sun.

Now Luna struggles to protect Creation and Gaia while laboring under a crippling addiction to the Games of Divinity. But of all the Celestial Incarnae, it is she who shows the strongest resistance, regularly breaking free from the Games to attend the Exaltation of her Chosen, and to step in and directly manage the affairs of her domain, Silver Chair. Perhaps this is because she is a being of infinite depth, in a state of constant evolution and therefore surpassingly fickle. Or perhaps it is because so much of Luna's heart proceeds with longing into the distant Wyld with Gaia, and because so much of her effort (when



not playing the Games) goes into creating signs and pathways to lead Gaia back to Creation.

Yet, that quality might be the cause for even greater cataclysm, as Luna's efforts to lure Gaia home are the secret cause for much anxiety in the Celestial Order. Luna's enemies in Heaven and Creation continue to mount. Meanwhile her Exalted, splintered and flung into marginalized states at the rim of the world, can avail her little by way of a defense if that is where they remain.

Even so, the Argent Madonna is anything but an underdog, and those who would conspire against her have every reason to pause, as her actions during the Primordial War have not been forgotten. While most of her ancient aliases are now well known and she remains mostly tied up with the Games, the Silver Lady could still have some alternate identities yet to be revealed. She might even break free enough from the Games of Divinity to begin her cycles of infiltration and spying among the derelict and corrupt gods of Heaven once more.

PERSONAGE AND PANOPLY

During the making of the world, it became apparent that Creation could not move beyond the brilliance of sustained day. The Unconquered Sun was so dominant above all other facets of existence that life itself was stunted by his constant presence, locked into the harsh patterns of his perfection and burning up in emulation of him. Therefore, night was engineered so the Unconquered Sun could rest and so Creation could have rest from him. Set above night as its face and its guardian was the moon; the spirit of the moon was Luna.

Luna's chief architect was Cytherea, the trigger of divine evolution who provided Gaia's Essence with the substance it needed to produce Creation. Cytherea knew that Luna must be what the Unconquered Sun was not. Yet, inspired by the embodiment of fully realized perfection that was Ignis Divine, Cytherea wanted the moon to partake of certain qualities in order to be his peer.



In Cytherea's mind, Luna began to take shape: a being of near perfection, of magnificence and grace and of appreciable definition, yet indefinite. She would be touched by traits she shared with the Unconquered Sun, but *defined* by her differences from him. Where he was day, she would be night. Where he ordered Creation, her existence would introduce chaos. Where the Unconquered Sun was the pinnacle of all possible perfection, Luna would be the impossible made possible. And so, while the light of the Sun expressed all things within Creation, Luna would draw upon forces outside Creation.

But it was beyond Cytherea's power to realize Luna alone. To complete her design, she went to Oramus, the Dragon Beyond the World, whose mind dwelled on alien vistas beyond perception, an infinite forge of the impossible that stirred the very Wyld into forms and patterns by the movement of its thoughts. In the forge of Oramus, the moon was born from Cytherea's vision, cut apart from his nightmares to bring what was beyond and apart from Creation into Creation in a singular form. That form was Luna, who came bearing Creation's first night in the cloak on her shoulders. She was a static being, wracked with the infinitely shifting whim of Oramus's perceptions and driven toward evolution by the primordial urge of Cytherea.

Luna stood at once in the sky alongside the Unconquered Sun, and Creation fell down before her in love and terror. Risking her life in her very first taste of it, she went to the Unconquered Sun and put her hands on his face, and said words that only he heard. There in the sky, she became the only being to have looked upon the true face of the Unconquered Sun, to gaze upon his full intensity without being destroyed. In that instant, Creation had its first eclipse, as Luna's billowing cloak of night spread across the sky. The sun was banished from the world, and night fell on everything. Rising over the Elemental Pole of Wood, Luna began her first peregrination from East to West—her lithe legs and silver body rising over the highest treetops, her shoulders trailing a cloak of night in which swam billions of stars, her face shining with the brilliant glow of one who has gazed into the holy light of the Most High.

Born from the conceptual “without” of Oramus's dreams and infused with the ever-evolving indomitable urge of Cytherea, Luna's is a form that changes shapes to pull at the forces outside the touch of the sun's light. Yet she is a blazing Celestial, allied and rooted firmly to Creation, fiercely loyal to the Unconquered Sun. She gathers darkness about her like a cloak, but is not of it. She draws upon the Wyld to touch the world with refreshing chaos, but she is not of the Wyld. She looks into the Beyond, where the dreams of Oramus create an existential well of alien concepts and hellish landscapes. Although she hails from that place, she herself is beyond the Beyond, having become something definite and real; the impossible made possible.

Luna's design is one of elemental seduction. She is the great summoner, calling the tide, the trade winds and the clouds to veil her face. She calls ants up out of the desert by night to interrupt the endless stillness; she calls the wolves to attend her with their prayers. It is Luna who called out to the Maidens across time, awakening them from their primordial dreaming, and it is Luna whose call to “rise and shine” draws the Unconquered Sun from his slumber each morning. She calls the Wyld in to fuel the sun's flame so that Creation might be spared, and she draws in the enemies of Creation with her hypnotic sway so that they might not be spared it. Chief among her duties, she calls to Gaia. For Cytherea knew that Gaia wished to leave Creation behind to continue her never-ending quest beyond the shores of the world, but Cytherea wished to keep Gaia so that they might share her sister's seat at the Games of Divinity and partake of her love.

Ultimately, Luna's seductive, magnetic nature was to act as a rook to keep Gaia in Creation. Yet, as a puppet to Cytherea, Luna failed miserably. Although Luna was designed to seduce Gaia, she was not created to love her. Her storied love for iconoclasts and individuals was epitomized in the Emerald Mother, who stood out and apart from the rest of the Primordials. Gaia was a trailblazer, an adventurer and a being empathetic to the plight of the myriad billions of life forms teeming on Creation's vistas. So in love with Gaia was she that Luna could not turn her over to the waiting arms





of one who wanted to keep her. Instead Luna gave Gaia into the care of the Unconquered Sun, whom she trusted implicitly, and the Unconquered Sun convinced Gaia to join him in a rebellion against Gaia's brothers and sisters.

Two Ages have passed since then, and Gaia and Luna remain inseparable. The nature of their peculiar relationship is a common subject of rumors among the ranks of the Celestial Bureaucracy. The self-centered, politically minded deities of Heaven have conjectured countless reasons the two might remain in collusion. They wonder if Luna wishes to gain influence over the Dragon-Blooded Host and thus usurp control of Creation by proxy. Or perhaps she dreams of using the aid of the last free Primordial to overthrow the Unconquered Sun. They theorize that the warm regard the other Incarnae display toward Gaia is a polite lie, and that the Emerald Mother prostitutes herself to Luna to stay the disdainful blades of her divine siblings. In their theories and conjectures they drag Heaven's best-known couple down to the level of their own petty, status-climbing schemes.

The simple, unbelievable truth of the matter is that Luna and Gaia fell in love in the final days of the Time of Glory, and in love they remain as the Second Age staggers toward its end. The Underworld heaves itself up into Creation, poisoning the geomancy to which Gaia has so intimately tied herself. The Wyld boils at the borders of the real. The gates of Malfeas tremble. But whatever happens next in the Time of Tumult, the Fickle Lady and the Emerald Mother will face it together.

And Luna is watching to see what that next event might be—more closely than any of her siblings are. Though shackled to the Games of Divinity as firmly as the Unconquered Sun is, she has always been much better at splitting her attention and being of two minds at once than Ignis Divine is, and so she keeps an eye in the sky and an ear to the ground. Her initial shame at her Chosen for fleeing to the rim of Creation has long since shifted to delight at their adaptability and survival through their darkest hour. She now watches intently to see what the Lunars will do with her gifts. She Exalted them to be the heroes Creation would need, protectors of the

world her lover made, and she wonders if they will rise again to the challenge of the Age. Most of all, she watches the return of the Solars. She wonders if the Lunars will return to their side or redefine

**GIRDLE OF THE CHTHONIC BAARA
(ARTIFACT ●●●)**

It is said that during the early days of the Primordial War the Argent Madonna personally handed down this unique wonder to the Lunar Exalt known as the Black Manticore. Although it is made of flowing, flexible moon-silver and set with cloud diamonds from the Elemental Pole of Air and fire opals from deep beneath Creation's surface, the girdle still manages to project an innocuous appearance. Most mortals fail outright to notice it. Recognizing the artifact as anything other than a mundane belt requires a reflexive (Perception + Awareness) roll at difficulty 5.

Supernatural obfuscation is not the girdle's primary purpose or power, however. It was believed in the First Age that the belt had been somehow endowed with a measure of primal Wyld energy, stabilized by the touch of Luna. Those who know of it in the Second Age have their doubts. They suspect the power of the Chthonic Baara is that of Luna and Luna alone. They wonder if the shadow of the All-Beast is somehow reflected in their own Exaltations, allowing for the possibility of chimerism.

Whenever a Lunar wearing the girdle of the Chthonic Baara assumes his war form through the Deadly Beastman Transformation Knack, he may reflexively re-assign that form's mutations in any legal configuration he desires without being forced to take his spirit shape into account. For example, a Lunar with the spirit shape of a great cat could easily assume a war form sporting wings and tentacles. If he ceases to wear the girdle, his war form reverts to its normal state. This artifact costs seven motes to attune.



themselves once again. She wonders if she should act to shift the situation, and if so, how. Each day, she chooses instead to take her moves at the boards of the Games, but perhaps one day she will not. None can say for certain, especially Luna herself.

LUNA

The Silver Lady is one of the strangest and strongest deities alive, manifesting some qualities eerily reminiscent of the Fair Folk. Her fey nature comes by design. Luna was originally created to engage with the Wyld and its unshaped horrors as an envoy of the Primordials, a polite alternative to the gold-mailed fist of the Unconquered Sun. She also curbed his other excesses, providing a balancing force that kept his zeal from burning the world. Luna maintained but outgrew this function when she fell in love with Gaia, and that love, more than anything else, ensured victory in the Primordial War by swaying the Emerald Mother to betray her siblings.

Without the creation of the Dragon-Blooded, the Celestials would have been generals without armies, individually awesome but ultimately insufficient to defeat the Primordials. Then, too, it was Luna whom Gaia first persuaded to spare those Primordials who surrendered rather than execute them all. It was Luna who then convinced the other Incarnae to listen to the Emerald Mother's plea. Had this not happened, the fury of the Exalted and the Unconquered Sun might have doomed Creation to destruction with its makers. Luna remains a restless spirit, consumed with ardor for her lover and a nagging sense that she must be more, but her addiction to the Games of Divinity has stymied her evolution.

Motivation: The core of Luna's personality is fickle (see Silver Lady's Prerogative, p. 10). Some of her more common Motivations include "Be Free," "Protect those she loves," "Challenge those who do not fear the Wyld," "Guide the lost to safety," "Encourage others to seek what is beautiful" and "Spread knowledge of sorcery among the worthy." Her more





enduring Intimacies include: Change (Need), Gaia (Love), Creation (Fierce Protectiveness), the Lunar Exalted (Pride), the Unconquered Sun (Friendly Rivalry), the Five Maidens (Wary Respect), the Fair Folk (Joyful Provocation), Autochthon (Fear), iconoclasts (Tacit Approval) and dissidents and outcasts (Kindness).

Attributes: Strength 15, Dexterity 15, Stamina 15, Charisma 10, Manipulation 10, Appearance 15, Perception 10, Intelligence 10, Wits 10

Virtues: Compassion 4, Conviction 4, Temperance 2, Valor 5

Abilities: Archery 5, Athletics 10 (Animal Forms +3), Awareness 10, Bureaucracy 3 (Bureau of Nature +1, Celestial Bureaucracy +1, The Silver Pact +1), Craft (Glamour) 10, Dodge 10, Integrity 10 (Against Fair Folk +3), Larceny 5, Linguistics 1 (Native: Old Realm, Claw-Speak), Lore 8, Martial Arts 10, Medicine 5, Melee 5, Occult 8 (Exaltation +1, The Wyld +2), Performance 10 (Storytelling +3), Presence 10 (Seduction +3), Ride 5 (Gaia +3), Resistance 10, Sail 5 (*Silver Chair* +3), Socialize 8, Stealth 10, Survival 10 (The Wyld +1), Thrown 5, War 5

Backgrounds: Befitting her station as an Incarna, the lover of a Primordial and a conquering force over the denizens of the Wyld, Luna commands virtually limitless access to the resources of Yu-Shan and Creation. She can be assumed to have a rating of 5, or even N/A where viable, in any Background that reflects this authority. Of particular note, her Cult N/A gives her eight motes of Essence and one point of Willpower per hour from worldwide veneration.

Sorcery: Luna is an extraordinarily puissant sorceress, with near-comprehensive mastery of every Emerald Circle and Sapphire Circle spell that does not run directly counter to her nature and the themes of her panoply. Although Luna cannot initiate herself into the Adamant Circle, Gaia has endowed her lover with the power to channel a small fraction of the Primordial's own might to cast any of the following spells: Adamant Countermagic, Benediction of Archgenesis, Enemy of Nature, Evocation from the Mirror, Gaia's Rebuke and Wrath of the Five Elements. The Storyteller may add thematically appropriate spells to this list. Luna's player must

make a successful prayer roll to Gaia as part of the first Shape Solar Circle Sorcery action she takes. Otherwise, the borrowed spell catastrophically fails, as though her player botched a concentration roll in the face of distraction.

Charms: As one of the mightiest spirits alive, Luna has All-Encompassing versions of virtually every spirit Charm not associated with a unique being. Notably, she lacks Excellencies and related Charms, as her Charm Nigh-Inchoate Supremacy (see below) transcends such magic. She has 10 purchases each of Essence Plethora, Reserve of Will and Ox-Body Technique, and pays 100 motes to materialize. Luna may grant any Blessing or Curse and may issue permanent versions of either as many times per year as she desires, spending 30 motes in lieu of permanent Willpower to do so. Her Endowment can bestow Lunar Charms or Knacks to her Chosen as though she possessed them. The Silver Lady's version of Hurry Home can depart from anywhere in Creation, Yu-Shan or the Wyld, teleporting her to any location in Yu-Shan, a waypoint she has previously visited in the Wyld, her sanctum or a valid point in Creation. (A valid point is defined as a place illuminated by moonlight or within 100 yards of where anyone successfully prayed to her or received Lunar Exaltation in the past hour.) Luna's version of Host of Spirits creates copies with no reduction of Attributes or Essence, all of which possess Hurry Home, but she can have no more than five copies in existence at a time. It is by means of this Charm that she visits her Lunars upon their Exaltation without giving up her turn at the Games of Divinity.

Luna's dominion grants her intuitive mastery of all Terrestrial and Celestial martial arts associated with a type of creature, such as animal styles or the hero styles of the various Exalted. She does not understand styles rooted in abstract concepts of any sort and is incapable of formally studying supernatural martial arts to overcome this limitation. Because she is so intuitive, however, she can freely activate her Martial Arts Charms as though they were spirit Charms without needing Combos. With regard to permanent Martial Arts Charms she knows, she may turn them off or ignore any of their effects at will, as she is beyond such rigidities.



Many-Faced Panoply of the Silver Lady: The following Charms belong exclusively to Luna and may not be learned by other beings. To the degree it matters, they have a minimum Essence of 10.

Nigh-Inchoate Supremacy: Luna adapts herself to all exigencies as a Shaping effect. By reflexively committing one mote per dot, she may indefinitely boost the natural rating of her Physical Attributes (25), Other Attributes (20), Abilities (10) or Virtues (5) up to the maximum ratings listed in parentheses. Although she can assume forms that may exceed these trait limits, with Shaped by Unshaped Splendor (which follows), this is the only way she can do so. Therefore, if she is in a form with Strength 20, she can use this Charm to raise that trait to 25. Yet, if she dons a Strength 30 form, she can do nothing to further enhance its Strength with Nigh-Inchoate Supremacy. Conferring Linguistics grants whatever languages Luna wishes to incorporate at the time she gains those dots. Finally, whenever Luna pays a Willpower point to enhance an action, the player does not add a bonus success. Instead, she applies a number of successes to the action equal to the dice she would have rolled (in lieu of making an actual roll). If Luna uses Willpower to improve a DV against an attack, her defense gains the power to block the unblockable and dodge the undodgeable, which also removes the benefits of a surprise attack and allows her to defend normally. Other static values gain nothing from use of this power.

Shaped by Unshaped Splendor: Lunar Exalted change their shapes in homage to their patron (**Manual of Exalted Power—The Lunars**, pp. 126–129). Luna herself has no Tell, nor risks any deleterious effects of Wyld taint from exercising this power. All forms are true to the Silver Lady, so she pays only one mote per shift. In any form, she may choose to use the traits conferred by her shape or her own. Normally, it is her practice to weaken herself to fit her shape, but this is an aesthetic preference she quickly abandons if her ire is aroused. In battle, she prefers massive forms to small ones, the better to show off her epic might. Luna is considered to have every non-chimera Knack whose qualities are not intrinsically dependent on qualities Luna expressly lacks (such as having a Solar mate). No mutations

THE SCRIPTURE OF THE CHANGING MAIDEN

*Once, there was a maiden...
...who danced across the heavens in a
thousand shining forms.*

*She fell in love with a shepherd in a high
meadow. He loved her back, but feared her.*

*Who could feel otherwise before her beautiful
horror?*

*But when he slept, she came to him in his
cave.*

She lay with him and embraced him.

*This bound her to him, but she didn't
mind.*

*"The world is a dream, and I am not a
maiden," she said.*

conferred by shapechanging can raise her current form's Attributes above the maximums established in Nigh-Inchoate Supremacy, though the natural traits of a form are not so limited, as noted. She is considered to have the Heart's Blood of every being that has ever existed, provided that being never achieved an Essence rating of 10. Her Knacks cannot emulate the Charms of Primordials or Exalted, nor confer any form of immortality better than her basic divinity. The Storyteller may also deny her any other powers he deems game-breaking.

Assumption of Unmarried Form: The Silver Lady is immune to all negative effects from environmental conditions. She can reflexively pay five motes to heal one level of any type of damage or remove any single effect with the Crippling, Poison or Sickness keywords. She may restore herself thus or anyone she is touching.

Wounded But Never Down: All of Luna's health levels above Incapacitated are -0 levels. When she would suffer lethal damage that would reduce her to her Dying levels, further lethal damage converts her wounds to aggravated levels instead, in the same way bashing damage spills over to become lethal. Only when all of her health levels hold aggravated damage can she suffer mortal injury or perish. Whenever any source of injury applies actual health levels of damage





to Luna, she may reflexively pay five motes. Doing so ensures that no more levels may be applied than half the minimum damage possible for that event, rounded up. For example, this power ensures that an attack by an Essence 8 being cannot inflict more than four levels of damage. Effects that would kill Luna outright are considered to inflict infinite aggravated damage and may be limited accordingly.

As the Moon Sees: Luna can innately perceive the Essence flow of her surroundings as per the Charm All-Encompassing Sorcerer's Sight (**Exalted**, p. 222). She can reflexively displace her senses to anywhere she can travel within Creation or Yu-Shan using *Hurry Home*. She knows instantly whenever a Lunar receives Exaltation.

Grace Beyond Dreams: Luna's protean nature allows her to ignore or reverse any Shaping effect upon her at will; no force can prevent her from doing so. She can perform Shaping actions and engage in Shaping combat like a raksha as though she possessed, at a rating of 10, all possible Graces that could ever exist. If she successfully vexes the Heart of a raksha noble, she may crush it in her hand and pay one Willpower point to calcify her victim into one of the truculee (pp. 17-19). The Silver Lady heals one level of damage to all Graces each day at sunset and can pay one Willpower point per Grace when doing so to remove any negative effects associated with having lost Shaping contests involving that Grace. This capacity to be temporarily defeated in Shaping combat is the only Shaping effect she cannot shrug off at will. Because she has no actual Graces, the power that functions as such cannot be vexed from her. When she bothers to do so, Luna may bestow any Fair Folk Charm upon herself, reflexively committing one mote per Charm she imagines she has. She retains these Charms as long as she maintains the commitment and may pay three motes per point of gossamer required to pay their costs.

Chaos-Defining Hue: By reflexively committing 30 motes, she can radiate moonlight upon any radius around her up to five miles as a Shaping effect. Committing 100 motes allows her to be more selective, casting her glow solely upon any number of perceived targets within the maximum radius. Her illumination can shine as bright as the full moon or

glimmer almost too faintly to see, but any sunlight hides her light completely. The visibility of her radiance has no bearing on its power. Wherever she shines in Creation or the Wyld, her will dictates whether that place or selected targets experience the properties of Creation, the Bordermarches, the Middlemarches, the Deep Wyld or Pure Chaos. Luna decides what mutations her light imposes on anything changed by it. In addition, Luna can impose or suppress any hazardous environmental conditions she imagines within her light (or falling upon specific targets), up to a maximum damage of 5L, an interval no shorter than one action and a Trauma of 5. She could make a lake of acid no more caustic than water, quell a storm or conjure an opalescent flesh-melting mist. Her power to banish or summon environmental conditions can also negate or impose external penalties up to a -5 from distracting or uncomfortable conditions.

Silver Lady's Prerogative: Luna can reflexively pay five motes of Essence and one point of Willpower to instantly rid herself of any single undesired mental influence effect or "permanently" redefine her Motivation. She cannot use this Charm to abandon Intimacies and must actually spend 10 scenes to form or abandon an Intimacy. The Silver Lady treats her Intimacies as Motivations for the purpose of social combat. It is from her passions, not her central identity, that Luna derives her sense of self.

Beauty to Break All Hearts: The minimum Willpower cost needed to resist any mental influence from Luna is her relative Appearance modifier over the target, if that modifier is in the Silver Lady's favor. This means that all but the most extraordinarily and supernaturally gorgeous beings in existence pay a minimum of three points of Willpower. Whenever Luna makes a social attack to build an Intimacy toward herself in another, the influence is unnatural and success forms the attachment instantly. Whenever a being without an Intimacy to Luna first perceives her each scene, she may make a reflexive social attack to build an Intimacy toward herself that involves no effort on her part or awareness of the onlooker. This Intimacy can have any emotional context she desires.

Join Battle: 20



Attacks:

Punch: Speed 5, Accuracy 26, Damage 15B, Parry DV 14, Rate 3, Tags N

Kick: Speed 5, Accuracy 25, Damage 18B, Parry DV 12, Rate 2, Tags N

Clinch: Speed 6, Accuracy 25, Damage 15B, Parry DV —, Rate 1, Tags C, N, P

Soak: 8L/15B

Health Levels: -0x34/Incap

Dodge DV: 18 **Willpower:** 10 (20 points)

Essence: 10 **Essence Pool:** 250

Other Notes: Should another character somehow end up endowed with the destiny and panoply of Luna following the unlikely event of her demise, use the same rules as for the Unconquered Sun (**Glories of the Most High: The Unconquered Sun**, p. 14). In games in which the Storyteller wishes to increase Luna's power, her Charm Assumption of Unmarred Form gains one additional power. Whenever Luna suffers damage for a specific weapon or other source of damage, that specific source cannot hurt her again for the remainder of the scene. Using different Charms to enhance an attack with the same weapon does not make it viable again, though Charms that create an entirely new mode of attack function normally. Scaling Luna back is as simple as removing Knacks, especially those that allow her to mimic the supernatural powers of beings whose forms she dons. It might also be useful to lower the maximum ratings Nigh-Inchoate Supremacy can provide.

ASPECTS

By Oramus, Luna sees the Beyond; by Cytherea, she becomes it, thereby pulling other worlds against Creation. Her constant evolution sheds dreams into the atmosphere, carried on her Wyld-tinged light to be picked up by the minds of humanity, so that there is a constant influx of new ideas and fresh imagination in Creation. In other words, Luna causes Creation to feed upon outer realms in order to bolster its own solid reality. She does so through her ever-changing aspects.

While it is unknown how many aspects Luna has, a few things are known for certain. For one, her major aspects are divided by the five phases of the moon, which indicate her state of mind as well as

what she represents. Additionally, Luna may choose to take up some aspect for no particular reason, such as pretending to be a murder victim's corpse and then sitting back to watch people try to solve the crime, or becoming a dancing, counting horse to lure intrigued Fair Folk into a Lunar's territory. Most importantly, while Luna can be many different things, she is two things above all: seductive and martial.

In order to be born, Luna had to seduce or destroy all of her rival concepts—all the alternative moon gods Oramus could imagine and Cytherea could produce—which she then consumed, taking their Essences into herself to complete her own creation. Of these, her strongest alternative selves continually emerge in Luna's aspects and mien, sometimes even externalizing themselves enough to join her in subjective discourse.

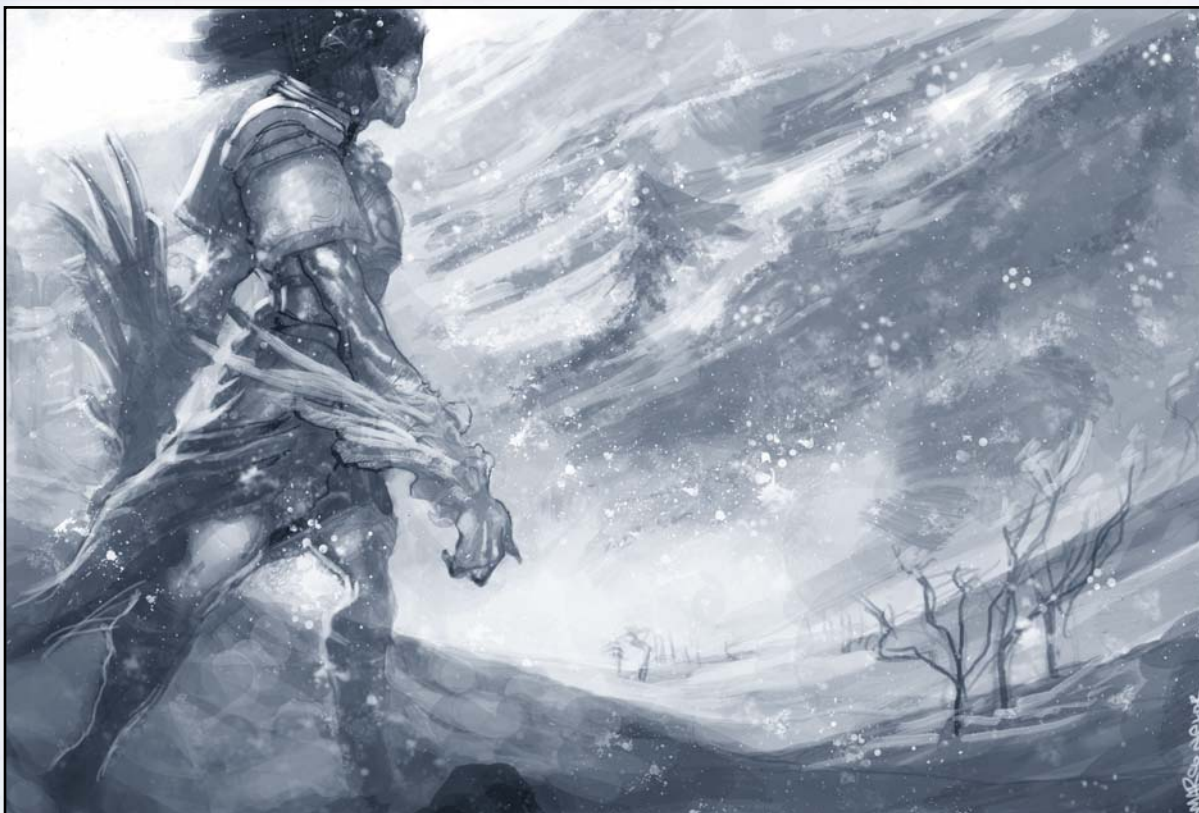
Her full moon phase is represented by martial archetypes, commonly associated with vigilance and the hunt. The most famous of these is the Bloody Huntress, whose appearance is touched by the presence of the alternate-Luna, Beloved Cattalesta, the Arrow Sentinel.

Her waxing moon phase is represented by aspects that share wisdom and guidance with humanity and shine light upon dark and hidden roads. Famous among these aspects is the White Navigator, whose appearance is touched by the presence of the alternate-Luna, Phrye, the Third Eye Pyramid.

Her half moon phase is represented by aspects that evince a meeting of opposites, including her role as a fertility deity and a walker between worlds. This phase includes the aspect of the Two-Faced Bride, who carries the child of the alternate-Luna Samesshana, the Silver Mirror.

Her waning moon phase is represented by aspects of ominous portent and failing light, of the terrors of the night and the presence of things from beyond the world. Famous among these aspects is the Silver-Horned Watcher, whose appearance is in direct conflict with the alternate-Luna, Zatesh of Doorways, whom Luna keeps buried deep inside her psyche with the ferocity of the Watcher. Luna is sometimes seen carrying a falcastra that pulls and cuts the Wyld, which was the primary sign of Zatesh.





Her no moon phase is represented by aspects of mysticism and the unknown, of things forgotten and of alien worlds and dreams from the without. Famous among these aspects is the Walker at the Crossroads, whose appearance is touched by Abraxus, Premises of a Dark Star. Luna is sometimes seen wearing the ivory tri-horned tiara that kept Abraxus's supernal mind from rioting out of control and destroying her with its magic.

Set outside all these phases is a single aspect, the Chthonic Baara, which is an ever-evolving super-predator, a conspiracy of beasts bound into a constant evolution to create an apocalyptic force that will rise in bitter defense of Gaia. Central to all of these phases is Luna, who sits atop her throne on Silver Chair and watches the borders of the world and the movements of the Beyond, and who waits for the return of Gaia. There she wears a cloak of argent or of pure night or of magenta, purple, red or dark pink—one or all at once. Inside the hood, ribbons of Wyld crawl across her skin

as she shifts through millions of faces, tasting the heart of all things.

SILVER CHAIR OF NIGHT

The moon, a silver sickle-disc that whirls its way across Creation's sky, has another name. As the dominion of Luna, it is more accurately referred to as Silver Chair of Night, where the Argent Madonna keeps her sanctum and holds court from high atop a moonsilver throne. Luna personally thinks of the moon as her *temenos*, and it is there she most often goes to escape the clangor of Yu-Shan and the grip of the Games of Divinity. But Silver Chair is more than just a place of repose. It is the heavenly body from which Luna draws her manifestation. She is the spirit of the moon and the incarnation of all it represents.

Intrinsically, Silver Chair represents all that is set apart from the sun—chiefly night, but also the existence of things that cannot stand the light, and all things from outside Creation that the sun does not substantiate with its contrast-giving rays.



Designed as a dimensional control mechanism for Creation, it aids in defining the borders of reality. Initially this meant helping to substantiate the outer shores of the world, setting Creation apart from the Wyld, but it also came to encompass the borders of the first shadowlands, defining and concealing those doorways into the Underworld as soon as they emerged. When the gods usurped the Primordials, it was used in setting Creation apart from Malfeas, and though it has no control over the gates of Yu-Shan, it monitors those passages as a matter of course.

Silver Chair's main function, however, is a magnetic one, drawing on external realms in order to anchor Creation to them. In essence, by drawing upon the Wyld, and now Malfeas and the Underworld as well, Silver Chair is consistently pulling these forces into Creation, keeping them taut against its borders. It defines their parameters for existence so they don't overwhelm Creation with their indefinite external properties. Simply put, Silver Chair helps Creation to interact with forces outside fate, so that these forces don't simply collide with Creation and tear right through it, or wash over and consume it.

In the most elementary example of this function, Silver Chair works to set night apart from day. As the Daystar returns to its dock in Elsewhere, Silver Chair materializes in the Eastern sky and begins to draw up all the ambient light left in the Daystar's wake, until the sky is black, the stars can be seen, and the moon glows like a beacon. In fact, Silver Chair was built to work in concert with the Daystar. By drawing external forces (chiefly the Wyld) into Creation, it provides a ready source of fuel for the Daystar. Because so much of the Daystar's radiance is committed to burning up external forces, this function of Silver Chair helps to keep the sun from scorching reality in its daily passage. In summary, it gives Creation a shield from the light of day, while also giving Creation's predators definition and ingress into Creation to become fodder for the Daystar—essentially fueling the engine that powers reality.

TEMENOS OF LUNA

The surface of Silver Chair is pockmarked with craters and furrowed with canyons. Its dunes are

mountainous, its valleys chasms. But Silver Chair is not a wasteland, nor is it without habitation. The surface of the moon features several landmarks, while the underground is honeycombed with tunnels leading to innumerable places of wonder, awe and nightmare, as well as the salient control stations of Silver Chair.

Referred to as the Sublunarian Deep, Silver Chair's interior is far more developed than its sparse surface is, but because of the peculiar nature of the tunnels as they get closer to the core, less is known about Silver Chair's interior than its exterior. What is known is that the tunnels shift and move as one gets closer to the center, and that the tunnel walls, ceilings and floors are covered in tile murals that depict shifting scenes from the Unimaginable Without of Oramus. The tunnels sometimes open up on alien vistas or tombs of things that were ancient when the gods were born, or on places where the Wyld or the raw Essence of Luna herself has cracked the surface and bled into the air. In such places, the very dreams of the Argent Madonna are real manifestations. Some of these chambers even open upon the sanctums of alternate-Lunas such as Zatesh of Doorways, only for them to vanish into deserted caverns upon a second visit.

Although Luna's dreams and nightmares conspire to create any number of horrors to wander these halls, the most common denizens of the Sublunarian Deep are the truculee, moon fae warders and rangers who navigate the tunnels by instinct. They go about in search of places where Luna's dreams are coalescing, so that they might work to consume them, preventing them from becoming substantial and running rampant.

The control centers of Silver Chair are well hidden within these networks, and the tunnels tend to shift to deny the approach of those who are not authorized to access them. The main satellite control exists at the very core of the moon, where Luna often sits contemplating shifting glyphs that even she cannot read. She unconsciously mimics them in shifting patterns on her skin as she bleeds her dreams and visions of the Beyond into the veins of Silver Chair, which sheds Wyld-tinged light upon the heads of Creation. It is in this place that Luna





can banish the opaque walls and look out upon any place in search of prey, and it is from this room that she first observes her soon-to-be-Chosen.

The surface of the moon, by contrast, is less uniform. It is a craggy terrain shot through with deserts through which gigantic dust-storms spin, whirling with illusions of things that cannot be. But it also contains many notable landmarks. The first and foremost is Luna's sanctum, the seat of Silver Chair, which shares its name. In a crystalline, open-aired throne room, flanked by jade rabbit statues, Luna observes the stars and holds court with whatever gods or devils she deems necessary to draw forth. Her most common visitors are the Maidens, each of whom has a tower located at equal distances across the surface of the moon. She also has a special receiving room behind her throne (which few have ever seen), which holds a long table with several chairs and two doors at opposite ends of the hall. The northern door leads to Luna's throne room; the southern portal opens on the demon realm.

Aside from its mechanical functions, Silver Chair is nothing if not a confluence of worlds. It not only opens upon Malfeas, but the Sublunarian Deep is said to also open on the Labyrinth. The surface is no exception. Wyld zones range across its face, perpetually set there by Silver Chair's own magnetism. On the dark side of the moon is a speaking ring where Luna may summon the Ebon Dragon, and a temple to the erstwhile god of eclipses, born from the union of Luna and the Unconquered Sun. The interior bleeds out visions of the Beyond, of Oramus, the conceptual Without of things and places that cannot or do not exist within Creation. But it is also a place of exiles, where the goddess Tethys gathers her most beloved lost to live in relative peace apart from the torture of their lives on Creation. Taking mercy upon Five Days Darkness, Luna also gave that being a place on the dark side of the moon where he might finally contemplate his days fully and unbroken.

The surface is also the subject of much exploration by those few adventurers who ever make it to the moon, and the treasures to be found on Silver Chair are the subject of a scavenger lord's fantasy. Spread all across the surface of the moon

are pyramids and monuments, tombs to things that were sacred even to the Primordials, and were moved to Silver Chair from a place that existed even before the world was born. The moon is also a redoubt of vast and untold material resources, including several starmetal quarries and moonsilver mines. None may take so much as a rock from the moon without Luna's permission, though, lest they suffer a terrible curse. Perhaps the most fantastic and jarring feature of the moon's surface is a vast crater that hides a temperate rain forest of shocking size, banded by rivers and towers of rock from which cascades fall on cerulean lakes. This lush habitat in which birds fly, beasts stalk and fish swim is a paradise touched by the presence of Gaia, in which her humaniform *jouten* can sometimes be found and treated with. None may hunt the creatures of this forest without inspiring the fury of Luna herself.

Perhaps the most miraculous structure on the moon is the Crystalline Temple of Dawn's First Light, which has no fixed position save for the furthest eastern horizon of the moon's surface. A shrine to the Unconquered Sun, the Crystalline Temple constantly moves farther east upon approach, and can only be reached by pilgrims with the depth of virtue and the patience to hold it in place with the strength of their will. This temple gets its name from the nigh-transparency of its structure. When the sun rises, the Crystalline Temple catches its first rays and develops a blazing aureorean hue that can be seen from anywhere on the moon's surface. This glow serves as a warning that Silver Chair is near the end of its journey at the Elemental Pole of Water and will soon leave Creation. When it does, it travels a short distance into the Wyld before vanishing into Elsewhere. Any denizens of the moon who are not safely within one of its structures or deep underground will find themselves stranded in the deep Wyld.

RIDERS IN THE SKY

Boarding the moon during its passage is incredibly dangerous, though not impossible. The distance from Creation to the moon and the atmospheric conditions at such high altitudes make a flight





driven by Charms or sorcery a perilous one. While no flying vessels of the present day can make it to the moon, each of the Maidens' towers on Silver Chair features a port where sky ships once docked. Still, there exists several ways to land on the moon, a number of them the subject of no few legends across Creation.

For one, there is diabolical ingress—using a summoned demon as the vessel for the journey. This method has been agreed upon by Creation's sorcerers as the most certain way to board Silver Chair, but it has a number of drawbacks. For one, no two sorcerers can agree upon which demon is preferable for the flight. The demon required must be one that can both carry the sorcerer safely through the upper stratosphere and out of Creation, but it must also be hardy enough to survive the trip itself. For two, a demon powerful enough to make the trip is likely to be a difficult one to bind. Most importantly, those who are actually capable of this feat know to think twice before flying a demon toward Luna's domain, and are especially concerned about offending the Argent Madonna while floating suspended thousands of miles between the moon and Creation.

Another famous legend comes from the West, where maritime lore insists that to sail one's ship into the reflection of the full moon on the ocean's surface will land a man (as well as his ship and his crew) on the moon as subjects of an unfathomable shipwreck. This legend, though hotly contested as myth, remains a popular one with sailors worldwide. Peleps Aramida of the Imperial Navy has even gone so far as to plunge her ship, *Dragon's Fury*, headlong into the moon's reflection, though without any effect. Nevertheless, there is a particular crater on the moon whose floor is a vast graveyard of wrecked ships.

Another legend, lost in the present day, permits that a Solar and Lunar once leapt hand-in-hand from the tip of Mount Meru and crash-landed on the moon, though no two versions of this legend ever agreed as to whether they survived. Other, more persistent accounts allege that certain shamans and mystics go to the moon on vision quests, and though they have never left Creation, they are able to describe particular aspects of Silver

Chair's structures perfectly. Older accounts describe prophets being led across the stars by Tethys or the Maiden of Journeys, who both know the roads made by the stars and how to follow them to Silver Chair.

The most recurring legend regarding boarding the moon, however, involves a simple rope ladder. This ladder is said to be found somewhere in Creation every single night, drifting serenely just feet above the landscape. Grasping the ladder, one is instantly pulled into the air, and for those who hang on, the ladder leads to the moon. Once they begin to climb, things like time, distance and atmosphere cease to apply. The climber can breathe normally, and though the height is dizzying and the speed that the winds whip the ladder across Creation is terrifying, the ladder is safe for the most part. Through some mystical quality of the ladder, the entire climb takes no more than an hour. There is, however, a disconcerting pause near the middle of the climb where gravity swivels around and the person who was climbing up from Creation now finds herself climbing down toward the surface of the moon.

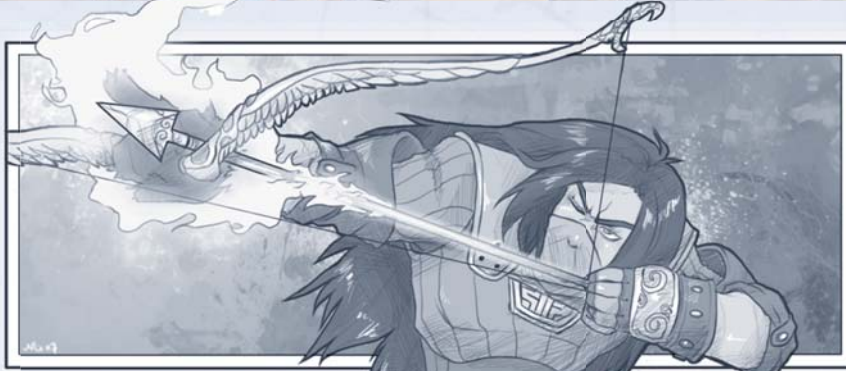
ENTOURAGE

One of the most fascinating, alluring and mysterious beings in all of existence, the Argent Madonna has attracted countless sycophants, suitors and slaves. She cares for few of these. In all of Yu-Shan, only the Unconquered Sun and the Maidens have shown the power to turn their eyes from Luna in disinterest or to look upon her as a peer, and she loves them for it. Closer to her heart is Gaia, who is as absent from these pages as she is from the last 4,000 years of Creation's history. What follows are some of the *other* rare and exceptional beings who have found Luna's favor.

GRANALKIN, ARCHER ON THE SILVER PASS

Widespread legends in Creation still tell of a huntsman on the moon who knocks stray arrows onto course with shots of his own, and who banks his arrows off the stars to strike comets from the sky. They speak of Granalkin, Archer on the Silver Pass.





Granalkin began life as one of the Third Circle souls of Mardukth, Who Holds in Thrall. A predator of extreme skill, Granalkin was a master of the bow who placed the hunt first above all things. Granalkin, unlike the other souls of Mardukth, was governed by his code of honor tied deeply to his veneration of the hunt. When Luna appeared in the skies over Creation, Granalkin was entranced as she brought a field of night to the world, drawing in beasts and terrors that could not withstand the sun's light and then hunting them with an inborn grace and speed that exceeded his own. He quickly joined the child Luna on her first peregrinations, and she accepted him to her hunts without fanfare, as if she had known him for an age. The two became fast friends.

During the Primordial War, Granalkin was awed by the perfect hunting ability of the Chosen of Luna and refused to slay them. He began a struggle to break free of Mardukth, eventually aiding the Exalted in slaying Mardukth. For his actions, he was given pardon by the Unconquered Sun. Ironically, when Luna ascended to Yu-Shan, Granalkin took leave of Creation, losing much of his interest in the hunt, until Luna called him to Silver Chair to hunt the beasts that lair in her dreams.

Now Granalkin stalks the chasms and corridors of the moon with a mighty bow of bone and ivory, searching for aberrations from Luna's dreams and nightmares. He is also charged with security on Silver Chair, turning his bow on all who would

trespass. Granalkin, while a master archer, also has an intimate understanding of the martial arts and incredible perception, using the stars themselves to calculate relative distances on the ground. He appears as an upright, humanoid being with the feathered head of a gryphon, an exoskeleton resembling that of a scorpion, lizard-like legs braced to spring and a bony, segmented tail.

TETHYS ON THE UNTRAMMELED PATH

Despite her ambiguous purview, Tethys is a goddess of much distinction in Creation as well as Yu-Shan. In Creation, she is widely known as a patron of runaways, missing persons and exiles, holding sway over the wilderness and forgotten roads.

In Heaven she is known to be a goddess of the lost and those who have gone astray, holding sway over desolate and uncharted tracts of the world, as well as over states of limbo that exist throughout Creation. More importantly, the citizens of Heaven know her to be one of the most strident adherents to Luna's political vision.

Tethys performs a hard service for Creation. She creates situations in which people are banished or become lost. She also guides the lost and prepares them for a return from exile. Tethys's aid to the lost is not without a price, however. She demands that those whom she cares for grow strong from their hardships and meditate upon all the things that led them into her care, so that they might better understand their world and not forget the reason for their travails. Tethys sets to wandering in her shadow for all eternity those who are unable to learn or grow stronger from their crisis and who lean too heavily upon her without relying on themselves. For those who are shaped favorably into new and better creatures by their time in her care, Tethys prepares an end to exile, supporting them and guiding them





back into the world. In many cases, her charges go on to unseat their enemies, thrusting them into states of exile and creating new subjects for her fierce attention, or more wanderers for her long shadow.

Tethys uses strife and discord to cause diaspora, so that she might gather the lost and cull the weak from the strong. Hers has been the demanding voice that whispers banishment into the ears of judges at trial, as well as the coaxing voice that calls the mistreated child to run away from home. Hers has been the voice that tells the displaced prince never to forget who murdered his father and sacked his kingdom, and the voice that shipwrecks sailors on the rocks. "Gone into the shadow of Tethys" is a common phrase

in Creation, referring to any and all who have been cast out, forgotten, lost or gone astray.

Tethys has long favored the Exalted for their incredible skill at dispersing and displacing one another. She was there when the Sidereals led the Dragon-Blooded in their Usurpation of the Solars and drove the Lunars into exile. Of all the people to have ever come into her dominion, Tethys favors the Lunars most. She has harbored and aided them on the fringes of the world since the Usurpation, and is preparing them for their eventual glorious return, for she knows that they could scatter the entire Realm—or all of Creation—to the four winds. There she will be waiting, to remake the fallen in an



WHERE IS GAIA?

Gaia is gone.

Oh, her humaniform *jouten* can often be seen strolling the boulevards of Yu-Shan or attending banquets alongside the Incarnae. Visitors to Luna's sanctum, Silver Chair, sometimes encounter the Emerald Mother tending her lunar garden, and she has been known to take her leisure at the Baths of Venus from time to time. Most of Heaven's gods accept the last free Primordial at face value. It is comforting to do so, after all. Her green-robed human aspect, with its dusty feet and knowing smile, sets them at ease, because Gaia looks, in this guise, like another god.

But she is not. The green-robed *jouten* is the least of the Emerald Mother's forms... and the only one that remains in Creation.

Although some of the wisest savants of Heaven have their suspicions, only a very few gods know for certain that the majority of Gaia departed Creation's shores soon after the end of the Primordial War. She called down the great comet Gnosis, which had hung across the northern skies like a white scar throughout the Time of Glory, and left within it to resume plumbing the depths of the Wyld for what she called the "Shining Answer."

Not even Luna fully comprehends Gaia's quest. What Luna does know is that her own existence is bound to Creation while her lover wanders the Faraway—ancient and distant tracts of the Wyld forever welded into substance by the passage of Primordials. She must turn the tides, pull the trade winds and focus the beam of the moon into the outer reaches of the Wyld to guide Gaia home.

Sometimes, it even works.

She has yet to return in full, but Gaia has made many bittersweet returns to the arms of the Argent Madonna, usually exhausted and in need of the respite only Luna can give. And although most of Gaia is on a journey into the farthest reaches of chaos, a substantial amount of her spirit remains in Creation, nourishing her with the Essence of the world and the love of the moon, and providing her an anchor lest she become lost. Still, when Luna breaks away from the Games of Divinity, much of her time is spent pining for the Emerald Mother's full return. The gods of Yu-Shan look upon these practices with dread, for they remember the unbound, primal force that was the fullness of Gaia.



image of strength that is worthy of existence, and to swallow the rest in her shadow.

Tethys appears as an attractive ivory-skinned young woman in an armored black dress and cowl. Her robes are fashioned from strands of the Cloak of Night bound to the moonsilver-tattooed skins of Lunars who willed her their remains, and they flow behind her at nigh infinite distances. Under the shadow of her robes, countless thousands wander, offering her an endless source of prayer.

TRUCULEE

Little known and infrequently seen in Creation, the truculee act as Luna's personal servants, honor guards, concubines, pets and playthings. These strange gods strongly resemble common depictions of the Fair Folk, and are often mistaken for them. They possess long, tapered ears, delicate features, inhuman grace and the hungry gaze that are all characteristic of the raksha. Yet, their fantastic livery is almost always decorated in shades of crimson and silver, and the coloration of their skin and hair tends to lunar hues: blue, pink, silver, purple.

Truculee strongly resemble the Fair Folk because each of Luna's beautiful slaves was once a raksha noble. When the Fickle Lady desires new servants or toys, it is her habit to venture into the courts of Rakshastan, striding among the hordes of faerie like a wondrous and terrible monster. Her dreams and fantasies rend Graces asunder, shatter freeholds and subvert the lords of chaos to her overriding tale of a mad and triumphant moon. Those who amuse the Silver Lady with their doomed attempts to fight her narratives are singled out in a flurry of fictitious military maneuvers, their Heart Grace stolen and transformed by the touch of the Argent Madonna. These are the truculee—once dream, now god.

Truculee are primarily encountered on the surface of the moon and within the inner halls and chambers of Silver Chair. They maintain their mistress's sanctum, entertain her visitors with their tales and bodies, and rend limb from limb and devour any whose presence distresses or displeases the Silver Lady. Most of their time is spent in the labyrinthine caverns beneath the surface of Silver Chair, tending to Luna's dreams where they bubble up from

the lunar core. They drift through the ever-present fog of the Silver Lady's fantasies, shaping them, trimming them back and feasting on dangerous or excessive dreams. These topiary feeding efforts help keep Silver Chair's cyclical passage across Creation's sky within acceptable parameters.

They are occasionally seen in Yu-Shan, running small errands for Luna or accompanying her as living symbols of her power and station. Most other divinities are instinctively uneasy around the moon fae, finding them far too reminiscent of the hungry monsters outside Creation, which they once were. Luna appreciates this response, for it is rarely her inclination to set other gods at ease. Truculee can occasionally be encountered in Creation, carrying out tasks as their mistress bids. Luna has ordered them to always bring her any trinkets or oddities she might find interesting, and so when in Creation they sometimes attempt to bring those they find amusing or unique back to Silver Chair.

Sanctum: The truculee all share their mistress's lunar sanctum, Silver Chair. They consider the deep tunnels beneath the surface of that grand structure to be their home.

Motivation: To adore and obey Luna.

Attributes: Strength 5, Dexterity 6, Stamina 5; Charisma 5, Manipulation 7, Appearance 7; Perception 5, Intelligence 4, Wits 4

Virtues: Compassion 2, Conviction 3, Temperance 1, Valor 4

Abilities: Athletics 5, Awareness 6, Craft (Glamour) 4, Dodge 7, Integrity 2, Larceny 5, Linguistics 3 (Old Realm; three random languages from the Threshold), Lore 2, Martial Arts 4, Occult 4, Performance 7, Presence 6, Resistance 4, Stealth 4, Socialize 5, Survival 3

Backgrounds: Backing (Celestial Bureaucracy) 1, Mentor 5, Salary 2

Charms:

Bread of Weak Spirit

Divine Prerogative—Luna

Harrow the Mind

Hurry Home—Takes the truculee back to Silver Chair, or to the ladder leading to the moon, wherever that might be in Creation.



Intrusion-Sensing Method—Detects unannounced visitors to Silver Chair.

Landscape Travel—The truculee dream up new corridors and secret doorways to help them traverse their lunar sanctum more quickly.

Ox-Body Technique

Materialize—Costs 50 motes.

Measure the Wind—Detects whether or not strangers carry the mark of Luna or the Wyld in their Essence.

Memory Mirror—The truculee may spy on a sleeper's dreams.

Paper Tiger Arrangement—Works only in moonlight or within Silver Chair, but otherwise all-encompassing in the illusions it may craft.

Principle of Motion—Truculee normally store seven actions.

Sense Domain—Truculee may unerringly divine the current location of the ladder stretching from Creation's surface to the moon.

Signet of Authority—Allows the truculee or a beneficiary to apply the Mandate of Subordination to raksha commoners.

Thousand Wondrous Forms —Truculee may invoke mutations by committing 1m (per pox), 2m (affliction), 4m (blight) or 6m (abomination). They may reflexively don as many mutations as they care to commit Essence for.

Touch of Grace —Used for maintenance of Silver Chair.

Wine of Infinite Heartbreak

Worldly Illusion —Truculee use this Charm to conjure fantastic dreamscapes to entertain or harry Luna's guests.

First (Ability) Excellency—Dodge, Performance, Presence, Martial Arts

Join Battle: 10

Attacks:

Claw: Speed 5, Accuracy 11, Damage 5L, Parry DV 6, Rate 3, Tags N

Kick: Speed 5, Accuracy 10, Damage 8B, Parry DV 4, Rate 2, Tags N

Clinch: Speed 6, Accuracy 10, Damage 5B, Parry DV —, Rate 1, Tags C,N,P

Soak: 8L/10B (Woven dreams, 5L/5B)

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

Dodge DV: 8 **Willpower:** 7

Essence: 3 **Essence Pool:** 65

Other Notes: None

OBSERVANCES

The Fickle Lady is offered veneration in forms without number, under a hundred names and even more faces, and she accepts all offerings equally. Even within the wide-ranging diversity of her worship, however, there are a few recurring themes, and some especially noteworthy practices.

The most widespread practice by which Luna is honored is the sacred hunt, handed down from generation to generation in hazy, half-remembered emulation of the Lunar Exalted of the First Age. The Festival of the Hunt, widely practiced in many forms throughout the East, sees hunters ranging out into the depths of ancient forests with the goal of hunting down worthy game and bringing it back to their community. Deer, boar, rabbits and other game animals are acceptable quarry, but the most esteem is accorded to those who kill and bring back a dangerous predator. Bears, great cats and claw striders are commonly sought after (though less often caught). After three days of hunting, public performances, poem recitations and games, the hearts of these mighty beasts are offered up to Luna as the moon rises, and then entire villages settle in to a massive feast. A similar sacred hunt takes place throughout the landlocked portions of the North, with white bears, omen dogs and snow lions replacing Eastern beasts.

In coastal regions, the Argent Madonna is venerated a bit differently. Worshipers paint their boats white and set off into the ice-choked bays as summer turns to fall, hunting the mighty horned whale, though some especially brave or foolhardy hunters attempt to tackle cachalots. Every few years, an insanely reckless band attempts to hunt a great sea elk. It is assumed that Luna smiles upon such bravery, even if it usually ends in disaster.

The Blessed Isle forbids sacred hunts to the mortal populace, though it is a popular form of recreation





for Dragon-Blooded to venture to the Threshold in order to participate in local ceremonies.

Game is too sparse in the barren and scorching deserts of the South for the sacred hunt to be popular in much of its expanse. Instead, tribes stage horse races by torch and moonlight, delighting the Silver Lady with their prowess and surety. In more warlike areas, they dedicate their raids to Luna, attempting to cut from the heads of living opponents locks of hair that are later burned upon her altar as proof of valor. The Great Hunt of Gem proves a notable exception to this trend, as hunters set out every year to fell furnace rhinos. On the rare occasions when the beasts' hearts can be extracted from their molten bodies, they are sometimes offered up to Luna.

The water-locked lands of the West are generally too poor in time and resources to manage extravagant

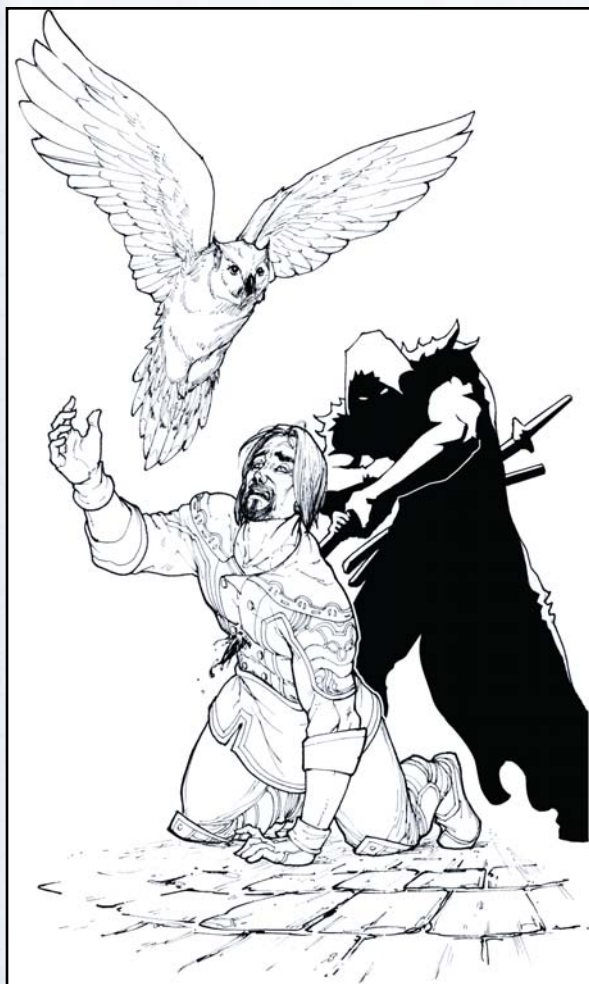
hunts on land, and rarely have anything left over from their fishing hauls with which to propitiate the mad and distant moon beyond the usual monthly tithe of fish laid on her altar. Instead, she receives veneration from naval officers (and privateers) who burn the flags of captured ships in her name.

Luna is not merely a patron of hunters, of course. She is also a goddess of fertility, which leads countless couples attempting to conceive to copulate under the open night sky and the full gaze of the moon, in the hope that their act will please the Fickle Lady and produce a mighty heir. This practice has even made it as far as the Realm, where Dragon-Blooded construct special rooftop platforms to give Luna the best view of the deed. (Some simply enjoy the thrill of exposure, and consider their perversion an aspect of their unimpeachable right as Exalted to treat with the gods.) Similarly, beautiful men and women who bathe by moonlight or change their clothes before an open window under the stars are sometimes said to feel the eyes of the moon on them. They are usually passed off as vain, paranoid or foolishly naïve, but this belief has contributed to Luna's reputation as a voyeur.

One of Luna's most sacred rites is practiced only by the tribes at Creation's rim, being outlawed and violently suppressed in all lands touched by Immaculate doctrine. In this ritual, performed during the moonless third night of Calibration, a tribe's most beautiful unmarried woman is painted with swirling silver symbols, dressed in simple white robes and married to an absent groom.

Though less well publicized than other forms of worship, Luna also considers practical jokes to be a sort of veneration. Although the Unconquered Sun finds her sense of humor unrefined, she looks on and laughs when a gang of youths digs a pit, fills it with water and horse dung, and leads a village elder or tax collector to fall into it. After all, such tricks are a form of hunt, hardening a survivor to face the world and spreading chaos into the predictable weave of daily life.

Strangest of all, Luna is sometimes worshiped by the raksha. She derives no Essence from their faux-religious devotions, but the Fair Folk who revere her nonetheless enjoy to believe that they





will avert the wrath of the Greatest Huntress with their extravagant rituals and dramatic entreaties. When Silver Chair passes from the western edge of Creation and into the Wyld each night, those raksha who are close to its conceptual path feel the tremors of its passing, much like how plankton might sense the passing of a whale. They know that they are not merely tiny bystanders but potential prey, and this is one of the few experiences capable of piercing the masks and fabrications of the Fair Folk to provoke true awe and terror.

GIFTS TO THE CHOSEN

The ultimately practical Lunar Exalted have been forced to discard many of their most ostentatious magics from the First Age, as the pressures of the Usurpation and the Wyld rendered them unnecessary or obsolete. Rather than mourning the losses of the past, the Lunars have instead chosen to innovate to fit their new situation, arming themselves with a host of new Charms with which to greet the Time of Tumult. But the unexpected return of their Solar brethren has also prompted the return of a number of long-forgotten magics centering on the invincible bond each Lunar feels to a particular Solar Exalt, once again given meaning by the resurgence of the Lawgivers.

STRENGTH

LAST WARRIOR'S UNITY

Cost: 3m; **Mins:** Strength 3, Essence 2;

Type: Reflexive

Keywords: Combo-OK, Gift, Obvious, Stackable

Duration: One scene

Prerequisite Charms: Any Strength Excellency

Lunars cherish their weapons and will not face the shame of being parted from them in battle. The character's hands slide over and around a weapon held in or on one of her limbs, melting and merging into the substance of the object until it is difficult to discern where flesh ends and blade begins. It is impossible to disarm a weapon encompassed thus without a Crippling amputation effect. Unfortunately, without an appropriate stunt the Lunar cannot use the targeted limb for anything other than holding a weapon while this Charm is in effect.

LUNARS, REVISITED

For convenient reference, corrections and updates to several existing Lunar Charms are compiled here. Unless otherwise noted, all Charms are from **The Manual of Exalted Power—The Lunars**.

Claws of the Silver Moon (p. 144) bases its modifiers on the *natural, unmodified* Strength rating of the Lunar's true human form.

Flowing Body Evasion (p. 151) has a Duration of Instant rather than One action.

Snake Body Technique (p. 152), although declared in Step Two, resolves as normal for a counterattack in Step Nine, permitting the original aggressor to defend himself against his redirected attack.

Halting the Scarlet Flow (p. 160), when used as a Gift, requires the commitment of 3m and permits the Lunar to reflexively regenerate one lethal health level at the beginning of each action.

Clover Can't Be Found (p. 177) Type is Simple.

Flowing Body Ascension (**Dreams of the First Age: Book Two—Lords of Creation**, p. 69) adds a +3m, 1wp surcharge to its prerequisite when employed, rather than +2m.

This Charm may be invoked more than once in order to enchant multiple limbs.

The character may pay one mote when invoking Deadly Beastman Transformation to merge a single weapon with one of her limbs for the duration of her transformation.

TERRIBLE STEEL-RENDING TALONS

Cost: —; **Mins:** Strength 6, Essence 5;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Burrowing Devil Strike

This Charm permanently enhances its prerequisite, adding the Gift keyword. The Lunar may





commit three motes when activating Deadly Beastman Transformation to add the Piercing tag to all of her barehanded attacks.

DEADLY MANTIS PRACTICE

Cost: 4m; **Mins:** Strength 4, Essence 2;

Type: Reflexive

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisite Charms: Molted Feather-Weight Technique

Concentrating and sustaining her might, the Lunar learns to channel the totality of her body's strength into each limb. While this Charm is in effect, the character may wield weapons with the 2 tag using only one hand with no penalty.

Solars possess a similar Charm called Dual Slaying Posture. Its prerequisites are Melee 4, Es-

sence 2 and One Weapon, Two Blows. It costs only three motes.

HEAVEN-SPANNING STAFF OF THE MONKEY KING

Cost: 8m, 1wp; **Mins:** Strength 5, Essence 5;

Type: Reflexive

Keywords: Combo-OK, Gift, Obvious

Duration: One scene

Prerequisite Charms: Molted Feather-Weight Technique

Muscles surging with flashes of argent Essence, the Lunar becomes mighty enough to wield any weapon ever devised. The character is able to wield any weapon without suffering size-based penalties—a warstrider grand daiklave fits her grip as well as a hunting knife. This Charm allows the Lunar to wield only those objects *designed* as

DEFEND OTHER ACTION

Without Charms, defending another individual is a Speed 5, DV -1 miscellaneous action. It requires that the character be within (Dexterity) yards of his ward, and allows him to interpose his Parry DV against attacks that target the individual he is protecting. If an attacker bypasses the character's Parry DV, she has the option of either letting the attack continue on to the guardian's ward (in which case the attack will need to use its remaining successes to also beat the ward's DVs) or letting the attack strike the guardian himself. Parry-based perfect defenses such as Heavenly Guardian Defense may be used to automatically guard others, while dodge-based perfect defenses such as Seven Shadow Evasion do not impede attacks against the character's ward at all. Only one Defend Other action may be placed in a flurry.

If multiple characters attempt to defend a single target, one guardian (generally the individual with the highest Parry DV) becomes the leader of the guard, who actually applies his DV against attacks. Each additional character guarding the same ward raises the leader's Parry DV by one when defending the ward. Up to five characters may simultaneously guard one human-sized ward on open ground.

Blockade Movement Action

Without Charms, blocking another individual's movement is a miscellaneous Speed 5, DV -1 action. It requires that the character be directly interposed between the individuals whose movement he is attempting to restrict and the place he is attempting to keep them from reaching (such as a doorway or another character). When the targets attempt to move past the blocker, make a contested ([Strength or Dexterity] + Athletics) roll for both parties. Ties favor the blocker. If the blocker wins, the target cannot move past him toward the blocked destination. If the target wins, she may move as she wishes. A single blocker may impede up to three targets per Blockade Movement action at a time. Blockade Movement may be flurried to impede more than three individuals at once, if needed.



weapons. Improvised weapons are not compatible with its magic.

When the Lunar uses Deadly Beastman Transformation, she may commit four motes to enjoy this Charm's benefits for the duration of her time in that form.

As an additional benefit, this Charm permanently upgrades Molted Feather-Weight Technique, granting it the Fury-OK keyword. This permits the character to employ its benefit to all attacks made while Relentless Lunar Fury remains active.

DEXTERITY

CLOUD-WALKING STANCE

Cost: —; **Mins:** Dexterity 4, Essence 4;

Type: Permanent

Keywords: Wyld

Duration: Permanent

Prerequisite Charms: Graceful Crane Stance

Lunars are comfortable traversing the impossible landscapes of madness at the rim of Creation. While the character is in the Wyld this Charm reduces the cost of Graceful Crane Stance to zero motes and extends its Duration to Indefinite. These benefits also extend to Light-Footed Mountain Goat Stance if the character knows that Charm.

FEROCIOUS GUARDIAN BEAST STANCE

Cost: 3m; **Mins:** Dexterity 3, Essence 2;

Type: Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Golden Tiger Stance

The Steward's blade whips out in a quicksilver flash, diverting an attack intended for his charge. This Charm is a perfect parry against any attack of which the Lunar is aware, even unblockable attacks, but it may be invoked only to protect a character the Lunar is guarding with a Defend Other action.

This Charm has one of the Four Flaws of Invulnerability (see **Exalted**, p. 194).

HERON SHEDS RAIN

Cost: — (+2m); **Mins:** Dexterity 4, Essence 2;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Ferocious Guardian Beast Stance, Wary Swallow Method

This Charm serves as a permanent upgrade to Ferocious Guardian Beast Stance, allowing it to be invoked on the Lunar's own behalf rather than that of a ward. This adds a two-mote surcharge to the Charm's invocation cost.

VIGILANT MASTIFF TECHNIQUE

Cost: 7m, 1wp; **Mins:** Dexterity 3, Essence 2;

Type: Simple (Speed 3)

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Any Dexterity Excellency

Luna Exalted her Chosen to protect that which is worth defending. Synchronizing her mercurial Essence with a target within (Dexterity) yards, the Lunar is considered to be reflexively warding that individual with a Defend Other action for the rest of the scene, as long as she remains within appropriate guarding range. Vigilant Mastiff Technique may be used to benefit only one target at a time. The Lunar must cancel the Charm and re-invoke it to change wards.

DEN WARDEN PRANA

Cost: —; **Mins:** Dexterity 5, Essence 3;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Den Mother Method

This Charm serves as a permanent upgrade to Den Mother Method. The protection afforded by that Charm lasts until the Lunar's next action, or until his ward moves out of range, whichever comes first.

STAMINA

FISH OR FOWL GESTATION

Cost: 1m; **Mins:** Stamina 3, Essence 2;

Type: Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The breeding of beastmen was held to be a shameful and private activity in the First Age. Lunars in the Age of Sorrows cannot bother to be



constrained by the squeamishness of their mates or contemporaries, and have delved into the outer limits of their generative capabilities.

In the proper circumstances to bring a beastman into the world, the character spends one mote at the moment of conception (or attempted conception, in the case of Lunars wearing a male form—this Charm does not ensure impregnation). By doing so, the character may imprint the child with features from any shape in her Heart’s Blood library, including her spirit shape, rather than being restricted to the form she currently wears.

TIGER AND SULTAN’S DAUGHTER

Cost: —; **Mins:** Stamina 3, Essence 3;

Type: Permanent

Keywords: Wyld

Duration: Permanent

Prerequisite Charms: Fish or Fowl Gestation

The breeding projects of the Stewards sometimes require the bloodlines of individuals who would object to copulation with the beasts of the field. Principled characters who bother to learn this Charm permanently alter the parameters of the situations in which they may breed beastmen. Specifically, they are able to produce such half-breeds as the result of any male-female intercourse, regardless of shape, in the presence of Wyld energies. (The use of Fish or Fowl Gestation is required, though, if both participants are in human form. Being in one’s Deadly Beastman Transformation’s war form produces beastmen matching the Lunar’s spirit shape).

BEAST-LORDS OF THE BLESSED ISLE

Cost: —; **Mins:** Stamina 4, Essence 6;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Tiger and Sultan’s Daughter

This Charm permanently upgrades its prerequisite, removing the Wyld keyword. The Lunar may now produce beastmen as the result of any sexual intercourse, regardless of the presence of the Wyld.

TIGER AND SEAHORSE DYNASTY

Cost: —; **Mins:** Stamina 4, Essence 2;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Fish or Fowl Gestation

This Charm permanently enhances a Lunar’s control over his own biology, and, by extension, his offspring. At the moment of conception he is able to predetermine the gender, Attribute prioritization and one Favored Ability of his offspring. The child is also guaranteed to grow up to be a heroic character. If the Lunar wears a female form, she may also guarantee twins or even triplets.

TIME-BENDING CHRYSALIS

Cost: — (+20m); **Mins:** Stamina 6, Essence 7;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Bear Sleep Technique

This Charm permanently upgrades its prerequisite. First, an invisible Essence cocoon grants the Lunar +15L/15B armor soak while hibernating. Second, and more importantly, the Lunar ages in reverse while slumbering, at half the rate of time spent sleeping. For example, a Lunar who hibernated for 10 years would awaken with a body five years younger than it was when he went to sleep. This slumber never results in a loss of memories, traits or capabilities. A Lunar is considered to be his actual chronological age for the purpose of purchasing Essence dots, rather than his biological age as modified by this Charm.

A second purchase of this Charm, at Stamina 10+, Essence 9+, allows the character to age in reverse while hibernating in real time. If he hibernates for 10 years, he awakens 10 years physically younger.

Using this Charm, a character can reverse-age his body only until it reaches the physical age at which he Exalted. Time spent hibernating in excess of that limit has no further age-reversing effect. This Charm represents the current apex of Lunar anagathic study.

CHARISMA

SACRED GUARDIAN RENEWAL

Cost: —; **Mins:** Charisma 3, Essence 1;

Type: Permanent



Keywords: None

Duration: Permanent

Prerequisite Charms: None

This Charm functions identically to the Solar Charm Phoenix Renewal Tactic (see **Exalted**, p. 200), save that the Lunar may regain Virtue channels only from appropriate stunts that directly assist her Solar mate.

THOUSAND STREAMS DEFENDER

Cost: —; **Mins:** Charisma 4, Essence 3;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Sacred Guardian Renewal

This Charm acts as a permanent upgrade to Sacred Guardian Renewal, allowing the Lunar to also regain Virtue channels from stunts that serve to protect anything toward which the Lunar has an Intimacy, be it a way of life, a place, a society or a specific individual.

MOON FOLLOWS SUN ASSURANCE

Cost: —; **Mins:** Charisma 3, Essence 2;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Sacred Guardian Renewal

Some Stewards dedicate themselves to the protection of their Solar mate above all other things, discovering an inexhaustible well of resources with which to do so, far beyond those of other Lunar Exalted. Whenever the Lunar would regain Willpower from a stunt that assisted her Solar mate in some way, she may instead choose to restore one die to her Solar Bond pool.

LUNAR ECLIPSE TECHNIQUE

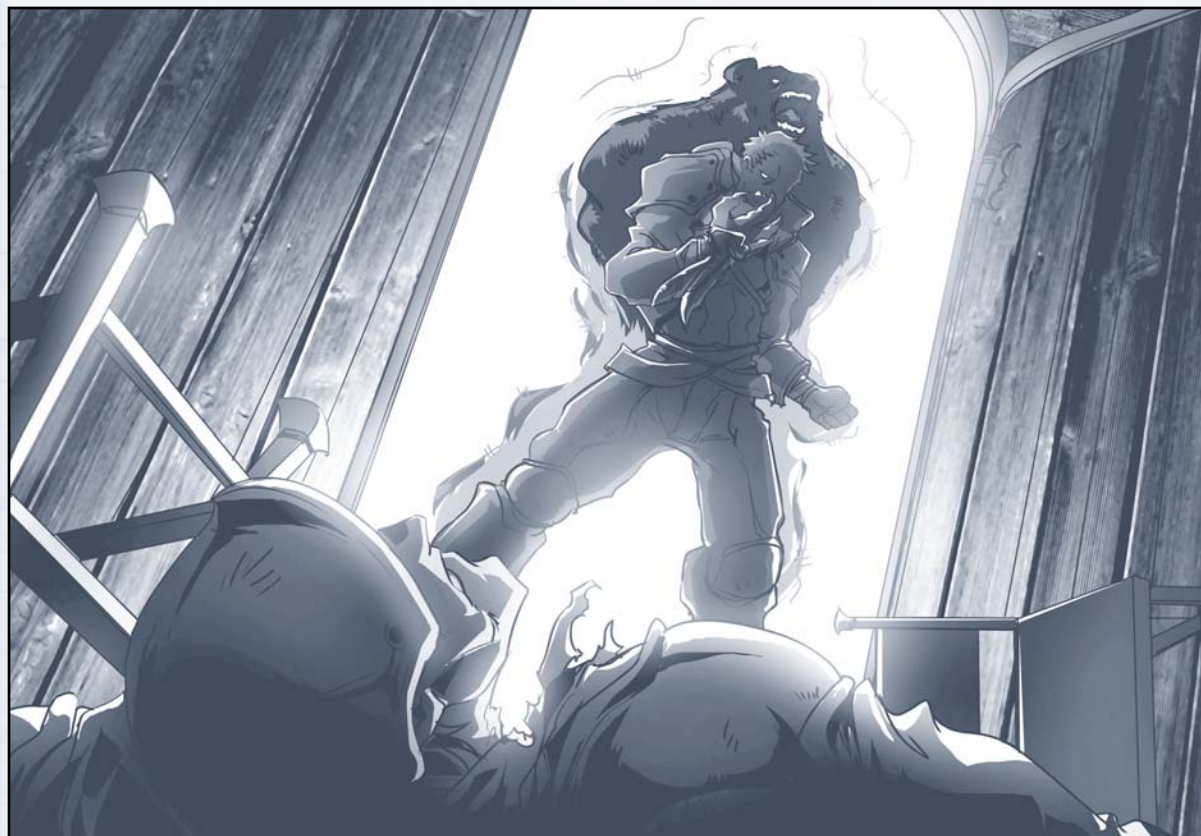
Cost: — (1m); **Mins:** Charisma 3, Essence 2;

Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Sacred Guardian Renewal





In the First Age, it was considered noble and just for a Lunar to hone his skills to assist his Solar mate above all other things. This sentiment is less widespread in the Age of Sorrows, but some Sun King Seneschals still prepare themselves to stand by their Solars—even if they have not met them yet.

When the character spends her Solar Bond dice, she may pay one mote to convert all such dice expended on that tick into automatic successes.

LIGHTNING-CALLING CHALLENGE

Cost: 4m; **Mins:** Charisma 5, Essence 3;

Type: Simple (Speed 3)

Keywords: Combo-OK, Obvious, Compulsion, Social

Duration: (Essence x 3) actions

Prerequisite Charms: Foe-Turning Rebuke

The Lunar curses the cowardice of his enemies, drawing their blades away from those under his protection and toward himself. The player rolls (Charisma + Presence) at a difficulty of the target's MDV. If the roll succeeds, the target must direct any attacks he makes at the Lunar for the duration of the Charm. Shaking off this compulsion costs four Willpower points—two Willpower if the target is attacked by any individual other than the Lunar during the Charm's duration.

For a surcharge of one Willpower, the Lunar's player may instead roll (Charisma + Performance) for the character to draw *all* enemies whose MDV is less than his successes to attack him. This Charm functions equally well in social and physical combat.

MANIPULATION

TREASURE AS TRASH MISDIRECTION

Cost: 2m; **Mins:** Manipulation 2, Essence 2;

Type: Reflexive

Keywords: Combo-OK, Illusion, Stackable

Duration: Indefinite

Prerequisite Charms: Any Manipulation Excellency

Such is the subtlety of the Lunar Exalted that they may openly bear the regalia of their station without drawing undue notice. This Charm enchants an obviously magical object the Lunar carries (such as an artifact or hearthstone), making it appear to

be a wholly mundane object. A daiklave seems to be merely a large sword, while a Seven Leaping Dragon Stone appears to be an unassuming bead. This Charm may explicitly be used to make a Lunar's moonsilver tattoos appear to be ordinary tattoos. This unnatural mental influence costs one Willpower to resist. The Charm must be invoked individually for each object the Lunar wishes to disguise, and Willpower must also be spent on a per-object basis.

INEXPLICABLE LUNAR WONDERS

Cost: — (+2m); **Mins:** Manipulation 4, Essence 3;

Type: Permanent

Keywords: Illusion

Duration: Permanent

Prerequisite Charms: Treasure as Trash Misdirection

For a two-mote surcharge, this Charm may be used to remove the Obvious keyword from any Charm the Lunar invokes. If possible, viewers ignore any clearly magical elements (such as great flashes of silvery Essence) and attempt to rationalize the Lunar's action as a display of extraordinary but wholly mundane skill. If such rationalization is impossible, then they are simply confused as to how the Lunar accomplished whatever he accomplished, but remain sure that it is some manner of nonmagical "trick." This unnatural Illusion effect costs one Willpower point to see through. Inexplicable Lunar Wonders may not be employed if the Steward's anima is shining at the four-mote (or greater) level.

GNAWING MOUSE MALAISE

Cost: 5m, 1wp; **Mins:** Manipulation 4, Essence 2;

Type: Simple (6 long ticks)

Keywords: Combo-OK, Emotion, Mandate

Duration: Instant

Prerequisite Charms: Any Manipulation Excellency

Societies that stand against the will of the Stewards soon reveal their weak foundations. This Charm is identical to Creating the Wolf Attitude (see *The Manual of Exalted Power—The Lunars*, p. 175), save that it inflicts the emotion of *apathy*. The targeted group experiences a general lack of enthusiasm regarding its agendas and policies, and



adds a +1 Loyalty surcharge the first time it spends any Loyalty within a scene.

In the Mandate of Heaven, this Charm uses the same rules as Creating the Wolf Attitude.

APPEARANCE

SHIFTING PENUMBRA STANCE

Cost: 5m; **Mins:** Appearance 3, Essence 2;

Type: Reflexive

Keywords: Combo-OK, Illusion, Obvious

Duration: One scene

Prerequisite Charms: Hide of the Cunning Hunter

Wrapping her anima tight around herself, the Lunar appears as a shifting congeries of light and power. It becomes impossible to discern not only the character's identity, but even what manner of being she is. Even the most learned of savants are unsure whether they face a god, demon, raksha, Anathema or something even stranger. This is an unnatural Illusion effect, costing three Willpower points to resist. Such resistance only dispels the Charm's supernatural confusion. The character's precise identity is still impossible to discern, and if an observer has never seen this Charm in action before, she still might not realize she is looking at a Lunar Exalt.

RIVER REFLECTS DESIRE

Cost: 3m or 5m; **Mins:** Appearance 5, Essence 3;

Type: Reflexive

Keywords: Combo-OK, Illusion, Stackable

Duration: One scene

Prerequisite Charms: Any Appearance Excellency, New Friend Aroma

This Charm may be activated as soon as a specific individual catches sight of the Lunar. Rather than seeing the Steward for who she really is, the target instead perceives the Lunar to be the person she most wishes to see at that moment. This unnatural Illusion effect costs two Willpower points to shake off for the rest of the scene. If the Lunar pays three motes, then only her target perceives her to be anyone other than herself. For a cost of five motes, *all* characters present perceive the Lunar as the target of the Charm does. The Steward does

not automatically know who her target believes her to be.

This Charm's three-mote version may be invoked against a different target even when the Exalt is already disguised, though only the savviest Lunar tricksters are able to convincingly impersonate multiple unknown individuals at once.

DREAMS AND EXPECTATIONS STANCE

Cost: 3m or 5m; **Mins:** Appearance 4, Essence 3;

Type: Supplemental

Keywords: Combo-OK, Illusion, Stackable

Duration: One scene

Prerequisite Charms: One of the Herd

This Charm functions identically to River Reflects Desire, save that the Lunar seems to be the person the target most *expects* to see, rather than the person the target most *wishes* to see.

PERCEPTION

EYE AND FINGERTIP WISDOM

Cost: 3m; **Mins:** Perception 3, Essence 2;

Type: Reflexive

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisite Charms: Any Perception Excellency

Clever Stewards laugh at the feeble efforts of men and gods to hide their secrets. By touching a closed container, the Lunar instantly knows everything that is contained within. At Essence 3+, this Charm may also be used to touch a structure to gain full knowledge of its layout and floor plans, including hidden chambers (though not necessarily how to access them). This Charm does not bestow knowledge about who or what is *in* any of a structure's various rooms.

HOLISTIC KNOWLEDGE TRANSMISSION

Cost: 5m; **Mins:** Perception 4, Essence 3;

Type: Simple (10 long ticks)

Keywords: Obvious, Touch

Duration: Instant

Prerequisite Charms: Eye and Fingertip Wisdom

Spreading his hands over a vessel of recorded knowledge (a memory crystal, a book, a set of wall carvings), the Lunar imbues the surface or object with his Essence, causing it to radiate a





soft argent glow. For 10 minutes, he allows his Essence to permeate the vessel, then withdraws it into himself. The Lunar immediately gains a general knowledge of all information held within the targeted source. He cannot recall enough specific detail to quote passages (because he has not read them), but he knows generally what information they conveyed. This Charm transcends language barriers.

The level of detail gained from this Charm is insufficient to allow the Lunar to learn Charms or spells, though he would become aware of, say, all the spells contained within a sorcerous manual and what they generally did. Actually learning the spells would require studying the manual normally.

NEST NAMES THE WASP

Cost: 8m; **Mins:** Perception 3, Essence 3; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Eye and Fingertip Wisdom

Lunars are familiar with the intimate ties between territory, object and owner. Spending a moment scrutinizing an object or structure, the character is able to determine who, if anyone, owns it.

INTELLIGENCE

LAUGHING INTO THE TEETH OF MADNESS

Cost: 5m, 1wp; **Mins:** Intelligence 2, Essence 2; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: None

The Lunar draws his mercurial power into a tightly compacted and nigh-inviolable Essence core. Efforts to shape the Lunar are drawn into and rejected by this incomparable well of shapeshifting power, rendering her completely immune to all unwanted Shaping effects; the only sign that such magic has had any effect at all is a quick, bright flaring of the Lunar's caste mark. In the First Age, some Lunars uneasily noted that their caste marks seemed to have very subtly changed shape after extensive use of this Charm.

A SHAPING DISTINCTION

The moonsilver tattoos of the Lunar Exalted offer perfect protection from any and all effects that would alter a character's body, which includes many effects with the Shaping keyword. The tattoos do *not*, however, offer blanket protection from all Shaping effects. *Tattooed Lunars are still vulnerable to any Shaping effect that targets their mind or soul.*

As a further item of clarification, the tattoos are nondiscriminatory in their protection. They lock out all non-Lunar shapeshifting influence, even beneficial magic cast by the Lunar on himself. This explicitly includes sorcery and necromancy spells, weaving protocols, thaumaturgy, astrology, foreign Charms learned by the Lunar, shape-altering artifacts and martial arts styles other than Lunar Hero style and its custom extensions. Only a Lunar's own Lunar Charms, Knacks and inherent shape-shifting may change the shape of a tattooed Lunar's body.

Casteless Lunars in the Second Age who use this Charm risk aggravating the Wyld taint that infects their Exaltation. Every use of this Charm adds one die to the Casteless one's Wyld Taint dice pool. These dice are lost at the same rate as normal Wyld Taint dice (see **The Manual of Exalted Power—The Lunars**, p. 201).

FLESH-SCULPTING ART

Cost: 8m; **Mins:** Intelligence 3, Essence 3;

Type: Simple

Keywords: Combo-OK, Obvious, Shaping, Stackable, Touch

Duration: Instant

Prerequisite Charms: Any Intelligence Excellency

The Lunar is able to sculpt flesh like clay, painlessly passing her hands through the anatomy of her target with no difficulty. Each invocation of



this Charm may be used to perform one of the following actions:

- Automatically stanch a subject's bleeding.
- Repair one Crippling injury, with the exception of full amputation. Even amputations may be repaired for a one-Willpower surcharge if the character is in the Wyld.
- Produce cosmetic changes to the target, though the Appearance trait may not be increased or reduced. Exalted heal these changes, if undesired, after one week.

At the Storyteller's discretion, stunts may be employed to produce other potential uses for this Charm, such as hollowing out a pouch of flesh in which to smuggle goods or letters, which the character could later retrieve with another activation. The Lunar *may* use this Charm on himself.

ARGENT WEAVER ART

Cost: — (1m); **Mins:** Intelligence 3, Essence 3;
Type: Permanent
Keywords: Obvious, Shaping
Duration: Permanent
Prerequisite Charms: Any Intelligence Excellency

Exercising mastery of her knowledge of pure Essence, the Lunar develops a series of artificial chakras at various points on her body, from which she is able to reflexively spin raw Essence into long strands of luminous silver webbing. These web lines may be fired up to (Intelligence x 10) yards, sticking to any object or surface they strike.

Essence webbing may be used to add three automatic successes to any attempt to recall loose weapons or hurled projectiles, and they may be used to make disarm attempts at range. Alternatively, the character could use his Essence webbing as a lasso or net (see **Scroll of the Monk**, p. 158). The webbing is also useful for various acrobatic feats, including swinging along branches from place to place, hanging suspended from an Essence line and even climbing up an extant strand of Essence. (Essence lines have a [Strength + Athletics] equivalent tensile strength equal to the Lunar's [Intelligence + Essence].) Other stunts are possible at the Storyteller's discretion.

Created Essence webbing lasts until the end of the scene, at which point it dissipates into a wash of silver motes. Each web line costs one mote to create.

WITS

SUBTLE CHAMELEON PRACTICE

Cost: — (+3m); **Mins:** Wits 5, Essence 3;
Type: Permanent
Keywords: None
Duration: Permanent

Prerequisite Charms: The Spider's Trap Door

By focusing additional Essence into her magics, a Lunar is able to veil her wonders in the faceless aspect of the new moon. For a three-mote surcharge, any expenditure of Peripheral Essence may be considered Personal for the purpose of contributing to the Lunar's anima banner display.

IMPLAUSIBLE LUNAR PANOPLY

Cost: — (+3m); **Mins:** Wits 4, Essence 4;
Type: Permanent
Keywords: Obvious
Duration: Permanent

Prerequisite Charms: Many-Pockets Meditation

FOR REFERENCE:

FROZEN RIPPLE LAIR

In case you don't have **Dreams of the First Age**, here is Frozen Ripple Lair for reference.

Cost: 14m, 2wp; **Mins:** Wits 6, Essence 7;
Type: Simple

Keywords: Obvious, Wyld

Duration: Indefinite

Prerequisite Charms: Secure Den Prana, Blinking Eye of Chaos

This Charm is identical to Secure Den Prana, but the Lunar declares a time differential for her den in Elsewhere. Time within the redoubt moves faster or slower than it does in Creation by a factor equal to or less than the Lunar's Essence.



This Charm permanently enhances its prerequisite, allowing the Lunar to pay a three-mote surcharge to store Elsewhere objects (per the Charm Concept box on p. 213 of **Exalted**) that are too large to be lifted with one hand. This causes the Charm's invocation time to change from Speed 5 to five long ticks, though retrieving an object is as fast as normal. More than one Wyld Hunt has retreated in sudden disarray when an apparently unarmed Steward threw aside his cloak to reveal a light implosion bow.

LIMITLESS ARGENT PROTECTORATE
Cost: 20m, 1wp; **Mins:** Wits 6, Essence 5;
Type: Simple
Keywords: Combo-OK, Obvious, Shaping
Duration: Instant

Prerequisite Charms: Secure Den Prana
 This Charm functions identically to Wyld-Shaping Technique (see **Exalted**, p. 216), save that it may be used only inside a den created by Secure Den Prana. Only lands, people and wealth may be created, and none of these creations are able to endure outside the boundaries of the Lunar's den.

As an additional benefit, if the character also knows Invisible Warren Creation, she may shape a den-world with a total radius of (Essence x 1,000) miles, also doubling the Magnitude of the den-world's potential population.

A Wits 9+, Essence 8+ version of this Charm exists, with Frozen Ripple Lair (see **Dreams of the First Age: Book Two—Lords of Creation**, p. 76) as its prerequisite, which extends its benefit to such time-dilated dens. It also extends its Invisible Warren Creation benefits, as described, if the character knows Time-Sheltered Cove.

TIME-SHELTERED COVE
Cost: — (+16m); **Mins:** Wits 7, Essence 8;
Type: Permanent
Keywords: Social, War
Duration: Permanent

Prerequisite Charms: Frozen Ripple Lair
 By paying a 16-mote surcharge upon activation of Frozen Ripple Lair, the Lunar may enhance it with the same benefits detailed in Invisible Warren Creation (see **The Manual of Exalted Power—The Lunars**, p. 191).

WORLDS-WITHIN COCOON TACTIC
Cost: — (+16m, 1wp); **Mins:** Wits 8, Essence 9;
Type: Permanent
Keywords: None
Duration: Permanent

Prerequisite Charms: Frozen Ripple Lair
 This Charm permanently upgrades its prerequisite, allowing the Lunar to add a 16-mote, one-Willpower surcharge to its activation cost to double the permitted time differential.

WHITE REAPER STYLE
 This ancient Celestial martial art dates back to the Primordial War. Invented and first demonstrated by the Lunar warrior Owl-Feathered Princess, its Steward practitioners insist that it was the first non-animal style martial art developed during the War. The Sidereals scoff, but the deployment of time-warping weaponry during the War makes establishing a solid timeline of innovation impossible. Luna has been known to favor the style's practitioners when wearing her Silver-Horned Watcher aspect.

White Reaper is a rare style in Creation's Age of Sorrows, practiced and taught primarily by a very small handful of elder Lunars. It has experienced a recent resurgence in popularity among the Swords of Luna, although the high mortality rate of that particular faction keeps the style's relative number of practitioners low. The style is widely known and practiced in Autochthonia, where it is viewed as an effective weapon to be turned against the Void.

Weapons and Armor: White Reaper style treats attacks made with the scythe, the spear and their artifact equivalents as unarmed for the purpose of its Charms. It is fully compatible with armor.

FALLING SCYTHE FLASH
Cost: 2m; **Mins:** Martial Arts 2, Essence 2;
Type: Supplemental
Keywords: Combo-OK
Duration: Instant

Prerequisite Charms: None
 After taking a moment to coolly judge the optimal point to apply force to an opponent, the martial artist strikes without restraint. An unarmed attack enhanced by this Charm counts the character's



Strength twice for the purpose of determining raw damage.

REVOLVING CRESCENT DEFENSE

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

Type: Reflexive (Step 2)

Keywords: Combo-OK

Duration: One tick

Prerequisite Charms: None

The martial artist presents a constantly moving defensive screen. Any imperfections in this array of blocks and deflections are mere illusions, which disappear a heartbeat after they are seen. The character selects a single opponent when activating this Charm. Not only does she enjoy immunity to onslaught penalties when attacked by this adversary, but the opponent's multiple action penalties are (non-cumulatively) doubled for every action in which he attacks the martial artist.

WHITE REAPER FORM

Cost: 5m; **Mins:** Martial Arts 4, Essence 2;

Type: Simple

Keywords: Form-type, Obvious, War

Duration: One scene

Prerequisite Charms: Falling Scythe Flash, Revolving Crescent Defense

The martial artist rears up into a grim and terrifying battle posture, regarding her opponents as little more than grass to be scythed down before her. All unarmed attacks made by the martial artist add one to their Accuracy and Rate, and her bare-handed attacks inflict lethal damage.

More notably, every time the character slays an opponent or inflicts damage on a complementary unit in mass combat while this Charm is active, a halo of sizzling silver-white Essence surges around her like a second skin and adds one to her Dodge MDV. The martial artist may retain up to (Essence) halos at once. Any opponents slain in excess of this number simply create a brilliant argent discharge around the martial artist, accomplishing nothing. All standing halos dissipate when this Form-type Charm is deactivated.



BLEEDING CRESCENT STRIKE

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

Type: Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: White Reaper Form

Condensing the swirling corona around her into a single blindingly bright line, the martial artist suddenly strikes with preternatural accuracy, adding a number of dice equal to her Essence to an unarmed attack roll. Additionally, for each halo the martial artist is carrying from White Reaper Form, she adds one to the Accuracy of an unarmed attack supplemented by this Charm. As equipment bonuses, accuracy dice gained from a halo do *not* count as dice added by a Charm for the purpose of dice-adding caps. Invoking Bleeding Crescent Strike spends all halos the character has, resetting her current number to zero.

IMPENETRABLE WHITE SHROUD

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

Type: Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisite Charms: Bleeding Crescent Strike

Taking a deep, measured breath, the martial artist draws the flickering aura of power around her tight against her skin. This ablative Essence barrier adds $[3 + (\text{current halos} \times 2)]$ in armored lethal and bashing soak. This value is not static, but fluctuates as the character gains and spends halos throughout the scene.

FLICKERING CORONA BARRIER

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

Type: Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisite Charms: Impenetrable White Shroud

Executing a lightning-fast kata, the White Reaper practitioner bends the arcing nimbus of power around herself into a flickering shield. For the duration of this Charm, the martial artist adds $(1 + \text{current number of halos})$ to her Parry DV. This value is not static, but fluctuates as the character gains and spends halos throughout the scene.

GREATEST KILLER ATTITUDE

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

Type: Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Bleeding Crescent Strike

The martial artist's corona flashes, then surges in one vast rush to the leading edge of an unarmed attack launched at an opponent. An attack enhanced with this Charm adds $[3 + (\text{halos} \times 2)]$ to its raw damage, or $[1 + (\text{halos} / 2)]$ to its post-soak damage, as desired. Invoking this Charm spends all current halos, as in Bleeding Crescent Strike.

ENEMIES LIKE GRASS

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

Type: Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Greatest Killer Attitude

Leaving a series of argent contrails behind him, the martial artist launches a devastating series of attacks. This Charm produces a flurry of attacks, made at the martial artist's full dice pool, equal to $(2 + \text{current number of stored halos})$. This flurry ignores Rate, has a Speed equal to the highest of any attack in the flurry and a total DV penalty equal to that of the greatest penalty in the flurry. Invoking this Charm spends all current halos, as in Bleeding Crescent Strike.

SNOW FOLLOWS WINTER

Cost: 7m, 1wp; **Mins:** Martial Arts 5, Essence 4;

Type: Reflexive

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Enemies Like Grass, Flickering Corona Barrier

The character takes a moment to renew himself with the essence of battle. His corona contracts and disappears into his body, healing his wounds. He spends all halos, regaining one bashing health level per halo or one lethal health level per two halos, as desired. Any "extra" halos are simply lost without benefit.



SECRETS OF LUNA

Thanks to the Argent Madonna's blessing, the strength of Lunar Exalted is the strength of the world. Cunning Stewards have cultivated many strange, rare and mighty methods to exploit their shapeshifting powers.

FORM ACQUISITION KNACKS: ANIMAL

BECOMING THE SWARM

Prerequisites: Emerald Grasshopper Form, Essence 4, Dexterity 4

This Knack enables the Lunar to subdivide his body into a swarm of lesser creatures. These creatures individually may be no larger than a rat. The Lunar is free to mix and match different types of creatures in the swarm, but if he wishes to use unconventional forms of locomotion (such as flight or crawling up walls) all creatures comprising the swarm must be capable of such movement.

The swarm encompasses an area (Stamina x 2) yards in diameter and retains all of the Lunar's usual Attributes and Abilities. The only attack it is capable of is a clinch (Accuracy +4, Damage +[Essence]L, Defense —, Rate 1, Tags C,N,P). In lieu of crushing the target, a swarm consisting primarily of venomous animals may instead inflict a toxin on the victim during a successful clinch, equivalent to arrow frog venom (see **Exalted**, p. 131). The swarm treats all attacks against it as unblockable, but adds an amount equal to half the character's Dexterity to its Dodge DV against attacks that are not large enough to encompass the entire swarm.

HUNGRY ALL-CONSUMING CLOUD

Prerequisites: Becoming the Swarm, Emperor Ox Expansion, Essence 5, Dexterity 6

By paying an extra point of Willpower, the Steward may expand his swarm form into an all-encompassing plague that sweeps across the land, stripping crops and flesh alike bare in moments. The rules for swarm composition and movement are identical to Becoming the Swarm.

The cloud covers an area (Stamina x 20) yards in diameter. Characters trapped within are subjected to an ongoing environmental attack with a Damage of (Strength)L/action and a Trauma of 2. If the cloud

consists primarily of venomous animals, the Lunar may inflict a poison equivalent to arrow frog venom rather than damage during each damage interval. The Lunar is immune to any attack that encompasses less than one-fifth of his total mass (any sufficiently large attack is considered unblockable). The only action he can take as a swarm cloud is a special "apply environmental damage" miscellaneous action (Speed 5, DV -1) that leaves him able to observe his surroundings, apply his Dodge DV and move. (This miscellaneous action may not be part of a flurry.) Three motes must be paid on each action in order to sustain this form.

TYRANT MOUSE DOMINION

Prerequisites: Emerald Grasshopper Form, Mountainous Spirit Expression, Essence 4, Stamina 4

This Charm permanently enhances all of the shapes in a Lunar's Heart's Blood library, offering several benefits. First, the Steward may optionally choose *not* to apply the benefit of Mountainous Spirit Expression to his spirit shape when he assumes that form. Second, upon assuming any animal form from his Heart's Blood library (but not human or supernatural forms), he may pay an extra mote to apply the Small mutation, creating the potential for horse-sized tyrant lizards or pocket-dwelling falcons. Finally, the Lunar may optionally pay an extra mote to apply the Large mutation to any animal form in his Heart's Blood library, with effects identical to Mountainous Spirit Expression.

TITAN MENAGERIE METHOD

Prerequisites: Emperor Ox Expansion, Tyrant Mouse Dominion, Essence 5, Stamina 6

This Knack permits a Lunar to spend an extra point of Willpower to apply the benefits of Emperor Ox Expansion (see **Dreams of the First Age: Book Two—Lords of Creation**, p. 67 or **The Compass of Terrestrial Directions, Vol. II—The West**, p. 144) to any animal form in his Heart's Blood library.

GOD-BEAST TRANSCENDENCE

Prerequisites: Emperor Ox Expansion, Essence 10, Stamina 10

This Knack enhances Emperor Ox Expansion. By adding an extra two-Willpower surcharge on top of the one-Willpower cost to invoke that Knack, the





Lunar may swell his spirit shape into a sanity-defying behemoth, able to darken cities with its shadow and crush buildings with its tread. The Yozi Isidoros is said to consider the very existence of this Knack an affront to his majesty.

In addition to Emperor Ox Expansion's normal benefits, the Lunar also adds (Essence x 10) to his Strength for the purpose of inflicting damage, performing feats of strength and gaining control of or escaping (but *not* establishing) a clinch. It also adds (Essence x 10) to his Stamina for the purpose of determining soak. He also gains a natural Hardness equal to half his modified natural lethal and bashing soak, respectively. These benefits apply in both standard and mass combat.

The Lunar accumulates one point of Limit at the end of each scene in which this Knack is employed.

FORM ACQUISITION KNACKS: SUPERNATURAL

HUNGRY DREAM CLOAK

Prerequisites: Luna's Hidden Face, Essence 4, Wits 4

This difficult trick, popular among the Swords of Luna, permits a Lunar to drink in the woven lies the raksha use for blood and treat them as true. Fair Folk become valid targets for the sacred hunt, with the same default time as for a human. The Lunar does not gain access to Charms or other raksha powers.

SHIFTING WYLD TIDES

Prerequisites: Hungry Dream Cloak, Essence 5, Wits 5

Upon slaying a raksha during the course of the sacred hunt, the Lunar may opt to forgo adding her shape to his Heart's Blood library, instead forging her into a Cup, Staff, Ring or Sword Grace for himself. Newly created Graces begin at a rating of 1. Alternatively, the Lunar may use a raksha slain in the course of the sacred hunt to improve an existing Grace. It takes a number of slain raksha equal to the new desired Grace rating in order to improve a Lunar Grace. (For example, a Lunar looking to raise his Cup Grace from 3 to 4 would need to hunt and slay four raksha.)

As an additional and final benefit, this Knack permits the character to learn Fair Folk Charms for only 10xp each (see **Graceful Wicked Masques—The Fair Folk**, p. 93, for more details).

ASH AND TEARS BANQUET

Prerequisites: Hearth-and-Flame Shell or Green Sun Child, Prey's Skin Disguise, Essence 5, Intelligence 5

Meditating upon the emptiness of the new moon, Lunars may gain certain insights into the nature of darkness. A character with this Knack may treat ghosts as valid targets for the sacred hunt, with the same default time as for a human, though their thin plasm is a poor substitute for real blood. The Lunar does not gain access to Arcanoi or other Essence-driven powers.

FORM ACQUISITION KNACKS: MISCELLANEOUS

SOMNOLENT STATUARY METHOD

Prerequisites: Essence 4, Stamina 4

Spending five long ticks in contact with a non-organic material allows the Lunar to subsume herself into it as a normal shapeshifting action. She may sink into the ground, becoming earth herself, or merge with a stone wall, becoming granite or marble as desired. The Lunar may remain merged within the substance for as long as desired, but she cannot move, speak or act, and she takes a -2 external penalty to all attempts to perceive her surroundings. Yet, she is impossible to locate without Essence sight. She may emerge from her tomb at any time as a reflexive action. She is automatically ejected if the surface in which she is hiding is damaged.

Characters age at only half the normal rate while merged with a substance through this Knack.

SHAPESHIFTING REFINEMENT KNACKS

ANT AND STARFISH TRICK

Prerequisites: Essence 7, Intelligence 5

Sometimes there are too many things in the world for a single hero to defend. This is no impediment to the most potent Stewards.

Using this Knack, the Lunar may subdivide his Essence into multiple bodies. Over the course of



one long tick, the character extrudes a second body from his own. He must allocate a number of dots of permanent Essence into the double. Those dots are then removed from the main Lunar and are considered to be the double's permanent Essence rating. Creating a double requires the allocation of at least two dots of Essence, and the original Steward may

not reduce himself below Essence 2. The character is free to invoke this Knack to create as many doubles as his Essence dots may be spread between.

Doubles are semi-independent extensions of the Lunar's will. They share his personality, goals, traits (up to any limits imposed by their lower Essence ratings) and essentially operate as remote

HUNGRY WIDOW SOCIETY

Of all the factions of the Silver Pact, none are growing faster than the Seneschals of the Sun Kings. With the Lawgivers returning to the world in force, many Lunars feel called by the link embedded in their Exaltation to stand and fight alongside their mates. Others are simply caught up in the romantic legends told by their elders. Still more have simply chanced to meet a Solar, and have come away convinced that Creation's destiny resides with the Chosen of the Sun.

Other Stewards have their doubts. They heed the lessons of other elders, who speak of the abuses and excesses of First Age Solars. Others value their independence or are simply cynical. At present, most Lunars are not convinced that they should necessarily resume their old role as shieldmaidens of the Lawgivers.

A tiny group of Lunars, not really a faction so much as a conspiracy, has more than mere reservations. The Lunars of the Hungry Widow Society believe that the return of the Solars marks a new era of slavery for the Lunar Exalted, and they have developed a terrible new magic to help them resist the rise of the Lawgivers. The Hungry Widows' numbers are still small—their practices would horrify the majority of the Silver Pact—but they are cautiously recruiting.

Golden Widow Method

Prerequisites: Prey's Skin Disguise, Essence 4, Manipulation 3

This grim Knack provides special benefits if a character selects her Solar mate as the target of a sacred hunt. The hunt must be lethal—nothing less than death will satisfy Golden Widow Method's requirements.

Upon successfully drinking down her Solar mate's Heart's Blood, the Lunar immediately gains one free dot of permanent Essence and suffers Limit Break, regardless of her current Limit. This dot of Essence is *not* gained as a Training effect. It may exceed the Lunar's current age limit and is considered valid for all purposes, including those of raising Attribute and Ability dots and buying Charms.

The permanent Essence dot fades after a year and a day. All purchased traits that the Lunar can no longer sustain due to his reduced Essence rating remain, but may not actually be used while he fails to satisfy the requirements for them. Of course, the Solar Exalted always reincarnate...

This Knack *will* function if the character's mate has become one of the Abyssal Exalted, a Green Sun Prince or an akuma, but in addition to provoking immediate Limit Break, consuming such tainted Essence also gives the Lunar one point of permanent Limit, even if she has caste-fixing tattoos. Permanent Limit gained in this fashion fades at a rate of one point per five years if the Lunar refrains from use of this Knack during that period. If the Lunar accumulates a simultaneous total of five permanent Limit points via use of Golden Widow Method, the damage becomes permanent and irreversible.





extensions of his mind. They do not consider themselves to be independent entities. Doubles cannot move more than a mile from the original Lunar, and will automatically denature into Essence if forcibly carried beyond that limit. They are able to use any Lunar Charms or Knacks the character knows and which their Essence rating allows. These Charms draw out of the original Lunar's Essence and Willpower pools, although doubles have independent health tracks. (Any damage required by Charm activation—as with, for example, Sharing the Gifts of Luna, on page 164 of *The Manual of Exalted Power—The Lunars*—comes from the double's own health track.) A double's Charm selections are independent of the original Lunar's. A Lunar and his double may each use a different Charm at the same time without need of a Combo.

In order to absorb the memories of anything learned by a double, or to enjoy any Heart's Blood additions gained by a double, the Lunar must touch the copy and spend a miscellaneous action (Speed

5, DV -0) re-absorbing it. Doing so also restores the Essence dots lent out to create it.

If a double is slain, the Lunar regenerates the lost Essence dots at a rate of one per week.

SACRED RITES

The Fickle Lady has never been particularly interested in the politics of the Exalted when dispensing her miracles. A few such miracles even stand as gross violations of the Creation-Ruling Mandate, though none have ever been so foolish or crass as to bring this up to Luna's face. She would not care in any event, believing that boundaries exist to be crossed, at least once in a while.

Her sacred rites are, perhaps unsurprisingly, kept in circulation primarily by the Silver Pact. They never experienced the same reduction that the rites of the Unconquered Sun did, always flourishing among the desperate mortals at the rim of the Threshold who believed they needed all the magic they could get to survive on the shores of the Wyld. True, many rites were lost during the Balorian Crusade when people





at the rim of Creation were wiped out wholesale, but the Lunar Exalted soon re-instituted her favorite rituals, which endure into the Time of Tumult.

THE ART OF ALCHEMY

Strange Days Tincture (1, Intelligence, 2, one hour): This odd potion is clear in darkness, but when held up to the light shows yellow and purple—the colors do not mix. One who has imbibed the drink will have a certain peculiar dream when next she sleeps. She will relive the previous day, but as her life would be had she had been born a member of the opposite sex. This curious brew is used for numerous sacred divinations and rites in the Threshold, and for recreation in the Realm. Some believe that the dreams it grants are crafted by Luna in her Half Moon aspects, including that of the Two-Faced Bride.

River-Straddling Liqueur (2, Intelligence, 3, one hour): This almost painfully sweet concoction is brewed from a number of rare plants that are found only in the Eastern Wyld and bloom only by moonlight. Anyone who drinks the mix gains an androgynous cast to his or her appearance for the next week. While the user's body does not appreciably change, it simply seems to radiate the visual, aural and tactile signatures of both sexes. This effect eliminates any penalties on social or magical rolls that might otherwise occur due to attempting to influence someone who is not normally attracted to individuals of the user's sex. *River-Straddling Liqueur* is a favorite of House Cynis, which competes fiercely with the Guild over distribution channels and access to the substance's rare components.

THE ART OF ASTROLOGY

Finding the Heart's Bond (1, Perception, 3, one night): By imbibing certain rare herbs and spending an entire night studying and charting the stars, a Lunar is able to provoke certain vague insights into the nature and personality of her Solar mate. Successfully completing this ritual allows her to ignore the requirement of having detailed knowledge about her mate when later attempting to make him the subject of a Compile Chart ritual. The Silver Pact maintains that this rite was granted to them directly by Luna in her Waxing Moon aspect (the White Navigator is often singled out specifically).

THE ART OF GEOMANCY

Riptide Swimmer Rite (2, Manipulation, 4, one hour): Although it has legitimate protective qualities for those who must travel through the veil of madness, many societies ban this procedure due to its popularity among those seeking power in the Wyld. Luna continues to promote it in her Waning Moon aspects anyway, including that of the Silver-Horned Watcher. As part of enacting the ritual, the thaumaturge must destroy one unique object, usually a piece of art. This object may be something as simple as a child's drawing, or as rare and valuable as *The Book of Three Circles*. When the thaumaturge's player next makes a (Willpower + Essence) roll when his character is in the Wyld, he adds a number of dice equal to half the Resources value of the sacrificed object (minimum 1).

River-Washed Memories (3, Intelligence, 5, one night): This little-known ritual is granted by Luna in her No Moon aspects, particularly the Walker at the Crossroads, to those who cannot live with themselves. It may be employed only at an empty intersection of two paths on a moonless night. Surrounding himself with an unbroken circle of silver, the thaumaturge sits down at the center of the crossroads and meditates on his sins from sundown to sunrise. If he is not interrupted during this time, he rises to find that his silver circle has disappeared in the dark of the night, and that he can no longer remember any crimes he committed at any point in his life. ("Crimes" are determined as any action that was illegal in the place where it occurred.)

THE ART OF HUSBANDRY

Thanks for the Hunt (0, Wits, 2, one minute): Luna promotes this ritual in her Full Moon aspects, including that of the Bloody Huntress. In a short rite of dedication, a hunter crouches over a fresh kill, daubing his chest with its blood in a pattern sacred to the Silver Lady. Successfully completed, this procedure makes the meat free of disease and twice as nutritious as normal for the next day. A minor variant of this ritual instead grants one bonus die on all Craft rolls to make useful tools or artwork out of the slain beast.

