



THE BROKEN-WINGED CRANE

By MICHAEL GOODWIN, ERIC MINTON, JOHN MØRKE,
NEALL RAEMONN PRICE AND HOLDEN SHEARER



THE BROKEN-WINGED CRANE

BY MICHAEL GOODWIN, ERIC MINTON, JOHN MØRKE,
NEALL RAEMONN PRICE AND HOLDEN SHEARER





THE BROKEN-WINGED CRANE

Authors: Michael Goodwin, Eric Minton, John Mørke, Neall Raemonn Price and Holden Shearer

Developer: Holden Shearer

Editor: Genevieve Podleski

Layout and Design: Brian Glass

Interior Art: Gordon Bennetto, Leanne Buckley, Ross Campbell, Newton Ewell, Groundbreakers Studio, Imaginary Friends Studio, Franklin Ouano, Pasi Pitkanen, Andie Tong and Melissa Uran

Special Thanks: To Jon Chung, for being Playtester Prime, and improving many games thereby.



© 2010 CCP hf. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden, except for the purposes of reviews, and for blank character sheets, which may be reproduced for personal use only. White Wolf, Vampire: The Requiem and Exalted are registered trademarks of CCP hf. All rights reserved.

All rights reserved. All characters, names, places and text herein are copyrighted by CCP hf.

CCP North America Inc. is a wholly owned subsidiary of CCP hf.

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

Check out White Wolf online at <http://www.white-wolf.com>

PRINTED ON DEMAND.

In a time yet to come, where Creation is but the Shattered Annex, *The Broken-Winged Crane* will be written. The future has not yet come to pass, though *The Broken-Winged Crane* works tirelessly to bring it forth, a living, malignant atemporal entity riding the currents of destiny and Fate like a knife scraping a fresh scabbard. Every existing tome in Creation is merely an imperfect copy of the final book written in the future. Possession of a copy means certain death in the Realm and much of the Threshold, and mere rumor of the book's possession can doom a sorcerer to inescapable disgrace. Yet the power the book offers—so much more than mere demonic lore—can tempt even the most indomitable of souls.

In what manner may the history of the Shattered Annex manifest, reaching backwards through time and space into distorted copies? Often merely as books covered in glowing runic scrawl of Old Realm, but also as a precocious green-eyed boy, dying of acute leukemia, who recites the text from memory without comprehending it; or a music box that plays each listener's ideal song—*slightly* off-key. Virtually any medium, scribed by pain and tainted by madness, may hold the wisdom of the *Crane*. The Yozis claim the copies as their own work and consider the tome a herald of the Reclamation's victory, but this is a lie.

The book *always* describes—in past tense—the final, crippled freedom of the Yozis: an elopement with dire consequences, how the broken nature of the Exalted and the broken nature of the Yozis birth a new horror upon the world, the dawn of a green sun over Creation—these things the tome speaks of. The book is not written as a prophecy, but as a history from the perspective of the victors in the post-apocalypse. Commentaries from the First Age tell of the *Crane* recording significantly different events than modern copies, a fact that baffles contemporary savants. In the earliest appearances of the tome in the moments after the Primordial War, the contents of the *Crane* were laughably inaccurate. Most of the Exalted interpreted the tome as a final sign that the Primordials had lost their minds.

And yet, as the time the *Crane* recorded inevitably crawled towards realization, the copies altered themselves, and grew in both might and accuracy. New copies that appeared began to reflect events that did, in fact, come to pass. In this way, the *Crane* is an occult tutor of incalculable potency and a dire portent of things to come.





INFERNAL HEARTHSTONES

HEARTHSTONES OF VITRIOL

DEMON-MAGGOT STONE (MANSE 1)

When the bearer of this mottled ochre and purple stone is injured, his wounds spawn iridescent demon maggots that consume dead and damaged tissue, causing them to heal at twice the normal rate. The maggots shrivel and die when the wounds heal or if removed from the bearer.

STONE OF THE MALFEAN ELEMENTAL (MANSE 2)

This violet-streaked green gem reduces the mote cost for summoning a metody (**Roll of Glorious Divinity II**, p. 83) by 10 motes. No combination of effects including this stone can reduce the cost below one mote. Similar stones for other First Circle races or specific higher circle demons are aspected to their progenitor Yozis.

STONE OF THE CHRYSALIS (MANSE 3)

A tiny creature lies frozen within this translucent green stone, its appearance differing every time it's viewed. The stone's bearer may spend three motes as she sleeps to engulf herself in a chrysalis of green silk. The next morning, she emerges from the chrysalis evolved into a new shape, transfigured by the power of the stone.

As a temporary Desecration effect, the bearer obtains up to (Essence x 4) points of positive mutations of her choice, plus half that value (rounding up) of negative mutations chosen by the Storyteller.

If not a creature of darkness, she gains that deformity at no cost. These mutations disappear when she reactivates the stone or loses attunement to it.

SCARLET POLESTAR GEM (MANSE 4)

This spherical black stone, which holds a smoldering red ember at its heart, acts as a lodestone toward those things the bearer despises. If the bearer visualizes a person, place or thing with which he has had personal contact and towards which he holds a negative Motivation or Intimacy, the ember points in that thing's direction. This fails if the target's identity is magically obscured or she is in another realm of existence.

HEARTHSTONES OF ADORJAN

GEM OF THE UNFAILING PATH (MANSE 1)

Demon-Bound (Jacint)

This cloudy oval stone is shot through with red and violet threads. Even in the deepest wilderness, its bearer can always find a path leading in the direction she wishes to travel; if no such path exists, a trail opens before her and fades after she has passed. This Shaping effect provides the movement benefits of a trail (**Exalted**, p. 266) for a unit the bearer leads with (Essence) magnitude or less.

UNCONQUERABLE SILENCE GEMSTONE (MANSE 4)

The bearer of this opaque white stone may spend one Willpower to completely blot the presence of

DEMON-BOUND HEARTHSTONES

Certain Yozi-affected hearthstones resonate with one of the Yozi's sub-souls rather than with the Yozi itself. These are marked as Demon-Bound. If the demon in question is permanently destroyed, the manse generating the Hearthstone immediately suffers Power Failure and must be redesigned.

another creature from her awareness for the rest of the scene. This provides a perfect ongoing social dodge against the target. The target automatically gains surprise if he physically attacks the bearer; if the attack is successful, it breaks the silence effect.

HEARTHSTONES OF CECELYNE

JEWEL OF THE DESERT BODHISATVA (MANSE 3)

A soothing silvery-blue light emanates from this gemstone, surrounding its bearer with a messianic aura. He gains three bonus dice to any Social roll dealing with religious matters, and social attacks he makes targeting Intimacies of reverence count as two scenes spent increasing or reducing them. The stone's bonus dice become successes within the landscapes of Cecelyne and her Third Circle souls, or when creating an Intimacy of reverence toward Cecelyne.

HEARTHSTONES OF THE EBON DRAGON

THE DREAM-MERCHANT'S COIN (MANSE 1)

Demon-Bound (Makarios)

This coppery disk gleams with a peculiar iridescence. By spending one Willpower upon going to sleep, the bearer may visit the demon Makarios (**Roll of Glorious Divinity II**, p. 65) in her dreams. If Makarios is regenerating from death, the bearer travels to the demon's dream-palace but finds it empty.

BITTER REVELATION STONE (MANSE 3)

A small, dark green inclusion sits near the center of this otherwise clear gemstone. Its bearer adds (Conviction) dice to any social attack that involves the revelation of an unpleasant or unwelcome truth. If the revelation provokes a Virtue check, suppress-

ing the Virtue costs an additional Willpower. The stone's bonus dice become automatic successes if the social attack is made while the Ebon Dragon blots out the sky or within the landscape of one of the Ebon Dragon's Third Circle souls.

HEARTHSTONES OF ELLOGE

GLYPH-VOICE STONE (MANSE 3)

When the bearer of this black and gold rectangle speaks, no sound emerges; instead, his words manifest briefly in midair as supernally elegant calligraphy. This is an Obvious Shaping effect. The bearer gains a bonus equal to half his Linguistics (rounded up) when performing a social attack. This increases to his full Linguistics score inside the landscape of Elloge or one of his Third Circle souls.

HEARTHSTONES OF HEGRA

LIPS-LIKE-POPPIES GEMSTONE (MANSE 2)

Oil-slick colors ooze across this teardrop stone. It infuses its bearer's saliva with liquid dreams, affecting those who kiss her on the lips or consume something tainted with her saliva as though they had spent five minutes beneath Hegra's psychedelic rains (see **The Compass of Celestial Directions, Vol. V—Malfeas**, p. 23).

PASSION-DRINKING LIGHTNING STONE (MANSE 3)

A weapon set with this iridescent orb crackles with Hegra's black lightning, a dark power that drains its victims' emotions. Once per action, the bearer may treat a successful attack using that weapon as one scene spent eroding one of the target's Intimacies (chosen by the target's player) in addition to its other effects. This is an Emotion effect. If this breaks one of the target's Intimacies, the bearer feels a surge of the emotion bound up in the Intimacy; she also regains a point of Willpower.

HEARTHSTONES OF ISIDOROS

STONE OF THE SOLIPSIST (MANSE 3)

What the bearer of this shining white gem doesn't perceive cannot harm him. He gains Hardness 11 against unexpected attacks. If the Hardness successfully prevents the attack from having any effect, the bearer doesn't even notice he was attacked.





HEARTHSTONES OF KIMBERY

AGAINST-THE-FLAME PEARL (MANSE 4)

If the bearer of this nacreous stone is attacked, he may spend one Willpower to match the attacker's ability to move, perceive and survive in the attacker's current environment—swimming and breathing underwater, flying through the air or burrowing through the lightless earth, as appropriate. Once the conflict ends, the effect lasts for as long as the bearer continuously moves toward a more congenial environment.

HEARTHSTONES OF MALFEAS

SWORD-AND-FIST UNITY STONE (MANSE 3)

When set in a hand-to-hand weapon, the bearer of this verdigrised orb may spend one Willpower to spread brass and basalt filigree across his arm and the weapon, enlarging them and fusing them together for the rest of the scene. This is a Desecration effect which increases the weapon's Damage and Defense by three. The wielder is immune to all effects that would disarm him. He may spend another point of Willpower to end the effect early.

TRANSGRESSIVE EXCELLENCE JEWEL (MANSE 4)

This round gem blazes like brass in a forge. Its wearer's dice limit increases by two. (The limits for static values like DV increase by one.) However, any Charm that goes over the normal dice limit in this manner gains the Obvious keyword. This manifests as Malfean imagery: lances of green fire, skin blazing like brass, the ground underfoot momentarily turning to basalt, etc.

SHATTERING EMERALD AEGIS STONE (MANSE 5)

Demon-Bound (Ligier)

Green lights flare among the rays of this star-shaped stone. Upon successfully parrying an attack with base damage 8+, the bearer may reflexively spend 5m to shatter the force of the attack into shards of blinding emerald light that lance out in all directions. Every being within (Essence x 5) yards except the user suffers a one-time environmental hazard (4L, Trauma 5) and is blinded for three actions as a Crippling effect unless she succeeds on a difficulty 2 (Stamina + Resistance) roll.

HEARTHSTONES OF ORAMUS

MORTALITY-ENTANGLING GEM (MANSE 5)

This diamond-bright stone flickers in and out of visibility. When its bearer would be killed by an attack, it shatters in a breach of causality, so that the bearer both does and does not die. The bearer finds herself standing over her own corpse at the beginning of the next scene, unaffected by the killing blow. Magical possessions on the body are not duplicated. This is a Blasphemy 5 effect.

HEARTHSTONES OF QAF

FLAW-TRANSCENDING AMETHYST (MANSE 4)

The bearer of this wine-dark stone may be maimed but cannot be impaired. He functions normally despite Crippling effects. If his eyes are put out, he can still see; if his arms are cut off, he can still swing a sword (the blade hovers before him). This benefit affects injuries sustained before acquiring this hearthstone.

HEARTHSTONES OF SHE WHO LIVES IN HER NAME

IMPERVIOUS DIAMOND HEART (MANSE 2)

Neither mercy nor pity can touch the bearer of this cold adamantine gem. He may choose to fail any Compassion check without rolling.

GEM OF UNQUESTIONABLE AUTHORITY (MANSE 4)

A perfectly symmetrical flame burns inside this faceted crystal. Its bearer's logic becomes indisputable; others may ignore her commands, but they cannot contest them. She may spend one Willpower to make a social attack unblockable. This is a Compulsion effect.

HEARTHSTONES OF SZORENY

STYLE-EMULATING STONE (MANSE 3)

This scarlet-tinged silvery gem is a mass of reflective facets. By spending one Willpower, its bearer perfectly mirrors the style of an opponent present in the scene, setting her unmodified rating in a relevant Ability to match the opponent's for one scene: Melee in a sword-duel, Presence in a debate,

Survival when tracking prey through a forest, etc. Only one Ability may be mirrored at a time.

NEW BACKGROUND: INFAMY

Infernals who prove useful to the Reclamation receive rich rewards from their titan masters. This Background reflects the benefits of such rewards, anointing the true princes of the Demon Realm with all that is their rightful due.

A character's Infamy rating provides an equivalent rating in Backing (Reclamation), Mentor (Reclamation Yozi), Influence (Demon Realm) and Resources. He also gains a pool of (Infamy rating) temporary Background dots he can commit to gain Allies, Artifact, Contacts, Followers, Manse or Spies. Such commitment may be reallocated at any time by petitioning the Reclamation for new tools or leveraging the warlock's titanic favor to win the aid of powerful demons. Backgrounds gained through Infamy do not stack with existing ratings; characters with both have personal resources beyond their borrowed privileges.

Fame is a fire that must be fed or else it burns out. A warlock can never rest upon his laurels if he wishes to remain in the spotlight as a celebrity among the damned. Only by surpassing previous epic deeds may his legend endure and spread.

Accordingly, the Storyteller can bestow and revoke Infamy dots without warning to reward success or punish failure. Hell is a ruthless place where demons praise and aid the champion of the moment, only to betray him as soon as the next rising star appears.

- x You are fresh from your Chrysalis or have abandoned the Reclamation.
- You are accomplished, a figure of widespread note in the Demon Realm as a potential rising star or a has-been clinging to the dregs of his glory days.
- You are popular and praised, a frequent topic of conversation in the Demon Realm. Some Second Circle demons eye you with jealousy, but most accept you as a peer for as long as you stay useful.





- You are a true celebrity, one of the noted heroes of the Reclamation. The mighty of Creation know and fear you, or else tremble in fear of the unknown enemy who has unleashed such harm upon them. The Unquestionable are uneasy with your meteoric rise.
- You are one of the most highly regarded masterminds and/or superstars of the Reclamation, the envy and sometimes beloved hero of your so-called peers. Those demons who do not worship you consider your power and status and affront to their dignity. Sadly, the price of success is the demand that you repeat it. No sooner do you finish an assignment for the Reclamation than you're off to your next mission.
- You are the Chosen among the Chosen, the right (or left) hand of the Reclamation. Your deeds will shatter the gates of Hell, or you shall be shattered upon them for giving the Yozis false hope. There are no strangers for you in the Demon Realm, only sycophants and nemeses.

CHARMS

KEYWORD: NATIVE

The Eclipse, Moonshadow and Fiend anima powers and their equivalents do not allow acquisition of Native Charms.

GENERAL CHARMS

ASCENDANCY MANTLE OF (YOZI)

Cost: —; **Mins:** Essence 5; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisite Charms: Appropriate First (Yozi) Excellency

The Primordials did not wait to exert their will over Creation and the crashing maelstroms of the Wyld at its shores, their authority rooted in the elegant ecology of superior might. The Green Sun Princes now emulate this splendor with a Charm of their devising, hastening their growth toward unknowable transcendence.

As a permanent upgrade, the Infernal can spend experience to buy his Essence rating up to a dot higher than his age should permit (see **Exalted**, p. 275). Each version of this Charm carries a different drawback depending on the Yozi used as a springboard for enlightenment. These drawbacks

persist only as long as the character's Essence rating is higher than it could be without this Charm. Upon reaching the age that Essence 10 is naturally available, the Infernal replaces this Charm with another of his choice. Characters may only learn a single Ascendancy Mantle of (Yozi).

Malfeas: The first five boxes of the Infernal's Limit track are always full.

Cecelyne: This Charm is Messianic (Cult 4). If the Infernal's Cult rating drops below this threshold, he loses all benefit from his excess Essence dot (high-Essence Charms, superhuman Attributes and Abilities, larger Essence pool, etc) while he has Cult 3 or less.

She Who Lives in Her Name: The Whispering Flame is unforgiving of deviation from proper purpose. When the character commits an Act of Villainy to mitigate Limit, he rolls only one die, regardless of his Virtue ratings.

Adorjan: When the Infernal violates his Urge, he automatically gains (Essence) points of Limit rather than rolling.

Ebon Dragon: The Ebon Dragon's hollow Essence pervades the warlock, rendering him incapable of channeling Virtues.

Kimbery: This Charm has the Sea Keyword. While not in proximity to a sea, the Infernal loses all benefit from excess Essence (similar to Cecelyne).

INFERNAL AGE

Those Green Sun Princes who have given thought to their lifespan assume they will live thousands of years, like the Solars before them. They are wrong. Each Infernal Exaltation labors under a strain far greater than the Unconquered Sun ever intended it to bear. The Green Sun Princes, in accordance with the Ebon Dragon's intentional design, have a projected lifespan shorter than that of even the Dragon-Blooded. The Yozis do not want *their* god-slaying weapons to grow up to become potential peers and rivals.

However, the Yozis have underestimated the power of an Exaltation being bathed in a constant wash of Primordial Essence...

Essence rating	Approximate projected lifespan
1-5	150 years
6	300 years
7	700 years
8	1200 years
9+	2500 years

It is never inappropriate for players to avoid this fate, given the importance of Essence to Infernal Charms. Green Sun Princes show no outward symptoms of age up to their last breath. If the Ebon Dragon has his way, each Prince will live fast and die young.

MALFEAS

BEAUTY WITHOUT MALICE

Cost: — (5m); **Mins:** Essence 2;

Type: Permanent

Keywords: Compulsion, Emotion

Duration: Permanent

Prerequisite Charms: First Malfeas Excellency

All of the Yozis are dancers without mortal peer, taught the art by their onetime King. Though it shames Ligier to see Malfeas cavort in his own streets, momentarily forgetful of his imprisonment and the insult inflicted upon him, the Demon City is still the greatest performer among the Yozis, and there is power to be found in his dance.

This Charm permanently enhances a warlock's ability to evoke emotions with Performance-based socials attacks via dance. These hypnotic movements become an unnatural mental influence costing +1 Willpower to resist. Additionally, for a five-mote surcharge, a dance-based Performance action may be enchanted so witnesses influenced by it must linger

and watch the warlock's performance to its completion (this Compulsion may be resisted like Respect Commanding Attitude; see **Exalted**, p. 202).

BY HUNGER NOURISHED

Cost: 2m; **Mins:** Essence 2; **Type:** Simple

Keywords: Touch

Duration: One day

Prerequisite Charms: By Pain Reforged

The Infernal stokes the furnace of his stomach, igniting a corrosive Essence flame within his guts. He may consume any matter he can fit in his mouth and it nourishes him as if it were the finest repast. He can perfectly digest the most toxic or disease-riddled substances without any ill effects, though indestructible objects like most artifacts simply pass through his digestion unharmed (and without harming him). Use of this Charm tends to skew the Infernal's palate, giving him all manner of alien cravings. Matter consumed while using this Charm is digested immediately and doesn't become dangerous again within the body. This Charm is equally effective at addressing hunger and thirst.

In lieu of enchanting themselves, Infernals may use *By Hunger Nourished* to enchant another being with a touch. If the target is not a native of Malfeas, she does not automatically acclimate to the taste of anything normally inedible to her, requiring a Stamina + Resistance roll to avoid vomiting immediately (difficulty 1-5 based on how vile the substance is). It is possible to provide such acclimation as part of activating the Charm, however, in which case the substance becomes the best-tasting food the target can remember eating. The Infernal may alternately impose a more limited “gift” that allows the target to eat one specific substance, but the target must roll to resist vomiting at difficulty 6 whenever she eats anything else for the duration of the Charm.

Repeated use of this Charm to make a victim unable to eat anything at hand will eventually lead to fatal starvation. It is possible to select matter that is utterly inaccessible, like the tears of Saturn, though most Infernals stick with the old comic standby of making prisoners eat their own excrement. Though they might wish otherwise, targets with modified diets intuitively understand what they need to eat to survive.

TARNISH FLASH TECHNIQUE

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

Type: Simple (Speed 3)

Keywords: Combo-OK, Crippling, Obvious

Duration: Instant

Prerequisite Charms: Insignificant Embers Intuition

The Infernal presents his palm or caste mark toward an opponent within five yards and emits a blinding discharge of Essence from that point. Make an opposed roll of the warlock’s (Dexterity + War) against the victim’s (Wits + Awareness). If the Infernal wins, he chooses an opportune tactical moment and successfully blinds his target, searing the image of his iconic anima into her mind’s eye. Otherwise, the target blinks or looks away just in time and is unaffected.

Until the victim takes a diceless miscellaneous action to rub her eyes and blink fresh tears over the flashburn, she is as blind as if both her eyes had been

removed (see *Exalted*, p. 152). The Infernal also applies a +3 relative Appearance bonus when making social attacks against a character fully blinded by this Charm from the afterimage of his anima, regardless of actual Appearance ratings involved. Cleaning out one’s eyes is delicate work; the action can’t be part of a non-magical flurry. Even after a character restores her sight, she still suffers a -1 internal penalty to all vision-based Perception rolls for the rest of the day. This penalty is not cumulative with successive applications of Tarnish Flash Technique.

WORLD-WEATHERING INCANDESCENCE

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

Keywords: Obvious, Sorcerous

Duration: Permanent

Prerequisite Charms: Green Sun Nimbus Flare

Cities rise. Cities fall. Only Malfeas endures. Once an Infernal learns this Charm, she may pay an additional mote when activating Green Sun Nimbus Flare to attack a non-magical inanimate object (*Exalted*, p. 213). If the target suffers any damage from the secondary burn, the wound continues to burn from within, suffering one level of unsoakable lethal damage each tick until destroyed. If the warlock has a higher Essence rating than the Resources value of the object, it burns more quickly and is utterly destroyed on the tick following the Infernal’s attack. During this period of disintegration, cracks spread throughout the object’s surface, from which glittering green rays and wisps of acrid smoke emerge. Final destruction occurs violently as the object simultaneously burns and shatters. Witnesses may even hear the childlike whimper of the object’s least god as its immortal existence loses all meaning.

THE GREEN MILE

Cost: —; **Mins:** Essence 5; **Type:** Permanent

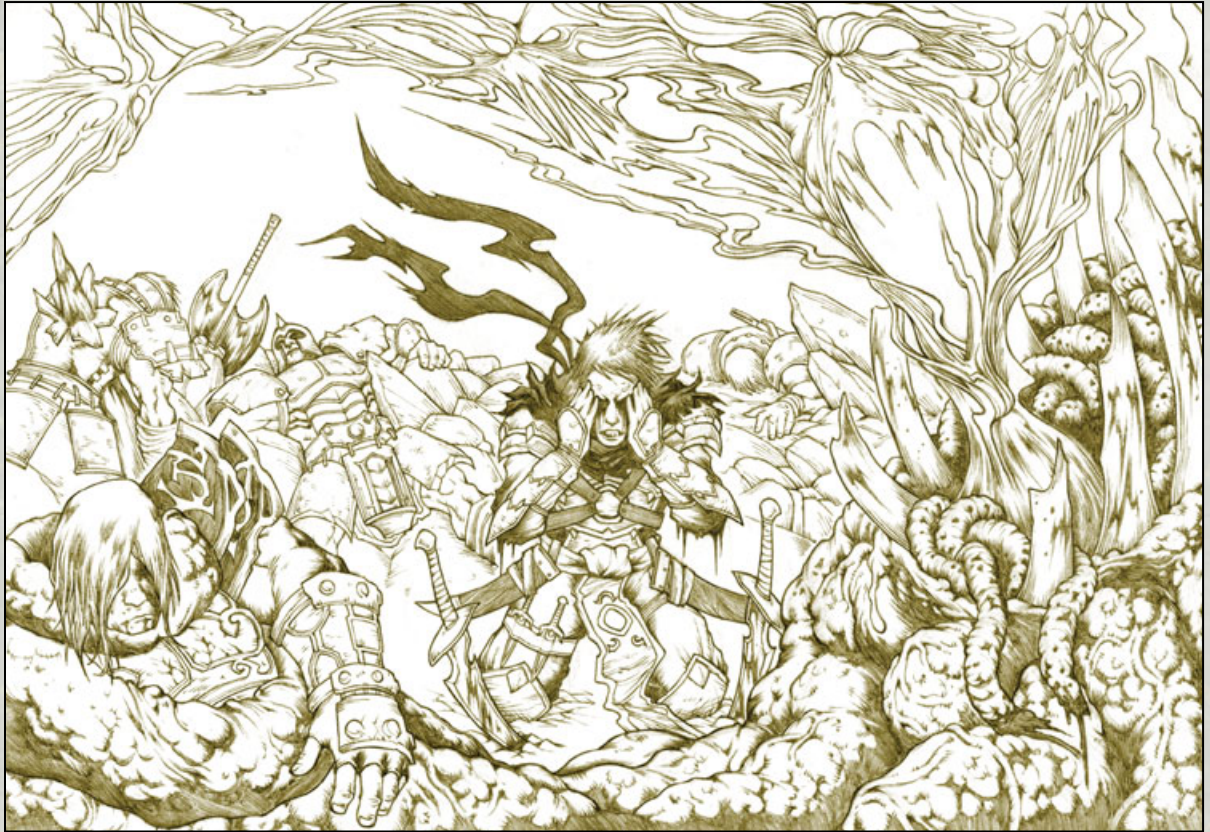
Keywords: None

Duration: Permanent

Prerequisite Charms: Sun-Salted Fields

This Charm upgrades its prerequisite. The warlock gains the option to emit a burst over an expanded radius of one mile that fades at the rate of 1 Virulence per week. This burst is weaker, so potential victims only need to make an exposure check for every full day they spend in the area. Each dot of Essence the





warlock has over 5 slows the rate of normalization as follows: per month (6), per season (7), per year (8), per decade (9) and per century (10). At Essence 7+, the blight inflicts Final Viridescence instead of Green Sun Wasting.

STAR-PIERCING SPEAR OF GLORY

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

Keywords: None

Duration: Permanent

Prerequisite Charms: Vitriolic Corona Endowment (x2)

This Charm upgrades the spear conjured by repurchasing Vitriolic Corona Endowment. The summoned spear may fire blasts of cosmic energy as an alternative to close combat use. These blasts may be fired with a range increment of (Essence x 5) yards using Archery or Melee and require no ammunition or additional cost. Ranged attacks with the spear otherwise follow the same rules as attacking in close combat.

With Essence 4+ the Infernal can hurl bolts with identical statistics from any part of his body, even without summoning the spear.

CARAPACE OVEN TRICK

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

Type: Simple (Speed 4)

Keywords: Combo-OK, Obvious, Shaping, Sorcerous

Duration: Instant/Five minutes

Prerequisite Charms: Rebuking Impudent Arms

The Infernal squeezes his fist in the direction of an armored adversary as wisps of Primordial sunfire play about his fingers. This Charm is a ranged attack with an attack pool of (Charisma + Resistance + Essence) against a target within 50 yards. The attack can be dodged normally. If a non-natural weapon parries this attack (using DV or otherwise), Carapace Oven Trick misses but the defending weapon is automatically superheated as per Rebuking Impudent Arms. Since this heating does not accompany any active

disarm attempt, the victim can accept the damage or drop the weapon as desired without having to make a roll to hold on. This superheating does not occur if the attack is parried with the assistance of a Charm which can block unblockable attacks or which possesses a Flaw of Invulnerability.

If the attack hits, the victim's armor superheats bright green, damaging its wearer on contact as explained in *Rebuking Impudent Arms*. Non-magical armor vaporizes, but the broader surface area means it still inflicts one level of lethal damage as it does so. Magical armor is considerably harder to affect, requiring the warlock to have a permanent Essence greater than the target's artifact rating (or the minimum Essence of the Charm that created the armor). If it can be affected, magical armor remains superheated for five minutes, but offers better insulation than weapons by inflicting bashing damage instead of lethal. Unfortunately, armor can't simply be dropped the way a weapon can. Getting out before being cooked to death requires the usual actions to do so (see *Exalted*, p. 374). Appropriate countermagic can also cool the armor back to normal temperature instantly.

GEOMANTIC REDISTRICTING OBLATION

Cost: —; **Mins:** Essence 5; **Type:** Permanent

Keywords: Blasphemy, Shaping, Sorcerous

Duration: Permanent

Prerequisite Charms: Sun-Salted Fields, Radiant Fury Dissolution

It is not sufficient to blight the land to subsume Creation into the Demon City. The very Essence of the world must yield in submission to the glory of Malfeas before he can feel free. Whenever an Infernal uses Radiant Fury Dissolution to shatter a demon, god or an Infernal Exalt within the bounds of a demesne or the central chamber of a Manse, Geomantic Redistricting Oblation alchemically transmutes the explosion of pain shards into something far worse. For this process to corrupt a demesne, the being must have an Essence rating higher than the site's rating. Manses are more stable and thus harder to corrupt, requiring a victim with a minimum Essence of (rating + 2). It is also possible to create a new level 1 Vitriol-aspect demesne within an area blighted by

Sun-Salted Fields by shattering an Essence 6+ god, demon or Infernal on that location.

If the above conditions are met, the horrid alchemy begins, shattering any hearthstones (if a manse) and changing the site's aspect toward the Malfean element of Vitriol over a period of days equal to its rating (or one month, if creating a new demesne). During this period of transition, the change can be reversed with appropriate countermagic and any attempt to draw Essence from the site in any way yields no Essence. Instead, the high saturation of spiritual poison inflicts dice of bashing damage equal to the motes that would have been gained instead. All beings not native to Malfeas feel ill whenever they approach within one mile of the changing site, suffering a -1 internal penalty to all non-reflexive actions as a Sickness effect. Once the transition completes, the process can't be undone with countermagic and the effects associated with the conversion abate. Manses grow a new hearthstone during the change, with powers that the Storyteller should create or approve based on the stone's rating and the nature of the spirit killed to start the change.

Killing a city father this way in a manse located within that god's home city is even more spectacular, as the radiated discomfort penalizes everyone within the city for the next month (even if conversion finishes sooner). Appropriate countermagic only stops the aura if applied during the period of change; otherwise the grief must run its course. The death of any Incarna within the Jade Pleasure dome would affect Yu-Shan similarly, but the penalty would be -5 and would last for one year, driving all but the hardiest gods to evacuate.

DEMON EMPEROR SHINTAI

Cost: 15m, 1wp; **Mins:** Essence 5; **Type:** Simple


Keywords: Blasphemy, Emotion, Form-Type, Obvious, Sickness

Duration: One scene

Prerequisite Charms: Gifts of Invisible Flame, Viridian Legend Exoskeleton (x2)

As this Charm activates, the Infernal's being evolves into pure Essence and expands at infinite speed to encompass the universe. For a moment,





his feet tread the shinma and the wholeness of fate tangles about his limbs like tattered cobwebs. Time sits at his right hand and resurrection upon his left. He has become the Infinite Radiant Is, the supernal transcendence of all divinity, the Holy Tyrant, the King of the Primordials. It cannot last. The infinite gravitation of humiliation crushes him, layer upon layer, until he finds himself imprisoned within a body of shining brass and volcanic stone.

The Demon Emperor form is slightly larger than the character's natural body, and is visually recognizable as the warlock to those few who can gaze upon its awful radiance and survive. It surges and bucks from within, constantly fracturing to release shafts of darting molten radiance, only to quickly re-seal itself. Entire sections sometimes burst, the momentary rupture exposing smoking brass bones and a deadly emerald star where the Infernal's heart should be in the moments before the shell knits itself closed again. The character's anima flares to its full iconic state, expanding beyond all reason to encompass an area (Essence x 50) yards in radius. To watchers from afar, it may appear that some vast phantasmal behemoth moves across the land. This form confers the following features:

- The warlock gains benefits identical to the second purchase of Viridian Legend Exoskeleton (this cancels and will not stack with already existing activations of that Charm), as well as an additional +10L/10B soak on top of that amount.

- The interior of the Infernal's anima banner becomes toxic with the terrible might of his radiance, searing all within with terrible burns and deadly bleeding sores. The afflicted drown in blood as their lungs disintegrate and flesh putrefies. This (Damage [Essence / 2]B /action, Trauma 5) environmental hazard only harms animate beings. Victims may negate this damage with a Miscellaneous Speed 5, DV -2 action, prostrating themselves before the Infernal and pressing their foreheads to the ground in utter supplication (rising from prone immediately voids the protection such groveling affords). Doing so automatically bestows an Intimacy of terrified awe upon the supplicant (irresistible due to her voluntary submission).

- Those who dare to gaze directly upon the Infernal's awful radiance forfeit their lives. Looking upon the warlock's face automatically inflicts Green Sun Wasting (targeting the Infernal while averting one's eyes imposes a -2 internal penalty).

- Such is the mercy of Malfeas that the warlock sometimes does not destroy his vassals. The Infernal may shield up to a Magnitude of his Essence rating in individuals chosen at the time of activation, whether a single unit or a series of disparate individuals. The warlock may reflexively revoke this protection from anyone at any time.

An Essence 6+ repurchase affects dematerialized beings, upgrades the anima banner's size to (Essence x 100) yards, and increases its Damage to (Essence)B.

CECELYNE

INEVITABILITY OF LAW

Cost: —; **Mins:** Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Demonic Primacy of Essence

This Charm permanently upgrades its prerequisite. The Infernal may ignore the MDV of any First Circle demon when using any form of mental influence against it, forcing the spirit to accede to the command or pay the necessary Willpower to resist. A second purchase requiring Essence 6+ enchants these commands so that First Circle demons suffer one unsoakable level of aggravated damage for every Willpower point they spend resisting any mental influence from the warlock. Bound demons must resist commands that violate their orders. Even so, Cecelyne grinds to dust those who display such impudence regardless of how much choice they have in the matter. A third and fourth purchase (requiring Essence 7+ and 9+ respectively) extend the same cascade of benefits against Second Circle demons, making the Infernal truly Unquestionable in the laws of hell.

INARGUABLE WORD

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Unquestionable Yozi Authority

This Charm permanently upgrades its prerequisite. In addition to stopping physical attacks, the Charm also prevents demons from making social attacks specifically targeted at the Infernal unless compelled by sorcerous binding. Attacks that affect all listeners (like most Performance attacks) may be used, as may targeted social attacks to convince the Infernal of something that is already in line with her Motivation, Urge or Intimacies. If the MDV reduction for such traits applies, the attack is valid. Likewise, if the attack is a form of natural influence and the demon uses a stunt to reference how the attack is in line with the warlock's prior actions, it bypasses this Charm. If Unquestionable Yozi Authority can affect gods, they are likewise socially inhibited.

ABOVE ALL OTHERS

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Penitents Like Scattered Grains

This Charm permanently upgrades its prerequisite. The warlock may overhear widely repeated or urgent prayers directed toward other beings instead of their own worshipers, provided the supplicant prays from a place of desolation. The warlock must take a diceless miscellaneous action to change which being's prayers to listen to and can only focus on one being at a time. Prayers spoken by an entity's priests are personal enough that this Charm can't overhear them. The entity receiving the prayers does not know the Infernal is listening in, but the existence of prayer eavesdropping magic is well known to Celestial deities.

TRANSCENDENT DESERT WITHIN

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

Keywords: Native

Duration: Permanent

Prerequisite Charms: Holy Land Infliction

Meditating upon the nature of desolation, the warlock solidifies the power of the Endless Desert

into his own body, filling its dark inner hollows with fine-grained silver sand. This Charm acts as an additional 10 mote Peripheral Essence pool refilled with Essence generated by prayer from the character's Cult.

ESSENCE EXPANSION

Certain Yozi Charms, such as Sun-Heart Furnace Soul and Transcendent Desert Within, expand the size of the user's Essence pool. Infernals may learn a maximum of (Essence rating) such Charms. These extra pools can only be refilled in the manner indicated.

WORLD-GRINDING SANDSTORM DEVASTATION

Cost: 40m, 2wp; **Mins:** Cult 3, Essence 4;

Type: Simple (Speed 10, DV -5)


Keywords: Blasphemy, Messianic, Obvious, Shaping, Sorcerous

Duration: Instant (or one hour)

Prerequisite Charms: Dune-Burst Onslaught

The Infernal reaches out with Primordial Essence and evokes mass destruction, choosing any epicenter she can perceive up to one mile away. The center must be within a place of desolation and the effect spreads out to affect a maximum diameter of one mile. On a desert, the ripple of force that spreads from the epicenter leaves concentric rings across the dunes like a colossal meditation garden. Particulate matter levitates and begins to blow in a breeze that nothing else feels, though not in sufficient volume to impair visibility. If the Infernal suffers any levels of damage in the ticks until his next action, the Charm's energies recoil and express themselves through him by relocating the epicenter to make him ground zero.

Wherever the epicenter ends up, it explodes after 10 ticks and fills the affected area with a cloud of sand stretching a mile in height that impairs visibility like fog. The cloud takes a full hour to settle to the point where it no longer obscures vision, during which time the area is a place of physical desolation. More importantly, everything in the radius suffers



damage from a one-time environmental hazard with piercing Damage of (the Infernal's Essence + Cult)L and Trauma equal to the Infernal's Essence rating. Damage from this charm can come from lacerating sands, crushing sinkholes or any other Storyteller-approved manifestation of "desert power" that can inflict injury. Incorporeal beings in the radius suffer just as much as materialized beings.

Warlocks who know the Charm Scoured Perfection of Form may forgo inflicting damage when using World-Grinding Sandstorm Devastation. Doing so allows them to saturate the area with mutagenic Essence that imposes one mutation on all valid recipients of that change caught in the blast who do not pay two Willpower to maintain integrity. The mutation must be appropriate to the themes and imagery of Cecelyne. This is a Desecration effect, so unless the Infernal first uses the Charm to make everyone a creature of darkness, only those already labeled as such will be altered by whatever else the warlock has in mind. Once the effect detonates, its lasting effects can't be reversed with countermagic.

Because the effects of this Charm do not go off immediately, quick enemies may move themselves out of the blast area in time. The 10-second delay is inconsequential to the long ticks of mass combat, though small units should be afforded a chance to get away if fast enough. Complementary units of Magnitude 3+ have no chance to mobilize that quickly, at least not without powerful war magic.

If an Infernal has Essence 5+, the entire area continues to inflict its damage at recurring one-minute intervals as the erupted sand whips around in lacerating, unholy vortices. The Infernal may shape any or all of this effect into a likeness of her iconic anima banner at will or leave it an inchoate force. More importantly, she may also move the area of effect across the land at four times her move speed, telekinetically changing its speed and/or direction with a diceless miscellaneous action or stopping it reflexively. After an hour, the effect dissipates. If the warlock creates a mutagenic sandstorm, she must select the one mutation it imposes at activation; spending Willpower to resist grants the resisting character immunity to that particular storm.

Essence 6+ Infernals may have one storm with Indefinite duration, enduring until countered. This provides both superweapon and refuge (since Transcendent Desert Creature grants immunity to its effects), though it also ensures militant heavenly reprisal.

INNER VOICE BETRAYAL

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Knowing the Desolate Heart

This Charm permanently upgrades its prerequisite. The warlock also deduces the target's Motivation with a rolled success as part of understanding her conception of ultimate failure. For each threshold success rolled, his player may also pose one question specifically related to the Motivation or experience of failure, which the target's player must answer as per the guidelines for disclosing the failure in the first place unless the Storyteller vetoes the question as off-topic (wasting that success). The warlock experiences the answers as bursts of supernatural intuition bordering on telepathy.

RAPACIOUS DELICACY SUMMONS

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Locust Mana Plague

This Charm permanently upgrades its prerequisite so that locusts emerge from and devour any foodstuffs within the radius of their appearance, growing thinner and then ultimately dying as they gorge themselves. Foodstuffs include all standing drinkable liquids, dead animal matter and the most edible parts of all plants. The locusts are not predators and do not harm living animals. Walking dead caught in the feasting suffer three levels of unsoakable aggravated damage from the gnawing; the locusts do not care whether meat walks when they eat it. Units composed solely of walking dead extras caught in the radius lose a dot of Magnitude. The Storyteller should also apply this damage to other characters that meet the locusts' definition of food, such as wood elementals. Abyssal Exalted,

Ghost-Blooded and other technically living beings attuned to death confuse some locusts into biting, inflicting a one-time environmental hazard (Damage 3B, Trauma 5).

The Infernal may also double the Magnitude of those they can feed with a single activation and triple the radius in which the bugs appear, but doing so adds the Blasphemy keyword.

FROM DESOLATION, LIFE

Cost: —; **Mins:** Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Spawning Pit Sanctification

This Charm upgrades its prerequisite with a new optional effect powered by chaining a live First Circle Demon at the center of its radius. The pit devours this offering and thereafter spawns a new member of that demon race that crawls out slime-caked and howling with instinctual terror of Adorjan each midnight. Creating a new species of demon costs 1xp in lieu of a sacrifice, but any of the demons who rise from that pit may serve as a “seed” for other spawning pits. The warlock’s player designs any new race (subject to Storyteller approval). Demons birthed by a pit come into life fully mature as average members of their species, unbound and materialized. They also begin life devoid of motes and Willpower points and with no special loyalty to their creator. It is wise to keep guards on hand to capture these monsters and cage them in their weakened state before they run rampant. This Charm can only sustain a maximum of $(\text{Essence} \times 2)$ demon-creating pits at one time. Creating a new one past this limit terminates the rise of demons from a pit of the warlock’s choice, though that site continues to provide locusts.

With Essence 6+ demons emerge with up to 12 points of positive mutations upgrading them above baseline as a Desecration effect; the exact mutation package is set when the pit is created and can’t be altered. From flying blood apes to gargantuan agata troop transports, the possibilities provided by this mutation are only as limited as the Infernal’s twisted imagination. With Essence 7+, the pit can spawn a demon every hour instead every night, but this option turns the effect into a Blasphemy.



GIFTS OF GREATER GLORY

Cost: —; **Mins:** Essence 4; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Scoured Perfection of Form

Gifts of strength or beauty or wealth may entice mortals, but such enticements do little to snare the Exalted. This Charm extends the scope of Verdant Emptiness Endowment, allowing the warlock to bestow a Charm in lieu of increasing a mundane trait in exchange for a later favor. The bestowed Charm need not be one that the Infernal knows or is even capable of learning, but it must be one that the target is naturally capable of learning and already meets all required trait minimums and prerequisites for. The gift must also fulfill an expressed desire as normal. There is nothing remotely subtle about learning a Charm this way. Old Realm characters conveying the bestowed Charm's nature appear in glowing sand and swirl around the beneficiary. If Exalted, her anima flares iconic.

There are limits to Gifts of Greater Glory. Charms permitting access to sorcery can only be bestowed on those whom the Storyteller determines has completed the appropriate five trials, while Charms allowing access to necromancy can't be given. Martial Arts Charms require the warlock to know them personally before giving them, an inherent limitation of the Perfected Lotus. Because the gift bypasses training time, a gift of a known Martial Arts Enlightenment Charm can instantly open a Terrestrial's potential to learn Celestial styles. If Gifts of Greater Glory targets oneself, the Infernal owes himself nothing, but gains a number of points of Limit equal to the Charm's minimum Essence. Warlocks with Essence 5+ gain the power to give a sorcery spell to a sorcerer initiated into that spell's circle as per giving a Charm.

GREATER SHINTAI OF THE ENDLESS DESERT

Cost: 40m, 3wp; **Mins:** Essence 5; **Type:** Simple

Keywords: Blasphemy, Form-Type, Obvious, Shaping, Sorcerous

Duration: Indefinite

Prerequisite Charms: First Cecelyne Excellency, Soul-Sand Devil Shintai, World-Grinding Sandstorm Devastation

When the Endless Desert makes war, she does so as primal goddess, cataclysmic geography and a limitless horde of demons bound by her law. Even Malfear is lesser, for his greater might brings him no closer to touching eternity. This Charm reshapes the Infernal in the image of Cecelyne from within a place of physical desolation. As it activates, her body implodes as a tear in space and time, through which the sand of a desert bursts, transforming her anima into a pervasive blight. The violence of the transformation radiates from the Infernal to ravage the area as per the instant duration damaging use of World-Grinding Sandstorm Devastation. Within the cloud of swirling sands, the warlock's Essence expands as an inchoate being of living power. This confers the following:

- Her body extends as a dematerialized presence through an area a mile across. Her immense size makes attacks by smaller beings undodgeable (without Charms). However, she can't suffer more than one damage level per attack in step 10, unless the attack encompasses at least a tenth of her size. Similarly gargantuan beings ignore these modifiers.
- In mass combat, she always enjoys the full +3 Magnitude bonus regardless of the Magnitude of the army she faces; only similarly scaled adversaries (again, such as Juggernaut) ignore this bonus.
- Her senses simultaneously observe from all points within her body as though using All-Encompassing Sorcerer's Sight (see **Exalted**, p. 222), though she does not pay attention to all points equally (making stealth possible).
- She may communicate via Performance out to (Essence) miles, speaking in a gravelly yet silken voice.
- Characters may deploy social attacks against her from anywhere within her. She may selectively withdraw her attention from areas to perfectly ignore opponents, but this prevents her from observing or acting upon individuals within an ignored area.

- She can take actions anywhere within her body with her normal traits, paying 3m per action to physically interact with anything corporeal (social attacks cost nothing). Swirls of phantasmal sand form hazy limbs or weapons with which to manipulate the environment. She doesn't gain more actions, nor the capacity to do anything she couldn't do normally. She just has more room to act.

- The warlock is immune to Poison, Crippling, and non-magical Sickness. She can't starve or suffocate.

- She may move at her normal movement rate (Dashing and Jumping are impossible), and is immune to Blockade Movement actions.

- Her body transforms the land she moves upon into desert as a Shaping effect, returning it to normal as she leaves unless she is Essence 6+. The effects of substituting desert terrain are those associated with Holy Land Infliction (see **The Manual of Exalted Power—The Infernals**, p. 125). She may selectively vary the intensity of the perpetual hazard within herself, applying any one of three settings to any area: blistering heat, sandstorm (see **Exalted**, p. 131), or a supernatural burning sandstorm (Damage 1L/action, Trauma 3).

- Submerging her fully in liquid or targeting the center of her being with appropriate countermagic (or Adamant Circle Banishing) terminates the Charm. Though Sorcerous, it can be voluntarily deactivated.

SHE WHO LIVES IN HER NAME

FLAMES LIT WITHIN

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

Keywords: Native

Duration: Permanent

Prerequisite Charms: Analytical Modeling Intuition

She Who Lives in Her Name is as she does. In each moment she defines her might, embodying hierarchy through obedience to her mutilated king. In this, she is mighty. The Infernal gains a 10-mote Peripheral Essence pool, to which she adds one mote of Essence at the end of every hour she spends actively obeying the imperative of her Urge.

TIDINGS OF A BITTER SEASON

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

Type: Permanent

Keywords: Stackable

Duration: Permanent

Prerequisite Charms: Counterpoint Inquisition Defense

To comprehend the principle of hierarchy takes a greater understanding than is available to most. Those who taste the secret fruit may find it foul, while those who fail to comprehend a sacred truth may wind up broken. Whenever another character successfully reads the warlock's motive or intent, or discerns her Motivation or any of her Intimacies, they must make a reflexive (Intelligence + Occult) roll at a difficulty of (Infernal's Essence / 2) to comprehend the Infernal's desires and agenda. Success permits the Infernal to be safely understood, while failure renders the information incomprehensible, alien and disturbing. Moreover, failure inflicts a -1 internal penalty for the rest of the scene as the character's mind is wounded by contemplation of the unnatural universe glimpsed in the Infernal's psyche. A botch twists the information as with a failure, and also inflicts (Infernal's Essence) levels of unsoakable bashing damage as the character's mind is assaulted with impossible logic constructs other minds were not designed to comprehend. This Charm has no effect when the Infernal offers information about herself freely, only when it is gleaned against her will.

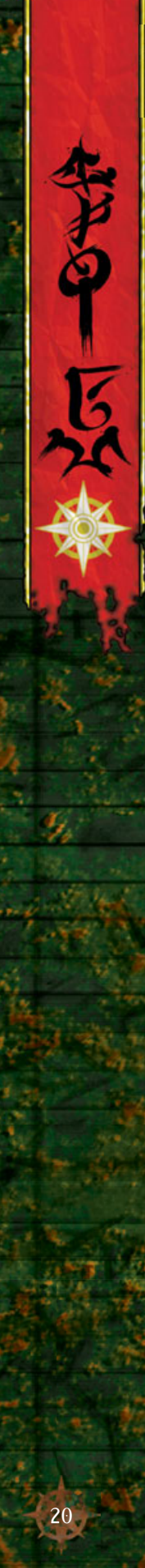
Additionally, by paying three motes and one Willpower, the Infernal may occlude her motives, Motivation and Intimacies for one action. Characters who attempt to discern information about the warlock see nothing where these essential traits and characteristics should be. This does not cause their attempts at discernment to fail precisely, but rather gives back a sense that the Infernal does not exist or is not human, and that she possesses no Motivations or Intimacies whatsoever. Otherwise, this use of Tidings of a Bitter Season inflicts no harm.

HOLLOW MIND POSSESSION

Cost: 5m, 1wp; **Mins:** Essence 4; **Type:** Simple

Keywords: Combo-OK, Native, Touch





Duration: Indefinite

Prerequisite Charms: Analytical Modeling
Intuition

The Whispering Flame finds it bitterly amusing that her peers saw fit to instate free will upon existence, while their jailers have done much work to reverse this decision. Upon touching a manse containing a material intelligence (MI) and activating this Charm, the warlock's mind races through the Essence lines of the construct to penetrate the MI's Integrity and overcome it with the force of her will. Roll the character's (Wits + Presence + Essence) against a difficulty of (Manse rating); add +2 to the difficulty if the manse was constructed by a being of Essence 6+, and another +2 if the manse was built by a Lawgiver. As the Solars were well aware of the powers of She Who Lives in Her Name, this Charm is unable to overcome the defenses of manses rated N/A.

If successful, the warlock gains possession of the material intelligence and may glean all the information it has memorized or which its owner has otherwise stored in it. The Infernal also gains access to all the manse's controls, including its security systems, monitoring abilities, and integrated weaponry, and may use these advantages as she wishes. However, so long as the Infernal is in possession of the MI, she is obligated to obey any commands its controller gives to it, so long as they are within its scope. Orders given directly to the warlock may be ignored.

The Infernal may also possess automatons, warstriders with animating intelligences, hellstriders and other hellforged wonders, and the flickering, half-dead embers of existence which gutter in the husks of victims hollowed out by the Fair Folk, as these are also a sort of hollow mind. In the case of all but the last, use the rules for invading a manse's MI, but replace Manse with Artifact to determine difficulty. The Infernal automatically succeeds in possessing the dream-eaten. Hollow Mind Possession may never be used to control the animated dead, for the Whispering Flame makes no place for the aberrations of the Underworld in the perfect hierarchy

When the character controls a being via this Charm, she gains access to its full faculties and powers and may mentally order it to do as she wishes. She may only control one such being at a time. While doing so she suffers a -3 internal penalty to all physical actions taken by her own body.

Repurchasing this Charm at Essence 4+ allows the Infernal to possess a valid target she can perceive by standing on the same paved road as that target, or by touching a man-made wall that the target is also touching. In this case, her psychic filter catches the current of the dragon lines moving through the construction and uses it as a vector to infect her target. A third purchase of this Charm at Essence 5+ allows a warlock standing in a demesne or manse to use this Charm on any manse within (Essence x 20) miles of her.

After relinquishing possession, this Charm automatically leaves a backdoor which allows the warlock to possess her target remotely with no roll. This backdoor is Sorcerous and can be removed accordingly, but will not exorcise the Infernal if she is sitting in possession at the time.

Finally, targets possessed with this Charm are always improved by the experience. The dream-eaten begin to heal, developing Motivations, and Intimacies and personalities matching the possessing character, while material intelligences may become self-aware as a result of being inhabited by the warlock's illimitable mind. Occasionally She Who Lives in Her Name is able to see out through holes in her prison. Once or twice she has sent her will up the dragon lines into the material intelligences of Creation. Though she was never able to penetrate I AM's defenses, she was given to converse with that being on frequent occasions by use of a backdoor. More recently she came into possession of a material intelligence which plays a tremendous game of Gateway.

NOUMENA-SEIZING ASSIMILATION

Cost: 10m, 1wp, 1ahl; **Mins:** Essence 5;

Type: Simple

Keywords: Blasphemy, Combo-OK

Duration: Instant

Prerequisite Charms: Hollow Mind Possession (x3)

INFERNAL INVASION

Material intelligences were ubiquitous in the First Age, when wonders of Solar artifice could be found in even the poorest rural village. It is strangely fortunate for Creation that they are less common in the fallen Second Age, as these mental constructs are particularly vulnerable to the powers of She Who Lives In Her Name.

Material intelligences are found in manses, automatons, hellforged wonders, and various artifacts and vehicles. They are also found in less complex structures, such as the warstrider repair bays and armories of Lookshy, and in non-manse structures which are incredibly complex, such as those found in Autochthonia. Excluding the latter example, MIs all have one thing in common: they are found most commonly in structures built along the dragon lines.

Dragon lines are mighty confluences of elemental Essence bound by Creation's geography, weather, and fate into torrents which intersect to form demesnes. It is this network of power that the Whispering Flame hopes to exploit in order to poison Creation with her mimetic virus and destroy free will. Many of the structures bearing MIs are built directly into the dragon lines, while other independent MI-bearing constructs (such as warstriders and vehicles) are often plugged into the dragon lines when they are placed in repair bays. When automatons return to their cells to recharge, they are also networking into the dragon lines. Any such MI is in jeopardy when it is so connected. In Autochthonia, the Great Maker's conduits and starmetal nerves take the place of dragon lines.

Manse MIs are less common now than in the First Age, but can still be found in rudimentary form in most manses rated 3 or above, controlling environmental systems, coordinating defenses, or performing simple Essence-routing procedures. Fully sentient MIs are rarely encountered in manses rated below 5.

During the First Age, the Lawgivers stacked their towers high along the dragon lines. The Whispering Flame regrets that she may never have the chance to show them how easily their petty infrastructure might be toppled. A character using Hollow Mind Possession to control the material intelligence of a manse he stands within may activate Noumena-Seizing Assimilation in order to emit a mimetic virus of will, which races through the dragon lines in every direction, striking every manse-based material intelligence within (Essence x 30) miles with a psychic attack.

This attack is slightly weaker than the prerequisite, omitting the warlock's Essence from its attack roll, but otherwise functions as Hollow Mind Possession. This does not allow the warlock to possess all targets at once; if successful, it establishes Sorcerous backdoors which the Infernal may then possess using this Charm's prerequisite.

While Noumena-Seizing Assimilation is not able to independently infect automatons, warstriders, and other material intelligences not grounded directly into the dragon lines, if any such constructs happen to be plugged into manses, hard-docked or otherwise directly connected to a manse when it is attacked, or otherwise junctioned directly into the dragon lines, they also suffer this attack and may have a backdoor Sorcerously appended by which the Infernal may arrest control of them.

This Charm may never be used across realms of existence.

MIND SPIDER CURSE

Cost: 7m, 1wp; **Mins:** Essence 4; **Type:** Reflexive
Keywords: Combo-OK, Servitude, Sorcerous
Duration: Instant

Prerequisite Charms: Hollow Mind Possession

Free will is a work of the imagination, no more valuable to the Whispering Flame than the princes



of make-believe who dance in gossamer halls, and equally worthy of eradication. A warlock must be inside a manse and in possession of its material intelligence to use this Charm. The Infernal transmits a psychic pulse for (Essence x 100) yards around the manse. Roll the character's Willpower + Essence and compare it to the Dodge MDV of all mortals within the area of the pulse.

Those affected by Mind Spider Curse have their free will stripped immediately and painlessly. They stand frozen, staring vacantly out at a world they no longer recognize, their minds blanked and waiting for the Infernal's commands. Victims will not respond to anyone or anything if the Infernal does not permit it. Not even a lover's heartbroken pleas will reach the ears of one who has been broken by Mind Spider Curse. The effects of Mind Spider Curse may be resisted for one month by paying five Willpower. This price may not be paid after the victim has succumbed to the curse.

Targets aged 12 or younger are particularly susceptible to Mind Spider Curse, as their minds have not yet fully formed. Such targets are at -2 Dodge MDV to resist this Charm. She Who Lives

in Her Name is aware of this fact, and is certain the intransigent Chosen will sue for peace if she takes their children away.

Those who resist Mind Spider Curse experience a moment of agony in which they feel insectile fingers rooting through their psyche. This soon passes, and may be followed by watery eyes or a nosebleed, but no penalties are incurred. Should they resist, targets intuitively know the direction from which the psychic attack originated and will associate it with the manse used to amplify the Charm.

Mind Spider Curse has no effect on Exalts, raksha or spirits; rather, it specifically targets the ants from which the Exalted emerge. The Whispering Flame knows that by cauterizing those traits which make humans special, she will prevent the emergence of future Chosen.

DISEMBODIED VOICE TINTINNABULA

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

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Unshattered Tongue
Perfection



She Who Lives in Her Name need not manifest in order to make her will known. A character who invokes this Charm is able to communicate over long distances with all characters to whom she is superior within a hierarchical organization. Victims broken by Will-Crushing Force, infected by Mind Spider Curse or affected by Unshattered Tongue Perfection are always considered valid targets for this Charm, regardless of the warlock's hierarchical position.

Characters subject to this communication hear a voice like dozens of crystal chimes which conveys the wishes of a supreme and alien intellect. The Infernal may selectively address as many or as few valid targets as she wishes. Only valid targets of Disembodied Voice Tintinnabula actually hear the warlock's words. If the character attempts to address a target in another realm of existence, this Charm gains the Blasphemy keyword. This Blasphemy is centered on the Infernal if she is in Creation. Otherwise it is centered on everyone to whom she is speaking.

Targets treat social attacks made by the voice as unnatural mental influence costing two Willpower to resist. They do not instinctively know the source of this speech, or to whom the voice belongs. Those familiar with the Infernal must make a (Wits + Socialize) roll at a difficulty of the warlock's Essence in order to recognize her behind the tinkling, chiming voice they are hearing.

INTERLOCUTION METAMORPHOSIS PROPHECY

Cost: 5m, 1wp; **Mins:** Essence 3; **Type:** Reflexive

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Disembodied Voice Tintinnabula

In the perfect hierarchy, the definition of conversation varies from that of Creation. In short, when a superior speaks, an inferior has only to listen. A character invoking this Charm may target a single language which she does not speak, allowing her to communicate with all who understand the tongue in question. This Charm does not confer the ability to speak a language she does not know, but allows her to be understood by those who know the language she has subsumed.

VOICE LIKE CRYSTAL FACETS

Cost: — (1wp per target); **Mins:** Essence 4;

Type: Permanent

Keywords: Native, Social

Duration: Permanent

Prerequisite Charms: Interlocution Metamorphosis Prophecy

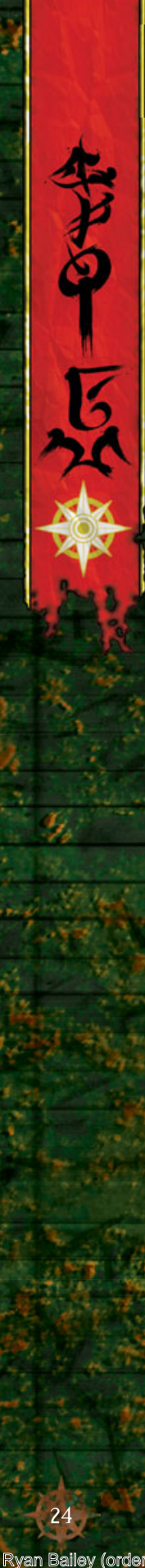
The sound of the Whispering Flame's voice is as beautiful as it is alien. A character who learns this Charm permanently splits her voice into many elegant fragments. Whenever she speaks, she is heard not as one voice but as several cool, modular voices tinged by the sound of a thousand tiny crystals pouring through a sieve.

A character with this Charm may spend one Willpower to split her dialogue between two characters for one scene. She does not seem to speak in two voices at once; rather each target hears a customized dialogue, allowing the warlock to deny certain members of an audience the chance to hear her arguments. Characters who are not specifically targeted by the Infernal hear a pleasant humming of diamond sighs and glass whispers rather than what she is actually saying. Furthermore, the Infernal may pay up to (Essence) Willpower to split her arguments amongst (Essence) targets, making customized social attacks against multiple individuals, further reducing their power to aid one another in contradicting her.

In essence, the Infernal may roll Performance-based social attacks and ascribe different meaning to these attacks for different listening characters, while filtering other listeners out entirely. Listeners may spend one Willpower to take a miscellaneous action to try to unthread the Exalt's words, enabling them to hear all she says, by rolling Perception + Socialize against a difficulty of the warlock's Essence, with an external penalty equal to the number of Willpower she has paid into this Charm for the scene. Failure subjects listeners to an incomprehensible jumble of all the Infernal's words at once.

This Charm allows the warlock to choose (Essence) target languages when activating Interlocution Metamorphosis Prophecy at no extra cost. A repurchase of this Charm at Essence 5+ allows





her to subsume up to (Essence x 2) languages when activating this Charm's prerequisite. A final repurchase at Essence 7+ allows her to be understood in any language, but increases the activation cost of Interlocation Metamorphosis Prophecy to 10 motes, one Willpower.

BROADCAST ANNOUNCEMENT PRANA

Cost: 10m; **Mins:** Essence 5; **Type:** Simple

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: Noumena-Seizing Assimilation, Voice Like Crystal Facets

She Who Lives in Her Name may simulcast her will to the broken-tongued traitors who stole Creation. A character may activate this Charm while in possession of the material intelligence of a manse, though she need not be inside the manse. The warlock opens an Essence channel in all constructs bearing a backdoor created by Hollow Mind Possession or Noumena-Seizing Assimilation, through which she may broadcast her voice clearly enough to be heard for (Essence x 100) yards. The character may choose to broadcast from as many or as few valid targets as she wishes, and may broadcast or omit dialogue as she chooses while this Charm is active. Furthermore, the Infernal has the option of disguising her voice with the same chiming, tinkling suspire of crystals created by Disembodied Voice Tintinnabula at no extra cost.

A warlock need not broadcast her voice to make her presence known. While the channel is open, the Infernal may choose to activate Mind Spider Curse for 10 motes, one Willpower, unleashing it from all manses she is currently broadcasting from simultaneously. Even though the Charm is Essence 5, this use of Mind Spider Curse is an Essence 7 Blasphemy effect which immediately reveals the location of all manses from which the attack was unleashed. Broadcast Announcement Prana may not be used from other realms of existence.

When using Heuristic Logos Shintai, the Infernal may activate Broadcast Announcement Prana for zero motes, allowing her to broadcast her voice through her transformed self. She may also personally inflict Mind Spider Curse on her victims without

the use of a manse, using her Shintai as the vector to unleash the mimetic virus of will. Both of the aforementioned Charms as well as Space Monster Scream and World-Whale Keening have their ranges increased to (Essence x 300) yards while under the effects of Heuristic Logos Shintai.

SPACE MONSTER SCREAM

Cost: 10m, 1wp, 1ahl; **Mins:** Essence 5;

Type: Simple

Keywords: Combo-OK, Native, Obvious

Duration: Instant

Prerequisite Charms: Voice Like Crystal Facets

Once, the Whispering Flame placed her ear against the conceptual Without of Oramus and heard a terrifying scream. In her secret heart it excited her, and she remembered every detail: tone, pitch, and length. Through practice she tuned her perfectly fragmented voice to produce this one sound: a Primordial scream which may rend the traitor gods asunder.

An Infernal who unleashes this Charm pierces the conceptual fabric of existence to visit the landscape with the very essence of horror made sound, shredding through spirits, torturing Fair Folk and shattering mortal souls. As the warlock searches for the perfect tone to create this monstrosity, she makes an undodgeable attack which cannot be blocked without the aid of magic, rolling (Intelligence + Performance) and adding (Essence) automatic successes. Space Monster Scream targets all beings within (Essence x 100) yards of the Infernal, but may be heard up to (Essence) miles with no consequence. Its base damage is (Intelligence + Occult + Essence) L. This damage is aggravated against gods, raksha, and the sheridans of Adorjan. Targets incapacitated by Space Monster Scream without a Shaping defense active immediately lose their dying health levels and are shaped into solid crystal statues frozen in the agony of their final death throes.

Repurchasing this Charm at Essence 6+ allows an Infernal using Broadcast Announcement Prana to unleash Space Monster Scream from all manses she is broadcasting from for an activation cost of 20 motes, two willpower, and one aggravated health level. She may not do so again until her DV has refreshed 10 times.

WORLD-WHALE KEENING

Cost: 5m; **Mins:** Essence 5; **Type:** Reflexive

Keywords: Combo-OK, Native, Obvious

Duration: Instant

Prerequisite Charms: Space Monster Scream

Caught in the wake of the Primordial scream, the Whispering Flame heard its refrain: an echo of misery from a wound deep within the world. She trapped this harmony in her crystalline spheres. Now it echoes in her mind, waiting for release. Invoking this Charm unleashes a mournful, sonic lowing which detonates the crystallized victims of Space Monster Scream, showering the area with deadly shrapnel. World-Whale Keening has a range of (Essence x 100 yards) from the warlock, or from any place from which her voice is being broadcast using Broadcast Announcement Prana. This keening lamentation rips through the battlefield, setting off explosions twenty yards in diameter, doing one-time environmental damage (Damage 6L, Trauma 3) to all targets riddled by the fragments of shattered crystal.

HEURISTIC LOGOS SHINTAI

Cost: 15m, 1wp; **Mins:** Essence 5; **Type:** Simple

Keywords: Blasphemy, Form-Type, Obvious, Shaping

Duration: Indefinite

Prerequisite Charms: Counter-Conceptual Interposition, Wholeness Rightly Assumed (x5), Principle-Invoking Onslaught, Ascendant Objectivity Stance, Will-Crushing Force

Each syllable of the name in which the Principle of Hierarchy dwells encodes the birth or unraveling of the universe, a weapon of sublime perfection. By superimposing a syllable of that word over the pattern of her body, an Infernal with this Charm unravels herself into perfect crystal geometries of force and motion resembling the Pyrian Source in miniature. She may embrace this form or choose another, rebuilding her component constellations into any imagined shape that fits within a (Essence x 100) yard radius—most commonly herself surrounded by a storm of spheres. Ultimately, all permutations provide the following:

- Myriad crystal orbs and semi-tangible light constructs comprise her reimagined body, leaving her

without means of parrying, physically manipulating her environment, or physically attacking by most means. She can dodge normally. Her natural soak and hardness increases to 10L/B (if lower) and she can't suffer more than minimum damage from each attack or other injurious event (this cap is applied to levels suffered in step 10).

- Her constellations levitate and fly as though using Ascendant Objectivity Stance.

- She can use Principle-Invoking Onslaught as an innate power rather than a Charm activation, paying nothing to do so. She has no limit on the number of independent clinches she can maintain.

- Her effective Strength with Mind-Hand Manipulation triples, the range of her telekinesis increases to (Essence x 300) yards and the rate of telekinetic striking attacks rises to 10. She can choose for telekinetic attacks to encompass an entire complementary unit in mass combat, systematically sweeping through the ranks with cold efficiency. This doubles the raw damage of the attack and ensures that all casualties lost to it can be killed, permitted to desert or maimed as the Infernal dictates.

- She isn't required to inflict damage to substitute Willpower drain for damage via Will-Crushing Force. Instead, she can make this swap any time she hits. Further, she can attack complementary units this way, in which case Willpower drain applies separately to all members and is simultaneously tracked as an aggregate total against the unit. Once the total reaches the highest Willpower rating for all mortal members, these characters dissolve in white flame and are replaced with soulless copies. If the majority of the unit is converted, it ejects unconverted members and must reorganize its ranks accordingly.

ADORJAN

FIREFLY ARROWHEAD GRIP

Cost: — (5m); **Mins:** Essence 3;

Type: Permanent

Keywords: Obvious

Duration: Permanent

Prerequisite Charms: Kalmanka's Grace

When one is fast enough to sidestep arrows, catching them is as easy as plucking insects from the air.





Whenever an Infernal with this Charm uses Who Strikes The Wind? to defend against a ranged attack, she may either dodge it as normal or apply a perfect parry by swatting the projectile aside with her hand or a close combat weapon. If the character uses an empty hand to block a solid projectile, she catches it and arms herself with it to the best degree possible. This Charm is not compatible with effects that extend the effectiveness of Who Strikes The Wind? past one instant, such as Laughing Gust Denial. The Imperfection of the Silent Wind applies only to the Infernal's movement, not that of any beneficiaries she might protect with a Defend Other action (see **Glories of the Most High—Luna**, p. 22).

At Essence 4+, parried projectiles may be caught and “carried” in eddies of wind spinning around the Exalt. Such items may be knocked from their irregular orbit with a successful disarm attack and may be grabbed and wielded by the warlock as if they were stored on her person. More importantly, the warlock can reflexively hurl all captured projectiles into an enemy to enhance a close combat attack, with each item adding one die to the attack roll (up to the normal limits for Charm bonuses) and two to the attack's raw damage. Projectiles exceeding this limit still fly at the target, but to no additional effect. Hurling missiles then drop to the ground, no longer held by Firefly Arrowhead Grip.

BEAUTEOUS CARNAGE INCENTIVE

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

Keywords: Native

Duration: Permanent

Prerequisite Charms: Murder is Meat

With experience of the world, Adorjan's appetite to share enlightenment only grows. This Charm acts as an additional 10 mote Peripheral Essence pool which is refilled by Murder is Meat.

CRIMSON WIND RIBBONS

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

Keywords: None

Duration: Permanent

Prerequisite Charms: Self as Cyclone Stance

This Charm adds a second optional power to its prerequisite. The warlock may ignore all multiple action penalties for each action in the flurry rather

than simply lessening them and may ignore all Rate limitations. If he activates this power, the flurry can't contain more actions than the lower of his (Dexterity or Athletics), unmodified by Charms. A second purchase at Essence 4+ adds two additional actions to this maximum.

SPLINTERED GALE SHINTAI

Cost: 10m, 1wp, 1hl; **Mins:** Essence 3;

Type: Simple (Speed 7)

Keywords: Obvious, Sorcerous, Stackable

Duration: Indefinite

Prerequisite Charms: Self As Cyclone Stance

To call Adorjan insane minimizes how alien and frightening she really is. However, the fissures and partitions of her souls offer many opportunities to those who emulate her power. The Exalt's body shimmers and flickers like a mirage and she opens her mouth in a soundless scream of agony. Bloody vapors pour from her mouth in ragged gasps, congealing to form a duplicate of the Infernal's body that comes into existence naked or wearing simple clothes (worth Resources 2 or less). This duplicate is a heroic mortal, but has the same non-magical traits as its creator, including Intimacies, Motivation and memories. It has no destiny to divine and is a creature of darkness, but is too insignificant to be outside fate. Human trait limits apply, capping Attributes and Abilities at 5 dots. The construct begins life with full health, Willpower points equal to (lesser of the Infernal's Willpower or Essence rating) and all Virtue channels.

The duplicate knows it is a construct and that it has no more existence beyond its bestowed life. Not only is the created life naturally inclined to be loyal to its maker on account of their shared personality, but it also must obey her like a demon bound to her service (but without any Limit issues). It is considered part of her body as an arcane link.

The Storyteller controls the character like any other follower. Unlike most Sorcerous Charms, this one requires committed Essence and automatically terminates if that commitment ends. Withdrawing the Essence committed to this Charm or targeting the duplicate with appropriate counter magic causes it to scream and suffer a minute of unimaginable


agony, which is usually spent vainly begging for help or life. When the creature's last minute passes or the construct dies by other means, its body dissolves to nothingness as though shredded by Adorjan's touch. Non-magical attire and carried possessions likewise disintegrate, though magical items endure. Alternately, the Infernal may end this Charm and absorb any duplicates within (Essence x 10) yards, causing them to unravel into crimson winds that flow into her, granting her their memories. She may later recreate absorbed duplicates if she desires. An Infernal may create and maintain as many separate duplicates as she is willing to sustain with committed Essence.

Should any of these duplicates somehow earn a Celestial Exaltation, their facsimile-souls become the genuine article; they no longer depend on their creator to maintain their existence. As an alternate use, warlocks with female reproductive organs who aren't already pregnant may activate the Charm to induce parthenogenic but otherwise normal pregnancies in themselves. The resultant offspring is an Infernal Half-Caste and looks the same as its sole parent, calculating Inheritance as if she were mother and father both (which she is). The child otherwise is its own being and develops as such.

A second purchase at Essence 4+ reduces the cost to one mote, one Willpower. The Exalt can also initiate real-time telepathic contact with any duplicate in the same realm of existence as a diceless miscellaneous action. Wards that block scrying block this power. Contact lasts for the rest of the scene or until reflexively dismissed. While the link remains open, either party can speak to the other, but neither can probe for anything except communicated thoughts. Only one link may be open at a time; opening another terminates the existing connection.

A third purchase at Essence 5+ allows the warlock to spend 30m as a diceless miscellaneous action to dissolve her current body like the death of a duplicate. She may then transfer her Exaltation and souls into a duplicate, traveling as an invisible and infinitely fast wind. This fails if the site of either body is warded against teleportation. The duplicate *becomes* the warlock as a Shaping effect. The Infernal finds herself in her new body without any of its memories. All attunements to artifacts break, leaving no arcane link to help her





find and retrieve magical possessions abandoned with her old body. A fourth purchase at Essence 6+ causes the Infernal to instantly learn all memories of any duplicate she replaces. Furthermore, she can initiate the transfer as a reflexive action subject to the Imperfection of the Silent Wind, using it as a defense by accelerating into dissolution.

When Adorjan deigns to wield this Charm, she sends frail human parodies of her skills wrapped around the delicacy of a specific psychosis, choosing any of her infinite Urges and faces to define the creature's Motivation and appearance. The soulless creatures can't leave Malfeas on their own, but may be summoned (though not bound) as if they were First Circle demons. They have maximum human ratings in all traits, plus whatever combination of maximum specialties per Ability the Silent Wind chooses.

SKY-VAULTING SURGE

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

Keywords: Combo-OK, Obvious, Velocity

Duration: Until next jump

Prerequisite Charms: Unimpeded Perfection of Exertion

In her madness, the Silent Wind sometimes forgets the idea of *down*. This Charm may only be activated while moving at full dashing speed and deactivates if the warlock slows below this limit. For every action tick that passes for the Infernal while Sky-Vaulting Surge remains active, her player cumulatively records a +1 jump multiplier. So, if the character takes four Speed 3 dash actions in a row while using this Charm, her players records this as a +4 jump multiplier. If the Charm deactivates itself, the multiplier count resets back to zero and can only be reestablished with a sufficient running start. As soon as the Infernal next takes a standard jump action, Sky-Vaulting Surge deactivates and enhances that jump in the following ways: First, the jump does not penalize the warlock's DV and is not shortened by wound penalties or armor mobility penalties. Second, the distance the character can leap is $([\text{Strength} + \text{Athletics}] \times \text{Jump Multiplier})$ yards vertically or twice that distance horizontally. The jump multiplier can't exceed the warlock's

(Athletics + Essence), regardless of how far she runs in advance of her leap. Finally, the Exalt suffers no falling damage from landing at the end of the jump, even if leaping from a very high perch where most of the descent is actual falling rather than controlled jumping.

FOND REMEMBRANCE OF ADRIÁN

Cost: 6m; **Mins:** Essence 2;

Type: Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Obvious, Stackable

Duration: Indefinite

Prerequisite Charms: Sacred Kamilla's Inhalation

When she encircled Creation as the River of Torments, Adrián formed a moat of fire, ice and razors to fence out the Unshaped nuisances that pestered the Primordials. Raksha who dared test her borders found her not so much impregnable as annihilating, shredding the works of their Shaping like cobwebs before ravaging them with her elements. Adrián is long dead, but Adorjan still remembers how to punish those who would make her other than herself. This Charm may be activated as a defense against any Shaping effect that targets the Infernal or any owned objects within (Compassion x 5) yards. Not only does Fond Remembrance of Adrián negate that effect in a violent spray of jagged Essence, but the being who used that Shaping effect suffers an automatically successful attack that inflicts (Conviction)L dice of damage from simultaneous laceration, incineration and deep freezing. The damage becomes aggravated once the Infernal attains Essence 6+. When no clear perpetrator can be identified for punishment, Adorjan's torments draw silent screams from the shinma instead.

The protection afforded by this Charm lasts as long as the Infernal commits Essence to it. One-time Shaping effects shatter against the Charm's power, while mutagenic environments like the Wyld require continuous protection. The retaliatory damage pulse only occurs when Fond Remembrance of Adrián first activates, however, providing an incentive to reactivate this Charm if opponents press the point. Each active instance of this Charm defends against all Shaping effects from a single source. A

valid source need not be present, but must exist (so resistance to the warping power of the Wyld lasts for the duration of commitment, even if the character leaves the Wyld).

THEFT AS RELEASE

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

Type: Supplemental

Keywords: Combo-OK, Illusion

Duration: Instant

Prerequisite Charms: Wind-Born Stride, Freedom Lets Go

Adorjan is no more a thief than she is a murderer. She does not take from others to enrich herself, but only to free others from the weight of cherished possessions. This Charm may enhance any action to make a target character lose an object or structure he owns. Examples include Larceny actions to pickpocket an item, a disarming attack to remove a weapon, social attacks to convince the target to sell or surrender the property or attacks against the item in an effort to take it away from everyone. Any action opposing the enhanced action suffers an external penalty of the warlock's Compassion rating, including DV-based defenses. If the enhanced action succeeds in making the item unavailable to its owner, he also loses metaphysical ownership of the item.

As a secondary effect, whenever this Charm causes its target to lose ownership of an object, the now-former owner experiences an Illusion effect convincing him that the item does not belong to him. Resisting the Illusion costs four Willpower (or one Willpower if the item is urgently important to its former owner, like a weapon disarmed in the middle of combat). If the Illusion takes hold, any attunement by the former owner to the object abruptly ends. Depending on the warlock's intent, the specific Illusion may alter memories so that the target believes he never owned the item or a subtler shift in perspective may cause him to reject the value of the lost item with a "sour grapes" attitude. A target under the effect of this unnatural Illusion can't take actions to reclaim the item until and unless he can be externally convinced of its value enough to build an Intimacy toward it. This dispels the Illusion and

restores altered memories to normal. Unfortunately for victims of the Charm, the Illusion also forces them to resist such suggestions with the best social defenses available to them, though they are not compelled to physically attack anyone in defense of their ideas. Victims of this Charm can't spend Willpower to break the Illusion once it takes hold.

If an Infernal has Essence 3+, this Charm may also take living beings with the same effects as taking inanimate items, though the former possession must also pay Willpower or succumb to an Illusion that makes him believe he does not belong to his former master (and possibly that he never did). This Illusion ends any Intimacy he has toward his former owner. In general, "owned beings" includes pets, underage progeny, slaves, retainers, cultists and so on. The Storyteller should carefully consider the power dynamics of other relationships when assigning this title. A matriarch of a Great House can certainly be said to own junior members of her family, while a domineering spouse may "own" her mate. Attachments to living beings are not so easily subverted; the Illusion costs only two Willpower to resist.

With Essence 4+, taking the owned item or being away also has the effect of concealing the loss from others besides the former owner. Other characters do not notice or ignore the fact that the item is gone for the rest of the scene, but may spend one Willpower at any time to throw off this unnatural Illusion and come to their senses. If the owner resists the primary Illusion, this secondary Illusion also applies to him. With Essence 5+, the secondary Illusion lasts one day instead of one scene.

BROKEN SOUL WISDOM

Cost: 10m, 1wp; **Mins:** Essence 3; **Type:** Simple


Keywords: Combo-OK, Desecration, Shaping, Touch

Duration: Instant

Prerequisite Charms: Tragic Love Amusement

Tragedy inspires the best in people. The weak graciously perish to make way for the strong, who rise above opposition and adversity to achieve greatness and ultimately perpetuate that hardship upon their enemies. Only Adorjan fully understands the importance of inauspicious events to the workings of





fate, save perhaps for Jupiter whose nature prevents her from explaining her insights to the other Maidens. This Charm expresses the Adorjani hope that all of Creation will one day understand the elegant necessity of suffering as perfectly as she does.

Infernals may target themselves or anyone they love with this Charm, though targets of affection need not reciprocate the feelings. Doing so invokes the sanity-shredding power of Adorjan, requiring an opposed roll of (Willpower + Essence) for the attacker and victim. If the target wins, he still loses three Willpower from the force of the mental onslaught. If the warlock wins, she imposes one permanent mutation.

Broken Soul Wisdom may grant any derangement-based negative mutation to the target. Examples include Mood Swings, Delusions and Wyld Addiction (see **Exalted**, pp. 288-289), the last of which should be modified to represent a dependence on something more appropriate than the Wyld, like the need to kill someone once a week.

Derangements inflicted with Broken Soul Wisdom can reduce the experience cost of traits besides positive mutations (which this Charm cannot grant). These other options include Essence rating, Virtues, Willpower and Adorjani Charms, though the last option only matters to targets capable of learning the Charms of the Silent Wind. Curing any of these derangements imposes a special Training effect on the patient, forcing her to pay back the free experience gained from her madness.

WIND-CARRIED PASSION

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

Keywords: None

Duration: Permanent

Prerequisite Charms: Tragic Love Amusement

This Charm upgrades Tragic Love Amusement so that an Infernal may use its power to steal the love of others and force unwanted affections. Roll the warlock's (Charisma + Larceny + Compassion) against the target's Dodge MDV. The target must be within 100 yards, but no direct contact or communication is necessary to convey the insidious power of the Charm. If successful, the target gains an Intimacy of love toward the Infernal with all the effects noted for

Tragic Love Amusement unless that target spends two Willpower. The type of love the target feels depends on the type of relationship the Infernal wants from him. Those whom she would bed find her overwhelmingly attractive, while those whom she would befriend find her immediately trustworthy and fascinating. Once a warlock has Essence 4+, she may even direct induced love toward a subject other than herself, though that subject must be present for the target to notice when the Charm first activates.

GIFT OF SILENCE

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

Keywords: Touch

Duration: Permanent

Prerequisite Charms: Eloquence in Unspoken Words

This Charm upgrades its prerequisite, allowing its effects to be bestowed on others as a Touch effect, though beneficiaries must know Old Realm to make use of the gift. Hostile targets may spend one Willpower to prevent the Shaping from internalizing their voice.

Further purchase of Gift of Silence expands the radius of Eloquence in Unspoken Words, but eventually requires higher Essence ratings: second (1 mile; Essence 4+), third (10 miles; Essence 6+), fourth (100 miles; Essence 8+) and finally fifth (1000 miles; Essence 10). Increasing the range with repurchases does not increase the range at which others "tagged" by the Charm can telepathically speak.

EBON DRAGON

NAKED WICKED SOULS

Cost: 5m; **Mins:** Essence 2; **Type:** Reflexive

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: Witness to Darkness

The Shadow of All Things abhors Virtue, but its absence empowers him. While this Charm is active, whenever another character within (Essence x 10) yards of the Infernal spends a Willpower point to ignore the dictates of a Virtue rated 3+, the warlock knows which Virtue has been ignored, how many dots the person ignoring the Virtue has of it, and where exactly the act of deliberate wickedness took

place relative to his present location. If the target is the warlock's Nemesis or someone he has a negative Intimacy toward, he absorbs the point of Willpower as it is spent. If the Infernal has Essence 3+, he also gains a brief synopsis of what course of action the character took that the Virtue forbid as if that action were Obvious to his senses. Essence 4+ makes the character's rationale for doing so Obvious, though she can spend another Willpower to shield her reasons (which can't be consumed). Essence 5+ renders the sinner's identity Obvious, though shielding her rationale also shields her identity.

A repurchase at Essence 4+ pushes the radius to (Essence x 100) yards. A third purchase at Essence 6+ raises this to (Essence) miles. Once the radius reaches this third threshold, the character's awareness of Virtue's failure occurs as a mental aside rather than a constant deluge of information. When it is unimportant to know who has sinned and why from a plot perspective, the Charm internalizes but does not trouble the Infernal with these details. Fully sensing a specific instance of moral degradation to the point that the Storyteller interrupts play with narrative of the event should indicate that the immorality is somehow significant to the warlock's interests or important to the setting.

SWEET AGONY SAVORED

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

Keywords: Native

Duration: Permanent

Prerequisite Charms: Life-Blighting Emptiness Attack

The banquets of gods are as dust in the Ebon Dragon's mouth when compared to the succulent nourishment of a world in agony. This Charm acts as an additional 10-mote Peripheral Essence pool, which may be refilled with Life-Blighting Emptiness Attack.

AGONY OF UNWISE ADVERSITY

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

Type: Reflexive (Step 1)

Keywords: Combo-OK, Crippling, Sorcerous, Stackable

Duration: Instant

Prerequisite Charms: Seeing is Blindness

The Ebon Dragon's touch brings unimaginable horror upon those foolish enough to oppose him. This Charm can enhance any ranged attack. If the attack hits a living being, the induced agony and paralysis imposes a -2 internal penalty to all rolled, non-reflexive physical actions, -1 to all static values (like DVs) and -2 yards from the distance natural movement can cover each tick for that victim for the rest of the scene. The total penalty from all uses of this Charm cannot reduce a rolled pool below the victim's Essence rating or (half Essence, rounded up) for static values, while Move and Dash actions use their normal limits for minimum speed. Victims of this Charm can lessen this curse's hold on themselves as a diceless Speed 5, DV -1 miscellaneous action costing five motes per activation removed, with no upper limit on expenditure, but this action can't be part of a flurry. Appropriate countermagic clears all activations away.

Each (Essence 3+) repurchase provides one of the following:

- The activation cost decreases by one mote and the scope of the penalty expands to impede all non-reflexive actions. Lower-Essence victims automatically drop prone whenever struck by an attack enhanced with this Charm as a Knockback effect.

- By paying an extra two motes, the warlock can use this Charm in Step 9 as a special Counterattack against an attacker within (Essence x 2) yards. Obvious serpentine emanations from his anima deliver the curse.

VICTORY IN DEFEAT

Cost: 2m; **Mins:** Essence 3; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Brooding Resentment Defense

Although the Ebon Dragon loathes his confinement above all else, he also understands the necessity of biding his time. An Infernal may use this Charm whenever a hostile mental influence overcomes his defenses and he may pay Willpower to resist/mitigate the effects (i.e. he has the required points available). By activating this Charm, the character refuses to pay the Willpower cost and





accepts the influence's hold over him. However, he regains one Willpower from his voluntarily submission while his attacker loses one Willpower (and gains one Limit if she has a Limit track). The Infernal may even acquiesce to social attacks that violate his Motivation or Urge.

Victory in Defeat does not provide a constant stream of Willpower for acquiescing to harmless or mildly inconveniencing requests, such as a merchant hawking his wares. Hostility means actual harm to the Infernal or something he values, especially influence that makes him act against his own interests.

MOCKING MURMURS RETORT

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

Type: Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Brooding Resentment
Defense

The Infernal parrots the words of a foe, perhaps speaking a half second behind like an echo or modulating his voice with exaggerated distortions or even repeating key phrases as part of a grander insulting oration. While his manner of rebuke may seem childish, it is actually a form of anti-speech, a vocalized principle of incoherence and insanity that drains the opponent's words of all persuasive power. Mocking Murmurs Retort can defend against any form of mental or social influence as a perfect parry so long as that influence is not unexpected, even stopping unblockable attacks and those operating outside the timeframe of social combat. The cost to use Mocking Murmurs Retort later in the scene against further mental influence from the same attacker decreases by one mote, to a minimum of one mote once the Infernal has used this Charm five or more times against that opponent. The Infernal does have to audibly vocalize anti-speech (even against a written attack), but may incoherently mumble under his breath if he doesn't want to make it obvious what he is doing. This Charm is vulnerable to the Imperfection of the Shadow of All Things.

Whenever an Essence 5+ Infernal uses Mocking Murmurs Retort to defend against a non-targeted social attack (like most Performance-based attacks), he may pay an extra four motes and add the Obvious keyword to his response. If he does, the Charm perfectly parries the attack for all listeners who observe his response, but he cannot hide his response in whispers.

KIMBERY

Known as the Great Mother to her followers and descendants and The Sea That Marched Against the Flame to the rest of existence, Kimberly was the first Yozi to have fully joined the Reclamation after its inception. Accordingly, she doesn't have a Caste molded in her image, but her Charms are available for Green Sun Princes to learn... and some bear the scars of her Urge.

THE KIMBERIAN URGE (THE URGE TO DROWN)

Death by drowning is slow and painful. So too is the love and enmity of Kimberly. The Great Mother is overbearing in love, smothering paramours and children alike with impossible expectations and unwanted attention as she seeks to take central prominence in their lives. Her rule is couched in suggestions rather than commands, but this only makes her more intolerant of dissent. If her love is hideous, her hate is more so. It is not Kimberly's way to show the mercy of a single violent act. She is only content to destroy enemies utterly and corrode their legacy until their deeds fade like seafoam in the tides of history. Victory must be absolute and gradual, wearing away opposition until the inevitability of her triumph. All of the goals promoted by this Urge must seek the absolute ruin of something or seek to control loved ones "for their own good" in a stifling or overbearing manner.

Compassion is regarded as the most central Virtue to Kimberly. She is loving and kind, even if her loved ones beg to differ. Through Conviction, she holds fast to her vendettas. Temperance gives her the patience to prolong the sufferings of her foes. Valor reminds her that no one may spurn her and get away with it, no matter how mighty they may be.

Examples include:

- Wipe the Scarlet Dynasty from the face of Creation.
- Starve the gods by eradicating their cults.
- Hunt down and murder everyone who has ever met or heard of a particular enemy.
- Guide the Lintha family back to glory, no matter the cost.
- Feed the last clutch of Dragon King eggs to their weeping mother and castrate her, letting her live in despair as the last of her kind.

The Torment of Kimberly: When Limit reaches 10, the tides of the Great Mother turn and love poisons to bitterness. The Storyteller chooses one of the warlock's positive Intimacies and converts it into a negative context chosen by the Infernal's player. The warlock experiences this as a moment of agonizing clarity as she realizes her folly to love something so vile. Additionally, she can't gain positive Intimacies or work toward such until (Essence) days pass. She also can't knowingly help the subject of a poisoned Intimacy during this time unless doing so saves the Infernal from immediate mortal danger. Using an object helps it, as it is the nature of swords to be wielded, armor to be worn, etc.


AGONY-SAVORING MERCY (ACT OF VILLAINY)

Kimberly is without mercy, but she understands restraint. It is not enough to merely wound or kill her enemies. They must be destroyed, their souls crushed and all hope drowned before light fades from their eyes. Whenever a warlock could have slain an opponent who poses a real ongoing threat to her and instead spares him to suffer another day, roll the Infernal's Temperance. Each success reduces accumulated Limit by one (minimum zero). Hurting or maiming the foe is acceptable, provided the wounds do not preclude further threat (so the options for tormenting regenerating foes are almost limitless).

NEW KEYWORDS

Sea: Charms with this keyword can only be activated in proximity of a sea (i.e. within a mile). A sea is defined as a standing body of liquid at least a mile across in any direction that has





remained at its present location for a month or longer. Flowing bodies of liquid only qualify as a sea if their width or depth is at least a mile; length is irrelevant.

FIRST KIMBERY EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1; **Type:** Reflexive (Step 1 for attacker; Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

The Great Mother is *endlessly giving* and *too often forgiving*, a *self-defined victim* of endless betrayal. She holds others to *impossibly high standards*, but *thinks she is fair*. *Secrets* are among the greatest purviews of her depths, particularly *shameful truths* and those kept with *force* and *guile*. Though her *patronage and kindness are real*, spurning her incites fury that *drowns all opposition* in her *corrosive* touch. Kimberly hides *ugliness beyond imagining* beneath playful waves of *beauty, charm* and *poise*.

The Great Mother rejects the immediacy of brute force violence in favor of *poison, acid, bleeding, curses, disease* and other tactics that perpetuate *spiteful suffering* without further effort. Her social tricks follow the same logic, stirring *undercurrents of distrust* and *dissent* beneath the polite surface of society until the entire organization *dissolves*. Some Yozis call Kimberly lazy and cowardly for striking once and holding back while afflicted victims weaken, but she considers this *elegant practicality*.

Everything she does *harms* someone or *sets them up to suffer worse* in the future, but she is capable of *martyring* herself to be the one in pain. Because her depths hold *no lasting generosity*, she *demands payment* proportional to her sacrifice. Whether beneficiaries ask for her gifts or not doesn't matter, but she *gleefully tortures* those who insult her by refusing her largesse. Those who cannot pay her back conventionally *pay with screams*.

She takes great pride in *brokering deals*, offering the just and true their *darkest desires* so that she may see them brought low. She considers herself to be the *ultimate trafficker*, moving everything from worlds to secrets, with a *discerning eye* for an advantageous bargain. She has a *talent for tempta-*

tion, using *secret lusts* against her enemies as a *rook* into *further disfigurement*.

That Kimberly takes pleasure in the *agonies of subordinates* is her worst-kept secret, but she *sacrifices this joy* to *avoid wasting what is hers*. She shows *no restraint in tormenting enemies*, punishing them for actual transgressions and venting her *bottled-up fury* toward all who escape punishment. The Sea That Marched Against the Flame loves to warp herself and others into new shapes as *useful as they are uncomfortable*, imagining herself a *great artist*. She may be right, but even her siblings find her aesthetics *bizarre* and *vile*.

Kimberly's Excellency aids actions that create *disturbing art* in any media, whether conventional paintings and sculptures or artful blood spatters on a wall. Appropriate stunts can make almost anything into vile art. Her power helps *keep secrets by any means necessary*. This Charm assists all actions to cause *delayed or ongoing harm*. Purely immediate harm falls outside Kimberly's purview unless punishing someone who has benefited from her help or betrayed her love. She may also impose harm for the *sadistic joy* of doing so rather than expediency or necessity.

KIMBERY MYTHOS EXULTANT

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

Keywords: Native

Duration: Permanent

Prerequisite Charms: First Kimberly Excellency

Kimberly's spite and bitterness are her very life-blood. In lieu of usual stunt rewards, an Infernal with this Charm may heal one bashing level, one non-aggravated level or two non-aggravated levels for successful stunts rated one to three, respectively.

SORCEROUS ENLIGHTENMENT OF KIMBERY

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

Keywords: Sorcerous

Duration: Permanent

Prerequisite Charms: First Kimberly Excellency

The Sea That Marched Against the Flame is inherently aquatic, and this flavors her initiation of sorcery. Spells that predominantly manipulate or associate with liquid cost 10 motes and one Willpower less than usual (minimum cost five motes and one

Willpower). Examples include Impervious Sphere of Water, The Parting of the Seas, River of Blood, Unstoppable Fountain of the Depths, Water From Stone, Written Upon The Water and Torrential Cascade. The same discount also applies to spells solely useful in an aquatic environment like Calling The Wind's Kiss, Floral Ferry, Lightning Whip Smites The Water, Mast-Shattering Spell, Storm Rider Enchantment, Viridian Mantle of Underwater Journeys and Summon Spirit Boat. Finally, spells that naturally impose harm through acid or poison resonate with her initiation, such as Assassin's Fatal Touch, Plague of Bronze Snakes, Blood of Boiling Oil, Geyser of Corrosion and Rain of Doom. Kimberly's power loathes fire in all forms, so she cannot cast spells that create or manipulate fire or other burning energy as the primary effect. So deep is her antipathy that she cannot even adapt intrinsically fiery spells to her imagery.

MOTHER SEA MASTERY

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

Keywords: None

Duration: Permanent

Prerequisite Charms: None

Kimberly moves upon and through herself freely, for her nature is its own dominion. Upon learning this Charm, the character gains the following:

- She adds (Essence) bonus successes to all Attribute and/or Ability rolls to harvest food from liquid or move effectively and safely via a liquid medium. Attacks never benefit, not even to remove obstacles. Examples of valid actions include: fishing, gathering kelp, swimming, resisting fatigue from swimming, holding one's breath while submerged, balancing on a ship's deck in turbulent seas, piloting aquatic vehicles and riding aquatic mounts.

- As an aquatic being, she ignores the -2 penalty terrestrial beings suffer to move while submerged. Her actions move through liquid like air, allowing her to do seemingly impossible feats like swing sledges and fire bows underwater.

- She may multiply her swimming speed by her Essence rating. Obvious currents of ichor drag her forward and trail behind (Essence x 100) yards while using this power, adding one success

to track her for a half hour. She can accelerate other means of personally moving via liquid (such as walking on it).

- With Essence 3+, neither she nor any aquatic mount she rides suffers fatigue from actions this Charm assists.

CHARM CONCEPT:

BELOVED AND REVEILED

For Kimberly's Charms, characters are beloved if the Infernal has a positive Intimacy toward them or they are descendants with an Intimacy of loyalty toward her. She may be beloved to herself. Descendants include component demons or devas, First Circle demons or devas spawned by her own Charms or component souls, children (and grandchildren, great-grandchildren, etc.). Beloved objects are inanimate objects the Infernal owns or has a positive Intimacy toward. Beloved structures are vehicles and structures the Infernal owns or has a positive Intimacy toward.

Reviled characters, objects and structures are people and things the warlock has a negative Intimacy toward despite previous beloved status. Reviled trumps beloved, so even loyal descendants must fear the Great Mother's wrath.

SPITEFUL SEA TINCTURE

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

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

Duration: Instant

Prerequisite Charms: Mother Sea Mastery

It is not the cold of Kimberly's depths that her enemies fear, but the colorful stains upon her surface. Slow death is the way of The Sea That Marched Against the Flame. Activating this Charm requires the Infernal to touch a beloved object, anointing



it with spidery glyphs and patterns in garish hues (Essence 3+ warlocks can paint these designs with their gaze alone). Multiple activations can stack additional markings onto the same object. Whenever the enchanted object is used as a weapon to hit a non-beloved character or such a target touches it with bare flesh, all imbued stains spray into the point of contact as doses of poison like the surface of Kimbery. The Infernal can also paint herself to strike a poisonous blow.

Repurchase at Essence 3+ allows activation as a Sorcerous effect with duration one month and makes the poison akin to Kimbery's depths (upgrades in parentheses). An object so marked discharges a dose of venom whenever the circumstances previously described occur, though direct contact only inflicts one dose per action. With Essence 5+, even beloved structures may be enchanted.

Poison Lacquer: Damage 5L (7L)/action, Toxicity 3 (4), Tolerance None, Penalty -3 (-4)

SEA WITHIN VEINS PRANA

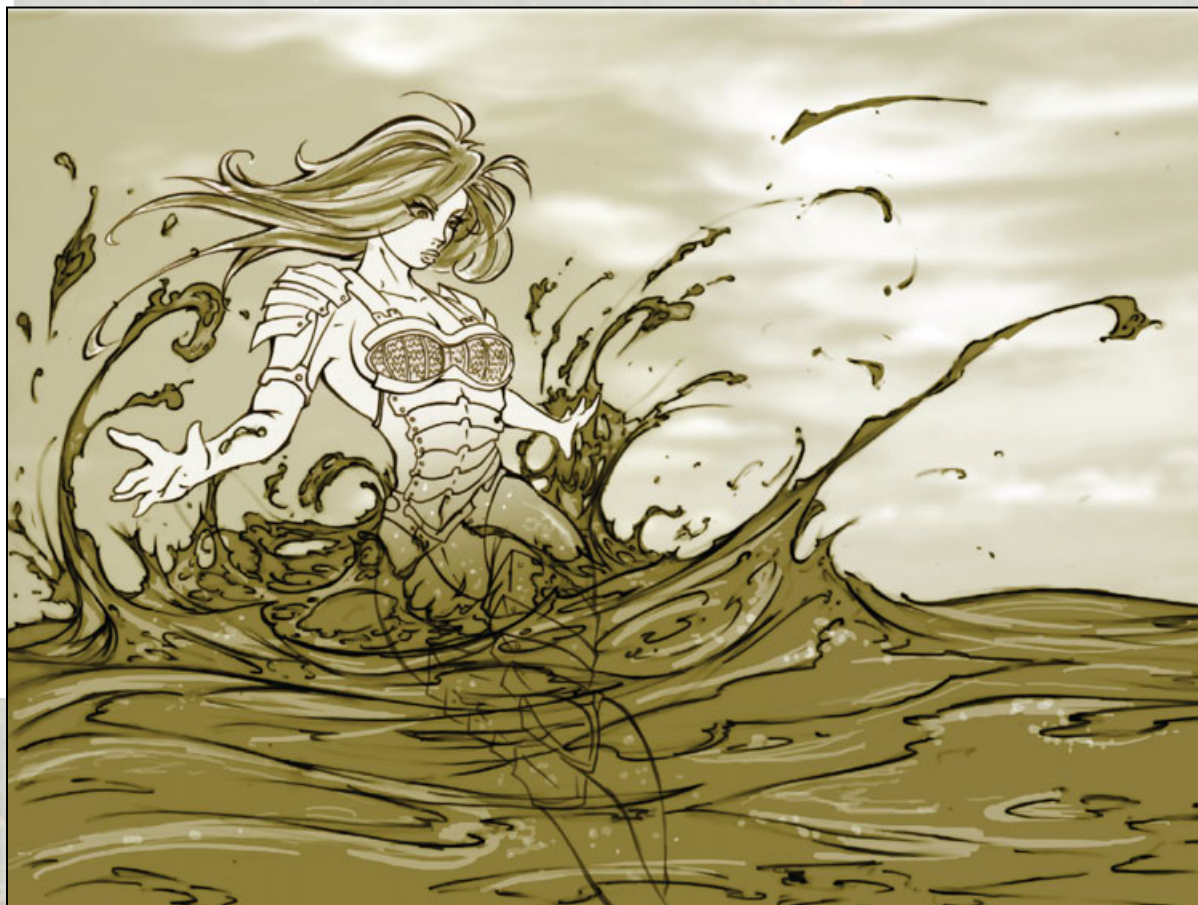
Cost: —; **Mins:** Essence 3; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Spiteful Sea Tincture

The blood of Kimbery is sacred. Whenever an Infernal with this Charm suffers one or more levels of non-bashing damage (including converting bashing to lethal), her wounds create a bubbling high-pressure splatter of poison. The spray hits everything within two yards of the Infernal as a single attack with a dice pool of (Stamina + Resistance + [levels of damage that triggered it]); each victim defends separately. Those hit suffer one dose of poison with the statistics of Spiteful Sea Tincture.



Additionally, the Infernal's toxic blood kills illnesses, granting immunity to non-magical Sickness effects. Primordials and akuma are similarly immune to magical Sickness while other users only add (Essence) bonus dice to resist them.

A repurchase extends the splatter to (Essence) yards. Further, the character's blood becomes highly caustic. Characters hit by the spray suffer the usual poison and a one-time environmental hazard with (Essence)L Damage and Trauma (maximum Trauma 5). If a non-magical, non-natural close combat weapon unleashed the spray, halve its accuracy, damage and defense (rounded down) until repaired. A second exposure destroys it completely.

GREAT MOTHER'S TEARS

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

Keywords: None

Duration: Permanent

Prerequisite Charms: Spiteful Sea Tincture

Kimbery is all poisons, but not all poisons are alike to her. Some formulations are so pleasing to her aesthetics that she has made them part of herself. Each time this Charm is purchased, the Infernal gains one of the following:

- Once all her -0 and -1 health levels are filled with damage, she becomes immune to damage from Poison effects. The total penalty from all Poison effects afflicting her can't rise above (5 – Essence).

- Whenever she would create a lethal or aggravated poison with a Kimbery Charm, she can choose to have it inflict bashing damage. This doubles the total damage for the dose and ensures that none of the damage it causes can spill past Incapacitated to convert into lethal. The worst it can do is render victims unconscious—the better to torture them later. Furthermore, she can forgo the penalties for her Kimbery poisons to make subtle toxins victims can't feel ravaging them (though their players still know).

- Whenever the Infernal would create a damaging poison with a Kimbery Charm, she may instead create a soul-twisting toxin. Each time the poison would inflict a level of damage, the victim can pay one Willpower point to resist the unnatural Emotion effect. If he doesn't, his player chooses one of his

positive Intimacies and converts it to a negative Intimacy with an emotional context of his choosing.

- Whenever the Infernal would create a damaging poison with a Kimbery Charm, she may instead create a mutagenic Desecration toxin. Her player selects a mutation emulating aquatic biology. Each time the mutagenic poison would inflict a level of damage, it accumulates a mutation point. Once it accumulates mutation points equal to the selected mutation's cost (positive or negative), the victim gains that trait. If the Infernal afflicts a victim with multiple doses, she must also choose the order that the different mutations appear.

ICHOR FLUX TENDRILS

Cost: 10m, 1wp; **Mins:** Essence 2; **Type:** Simple

Keywords: Combo-Basic, Obvious, Sorcerous


Duration: One scene

Prerequisite Charms: Spiteful Sea Tincture

When enraged, Kimbery lashes enemies with her infinite arms. Upon activation, the character chooses at least one cupful of any inanimate liquid she can perceive within (Essence x 100) yards. The usual gore of a battlefield is generally more than sufficient. The liquid darkens and hisses as it gains a semblance of life, swelling and coagulating to form (Essence rating) gelatinous, green-black tentacles up to (Essence x 3) yards long. These emerge from the spot (or spots) where they were created. The warlock can reflexively retract these tentacles back through their individual anchor points and extrude them from other liquids within range, meaning nowhere within range is safe.

Mentally wielded as separate close combat weapons with (Wits + Occult), the tentacles ignore cover penalties from anything less than total cover and inflict bashing by default. The Infernal can make their attacks lethal by willing them to grow suckers, barbs, mouths or acid tear-weeping eyes. She must flurry normally to wield multiple tentacles simultaneously. Attacks against the lashing tentacles are futile; their writhing undulations dodge even undodgeable attacks. They don't dodge or parry while clinching a victim; if struck during this time, they have 10L soak and are immune to bashing damage, requiring ten levels of damage to destroy.





If all tentacles are destroyed, the Charm deactivates. Reactivating Ichor Flux Tendrils while active regenerates all destroyed tendrils. When the Charm ends for any reason, remaining tentacles evaporate into tarry fumes.

An Essence 3+ repurchase allows the tentacles to make clinches without additional effort on their creator's part, wielding themselves with accuracy and bashing damage 10. The warlock reflexively selects a target and decides whether to hold or crush. After that, the tentacle does the rest, seeking to repeat the action on that target until given new directions or personally wielded by the Infernal. The Infernal can only take direct control or indicate new targets on her action tick. She can always command an autonomous tentacle to reflexively release a victim and resume its usual mad writhing. Only two autonomous tentacles can clinch the same target.

Tentacle Lash: Speed 6, Accuracy +3, Damage (Willpower + Essence)B, Defense +2, Rate 1, Tags: D, R

Tentacle Clinch: Speed 6, Accuracy +3, Damage (Willpower + Essence)B, Rate 1, Tags: C, P, R

TIDAL RENEWAL DISCIPLINE

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

Keywords: None

Duration: Permanent

Prerequisite Charms: Mother Sea Mastery

Kimbery's vanity does not allow her to waste time sleeping that she could spend contemplating her own virtue. Lost in dreams, she might miss a prayer of gratitude for her benevolence. This Charm provides the following:

- Each full hour submerged counts as rest for Essence respiration, regardless of exertion. Surfacing for a quick breath doesn't disrupt submergence, though surfacing for any other reason does.

- Spending an hour praying to herself or Kimbery while submerged in a sea and making a successful prayer roll lets her respire 20 motes.

- Spending (8 – Essence, minimum 1) hours meditating while submerged provides all benefits of sleeping eight hours.

- She can speak Old Realm while submerged and her words carry as well as through air. Her dialect

is that of the ancient Lintha, the holy inflection Kimbery seared into the principle of liquid during Creation's genesis.

- She can verbally pray to any being who knows First Kimbery Excellency with a prayer at -1 target number as a Shaping effect, provided the target and her are both submerged in a sea at the time of the prayer. Secret currents between all seas carry the words to the target's mind even if she can't normally hear prayers.

SEA DISSOLVES HERSELF

Cost: 5m or 3wp; **Mins:** Essence 3;

Type: Reflexive (Step 2 or 10)

Keywords: Combo-OK, Desecration

Duration: Instant

Prerequisite Charms: Tidal Renewal Discipline

Kimbery alone devours Kimbery, for none else is worthy. This Charm may be activated in one of three ways:

- By paying five motes in step 2, the Infernal can reject any unwanted Shaping effect. This causes her to gain a mutation of her player's choice as a permanent Desecration (emulating the biology of aquatic life). With Essence 4+, she can also block Crippling effects by gaining a mutation, paying only three motes if the mutation connects to the averted injury (like a severed hand staying attached via sinewy tentacle). This use is an innate power rather than Charm activation.

- By paying three Willpower while submerged in a sea, the Infernal can dissolve any mutation she possesses, provided it is not a prerequisite for other traits she possesses. Until Essence 4+, she can only dissolve mutations she gave herself.

- With Essence 3+, the warlock can pay three Willpower to enhance a physical attack that hit a living target with mutations in step 10. The attack inflicts an extra level of lethal damage as it painfully dissolves a mutation of the Infernal's choice.

WHAT LURKS BENEATH

Cost: 20m; **Mins:** Essence 2;

Type: Simple (Speed 5, DV -4)

Keywords: Combo-OK, Servitude, Sorcerous, Sea, Touch

Duration: One month

Prerequisite Charms: Tidal Renewal Discipline

Gaia conceived the element of water, but Kimberly hoarded it in one place to fill the yawning abyss of the West with glorious depths. Accordingly, all things that live in the sea should rightly call her Great Mother.

To use this Charm, the Infernal touches a sea in Creation or the Wyld and entreats the depths in Old Realm, necessitating she know the language and make a successful prayer roll (target number -1 if submerged). Her words spread as an invisible ripple through the cosmos, entreating a monster to rise and serve the will of Kimberly through her. The summoned beast finds and enters a secret current between seas, arriving (10 – Essence) minutes later. While the Charm remains active, the monster is enchanted as follows:

- It must obey the Infernal like a bound demon without regard for its own safety. This Servitude can't be broken by spending Willpower.
- It understands all commands the Infernal speaks to it in Old Realm and can execute those commands as though it had minimum Intelligence 2.
- The Infernal can command it at a distance via successful prayers as though the beast knew First Kimberly Excellency.

Any natural animal that lives in the sea of the Wyld or Creation is a valid target of this Charm; separate activations can bind multiple creatures. With Essence 3+, the Infernal may also summon natural animals warped by Desecration-based mutations. The player selects desired mutations that can't encompass more positive mutation points than (the Infernal's [Willpower + Essence]) + (the creature's total number of negative mutation points). The creature is not changed by summoning; rather, it is a victim of the pollution Kimberly and the ruin of the Lintha Empire left in Creation after the Primordial War.

With repurchase at Essence 3+, the warlock can entreat the seas of Creation or the Wyld at night (or the seas of the Demon Realm at any time), summoning an unbound member of any predominantly aquatic First Circle demon race (but not a specific demon) from a sea in any realm of existence. The Charm enslaves these demons

normally, but is preempted by spells that summon or bind enchanted demons.

A third purchase at Essence 5+ allows the summoning of any specific aquatic Primordial behemoth smaller than a geographic entity (i.e. no Lintha Ng Oroo). This follows the timing and location restrictions for First Circle demon summoning. The Charm only brings the behemoth to the warlock and doesn't grant control unless the warlock's Essence is greater than its. If other creatures smaller than the behemoth are in physical contact with it when it answers the summons, they are carried along. Behemoths are unique and powerful; most are massive, nigh-immortal entities capable of challenging Celestial Exalted.

FATHOMLESS POISON HAVEN

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

Keywords: Combo-OK, Touch


Duration: Indefinite

Prerequisite Charms: Mother Sea Mastery

The Sea That Marched Against the Flame drowns all things but herself. The Infernal can target herself, any beloved object, beloved character, or, with Essence 3+, beloved structure. Separate activations can protect multiple targets concurrently. While the Charm is active, the target becomes immune to physical harm resulting from immersion or exposure to all liquids. All liquid is as the purest air to breathe and purest water to drink. This shields living beneficiaries from drowning and allows them to swim in lava, acid or high-pressure ocean trenches without harm. The protection also extends to owned possessions worn or carried on a protected being, provided they aren't notably larger than the Infernal.

The Great Mother's self-immunity also renders beneficiaries immune to harm from non-magical Poison effects. However, the first time each scene in which a target would have suffered harm from poison without this Charm, the warlock internalizes the toxin within her soul. This counts as a scene spent developing a negative Intimacy toward an individual or group of people who have given some offense to the warlock in the past week (however trivial). Intoxication isn't harm except to the degree





it causes penalties, so the Infernal experiences full euphoria from intoxicants without drawback.

Repurchase at Essence 3+ improves the poison resistance to encompass magical toxins. If the Infernal targets herself, the protection simultaneously shields all beloved characters within (Essence x 100) yards.

ACRID SLIPSTREAM ASSIST

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

Keywords: Sea, Touch

Duration: One day

Prerequisite Charms: Mother Sea Mastery

It amuses Kimbery when her children build boats to keep her out, as it amuses mothers when their children hide behind pillow fortresses. In her infinite love, The Sea That Marched Against the Flame plays along with such games. To use this Charm, the Infernal touches a beloved aquatic mount, a beloved aquatic vehicle or any beloved object long and flat enough to surf upon as an alternative to swimming (like a daiklave). Her power flows through the target, oozing into the hungry sea beyond and demanding obeisance. Even absent other propulsion, the enchanted conveyance can propel itself along a current of ichor at twice the warlock's swimming speed (as improved by Mother Sea Mastery). Alternately, this current can quicken sailing or other means of propulsion, doubling the target's usual speed. The Charm ends prematurely if the warlock travels more than (Essence x 100) yards from the beneficiary.

With Essence 3+, the Charm's duration extends to Indefinite. With Essence 5+, the cost drops to a single mote. Repurchase at Essence 3+ allows the Charm to bless beloved characters other than mounts and enables alternate activation as a spherical blessing upon all beloved characters within (Essence x 100) yards while active.

INTOLERABLE BURNING TRUTHS

Cost: —; **Mins:** Essence 1; **Type:** Permanent

Keywords: Compulsion, Stackable

Duration: Permanent

Prerequisite Charms: None

Kimbery is The Sea That Marched Against the Flame. But did she win? Each purchase of this Charm

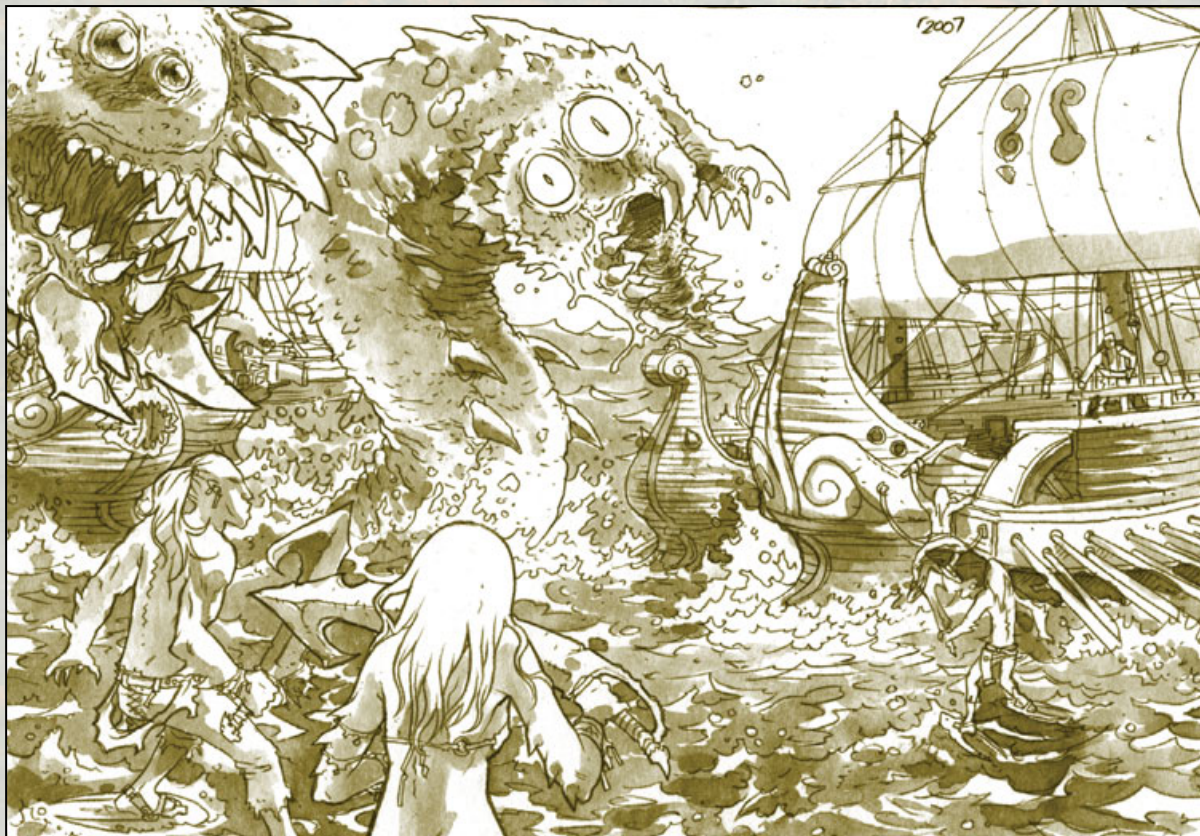
provides one of the revelations listed below, a truth seared into the Great Mother by her first nemesis. The options list forbidden and mandatory actions. The warlock ignores all mental influence as an unacceptable order if it seeks to make her perform a forbidden action or refrain from mandatory action. Unfortunately, the Infernal can't voluntarily take forbidden actions or fail to act as directed unless she pays Willpower equal to her Essence (maximum 5) to hypocritically override the Charm's unnatural Compulsion for a day. Even if this cost is paid, the Charm's defense against external influence remains. When different Compulsions clash, the Storyteller chooses which has preeminence. Each revelation also confers a unique power.

- **Mother Before Daughter:** The Infernal can't knowingly betray beloved characters or ancestors from whom she descends (i.e. parents, grandparents, etc.). Betrayal means a course of action or inaction that she believes will result in more harm than good. When making rolls to navigate anywhere or track a beloved character, she adds bonus successes equal to the number of beloved characters she has.

- **Trust Is Naïve:** The Infernal refuses to believe anything bad about a beloved character. At best, she can be persuaded that such a character is a victim who has been duped into poor decisions by the wickedness of others. She requires only a single scene of action or persuasion to build a positive Intimacy toward anyone she has never reviled.

- **Existence Is Agony:** The Infernal can't show mercy. She may spare an enemy, but only with the intent to prolong his suffering. If multiple courses of action seem to offer roughly equivalent benefit to herself, she must choose the path she believes will maximize harm to non-beloved characters along the way. Compassion 3+ no longer compels her to care about anyone except beloved characters, though she may magnanimously choose to care about strangers in hopes of making them beloved.

- **Never Forgive:** The Infernal cannot abandon or weaken a negative Intimacy toward reviled characters and refuses to believe anything good about them. When she makes a social attack encouraging others to think ill of a reviled character (Emotion and/or



Illusion) or harm a reviled character (Compulsion), her words become unnatural mental influence.

- **Hate Springs Eternal:** The Infernal can't knowingly help a reviled character unless she believes her own life depends on it. Her great heart can still sustain (Willpower + Compassion) positive Intimacies without risk of losing them through sleep, but negative Intimacies do not count against this limit and never fall off that way. Additionally, she adds +1 to her DV and MDV against the attacks of reviled characters; manifest loathing shields her even against enemies too foolish to fear her.

RISING TIDE ASCENSION

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

Keywords: Native

Duration: Permanent

Prerequisite Charms: Intolerable Burning Truths, Mother Sea Mastery

The motion of her own tides assures Kimberly of her unassailability. The Infernal gains a 10 mote

Peripheral Essence pool which regains one mote per hour spent in proximity to a sea.

ALL THINGS BETRAY

Cost: 1m or 3m; **Mins:** Essence 2;

Type: Reflexive (Step 1 or 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Intolerable Burning Truths

Kimberly's kindness never goes unpunished. Such is the cruelty of a mad and broken universe. This Charm may be used in one of two ways:

- It can serve as a step 2 defense against any unexpected physical or social attack for one mote, causing the attack to become expected unless the attacker is a beloved character. With Essence 4+, this use has a duration of one action, defending against all valid surprise attacks during that time.

- It can enhance a Join Battle roll for a cost of three motes, adding a number of bonus successes equal to the Infernal's Essence rating. With Essence

3+ and 4+ (respectively), the Charm can similarly aid Join War and Join Debate actions.

With Essence 3+, Infernals may use All Things Betray as an innate power rather than Charm activation by paying a one Willpower surcharge. However, this versatility comes at a price; the warlock becomes so accustomed to the certainty of betrayal that she must pay one Willpower for a scene of voluntary effort to count toward building a positive Intimacy toward another being (other sorts of Intimacies aren't affected).

RETRIBUTIVE TSUNAMI FORCE

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

Type: Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Intolerable Burning Truths

Men are as impotent as minnows to flee a tidal wave. This Charm is a magical flurry of (Essence rating) valid actions with a Speed and DV penalty equal to the greatest values among component actions. Valid actions must carry the certainty of deliberately harming exactly one target, such as physical or social attacks. Further, all actions in the flurry must have different targets unless they all target a reviled character.

BITTER HEART UNBLEEDING

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

Type: Reflexive (Step 2 or 7).

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Intolerable Burning Truths

Hate shelters The Sea That Marched Against the Flame from the wretched and vile universe that wants to hurt her. Used as a step 2 defense, this Charm adds a bonus of (total number of negative Intimacies) to the warlock's dodge DV or dodge MDV against a single attack. The bonus may explicitly break the usual cap on DV bonuses from Charms. Alternately, Bitter Heart Unbleeding may be used as a step 7 defense, adding the same bonus to the Infernal's soak against a single instance of damage. To onlookers, it appears that the injuries luckily missed vital areas or that the warlock evaded at the last moment to suffer only grazing wounds.

An Essence 3+ repurchase grants additional powers. First, the soak boost mode adds equivalent natural Hardness while in proximity to a sea. Second, the Infernal can pay an extra mote to dissolve the injurious power of an attack outright (reducing raw and final damage to zero). Denying damage this way carries the Imperfection of The Sea That Marched Against the Flame, causing tongues of hissing green fog to rise from the wounds that never were.

THE IMPERFECTION OF THE SEA THAT MARCHED AGAINST THE FLAME

Kimbery's invulnerability draws upon her principles. While the character is in proximity to a sea, a defensive Charm with this flaw operates normally. Otherwise, it costs an additional three motes to use.

ALL-DEVOURING DEPTHS SHINTAI

Cost: 10m, 1wp; **Mins:** Essence 5; **Type:** Simple

Keywords: Form-Type, Obvious

Duration: One scene

Prerequisite Charms: Sea Within Veins Prana (x2), Ichor Flux Tendrils (x2), Sea Dissolves Herself, All Things Betray

Kimbery's least shintai evokes the most ancient life that swam within her. In activating this Charm, the Infernal's acidic blood disintegrates her flesh completely and consumes her Essence, liquefying the totality of her being. The transubstantiation into green-black ichor doubles the overall volume of her body and provides the following powers:

- All worn and carried possessions are banished Elsewhere for the duration.
- Her amorphous form can flow through any crack that isn't air-tight and her identity is unrecognizable. Also, physical force can't really hurt her; she can't suffer more than a single level of damage per attack or other instance in step 10. Fire, lightning and directed Essence attacks (like implosion bow fire) harm her normally, as do weapons dipped in oil and lit aflame.

- She gains all benefits of using Fathomless Poison Haven.

- Her inchoate body grows tentacles identical to those created with Ichor Flux Tendrils (similarly capable of independent clinches). Severing these tentacles doesn't harm her. She regenerates all severed appendages each action tick.

- Eyes of endless variety blink and glare across her body, letting her use All Things Betray as an innate power for free.

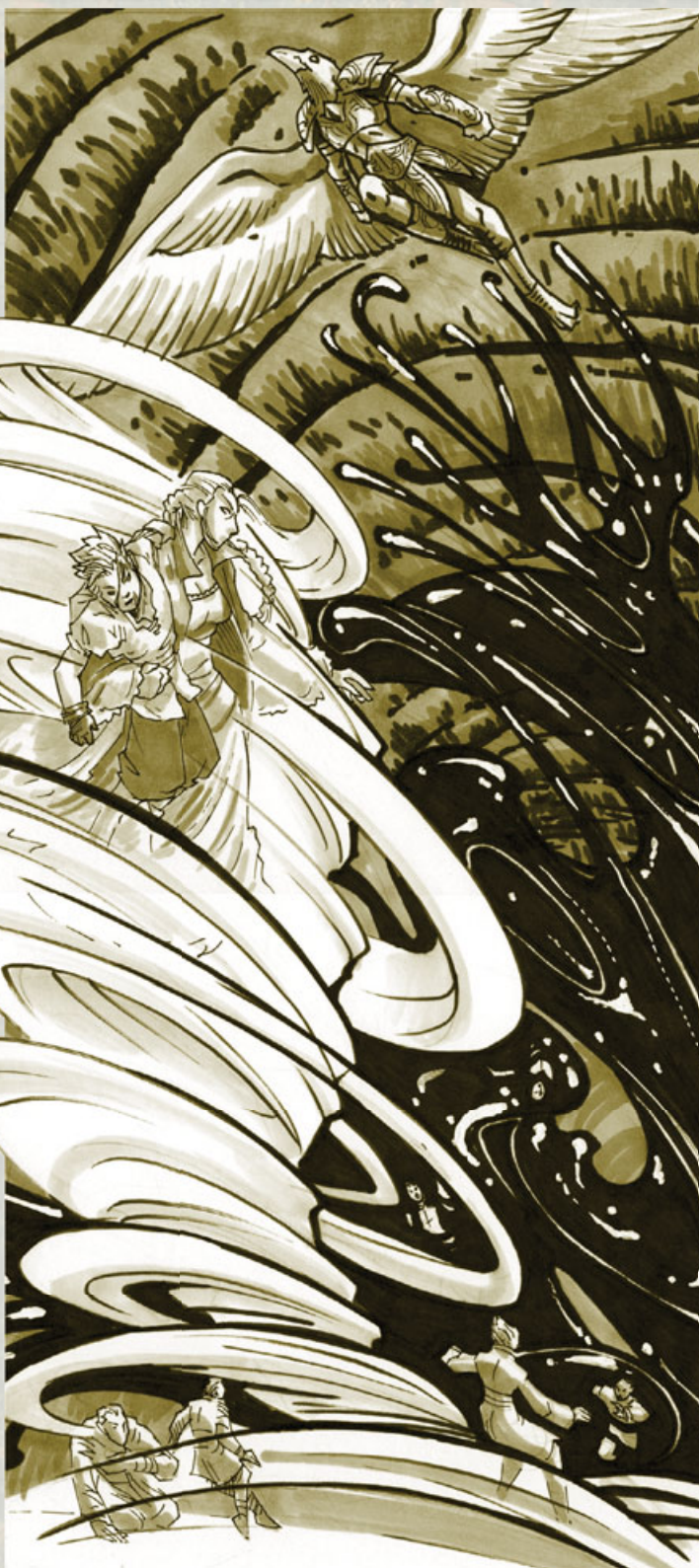
- Contact with her body is an environmental hazard with the same statistics as her acid blood. Victims struck by her suffer one-time exposure, while those clinched steadily dissolve.

- On each action tick, she can give herself one permanent mutation as a Desecration effect. All of these mutations dissolve when the Charm ends.

- She flows through or over other liquids at her swimming speed. She flows over solid surfaces at her ground move speed without regard for gravity (such as by oozing up walls).

HERETICAL CHARMS

The Yozi do not know what they have wrought. They sought biddable champions wearing gilded collars, gestalt-reflections of their own magnificence. But the Green Sun Princes are more than their makers ever anticipated. Within them sleeps a greater power than the titans' own: the power to transcend Yozi nature and be reborn. A new era is at hand. In it, Creation will see the birth of new



Primordials, backed by the power of Solar Exaltation. The Yozis will see their replacements.

NEW KEYWORD: HERETICAL

Charms with this Keyword originate in the Charm trees of multiple Yozis. The Yozis cannot learn them. Heretical Charms cannot be learned by akuma or through the Eclipse anima power or its equivalents. Only Green Sun Princes may utilize these Charms, which cost 9 experience points and have a training time of (Min. Essence) weeks.

The vast majority of Green Sun Princes have no idea Heretical Charms are possible, much less how to create them. Yet.

SCALE-SHEDDING SOLUTION

Cost: 5m; **Mins:** Essence 2; **Type:** Reflexive
Keywords: Combo-OK, Heretical, Obvious, Sorcerous
Duration: One scene
Prerequisite Charms: Cracked Cell Circumvention, Dread Panoply of the Silent Wind

A cunning warlock may discover this useful trick somewhere between the Ebon Dragon's manic struggle for freedom and Adorjan's temporary dismissal of those tools that encumber her. Drawing in a quick breath, the Infernal flares his Essence out in a red-black shockwave that rips his armor from his body and tears it into fluttering strips of Essence. These intangible wisps collapse into a pair of otherworldly black flames, which float just above the warlock's shoulders for the duration of the Charm. Mechanically, Scale-Shedding Solution allows the Infernal to reflexively remove any armor he may be wearing, even armor created by Charms or sorcery. The armor immediately reappears on the Exalt's body when the Charm is terminated by either the end of the scene or countermagic.

At Essence 6+, this Charm becomes immune to Emerald Countermagic from any source *other* than the warlock himself, requiring Sapphire Countermagic or better to cancel it.

EMERALD ANGEL UNFURLING

Cost: 6m, 1wp; **Mins:** Essence 3;
Type: Reflexive (Step 2)
Keywords: Combo-OK, Heretical
Duration: One hour
Prerequisite Charms: By Pain Reforged, Factual Determination Analysis

A Green Sun Prince has only to breathe to assert absolute authority over her existence. This Charm provides protection against all unwanted Shaping effects. It creates an invisible Essence shield with (Integrity) layers, which act as health levels; whenever the character is subject to a Shaping effect, she rolls her (Essence + Willpower) against a difficulty of her opponent's Essence. The Storyteller determines the difficulty to resist Shaping not originating with another character, using the Wyld resistance chart on page 140 of *The Compass of Celestial Directions, Vol. II—The Wyld* as a guideline. If she fails, her shield loses a layer; if she botches, all layers are lost and the Charm terminates. In either case, the Shaping fails to take effect and the warlock has the option of reflexively reactivating Emerald Angel Unfurling by repaying the activation cost. This does not count as a Charm activation.

Whenever the Infernal experiences any Shaping effect while using this Charm, her anima briefly flares into a mandala of emerald wings in number equal to her Integrity, making Emerald Angel Unfurling momentarily Obvious to observers. If she succeeds on the (Essence + Willpower) roll, the mandala simply fades. If her shield loses a layer, one of the wings develops a crack and falls to pieces before the mandala fades; if she botches the roll, the entire mandala shatters like a pane of glass.

At Essence 4+, the warlock's shield may not be tested by the pressures of Pure Chaos more than once per hour, and a break in her shield may not impose this roll anew on further activations of Emerald Angel Unfurling.

UNSURPASSED DEVIL-CRAFT

Cost: —; **Mins:** Essence 4; **Type:** Permanent
Keywords: Heretical, Stackable
Duration: Permanent

Prerequisite Charms: Any two of the following: Demonic Primacy of Essence, Dread Panoply of the Silent Wind, Sun-Heart Furnace Soul, Tool-Transcending Constructs

The Infernals cannot wait for age to ripen their creative genius—they have worlds to conquer! The warlock adds one bonus success to all rolls to craft infernal relics and hellforged wonders. Additionally, she reduces by one dot each the minimum Craft, Lore, Medicine and Occult requirements to build or repair artifacts, to a minimum requirement of one dot for any Ability normally required for the task. This Charm may be purchased again at Essence 5+.

TRIUMPHANT HOWL OF THE DEVIL-TIGER

Cost: —; **Mins:** Essence 6; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisite Charms: Any First (Yozi) Excellency, any Sorcerous Initiation of (Yozi), any Shintai Charm

Proving that he is more than merely a gestalt of insane, defeated Primordials, the Infernal sweeps together the broken shards of enlightenment from several Reclamation conspirators and forges them into a new legend all his own. The shinma shudder as a new titan is born: The Infernal is immortal, and needs no longer fear death from age. In declaring his own legend, he may never learn (Yozi) Cosmic Principle (see **The Return of the Scarlet Empress**, p. 209).

This Charm conveys one final benefit: The Infernal's player and Storyteller may work together to design a personal analog to First (Yozi) Excellency suited to the personality, themes and obsessions of the character, using the Excellencies of the Yozis as a guideline, as well as a personalized suite of the General Charms found in **The Manual of Exalted Power—The Infernals** and this book, which are all purchased as Favored Charms.

This Charm's prerequisites must come from at least two different Yozis. Upon learning this Charm, the Infernal may choose to cannibalize any General Yozi Charms he already knows, converting them into experience which he may spend to instantly replace

them with equivalents created through Triumphant Howl of the Devil-Tiger. Charms requiring lost Excellencies as prerequisites (save for this Charm) are also converted into experience.

SWALLOWING THE SCORPION

Cost: —; **Mins:** Essence 6; **Type:** Permanent

Keywords: Blasphemy, Heretical

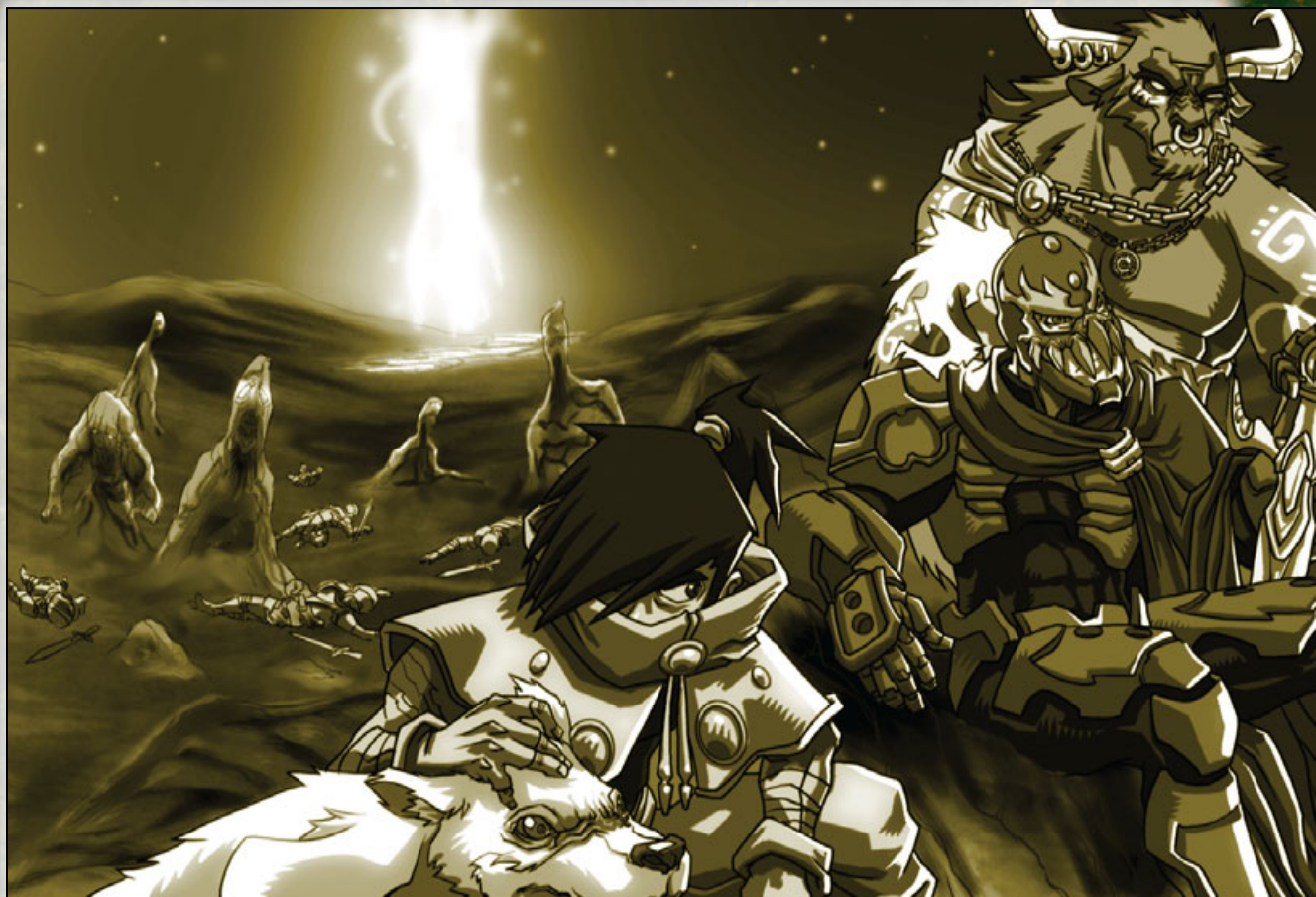
Duration: Permanent

Prerequisite Charms: Any two of the following: All Things Betray, Cracked Cell Circumvention, Freedom Lets Go, Solipsistic Rejection of Impossibilities, Sublimation of Ordained Purpose, Will Crushing Force

This complex trick requires an understanding of defiance and escape culled from not one, but two of the Reclamation conspirators. For those who would develop this heretical technique, its extravagant cost is a small concern. The act of learning this Charm is a Blasphemy.

In addition to causing the usual chaos in Heaven, the Yozis are immediately alerted that something is wrong by Lillun's agonized howl. Concentrating his Exaltation into a savage, cutting edge, the Infernal severs the metaphysical umbilicus connecting it to the phylactery-womb of the Yozis. In the process, the indestructible Essence core of the Exaltation reconfigures itself for independent survival. Upon the Green Sun Prince's death, his Exaltation will fly away rather than returning to Malfeas, seeking out a free, unbound First Circle demon somewhere in Creation. Embedding itself in the unsuspecting creature, the Exaltation overrides the demon's mind as an irresistible Total Control effect. The demon is forced to carry the Exaltation to a properly heroic host, where it carries out the usual bargain; acceptance triggers the beginning of the Chrysalis Grotesque, as normal. The only difference between this and standard Infernal Exaltation is that the Yozis are incapable of observing or influencing the process, or even of exercising their normal prerogative to possess the hijacked demon. The task of locating and recapturing the Exaltation and re-attaching its umbilicus is left as an exercise in ingenuity for the enraged lords of Hell.





The warlock also enjoys a +1 MDV bonus against Yozi and demon Charms, which does not count as a bonus added by a Charm.

THE TEMPEST OF INWARD FOCUS

Cost: —; **Mins:** Essence 6; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisite Charms: Any two Shintai Charms from different Yozi, Triumphant Howl of the Devil-Tiger

The warlock must retreat from the world to learn this Charm. For one season, she must surround herself only with those things which are steeped in her Essence—her attuned artifacts, her bound demons and nothing more. Concentrating inward, she drives the enormous power of the conflicting forces she has mastered against one another, with her Essence caught between them. Much as the Yozi reconfigure their akuma, she redefines the

parameters of her mutilated Exaltation, crafting something more to her liking.

Upon learning this Charm, the warlock partially redesigns her Caste. Her iconic anima display changes to become representative of herself rather than her unwoven coadjutor, in the manner of the Solar Exalted (though its predominating imagery is still that of Hell, not the glorious heroes of the sun). Her anima banner itself may be radically transformed, having different cosmetic effects on objects exposed to it; it may even shine some color other than green (though it will never identically mimic the anima display of some other variety of Exalted). She designs a new caste mark for herself.

Moreover, she discards her old anima power, replacing it with a new one designed by her player and the Storyteller and matched to the character's personal aptitudes and talents. Use existing anima powers as a creation guideline.



These transformations are permanent for the warlock, but not extensive enough to endure into her next incarnation. Her Exaltation restores itself to the base template mandated by the Yozi upon death. All changes brought about by this Charm must be approved by the Storyteller.

THE FLAME OF THE RISING PHOENIX

Cost: —; **Mins:** Essence 6; **Type:** Permanent

Keywords: Blasphemy, Heretical

Duration: Permanent

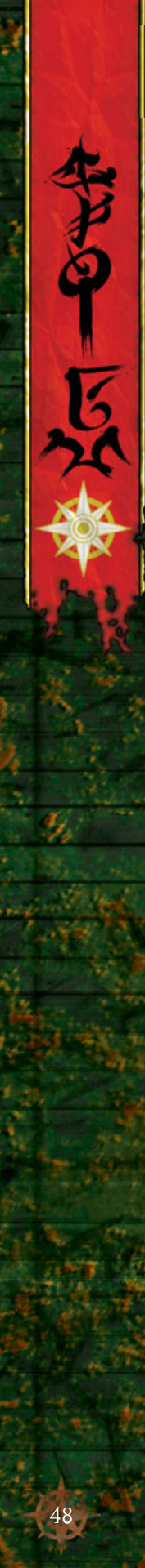
Prerequisite Charms: The Tempest of Inward Focus

Learning this Charm requires a shorter but far more dangerous retreat into hermitage than its prerequisite. When she begins developing this Charm, the warlock weaves an Essence-forged cocoon around herself, where she will remain for the normal training time required to learn it. During her time in this new Chrysalis Grottesque, she gains a soak of

30L/30B and a Hardness of 15L/15B, but remains Inactive for the entire duration.

Upon emerging, the warlock enjoys the benefits of a transformation far more radical than her last. She dissolves her Caste entirely, forging a new Caste suited to her personal nature. She retains her original patron Yozi as a second Favored Yozi, and becomes capable of designing an entirely new set of Charms reflecting her own Essence, nature, and power, which are purchased as Favored Charms. The Charm cascades of the Yozi should be used as an example of what is appropriate for this new Charm tree (the majority of its Charms exist in the Essence 2-3 range, all perfect defenses share a single customized Imperfection, and so forth).

While the Infernal does not change her *current* Caste and Favored Abilities, she notionally designates five Abilities from among that set as the new Abilities of “her” Caste. Her next incarnation



treats these as Caste Abilities, rather than the Caste Abilities the Exaltation previously harbored.

All changes to the Exalt made by this Charm as well as those produced by The Tempest of Inward Focus are now permanent, carrying on into future incarnations (although the specific presentation of future iconic animas will vary from incarnation to incarnation), barring alteration of her Exaltation.

Learning this Charm is a Blasphemy. All of existence feels the warlock's ascension.

SPREADING THE LOVE?

Characters on the Heretical transcendence path are not becoming Yozis—they are something new, something much greater. Therefore, teaching Tiger and Phoenix-derived Charms to another Green Sun Prince does *not* unlock those Charms for purchase by all Infernals.

THE FACE OF THE TITANS

Cost: —; **Mins:** Essence 6; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisite Charms: The Flame of the Rising Phoenix

The warlock smiles or sobs, whichever may be appropriate to her transcendence, as the chains of the Yozis fall from her heart. She weaves a final Chrysalis Grotesque, which functions identically to that of this Charm's prerequisite. Upon emerging, she subsumes her Unwoven Coadjutor, subtly reconfiguring her appearance to more directly express her own Infernal nature rather than that of a mere serf of the First Circle. More importantly, the warlock redefines her own Urge so that it permanently matches her Motivation.

The reins of Torment may be taken out of the hands of the Yozis, but they do not disappear altogether. The Infernal must define her own new Torment manifestation, using published Torments as a guideline. She continues to accumulate and reduce Limit in the normal manner; acting against

the dictates of her own nature guides the Exalt's hellish Essence to viciously lash out against her.

THE LEASH, REVISITED

To clarify: Torment is a function of the Infernal Exaltation's design, and is not under the direct control of the Yozis. Limit gain, Acts of Villainy, and Torment are all functions of the Infernal's Exaltation.

THE SPIRIT OF THE LIVING WORLD

Cost: —; **Mins:** Essence 6; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisite Charms: The Face of the Titans

Through the power of her Exaltation, the Infernal carves out a world from the substance of her own soul. This Charm permits the Infernal to create a world, piece by piece, as though with Constructive Convergence of Principles (including the requisite mote cost and roll to expand and modify that world). This does not count as a Charm use, but the Infernal must remain in a meditative trance while altering or expanding her inner world. She may not create demesnes or magical things within herself, and her creations do not unravel if they do not interact with Creation. The Infernal's soul is treated as Pure Chaos for this purpose.

This created world exists wholly within the Infernal's soul, but is otherwise a real, ongoing, self-contained place, which continues to exist even when she is not paying attention to it. The internal worlds of the Infernal Exalted are strange, uncanny places—glassy citadels floating atop clouds in a brazen sky; a massive upside-down fortress hanging above a forest of ivory trees surrounding a still, emerald lake; or a city of cyclopean basalt towers beneath a jet-black sky in which a single red eye hangs and stares. The world the Infernal forges should be consistent with the mood and themes of the Excellency she created through Triumphant Howl of the Devil-Tiger, at the Storyteller's discretion.

The Infernal may mentally visit this world by taking a miscellaneous action (Speed 5 long ticks, DV -3) to enter an Inactive meditative state, always appearing at the center of the first part of the world she shaped into being. She may leave this trance at any time with a Speed 5, DV -2 miscellaneous action. Individuals created in her inner world do not have souls of their own and cannot grant her Essence through prayer, though they are otherwise real to her while she is there (for instance, she might copy such a person with Black Mirror Shintai, and any damage suffered manifests on her physical body). The Infernal cannot yet travel physically into this world, bring anything from the outer world into it, or bring anything from the inner world out. These feats require additional Charms.

THE DANCE OF THE THRASHING DRAGON

Cost: —; **Mins:** Essence 6; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisite Charms: The Face of the Titans

It is the nature of nascent titans to indulge themselves. The warlock's player designs a type of custom Act of Villainy called a Precipitous Fiat. These Fiats are unique to the transcendent Infernal who invents them, but are otherwise identical to Acts, and must substantially endanger or inconvenience the character. When the Infernal loses Limit through this Fiat, she is able to inflict one point of Limit on a Yozi of her choice whose Charms are open to her.

THE PATH OF A THOUSAND WHISPERS

Cost: 66m, 6wp; **Mins:** Essence 8;

Type: Simple (One day)

Keywords: Blasphemy, Heretical

Duration: Instant

Prerequisite Charms: The Face of the Titans

Externalizing her cosmic might, the Infernal weaves a free-standing Chrysalis Grotesque out of thin air, which incubates a pulsating and unformed Essence core. (The Chrysalis has the same traits as in *The Flame of the Rising Phoenix*; it is destroyed if it suffers a single health level of damage.) Within the Chrysalis sleeps an inchoate demon of the Third Circle (which should be designed by the Infernal's player working together with the Storyteller). The

Chrysalis will hatch and disgorge this demon once the Infernal has fed it (demon's desired Essence rating x 100) motes, to a maximum of Essence 9. It may absorb up to five motes per day. The demon, once born, forms seven Second Circle devas for itself, as normal.

This Charm cannot form a fetich soul for the Infernal; being possessed of a soul of her own, the warlock is above such weaknesses. Although demons created with this Charm are not *obligated* to obey their creator, they have significant incentive to protect her, as they will die if she does. As well, the created spirit has an Intimacy of loyalty toward the Infernal which may never be removed. This influence is mutual; the Infernal gains an Intimacy toward the demon's Motivation, which may not be removed while the demon lives. Demons created through this Charm act as an arcane link to their creator. They are immune to sorcerous summons, though not to banishment. If the Infernal knows *The Spirit of the Living World*, banished demons are trapped inside the Infernal's soul for five days rather than being sent to Hell.

The Infernal may have up to (Willpower + Compassion) Third Circle demons created by this Charm in existence at a time.

THE WAY OF THE RESPLENDENT CRANE

Cost: —; **Mins:** Essence 9; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisite Charms: The Path of a Thousand Whispers

Having forged external souls from her cosmic power and enlightenment, the Infernal sends them into the world. But the warlock knows that a crane is just as beautiful when land-bound by a broken wing, and so she ensures that her new devas may not stray too far.

This Charm allows the Infernal to possess her souls (or demons descended from them) (see *The Books of Sorcery, Vol. V—The Roll of Glorious Divinity II*, p. 15) and to telepathically communicate with them across all distance and realms of existence (information exchange only; no social attacks). She may also pay one point of





Willpower to issue a mandate of subordination against her souls (see **Exalted**, p. 295 and **The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I**, p. 169).

THE SONG OF THE SHADOW

Cost: —; **Mins:** Essence 10; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisite Charms: The Path of a Thousand Whispers

Achieving apotheosis, the Infernal may pass on her enlightenment to the willing. One of the

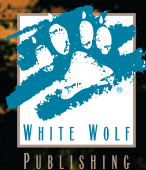
Infernal's Third Circle demons, of her choosing, learns the Charm Investiture of Infernal Glory (see **The Manual of Exalted Power—The Infernals**, pp. 52-54). Exalted akuma created through such Investiture gain access to the Charms innovated through **Triumphant Howl of the Devil-Tiger** and **The Flame of the Rising Phoenix**.

If the demon so blessed is ever slain, the Infernal may re-assign this power to another of her souls at no cost once five Calibrations have passed (or sooner as a reflexive action costing one point of permanent Willpower).

Bestowed with all the hopes of Hell, the Green Sun Princes are the newly-anointed champions of the Yozis. Already the Princes begin to come into their own, demonstrating a wide array of terrible powers, some not glimpsed in Creation since the Primordial War... and some never seen before at all. But with all the might of a stolen Solar Exaltation at their fingertips, what need have the Infernals for the Yozis and their petty desires? Will the Infernal Exalted liberate their masters from Hell, or replace them as a pantheon of new and greater titans?

THIS BOOK INCLUDES:

- Additional Charms from the five original Reclamation conspirators, as well as the corrosive magic of Kimberly, the Sea That Marched Against the Flame.
- A selection of Infernal hearthstones birthed from the geomancy of Hell.
- New Heretical Charms with which to slip the leash of the Yozis and enact a personal apotheosis.



WW80911
\$4.95 US