

THE TEMPEST OF INWARD FOCUS

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

Keywords: Heretical

Duration: Permanent

Prerequisites: Triumphant Howl of the Devil-Tiger, Any two Shintai Charms

This Charm's prerequisites must come from two different Yozis. This Charm allows the Infernal to redesign their Caste. Source Broken-Winged Crane, p. 46.

Source: Broken-Winged Crane

ANNIHILATION LEFT UNRECORDED

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

Keywords: Heretical

Duration: Permanent

Prerequisites: Look Upon My Works, The Mighty Despair, Freedom Lets Go

The warlock may treat any attachment, sentimental or otherwise, to something he created with the aid of Look On My Works as a full intimacy for the purposes of Freedom Lets Go, allowing him to terminate his attachment, as well as erase all memories of it if he so desires. He becomes unable (or simply refuses) to recognise his mark on the object, no matter how blindingly obvious it might be. A true genius cannot allow himself to be occupied by past accomplishments, such as they are; he must move onward!

If the warlock uses Freedom Lets Go in this way, and then uses the marked object in question as materials in a subsequent Craft project enhanced by Destruction Begets Creation, he gains further additional successes, his work unimpeded by reluctant pride or disdainful shame over his previous creations. Mundane objects used in this way grant additional successes equal to their Resources value, while artifacts used as in this way grant additional successes equal to three times their Artifact rating. Only one such bonus may be applied per project.

If the warlock uses Freedom Lets Go in this way to remove his memories of a marked object, and then uses the object in question as materials in a subsequent Craft project enhanced by Destruction Begets Creation, he may treat it as fully intact even if it has been destroyed or rendered otherwise useless prior before being used as materials. It is the nature of Adorjan-as-Artificer to build over what the ruins of what she has made before, ripping up the cobbles of now-useless roads or salvaging the torso of a useless statue. It is the nature of Malfeas-as-Madman to ignore the imperfections of the things he uses; who is to say that he did not intend for that dire spear to be lacking a spearhead all along?

If the warlock uses Freedom Lets Go in this way to remove his memories of an object, and then uses the abandoned marked object in question as materials in a subsequent Craft project enhanced by Forged in Fury, he always treats the enhanced project as being a direct replacement for the destroyed object; if he cannot remember exactly what the object was, who is to say what it could be replaced by? Ignorance is bliss, and opens up new vistas of possibility.

Source: Revlid

BLISTERING HELL-BEACHES

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

Keywords: Heretical

Duration: Permanent

Prerequisites: Holy Land Infliction, Blue-Ringed Venom Garden

Cecelyne is endless. Kimbery is hateful. Where the two meet, eternal and bitter grudges form from silvered shores and burning foam. This Charm upgrades Blue-Ringed Venom Garden. If the warlock uses that Charm within the bounds of a blight created by his Holy Land Infliction, then its effects extend throughout the entire area of that blight, regardless of its size. If the blight later expands, the poisonous wildlife follows, and vice-versa. If the blight later fades, the poisonous wildlife will be affected as though plunged into adverse conditions - while they will not automatically disperse, their removal becomes much easier. While wildlife affected by this Charm count as being adapted for the desert, those that actually are will generally have the edge in the food chain, leading to a landscape dominated by scorpions, snakes, venomous cacti and other poisonous desert wildlife.

At Essence 4+ the Infernal may purchase this Charm a second time, extending the effects of Blue-Ringed Venom Garden to any members of his Cult who are within the range of the initial activation of the Charm, as well as those born within the bounds of the affected blight.

Source: Revlid

IGNIGENOUS EMERALD ADJUTOR

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

Keywords: Heretical, Obvious

Duration: Permanent

Prerequisites: Tool-Transcending Constructs, Forged in Fury, Sun-Heart Furnace Soul

Whenever the Infernal warlock makes a Craft roll enhanced by Tool-Transcending Constructs and the Obvious application of Forged in Fury, she may vomit a more substantial torrent of green flame, using her mind-tools to shape and crystallise it into up to (Essence) emerald servitors (a warlock with more prim sensibilities might instead draw them out from the light of her pulsing fire-heart). These servitors are generally no larger than a human hand, but can flare up and grow larger if their size would make them useless to the Infernal. They can be any shape; one warlock might form them into miniature, burning green replicas of himself, while another might produce crystalline green pattern-spiders, and a third might simply shape them into floating orbs, lit with a pale green glow.

In any case, these servitors have no traits, and cannot be targeted or destroyed; they are shaped extensions of the warlocks genius, nothing more, and their only purpose is to aid her. Each servitor grants the warlock a teamwork bonus as though it were an aiding character with at least one dot in the relevant ability.

At Essence 5+, this Charm automatically upgrades, as the warlock gains a greater integration with her servitors; the dice they add to her rolls no longer count against the normal limit for dice added by teamwork.

Source: Revlid

INVERTED PANTOMIME PARTICIPATION

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

Keywords: Heretical

Duration: Permanent

Prerequisites: , Exit Stage Left, Loom-Snarling Deception

The Infernal fades into his audience, taking on the mien of a fascinated observer. This Charm upgrades its prerequisites. Whenever the Infernal uses Charms:Exit Stage Left Exit Stage Left, he may treat any crowd (i.e. a gathered group of at least Magnitude 2) within range as cover sufficient to conceal him. If he desires, he may reflexively activate (or deactivate and reactivate) Charms:Loom-Snarling Deception Loom-Snarling Deception upon doing so.

Category:Heretical Charms2eInfCharm
source=Revlid
trait=
name=Manifest Arms of the Emerald Angel
cost= (4m, 1wp)
min=0
essence=5
type=Permanent
keywords=Heretical
duration=Permanent
prereqs=Searing Pattern Infusion

text=The right hand cares not what the left does; the arms of a titan are each sovereign, and their burning grasp portends a terrible justice. This Charm permanently enhances its prerequisite, allowing the Infernal to reflexively pay four motes and a point of Willpower to create new arms rather than simply replace lost ones, to maximum of (Essence) additional limbs. These arms sear the flesh around them as they erupt into existence somewhere on the Infernals body; if he has Viridian Legend Exoskeleton active, the armour produced by that Charm automatically warps to accommodate these new appendages.

Additional arms created in this way use all the normal traits for arms created by Searing Pattern Infusion, but do not function in perfect harmony with the rest of his body, and so ignore any existing rules for additional limbs. Instead, they operate separately, snatching and pounding at his enemies. Each such limb may be used to make a single reflexive attack on the Infernals action tick, though he cannot use an Extra Action Charm on any tick in which he has done so.

At Essence 5+, the Infernal can use this Charm to create a set of wings, knife-edged and featherless, formed from green light. These wings do not count toward the maximum number of limbs that can be created, and allow the Infernal to fly through the air at a rate of (normal move distance x Essence) per tick.

If the Infernal has Charms:Emerald Angel Unfurling Emerald Angel Unfurling active, he may replace these wings with those created by that Charm, resulting in the mandala of emerald wings becoming fully Obvious for the duration. If he does so, the Infernal increases his effective Essence by the number of remaining wings for the purposes of calculating his flight-speed.

Source: Revlid

SADISTIC ARTISAN'S ENTHUSIASM

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

Keywords: Heretical

Duration: Permanent

Prerequisites: , Destruction Begets Creation, Intolerable Burning Truths (Trust

is Naive "or" Never Forgive)

Kimbery Kimberys tide moves in and out, a steadiness interrupted only by whatever dark mood she has fallen into from hour-to-hour. Lit by Malfeas Malfeas fire, however, this tide becomes a bubbling wave of inspiration, bearing the flotsam and jetsam of genius. This Charm has two powers, based on which variations of Intolerable Burning Truths the Infernal warlock knows.

If the warlock knows Trust is Naive, she may treat beloved artifacts as being intact and functional for the purposes of Destruction Begets Creation, even if they are not; is it not the duty of a mother to see past all faults, save disloyalty? In addition, whenever the warlock completes a Craft project of any type, she may choose to immediately acquire a positive intimacy toward the result, making it beloved. This intimacy is maintained and lost as normal.

If the warlock knows Never Forgive, then for the purposes of Destruction Begets Creation and Charms building off it she may treat reviled characters (deceased or otherwise) as artifacts with a rating equal to the number of dots in the Ally Background that would be required to have them as an Ally (obviously, characters too weak to qualify as a Ally grant no bonus at all). The tools granted to the Lintha groan and creak with the bones and flesh of those who have crossed their mother the Eroder of Nations. In addition, whenever the warlock completes a Craft project of any type, she may choose to immediately acquire a negative intimacy toward the result. This intimacy is maintained and lost as normal.

If the warlock knows both variations, she gains access to both powers of this Charm. In addition, whenever the warlock completes a Craft project of any type, she may choose to acquire a positive intimacy toward the result before immediately switching it to a negative intimacy as its faults suddenly glare and leer up at her, making the completed project reviled. This intimacy is maintained and lost as normal.

Source: Revlid

SEARING PATTERN INFUSION

Cost: (1wp); **Mins:** Essence 3; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: , Ego-Infused Pattern Primacy (x3), Wholeness Rightly Assumed (Crippling), Vitriolic Corona Endowment

Malfeas was forced into his inverted agonies by the treacherous gods and their Exalted handpuppets, and constantly shifts and shudders in a futile attempt to find some comfort, peeling off layers of crusted brass city-skin to reveal fresh insults solidified out of the molten metal and stone that make up his interior. Sometimes, though, when a truly unique spike of agony shoots through the Demon City, his reaction will be fiercer, and a column of emerald-white light will burst from his hide, crashing through palaces and hovels to reach the other side of Hell. Most often, such pains are caused by Isidoros being particularly rampant in his wanderings, but in the First Age, Solar tourists would use heavy-duty Essence artillery to provoke these displays, torturing the dragonlines of the Brass City into providing a thrilling light-show. Such practices were only officially outlawed when one young Solar approached such a blackened crater, believing the display to be over, and was consumed by a second, unexpected burst of fiery Essence. It was a contortion beyond imagining for Malfeas to withhold his wrath until the idiot Celestial was at point-blank range, but

he thought it well worth the effort.

This Heretical Charm allows the Infernal to use the Essence-matrices of the Whispering Flame to harness his fury at being wounded, channeling it more constructively. Whenever the Infernal would heal a Crippling amputation effect through Ego-Infused Pattern Primacy, he may pay a point of temporary Willpower to instead suppress that injury by manifesting a prosthetic comprised entirely of burning emerald energy. This searing limb lasts for the rest of the scene, is immune to further Crippling effects, and can parry lethal damage without a stunt. Attacks with this limb cause lethal damage, or aggravated damage when targeting gods or the character responsible for the amputation effect it is compensating for. This arm is considered to be the same as the spear created by Vitriolic Corona Endowment, for the purposes of Charms that interact with or enhance the latter. Once the scene ends and the searing emerald limb fades, the amputation effect reasserts itself as though it had never been suppressed.

If the amputated body part was not a limb, the effects of this Charm alter slightly; replacement eyes are glowing green orbs that ignore visibility penalties for darkness, while a use of this Charm to suppress Disfigurement produces emerald features of flame and crystal that restore the Exalts effective Appearance rating or increases it to (Essence), whichever is higher.

The The Primordial King Empyrean Chaos had a version of this Charm himself, one that could last indefinitely, preventing injury from ever touching him, thanks to his own ephermeal form and the influence of his beloved sister, who shied behind his greater flame for much of eternity. The Malfeas of this Age is incapable of internalizing the wisdoms of the Principle of Hierachy; his own beaten form is sullen testament to the failure of her patterns.

Source: Revlid

SILVER STARBOARD CONSTELLATION

Cost: 20m, 1wp; **Mins:** Essence 6; **Type:** Simple

Keywords: Heretical, Sorcerous

Duration: Instant

Prerequisites: , The Spirit of the Living World, Eternal Enjoyment Promise

Achsam has his own secret place, a hidden constellation lost to Fate itself, congealed and concealed during his frantic battle through the Loom. It is a wondrous neverland of things lost and never found, a place granted only to his most adoring fans and most reliable cronies. No girls allowed. A Heretical titan can use the methods he developed to conduct others to their own inner world. The warlock may use this Charm to target any character who can no longer resist his Compulsions thanks to the effects of Charms:Eternal Enjoyment Promise Eternal Enjoyment Promise, as he invites them into his private wonderland (this is not mental influence, and their decision may not be predetermined by unnatural mental influence). If they accept, the next door they open, the next corner they turn, the next hill they fall down, or perhaps even the next time they close their eyes will become a portal to the Infernals living world (this portal lasts less than an instant and vanishes along with the bewitched character no others can enter along with them). The Infernal may use an activation of this Charm to invite multiple people at once, up to a maximum Magnitude of (Essence/3), rounded down.

Such spirited-away characters interact with the environment of the inner world as normal, requiring sustenance and sleep just as they would in the outside world.

They age, pray and die just as they would outside, but the internal penalty inflicted by Eternal Enjoyment Promise does not lessen with time spent in the inner world. Celestial Exalts cannot be inducted into the Infernals inner world in this way, as their Exaltations resist the passage into a Primordial wonderland (for this purpose, Alchemicals are treated as Terrestrial Exalts).

The Infernal has no reason to entertain an unwanted audience; any character he has invited in this way can be expelled from his inner world as a reflexive action whenever he is actually present in that realm. This expulsion takes the form most appropriate to the aesthetics of the inner world perhaps a trap-door drops open beneath their feet, or simply fall into the sky, or are descended upon by the screw-eyed crows that make up the vegetation of that place. They are ejected at some random point in their native realm of existence, most often in or around an Infernally-aspected manse, avoiding immediately dangerous hazards if possible. Upon leaving the living world, a character must roll their highest Virtue at a difficulty of (years spent in the living world, minimum of one). Failure results in the character gaining a number of mutation points equal to the amount by which they failed, which must be spent on derangements.

A second purchase of this Charm allows Celestial Exalts to be invited into the inner world. However, the internal penalty inflicted by Eternal Enjoyment Promise decreases at the normal rate within the inner world, and the Exalt is automatically ejected once it reduces to the point that they can spend Willpower to resist the Infernals Compulsions.

Source: Revlid

SMITHING SHADOW-STIVERS

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

Keywords: Heretical

Duration: Permanent

Prerequisites: Destruction Begets Creation, Corrosive Pattern Infliction

The Infernal warlock learns to work the darkness cast by his raw materials, beating their capricious flickering into a sullen acceptance of their new shape. Each emerald spark from his tools sharpens as it falls, pinning the fluid shadow of the metal he is working in place. Light curves as it glints off his flowing needle, becoming a barely-visible green border about the edge of the shadow of the cloth he is working. A nimbus of viridian energy crackles about his gearbox, herding the jittery shadows of pistons into regular form.

The Infernals ability to craft with materials altered by Corrosive Pattern Infliction is permanently enhanced; so long as the materials in question contribute at least one success to the Craft roll through Destruction Begets Creation, they do not degrade once the craft project has been completed, allowing mundane creations to last indefinitely, and artifact creations to avoid warping to the aesthetics of Hell.

However, this shadow-forged stability is a brittle thing; the warlock may reflexively pay one mote to force any number of items he has created in this way within (Essence x 25) yards to immediately degrade (or, if they are artifacts, warp) as though the appropriate number of days had passed for their transformed components to fail. Artifacts warped in this way are immediately tainted, as though treated with vitriol (if they had not already been improved by the purest of elements).

As a final benefit, any item that has been utterly twisted into uselessness by a

failure or botch does not completely lose its value; when crafting, the Infernal can treat it as an amount of soulsteel with a Resources value equal to its value before becoming twisted. The resultant artifact bears the screaming faces of the small gods cornered by the Ebon Dragons useful torments, and bound by Malfeas searing will.

”NO ARTIFICIAL FLAVOURING”

Ordinarily, creating objects with Craft requires appropriate materials with a total Resources cost of at least (final Resources cost -1), or (Artifact rating +1, maximum 5) for Artifacts. Corrosive Pattern Infliction obviously cannot circumvent these costs, as it only produces items of equal or lesser value to the ones it transmuted. However, it can be used to alter unsuitable materials to suitable ones; wooden planks are vastly more useful than gold when building a boat. What happens, however, when the transformation fades and the materials are reduced to twisted grotesquerie?

Mundane objects crafted in this way fail at the earliest opportunity, as wood rots, metals turn to mud and bones, and cloth cracks and shatters into broken fingernails. Such failures occur (Resources value) days after the crafting was completed (using the Resources value of the finished project rather than the raw materials), and though they will always occur on that day, they often seem to have a sense of malicious humour; the beautiful dress the warlock wove from transmogrified materials will rot and decay while being worn, if possible, and the sword he forged will prefer to turn into a dead snake while being wielded.

Artifacts crafted from such materials are rather sturdier, having their own magical inertia to keep them going; their exotic ingredients are far more important than the mundane materials used. Artifacts crafted in this way do not fail after (Artifact rating) days have passed; instead, they take on some of the aesthetics of the Yozis (if they did not bear them already) just as transformed objects do. In artifacts with a rating of 3+, this is most often accompanied by Omen Weather (Manual of Exalted Power: Infernals, pp. 198) appropriate to the artifact in question.

Source: Revlid

ENSHRINING EVERY ECHO

Cost: (1wp, 3xp); **Mins:** Essence 2; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: Golden Years Tarnished Black, Fond Remembrance of Adrin

Ordinarily, an Infernal’s Backgrounds:Past Life Past Life rating is set at character creation; the Backgrounds:Unwoven Coadjutor Unwoven Coadjutor can be stirred into wakefulness through meditation and resonant activities, but one cannot increase the age or experience of a Solar millenia-dead. At least, not without cheating. An Infernal with this Charm can permanently increase her Past Life rating by reflexively spending a point of Willpower and three experience points per dot; in doing so, she picks through the scraps of memory belonging to the Solars that came before her own predecessor, stitching together unconnected memories and visions into a patchwork monster preincarnation. This Past Life functions as normal, with a personality, memories, Motivation and intimacies formed as an amalgam of multiple previous lives. It is ignorant of its own artificiality, though if it is somehow confronted with evidence of its coagulated origins, it will react as appropriate to its personality.

In addition, the Infernal gains greater control over the degree to which her Past

Life manifests itself. Whenever she sleeps, she may forfeit her roll to regain Willpower, and instead acquire exact copies of any number of her Past Life's intimacies. These intimacies count toward her normal maximum, and can be eroded, shifted or lost as normal; however, the Infernal reduces the amount of time her Past Life gains control over her by a number of hours equal to the number of duplicate intimacies she maintains. She may also use this integration to acquire more in-depth training from her Past Life, as she is treated as having a Mentor rating equal to the number of duplicate intimacies she maintains, allowing her to learn from her previous incarnation(s).

As a final benefit, any social attack enhanced by Past Life that the Infernal makes against a character who knew her previous incarnation converts all dice granted by Past Life to automatic successes. This effect is Obvious to the target alone, as in their eyes the face of the previous incarnation shifts and flickers over the warlock's own.

Source: Revlid

POTENTIAL BEHIND A PADLOCK

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

Keywords: Heretical

Duration: Permanent

Prerequisites: , Our Little Secret, Laying Down the Law

This Charm allows the warlock to use Our Little Secret to target a single Charm (or other, equivalent power, such as a Spell, Knack or Art) known to the target he is touching, as though it were an act of depravity. A small, blocky tattoo appears somewhere on the targets body, invisible to all but Essence-sight, an intricate blue edict of non-usage written in Malfean Old Realm. As normal, the target becomes unnaturally reluctant to speak of the Charm, regarding it with horror or shame (or resentment, an angle added by Cecelynes influence). While under this effect, the target will not use the Charm, either on its own or with a Combo. This version of the Charm is not Stackable, and cannot be combined with any of its upgrades or repurchases. The Willpower cost to shake off this effect is reduced to two points, though it returns to three if the effects of the sealed Charm would (or easily could; the Infernal is free to explain the horrible potential of the targets powers as a stunt) actually constitute an act of depravity. However, should the target pay the Willpower necessary to shake off this seal, the blue tattoo dissolves, spreading its constituent anarchistic motes throughout their soul. If the target uses that Charm in the next (Essence) actions, they receive a discount on it equal to (Willpower spent on resistance x3) motes. If this would reduce the cost of the Charm to zero motes, it does not count as a Charm usage.

Source: Revlid

THE BRIDGE OF A CRIMSON ORBIT

Cost: ; **Mins:** Essence 8; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: Sorcerous Avatar Delegation, The Path of a Thousand Whispers

This Charm functions exactly like The Song of the Shadow, with the exception that the instance of the Investiture of Infernal Glory that it grants to a Third Circle Soul can only be applied to the warlock's Backgrounds:Solar Bond Lunar Mate, and

markedly alters the process, leaving her with her heart and mind intact. The vitriol that floods into his mates very soul is not the usual burnt green acid, but a mix of mercurial silver and bloody red. Its touch is just as painful as normal for the Investiture, but it is a deep, sore pain, like burning muscles after a marathon, rather than the normal gratuitous agony.

Mechanically, the Investiture functions as normal. It is a mark of the trust necessary between a warlock and his soulmate that the Lunars Intimacies, Willpower, and Virtues can be changed. Regardless of whether the warlock decides to meddle with his partner's mind, her tastes in music, food or aesthetics may shift slightly, similar to someone who has undergone brain surgery (albeit likely with rather more alien preferences).

However, the Lunar does not gain access to Sidereal Martial Arts, and learns the warlock's personal Charms at a cost of 16xp each. Further, the Infernal does not choose the Urge the Lunar is granted it is exactly the same as his own Urge, and will shift to match it if it should ever change. As a trade-off for this reduced power, the Urge does not replace the Lunars Motivation, but is applied alongside it, in the same manner as a Green Sun Prince. She no longer suffers Limit Break upon reaching ten points of Limit, but instead undergoes the Limit Break Torment defined by The Face of the Titans (this, incidentally, removes any hope of the Lunar completely ridding herself of the Great Curse and its Limit Track it is now inherent to her nature). The Lunar may not lose Limit through Acts of Villainy, except for the Infernals own Precipitous Fiat, granted by The Dance of the Thrashing Dragon.

This enlightened transformation comes at an increased cost, however it completely consumes the Third Circle Soul who applied the Investiture, dissolving them into the crimson of the Lunars soul. The dissolved deva still counts against the maximum number that the Infernal can maintain at any one time, for his bond to it lives on within his mate; the Lunar may purchase dots in the Backgrounds:Unwoven Coadjutor Unwoven Coadjutor background, up to her Solar Bond rating, with the consciousness of the sacrificed Third Circle Soul acting as her coadjutor. She adds the form of that deva, their dispersed Second Circle Souls, and any First Circle Demons descended from them to her Hearts Blood Library, though she may only access them with the appropriate Knacks, as normal.

The intimacy the Infernal once had toward the Motivation of the sacrificed Third Circle Soul now switches to an intimacy toward the Motivation of his mate. Upon learning The Way of the Resplendent Crane, the Infernal and the Lunar may use this connection to communicate with each other as described. The Infernal may possess his mate, as well, but this requires her consent - she may resist the possession at a cost of zero points of Willpower.

It should also be noted that, if the Infernals dissolved deva was not a creature of darkness at the time of the Investiture, his mate does not become one upon undergoing the Investiture.

Source: Revlid

CHAINS OF EAGER DEBT

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

Keywords: Heretical

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment, Soul Crack Exploitation

Cecelyne is content to let debt pile up; as the Endless Desert, she is inured to time, and enjoys the slow sensation of building obligation. The Ultimate Darkness, on the other hand, enjoys rattling the chains that others were so eager to clamp about their ankles. This Charm permanently enhances Soul Crack Exploitation. The Infernal may use that Charm to enhance attempts at mental influence against any character who owes him a favour through Verdant Emptiness Endowment, just as though they were being mirrored by Nemesis Self Imagined Anew. This extends even to those characters who are in the course of paying off their debt; only those who have cleared their debt or provoked botches through petulant refusal are immune to this Charms effects.

If the Infernal actually is mirroring the target with Nemesis Self Imagined Anew, he may prey on his targets debt as though it were an intimacy when using Soul Crack Exploitation, helpfully reminding him of favours owed.

Source: Revlid

BANQUET OF COBWEBS

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

Keywords: Heretical, Shaping, Sickness

Duration: Permanent

Prerequisites: , By Hunger Nourished, Corrosive Pattern Infliction

This Charm permanently enhances By Hunger Nourished, adding another option when targeting another character; the Infernal may curse his target to suffer from a total frustration of the palette. For the duration of that Charm, whenever the character attempts to consume any substance, it transforms in his mouth into one of the abhorrent cast-offs created by Corrosive Pattern Infliction, forcing an immediate (Stamina + Resistance) roll at difficulty 6.

If he fails, he immediately vomits, and the time remaining before he starves is reduced by a number of days equal to the original Resources cost of the meal, as the furred, wormlike shadows of Things That Lurk in Corners squirm through his gorge. If he succeeds, the food? offers barely any sustenance; it only counts as half a meal for the purposes of avoiding starving. Successfully consuming more than (Essence) such meals in a day inflicts a pox-level derangement on the character in question as a Sickness effect.

If the Infernal desires, he can specify exactly what manner of horrible and useless substance the targets food will transmogrify into, ranging from gravedirt to soiled fruit juice to a perfect replica of their childs corpse. Otherwise, the transformations are random and awful, as normal for Corrosive Pattern Infliction.

Source: Revlid

HORROR-HONED SYMPATHY EVOCATION

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

Keywords: Heretical

Duration: Permanent

Prerequisites: , Our Little Secret, Intolerable Burning Truths (Trust is Naive)

Kimberly will forgive her children for any crime committed against beings other than herself, while the Ebon Dragon is a master at exploiting sympathy. This Charm permanently enhances the four-mote version of Our Little Secret, allowing the warlock to increase its cost by one mote to imbue a witness to an act of depravity with gushing

sympathy rather than paralyzing shame. This would be a natural response, except that the induced sympathy lies not with the victim, but with the perpetrator. If the Emotion effect takes hold, the target refuses to admit that the perpetrator might be in the wrong, instead placing the blame on society, the victim, or random misfortune. If necessary, they will even help the perpetrator in hiding their involvement in the act, though this reduces the base Willpower cost to resist the effect to one.

If there were multiple perpetrators involved in the single specified act of depravity, the Infernal may distribute the targets sympathy however she wishes, directing it to a single villain (in which case the target will often blame the other perpetrators as deliberate bad influences) or spreading it about the entire group, painting terrorists as freedom fighters and vandals as street artists.

Source: Revlid

OASIS OF BARTERED PASSION

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

Keywords: Heretical, Emotion

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment, Wind-Carried Passion

Cecelyne does not understand love. She grants others power, in order to force their lovers to stay with them, or beauty and riches, to entice the object of their affection. This shallow conception of attraction is why she is unable to draw Szorenys eye; for all the Princess of Judgement strips the colour from her sands and bids silvery trees grow in the scattered oases of her world-body, she cannot truly grasp the ideal of intimacy. Adorjan, on the other hand, knows the workings of love inside-and-out, and would be willing to share them if her sister would but listen.

This Charm permanently enhances Verdant Emptiness Endowment, allowing the Infernal to grant a new kind of wish; a wish for intimacy. Upon hearing a target express a desire for an intimacy of some kind with another character, the Infernal may use Verdant Emptiness Endowment to inflict the appropriate intimacy upon that character, as an Emotion effect costing two points of temporary Willpower to resist (or three points for mortals); if the target does resist, the wish is considered ungranted. After a character has resisted this effect (in any form), he is rendered completely immune to it for a year and a day.

Although love is the most common wish, the Infernal can inflict any kind of requested intimacy, ranging from lust to curiosity to envy. Whatever its context, this intimacy is treated as one granted by Tragic Love Amusement for the purposes of the Infernals other Charms.

The Infernal can also use this Charm to remove an intimacy, should the target wish it (if only I could stop loving him? or I wish that bitch would just leave me alone? being examples of how this wish might be phrased). This is an Emotion effect that can be resisted in the same way.

Source: Revlid

TIMES-OF-MADNESS ELECTION

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

Keywords: Heretical, Combo-OK, Servitude

Duration: Instant

Prerequisites: , Broken Soul Wisdom, Infinite Authority Declaration

When insanity reigns, those who best understand it should lead the way. Creation has been plunged into such madness ever since its architects were tortured, murdered and locked away. The Infernal may use this Charm to target any member of a social group she has spent at least a few days interacting with, rolling (Manipulation + Bureaucracy + points of derangements she bears) against the MDV of the social groups leader, plus half its Magnitude. If she succeeds, the group undergoes an internal restructuring over the next day, whereby its leader is replaced by the member with the most points of derangements. Alternatively, if the Infernal is aware of a character within the social group with at least (Infernals Essence) points of derangements, she may promote them. Regardless of how the new leaders insanity affects the social groups execution of Policy, that social group will continue to uphold their authority; only outside influence of some kind can remove them from power (this does not prevent the creation of splinter groups who revile the direction their organization has taken).

Category:Heretical Charms2eInfCharm
source=Revlid
trait=
name=Infinite Futility Infection
cost=(Essence x 4)m
min=0
essence=5
type=Simple
keywords=Heretical, Combo-OK, Sorcerous
duration=Indefinite
pc1=Hollow Mind Possession
pc2=Shadow Spite Curse

text=She Who Lives in Her Name knows that free will is an aberration, and finds it personally offensive that the Exalts of the First Age dared to employ it to even a limited extent in their own creations. Uniting her stark fidelity with the hollow spite of the Ebon Dragon reveals a truth to those material intelligences; free will is simply pointless. The Infernal may activate this Charm whenever he is in direct control of an MI, spending (Essence x 4) motes to form a recursively futile philosophy in the MI; failure is inevitable, each action undermined by everything that ever preceded it, all the way back to the MIs own misguided inception. This idea is sealed away, like a canister of toxic waste dumped into the oceans of the MIs awareness, and only erupts into a spat of fully-fledged nihilism once the MI is asked to take action.

The next time any character other than the Infernal gives an order to (or otherwise attempts to operate) the infected MI, this Sorcerous package of misfortune is triggered, as oozing shadows erupt from the machine, flailing in despair before vanishing in an instant. The manse immediately suffers Power Failure as a Sorcerous effect lasting one day. For the duration of this Power Failure, the victim who gave the order suffers from an external penalty of (Infernals Essence) on any action that could be subverted by the Infernals Shadow Spite Curse. This penalty lasts one day, and does not stack with actual applications of Shadow Spite Curse. Every character the victim has a positive intimacy toward also suffers from this penalty, though in their case it is a Shaping effect and can be defended against as such.

At Essence 5+, the Infernal may remove the Obvious display of shadowy tendrils when this Charms effects are triggered.

If the Infernal knows Selfishness Is Power, he may replace the effects of Shadow Spite Curse with the effects of that Charm, using his metaphysical virus to spread self-interest rather than tragic and inevitable failure.

If the Infernal knows Noumena-Seizing Assimilation, he may purchase this Charm a second time. If he does so, he is automatically notified whenever one of his Sorcerous packages are triggered. He instinctively knows which MI the package was placed within, but not who actually triggered it. He is not notified if a package is dispelled.

In addition, he may increase the cost of this Charm by one aggravated health level, imbuing his Sorcerous package of misfortune with a chunk of his own vital spite. Whenever that package is triggered, any and all MIs that could be targeted from the original MI with Noumena-Seizing Assimilation immediately receive a copy of the same Sorcerous package, provided the Infernal has already established a backdoor to their systems. These new Sorcerous packages do not similarly spread when activated, until the Infernal reaches Essence 7+.

Source: Revlid

SORCEROUS AVATAR DELEGATION

Cost: 5+wp; **Mins:** Essence 6; **Type:** Simple (Dramatic Action)

Keywords: Heretical

Duration: Instant

Prerequisites: , Triumphant Howl of the Devil-Tiger, Sorcerous Enlightenment of (Yozi)

Using this Charm requires that the warlock spend a dramatic action of one month (or five days during Calibration) in isolation with her target, who she must have a positive intimacy toward (and vice-versa). The intimacy produced by a Third Circle Deva created through The Path of a Thousand Whispers is treated as an intimacy toward them for this purpose (as are similar intimacies). Upon completing this hermetic hermitage, she empties her Willpower pool and forges a link to her target that runs below the strata of existence, an umbilical cord through which sorcerous precepts flow and mingle, turning them into a sorcerous avatar.

The avatar may now learn spells from a Circle of Sorcery one higher than they normally would be able to, with no need to learn the Charm that would grant them access to that Circle. However, the only spells they can learn are those that resonate (thematically or mechanically) with the warlock's own Sorcerous Initiation, or "general" spells such as Countermagic and Banishment. Using such a spell requires a successful prayer to the warlock (if he can hear prayers, he is free to reject it, causing the roll to fail) as part of the first Shape Sorcery action the avatar takes for that spell. Otherwise, the borrowed spell catastrophically fails, as though the avatar botched a concentration roll in the face of distraction. Spells cast in this way do not benefit (or suffer) from the effects of the warlock's Sorcerous Initiation, but are subject to the usual cosmetic warping.

The warlock's intimacy toward their avatar cannot be eroded or removed by natural mental influence, and the cost to resist any unnatural mental influence that would do so is reduced by (avatar's Essence - 2), rounded down. If the intimacy is removed, the warlock treats any scene in which he casts or learns a spell as a scene spent rebuilding it.

The warlock may only possess one such avatar at a time, and can only sever their connection to an avatar on Calibration; doing so also removes the positive intimacy

they have toward them.

Source: Revlid

SCALE-SHEDDING SOLUTION

Cost: 5m; **Mins:** Essence 2, 0; **Type:** Reflexive

Keywords: Combo-OK, Heretical, Obvious, Sorcerous

Duration: One scene

Prerequisites: Cracked Cell Circumvention, Dread Panoply of the Silent Wind

This Charm allows the Infernal to reflexively remove any armor they are wearing and don it again upon termination of this Charm. Source Broken-Winged Crane, p. 44.

Source: Broken-Winged Crane

EMERALD ANGEL UNFURLING

Cost: 6m, 1wp; **Mins:** Essence 3, 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Heretical

Duration: One hour

Prerequisites: By Pain Reforged, Factual Determination Analysis

This Charm grants the Infernal protection against Shaping, manifesting an invisible Essence shield. Source Broken-Winged Crane, p. 44.

Source: Broken-Winged Crane

UNSURPASSED DEVIL-CRAFT

Cost: -; **Mins:** Essence 4, 0; **Type:** Permanent

Keywords: Heretical, Stackable

Duration: Permanent

Prerequisites: Demonic Primacy of Essence, Dread Panoply of the Silent Wind, Sun-Heart Furnace Soul, Tool-Transcending Constructs

This Charm has any two of the listed Charms as its prerequisite. The Infernal's Craft rolls are supplemented by this Charm, and the minimum Ability ratings required to build or repair artifacts are reduced. Source Broken-Winged Crane, p. 44.

Source: Broken-Winged Crane

TRIUMPHANT HOWL OF THE DEVIL-TIGER

Cost: -; **Mins:** Essence 6, 0; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: First (Yozi) Excellency, Sorcerous Initiation of (Yozi), Any Shintai Charm

The Infernal declares themselves a Primordial in their own right, creating their own Excellencies and associated General Charms, which they may learn as Favored Charms. The Infernal must have prerequisites drawn from at least two different Yozi to learn this Charm. Source Broken-Winged Crane, p. 45.

Source: Broken-Winged Crane

SWALLOWING THE SCORPION

Cost: -; **Mins:** Essence 6, 0; **Type:** Permanent

Keywords: Blasphemy, Heretical

Duration: Permanent

Prerequisites: All Things Betray, Cracked Cell Circumvention, Freedom Lets Go, Solipsistic Rejection of Impossibilities, Sublimation of Ordained Purpose, Will-Crushing Force

This Charm has any two of the above listed Charms as its prerequisite. The Infernal cuts their soul free from the Characters:Lillun Lillun and allows it to embed itself in an unbound first circle demon should the character die. The Exaltation will then be carried by the demon to an appropriate host.Source Broken-Winged Crane, p. 45.

Source: Broken-Winged Crane

THE FLAME OF THE RISING PHOENIX

Cost: -; **Mins:** Essence 6, 0; **Type:** Permanent

Keywords: Blasphemy, Heretical

Duration: Permanent

Prerequisites: The Tempest of Inward Focus

The Infernal weaves a chrysalis about them, emerging later with a completely new Caste and is now capable of designing their own Charms as a Yozi.Source Broken-Winged Crane, p. 47.

Source: Broken-Winged Crane

THE FACE OF THE TITANS

Cost: -; **Mins:** Essence 6, 0; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: The Flame of the Rising Phoenix

Upon emerging from a chrysalis created by this Charm, the Infernal subsumes their Unwoven Coadjutor and redefines their appearance, Torment and Urge.Source Broken-Winged Crane, p. 48.

Source: Broken-Winged Crane

THE SPIRIT OF THE LIVING WORLD

Cost: -; **Mins:** Essence 6, 0; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: The Face of the Titans

The Infernal can carve out a world within their soul as though with Charms:Constructive Convergence of Principles Constructive Convergence of Principles. They may visit it mentally but not physically.Source Broken-Winged Crane, p. 48.

Source: Broken-Winged Crane

THE DANCE OF THE THRASHING DRAGON

Cost: -; **Mins:** Essence 6, 0; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: The Face of the Titans

The Infernal creates an Act of Villainy called a Precipitous Fiat. Through this Fiat, they are able to inflict Limit on a Yozi. Source Broken-Winged Crane, p. 49.

Source: Broken-Winged Crane

THE PATH OF A THOUSAND WHISPERS

Cost: 66m, 6wp; **Mins:** Essence 8, 0; **Type:** Simple (One day)

Keywords: Blasphemy, Heretical

Duration: Instant

Prerequisites: The Face of the Titans

This Charm allows the Infernal to forge third circle demons as souls for themselves. Source Broken-Winged Crane, p. 49.

Source: Broken-Winged Crane

THE WAY OF THE RESPLENDENT CRANE

Cost: -; **Mins:** Essence 9, 0; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: The Path of a Thousand Whispers

The Infernal can possess their souls, telepathically communicate with them, or issue a mandate of subordination (see "Second Edition Core Exalted", p. 295 and "The Roll of Glorious Divinity I", p. 169). Source Broken-Winged Crane, p. 49.

Source: Broken-Winged Crane

THE SONG OF THE SHADOW

Cost: -; **Mins:** Essence 10, 0; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: The Path of a Thousand Whispers

The Infernal gives permission to one of their third circle souls to learn Charms: Investiture of Infernal Glory Investiture of Infernal Glory and create Akuma. Such Akuma have access to Charms created by the character through Charms: Triumphant Howl of the Devil-Tiger Triumphant Howl of the Devil-Tiger and Charms: The Flame of the Rising Phoenix Flame of the Rising Phoenix. Source Broken-Winged Crane, p. 50.

Source: Broken-Winged Crane

BLESSED IGNORANCE SHEATH

Cost: -; **Mins:** Essence 5, 0; **Type:** Simple

Keywords: Heretical, Obvious, Illusion,

Duration: One Scene

Prerequisites: Space Monster Scream, Witness to Darkness

She Who Lives In Her Name understands all too well the horror of things beyond order or reason. But it is only with the dubious touch of the Ebon Dragon an inventive Infernal can become such a thing. Mercifully, most entities are not the Principle of Hierarchy, and so for their own good ignore the presence of the Infernal using this Heretical charm.

The Infernal's body shatters and reforms into a collection of mad black geometries comprising his human shape that exist in a variable number of dimensions, from 2 on up; this form is strangely and nonsensically recognizable by those who behold it, but exerts a potent Unnatural influence on all present, urging them to ignore the Infernal's presence. Entities will step out of the way and otherwise avoid contact with the Infernal, as she forms a block of terrible truths at the edge of their consciousness that, like all their ilk, end up shoved to the back of the mind and forgotten.

Exalted may spend one point of Willpower to acknowledge the Infernal's presence for an action before the truths she reveals become too terrible again; if she spends 5 willpower resisting this effect, she becomes immune for the rest of the scene.

Mortals, Gods, and other creatures without the ablative psychic armor of a Limit Track suffer far worse: Each time they spend willpower points to resist this charm, such entities must roll Willpower + Essence, as though resisting Wyld Mutation as though at the Bordermarches. At Essence 6, 8, and 10 the Infernal may repurchase this charm to increase the difficulty of the roll—the extent of the psychic fractures it inflicts upon those foolish enough to bear witness—by one step, from Bordermarches to Middlemarches to Deep Wyld to Pure Chaos. Failure does not inflict physical mutation, but instead fractures the mind of the victim with a number of mutation points equivalent to the results from the table on the Exalted Core, p. 284. Appropriate levels of Derangements are located on p.148-150 CoCD2: the Wyld, and p. 209-210 in MoEP2: the Lunars.

Characters directly confronted by the Infernal do not need to spend willpower to acknowledge her presence, but the moment she interacts with them, and for every long tick they interact with the heretic after (if they do not possess a limit track), they must make the Wyld Resistance roll to keep their sanity. As a small mercy, each roll they make, whether successful or not, is treated as having spent a willpower point for the purposes of building a temporary immunity to this charm.

Source: Mockery

HERO'S PLUNDER TRAP

Cost: ; **Mins:** Essence 4, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Golden Mask Shintai

Whether he has taken the form of a wide-eyed child or a simple gold ring, Achsam is nothing if not precious. This Charm upgrades its prerequisite. Whenever the Infernal perfectly dodges an attack with Charms:Unexpected Revelation Protection Unexpected Revelation Protection, he may reflexively activate Golden Mask Shintai as a non-Charm activation, as he transforms into the Artifact created by that Charm, likely with a dramatic wail. Charms:Shattered Mask Realism Shattered Mask Realism may be used alongside this Charm to result in the appearance of a more mundane form of looting, as transforming into the Golden Mask counts as concealment for the purposes of Charms:Exit Stage Left Exit Stage Left, allowing the Infernal to

transform into an artifact somewhere on his? person.

Category:Achsam Charms2eInfCharm

source=Revlid

trait=Achsam

name=Gilded Dagger Soul

cost=

min=0

essence=4

type=Permanent

keywords=None

duration=Permanent

prereqs=Golden Mask Shintai

text=Be wary, heroes of Creation, when you see a dagger before you. It might be that which you thought banished, returned to play another game. This Charm upgrades its prerequisite. When designing or redesigning his Golden Mask Form, the Infernal may choose to remove up to (Essence) of the Charms assigned to the Artifact in order to have it mimic another Artifact, taking on all of its powers and traits. The mimicked artifact must still conform to the restrictions laid down in Golden Mask Shintai, and the resultant Golden Mask Form must echo its shape, either as a twisted parody or a perfect imitation. The mimicked artifact may not have a rating higher than (Charms sacrificed/2), and benefits from no Magical Material bonus.

Source: Revlid

GOLDEN MASK SHINTAI

Cost: 14m, 2wp; **Mins:** Essence 4, Achsam 0; **Type:** Simple (Speed 10)

Keywords: Form-type, Shaping, Sorcerous

Duration: Indefinite

Prerequisites: , Tools of the Trade, Pauper's Kingly Mask (x2)

The Mask of Unbrazen Pyrite is possibly the humblest of the Yozis, for he can ensconce himself into the tiniest of beautiful forms, to better play his games. Watch, as he shifts his form into that of a bauble of great power and desirability. When purchasing this Charm, the Infernal creates a special Artifact this will act as his form when entering this Shintai. Generally, the Artifacts appearance will relate in some way to the Infernal, perhaps bearing his name or motto in Malfean Old Realm, or partially resembling his anima or totem. It may appear to be made of any material the Infernal desires, and need not appear overtly hellish. It may not be an internal prosthetic or a consumable item, and generally does not appear to be magitech (i.e. few non-ornamental moving parts). It also cannot be larger than the Infernal himself (or twice his size, if he knows Perceived Innocence Internalized). The Infernal may only alter the appearance and properties of the Artifact by surrounding himself with valuable baubles and redesigning his Shintai-form, a task which takes one full day and may only be accomplished once per year. The Artifact has an attunement cost of (Infernal's Essence+2) motes, and an effective Artifact rating of 5. Its effects are as follows:

The character attuned to the Artifact gains access to (Infernal's Essencex2) of the Infernal's Charms, chosen by the Infernal when creating this Artifact. The character must pay for these Charms as normal, but does not know what they are - they will likely view them as Essence-fueled powers of the Artifact. The Infernal may change

the flavour of these Charms to match the aesthetics of the Artifact as though stunting. All of these Charms are considered to be in a special Combo with each other that requires no Willpower to use, but may not be added to Combos including the attuned character's actual Charms. At the end of any scene in which the attuned character has used one of these Charms, he gains a point of Limit. They may gain a maximum of one Limit per day in this way.

The character attuned to the Artifact gains access to the Infernals Personal Pool of motes, which he may spend on any non-Holy effect. At the end of any scene in which the attuned character has spends motes from this pool, they gain a point of Limit. They may gain a maximum of one Limit per day in this way.

The Infernal may choose to withhold the Charms and/or motes granted by this Artifact at any point, immediately ending any active Charms granted by the Artifact, or any commitments using motes granted by it. The Infernal may withhold individual Charms if he so desires, and may withhold the Artifacts powers for as long as he wants.

This Artifact exudes an illusion effect that makes it appear to be a normal artifact of its type, affecting anyone with a Dodge MDV lower than the Infernals (Performance+Essence) and causing them to ignore discrepancies in the artifacts abilities. Effects that pierce this illusion or make it Obvious will reveal it as a demonic relic, but nothing more.

If the optional rules for destroying artifacts are being used, then it has a Lethal Soak and Hardness of (Essence \times 4), and a Bashing Soak of (Essence \times 5). It has a number of health levels equal to the Infernals, plus (Essence \times 2). If these rules are not being used, then the Artifact is indestructible as normal, except when faced with something that might reasonably destroy an artifact, such as being thrown into a volcano or crushed by a Deathlord (at which point it might be wise for the Infernal to revert to his true form and use a perfect defence of some kind).

Upon taking the form of the Artifact, the Infernal becomes inanimate (although he is able to influence his movement to a degree when dropped or thrown), and all of his equipment is shunted into Elsewhere for the Charms duration. He retains all of his senses (with his sight not tied to any particular point of his new body), and may sense the Essence of living things or spirits within (Essence \times 3) yards. He is only able to use those Charms he assigned to the Artifact, and may only access his Personal Pool for the purposes of mote expenditure. He may telepathically communicate with (and make social attacks against) anyone within (Essence \times 3) yards, and this may be in the form of a direct voice inside their head, or as a more subtle empathetic contact.

When attuned to a character, he gains automatic knowledge of that characters Motivation and (if they have one) Urge. If the Infernal desires, he may inflict an internal penalty of (Essence/2) to the attuned character's rolls to regain Willpower by sleeping, filling his bearers dreams with dark fevers and unsettling figments. The attuned character may ignore this penalty by gaining a point of Limit. Whenever the Infernal makes a social attack against their bearer, the attuned character suffers a penalty to their MDV equal to their current number of Limit points.

Finally, if the attuned character is a Solar or Lunar and undergoes Limit Break, the Infernal may prevent them from taking partial control, forcing them into an uncontrolled Limit Break. If they choose not to take partial control for themselves anyway, the Infernals influence grows even further; he may spend one point of temporary Willpower to gain partial control for himself, defining "friends", "enemies", "essential duties" etc, for the purposes and duration of the Limit Break. It should be

noted that in this case, whether or not the attuned character regains Willpower for their Limit Break depends on whether or not they tried to take partial control, not whether they actually achieved it.

If the bearer of the Artifact is an Abyssal, replace all mention of "Limit" with "Resonance". The Abyssal is not immediately aware of Resonance points gained in this way, as he would normally be, but instead must actively check how many he has before he becomes aware of the apparent displeasure of the Neverborn. Golden Mask Shintai has no control over Dark Fate - the Neverborn punish their "wayward" champion as they will.

If the bearer of the Artifact is an Alchemical, the corrupted Primordial Essence interacts oddly with his mind, inflicting the Gremlin Syndrome mutation for the duration of his attunement. Replace all mention of "Limit" with "Dissonance". Replace mentions of "undergoes Limit Break" with "reaches Dissonance 10". As the Alchemical cannot achieve partial control of this state, the Infernal may always pay Willpower to take partial control for himself for the duration of a scene; however, an Alchemical attuned to this Artifact does not permanently gain Gremlin Syndrome by reaching Dissonance 10. Upon deattuning from this Artifact, he loses the Gremlin Syndrome mutation, and all his Dissonance points are converted into Clarity as his mind desperately struggles to compensate.

If the bearer of the Artifact is any other type of character (or has been cured of the Great Curse), they ignore all mentions of Limit or Limit Breaks. Instead, they spend temporary Willpower where they would normally gain Limit from this Artifact. Whenever they are reduced to fewer temporary Willpower than the Infernal's Essence rating, his social attacks against them automatically become unexpected.

Source: Revlid

TOOLS OF THE TRADE

Cost: Variable; **Mins:** Essence 3, Achsam 0; **Type:** Simple

Keywords: Combo-OK, Shaping

Duration: One scene

Prerequisites: , First Achsam Excellency, Prop-Generating Gesture

Often, the tools of mere mortals are insufficient to properly represent the glories of the Veil of Illusory Truth's plays. No matter, he has far greater props at his disposal. When purchasing this Charm, the Infernal chooses an Artifact, which he must have seen and understood the powers of, and which cannot have an Artifact rating higher than $(\text{Essence}/2+1)$. Upon activating this Charm, the Infernal pays a number of motes equal to the Artifacts attunement cost and creates a replica of it. This replica is perfect (though stunts may change the details of its appearance or even its composite magical material) and is automatically attuned to the Infernal, requiring the commitment of the motes spent on this Charm. This Charm cannot be used to create any Artifact with a finite number of uses, nor any Artifact with a Repair or Sapience rating, and fades into nothingness at the end of the scene. The Infernal may change the Artifact he creates with this Charm by drawing pictures, sculpting or imagining the new Artifact for one full day, which he may do no more than once a week.

At Essence 4+, the Infernal may purchase this Charm again, increasing the number of Artifact templates he may have ready for duplication at any one time to (Essence). He may still only change one of these templates at a time when choosing a new

Artifact.

At Essence 5+, the Infernal may pay an additional two motes (which are not committed, but spent normally) when activating this Charm to make it Reflexive.

Source: Arrghus

ARRANGING THE SCENERY

Cost: 5m, 1wp; **Mins:** Essence 4, Achsam 0; **Type:** Simple

Keywords: Combo-Basic, Illusion, Sorcerous

Duration: One scene

Prerequisites: , Figurant-Spawning Design, Tears to Roses Thematics

All the world is a stage to the Mask of Unbrazen Pyrite, and he decorates it whatever way best suits his current narrative, painting the Jade Pleasure Dome a moody, atmospheric black or hanging brightly coloured streamers from the Fortress Of Crimson Ice. To activate this Charm, the Infernal selects a Concept (suited to a landscape or aesthetic, not an individual) and rolls his (Performance+higher of Charisma and Manipulation). This Charm generates an Illusion with a radius of (Essence \times 20) yards from where the Infernal stands, redecorating the world in accordance with the Concept. Any objects or structures will seem to have roughly the same dimensions and positioning, but their appearance will be warped to fit the Concept. Extras are similarly redecorated, although non-Extras and magical objects are left unchanged. If the Infernal wishes, however, he may have the non-magical objects and equipment carried or worn by non-extras affected, as well.

For example, the chosen Concept Malfean horror? would disguise an apparently peaceful hut as a fearsome construct of black basalt and brass spikes, turning the sky green and making its inhabitants look like blood apes or rhanglas. The Exalt himself would not be affected, but could easily change his mundane clothing into an emerald robe or breeches of human skin to better fit the background. The Illusion affects all the senses, not just sight; as a Malfean horror?, birdsong would become demonic clamor, and the scent of flowers might be disguised as the sharp scent of vitriol, and soft soil might feel like cracked brass. The Illusion is perfect to mundane senses, and may not be ignored simply by spending Willpower however, non-Excellency perceptual Charms trigger a roll-off, to which the Infernal adds her (Essence) in automatic successes.

Finally, the Infernal may use the successes on the activation roll to add impressive special effects to her ?stage?.

He may spend any number of successes to create or remove any one object fitting in a sphere no larger than (Essence \times Spent successes) in diameter, including part of an object. This is still an Illusion effect; the object is not real if created, and simply hidden if removed. This cannot affect magical objects.

By spending two successes, he may add background music. This music soon fades into the subconscious, but affects everyone within the area with an unblockable, undodgeable Emotion effect. This effect inflicts a strengthened emotion of the Infernals choice for as long as the targets are in the radius of the Illusion, with the same effects as listed on page 147 of Manual of Exalted Power: Alchemicals. These effects may be ignored for the remainder of the scene by paying two points of temporary Willpower.

By spending two successes, the Infernal may increase the duration of this Charm to a day. If the Infernal pays three successes, the duration becomes a week. If the Infernal pays four successes, the duration becomes Indefinite for as long as he commits the motes used to activate it.

By spending two successes, the Infernal may increase the size of the stage to (Essencex50) yards. For four successes, he may increase it to (Essencex100) yards.

At Essence 5, the Infernal may pay one success to make all the thematic changes (but not any special effects) real, exchanging the Illusion keyword with the Shaping keyword for these effects. By default, this does not affect extras within the Illusion, but the Infernal may transform them as well by paying an additional success per (Essencex2) extras so affected (this does not actually effect their traits, but simply inflicts a horrible transformation). For an additional success, he may choose to make up to two successes worth of other special effects real as well, adding the Shaping tag to them.

At Essence 5, the Infernal may repurchase this Charm, adding the following special effect:

The Infernal may choose to swap any number of successes for manse power points, at a cost of one success per two points, which may be spent as normal. For the purposes of purchasing and applying these powers, the stage counts as a manse aspected to Achsam with a rating of the Infernal's (Essence/2). The stage does not generate a hearthstone or accelerate Essence respiration; however, if a stage is kept active over an existing demesne for (demesne ratingx5/Essence) years, it will automatically become aspected to Achsam, and the stage may be converted into a true manse using the creation and Shaping special effects.

At Essence 6+, this Charm replaces the Combo-Basic keyword with the Combo-OK keyword.

Source: Arrghus

FRIENDS WITH GLASS EYES

Cost: ; **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: , Figurant-Spawning Design

Achsams world is one of dolls and toys. Despite his love for the play, he finds it hard to appreciate actors as anything more than extensions of his own theatreself, puppets on strings. The Infernal gains a 10-mote Peripheral Essence pool, to which he adds one mote of Essence at the end of every hour he spends interacting only with characters created through Figurant-Spawning Design or granted a Concept by Paupers Kingly Mask.

Category:Achsam Charms2eInfCharm

source=Arrghus

trait=Achsam

name=Figurant-Spawning Design

cost=2m per dot of Magnitude (+1wp)

min=0

essence=2
type=Simple
keywords=Combo-OK, Illusion, Sorcerous
duration=One scene
prereqs=Prop-Generating Gesture

text=Achsam Achsam's plays do not only require leads; there are countless lesser roles to be filled as well, hundreds of tiny background roles that are far from important enough to recruit people for. This Charm creates an illusory group of Extras of any type with a Magnitude no higher than the Infernal's Essence. The group behaves in accordance with a Concept designated by the Infernal, which cannot be longer than five words (stunts allow the Infernal to allocate specific roles within this concept to certain extras). They are indistinguishable from actual extras of their type. This illusion effect can be overcome by spending two points of temporary Willpower, revealing them to be wispy, frail imitations of life, lacking in any substance.

At Essence 3+, the Infernal may choose to commit the motes spent activating this Charm, extending its duration to Indefinite.

A second purchase of this Charm at Essence 3+ allows the warlock to make his extras real, by paying one point of temporary Willpower when activating this Charm and doubling its mote cost. This replaces the Illusion keyword with the Shaping keyword. The created extras behave exactly as normal extras for all purposes, save as dictated by this Charm. They possess whatever traits are appropriate to their roles in the group's overarching Concept (though the Storyteller should make extras more potent than Elite Soldiers count as several extras for the purposes of Charm cost and limitations on created Magnitude). They each have a Motivation towards fulfilling their part in the Concept, which cannot be changed by any mundane means, and are fully aware of their Charm-born origins, though they bear it little mind unless the Infernal designs them to do so (as part of an existential drama, for instance). They are also creatures of darkness and outside Fate. When their duration ends, they dissolve into the ether, their part in the play finished.

At Essence 5+, the Infernal may purchase this Charm a third time, extending the duration of created extras (real or illusory) to permanent, requiring no mote commitment. In addition, whenever the Infernal creates extras with this Charm, he may choose to integrate them into the Loom of Fate at no additional cost, rearranging causality to make a place for them in the world. Extras integrated this way gain whatever memories are appropriate to their role (losing the knowledge of their true origin) while also creating corresponding alterations to their surrounding threads in the Loom, creating the appearance that they had always existed. Integrating more than one hundred and eight extras into the Loom this way in the span of one day is a Blasphemy effect.

Source: Revlid

TEARS TO ROSES THEMATICS

Cost: ; **Mins:** Essence 2, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Prop-Generating Gesture

Achsam demands that his plays be perfect. Not only must all the appropriate things be present, those unnecessary must be absent, so as not to distract the

audience. This Charm is a permanent upgrade to Charms:Prop-Generating Gesture Prop-Generating Gesture. Whenever the Infernal creates a prop with that Charm, he may instead choose one object within (Essence^x5) yards and transform that object into the prop he needs as a Shaping effect. The chosen object may not exceed the size limitations of Prop-Generating Gesture. If this Charm is used on magical objects (such as Artifacts or objects created by Charms) it still functions, but the object retains all of its original traits, and the Infernal may only create props which could believably possess these traits (e.g. while a Daiklave could take on the mien of an ordinary sword, it could not imitate a mundane chicken).

Category:Achsam Charms2eInfCharm
source=Arrghus
trait=Achsam
name=Instant Slapstick Prana
cost=1m
min=0
essence=2
type=Simple (Variable)
keywords=Combo-OK, Obvious, Shaping
duration=Instant
prereqs=Prop-Generating Gesture

text=Sometimes the most intricate plots, the most tense faceoffs, the most heartrending moments must give way to baser, blunter forms of entertainment, and Achsam is not one to disappoint his audience. This Charm is a single attack, made with any object the Infernal could create via Charms:Prop-Generating Gesture Prop-Generating Gesture. The required object pops into existence just long enough to perform the attack, before vanishing again. This attack otherwise works just as a normal attack with the relevant object would, save that the Infernal takes no penalty from a negative accuracy value (as he normally would with such an improvised weapon) and that the attack can originate from any point within (Essence^x3) yards of the Infernal. If the Infernal does not meet the minimum traits for wielding the created object normally, the penalties inflicted by his deficiency are halved. The Speed and DV penalty of this Charm is the same as that of the created weapon in question, as indicated in the Charm Type.

At Essence 3+, an Infernal using Instant Slapstick Prana increases her Strength by her Performance for the purposes of determining whether she meets the prerequisites of the object she attacks with. The Infernal may also make multiple attacks with a single object, restricted as normal by its Rate.

At Essence 4+, an Infernal with this Charm automatically and permanently upgrades Prop-Generating Gesture, multiplying the maximum size of created objects by her (Essence). At this level, the Infernal may also use objects she could create with Charms:Tools of the Trade Tools of the Trade for the attacks granted by Instant Slapstick Prana.

Source: Arrghus

PROP-GENERATING GESTURE

Cost: 2m; **Mins:** Essence 2, Achsam 0; **Type:** Reflexive

Keywords: Combo-OK, Shaping

Duration: One scene

Prerequisites: , Talent-Locating Audition

The Mask of Unbrazen Pyrite never finds himself lacking the tools needed for his plays. How could he? The universe itself is just such a prop, and creating more such elements of the mise-en-scene is as natural as breathing to him. This Charm allows an Infernal to instantly create a convincing prop from raw Essence. This object cannot be larger than the warlock (or twice that size, if he knows Charms:Perceived Innocence Internalized Perceived Innocence Internalized) and is indistinguishable from an actual item of that type to all mundane senses (although magically-enhanced senses perceive the flimsiness of their existence, automatically revealing them as fakes). However, as it is a mere prop, it lacks any traits and provides no bonuses to rolls (save for aiding with Stunts). A sword created with this Charm is no sharper than the hand that wields it, and though the warlock can create all the sophisticated tools he desires, they do not actually allow him to craft anything. When this Charm ends, the prop disappears from existence, as inconspicuously or dramatically as the warlock desires.

At Essence 3+, this Charm may be purchased a second time, allowing the warlock to increase the realism of his props, creating actual tools rather than flimsy facsimiles. So long as a created object would have a Resources cost equal to or lower than his (Essence), the warlock may solidify its existence by increasing the mote cost of the Charm by the Resources cost of the object in question, to a minimum increase of one. Such solid props are indistinguishable from the real thing, even to magical senses, but still vanish at the end of the scene.

The warlocks more illusory creations are also enhanced, becoming more resistant to supernatural scrutiny. Rather than being automatically revealed by magical senses, they allow a roll-off against such Charms, and add (Performance) bonus dice to the Infernal's dice pool for this roll.

At Essence 4+, this Charm's base cost lowers to one mote. The Infernal may re-purchase this Charm again at this level in order to increase its duration to Indefinite, allowing the items it creates to last until he dismisses them, with no mote commitment necessary. This also decreases the additional cost of creating a solid item from (Essence) to (Essence/2) motes.

Source: Arrghus

CARVED SMIRK COSTUME BOX

Cost: (+2m); **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Shaping the Stylised Visor

This Charm upgrades Charms:Pauper's Kingly Mask Pauper's Kingly Mask. The Infernal may now use that Charm with a surcharge of two motes, targeting no particular character as he mystically coagulates the narrative resonance of a particular Concept into physical form. If he does so, he creates a mask, just like the ones generated by this Charms prerequisite. The mask can last up to (Essence) days independently before disintegrating (or until the Infernal stops committing the motes used to create it), and immediately bonds to the first character to put it on, just as though the Infernal had targeted them with Shaping the Stylised Visor, applying the chosen Concept, and the Compulsion and Illusion that goes with it, as well as any mutations added through Director Demands Contortion or traits added through Fools Cast as Sages.

In addition, the Infernal may, as a Touch effect costing a point of Willpower, reflexively remove any Concept he has granted to someone, provided it was enhanced by Shaping the Stylised Visor, as he peels off the mask he bestowed upon them. It persists just as masks created through the above method.

Source: Revlid

DIRECTOR DEMANDS CONTORTION

Cost: (+1m per mutation point); **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: Desecration, Sorcerous

Duration: Permanent

Prerequisites: , Shaping the Stylised Visor

Sometimes, for the more outlandish parts he wants played, Achsam needs his actors to put in just a bit more effort, to really understand the horrifying fang-beasts motivation in the scene. Enforced method acting is as good a path as any. This Charm upgrades its prerequisite. Upon applying a mask created by Charms:Shaping the Stylised Visor Shaping the Stylised Visor to a character, or at any point after this as a Touch effect, the Infernal may pay motes to mutate the form of the mask-wearing character into one befitting its role. This is a Sorcerous Desecration effect that adds mutations worth up to (Infernal's Essence \times 3) mutation points at a cost of one mote per mutation point. These mutations last as long as the mask does, but they must be appropriate to the Concept in question adding the Wings or Claws mutations to one who wears the mask of a hawk or hawkman would be appropriate, but adding the Toxin mutation would not. Appropriate negative mutations may also be applied, and cost the same number of motes as their positive counterparts.

At Essence 4+ the Infernal may make these mutations permanent, remaining in place even after the mask is removed.

Source: Revlid

SHAPING THE STYLISED VISOR

Cost: (+1wp); **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: Illusion, Sorcerous

Duration: Permanent

Prerequisites: , Pauper's Kingly Mask, Prop-Generating Gesture

Achsam has masks great and small, brazen and demure, pyrite and jade. He has a mask of the Empress, and a mask of the Dragon. He has a mask for every minor role he might ever need to play, and for every universe-shaking archetype there could ever be. This Charm upgrades Charms:Pauper's Kingly Mask Pauper's Kingly Mask. Whenever the Infernal creates a character Concept with that Charm, he may pay one point of temporary Willpower to form a stylised mask appropriate to the concept over the face of the character in question, which grows into existence like the roots of a tree or a sugar crystal over string. Any character affected by the Compulsion exuded by a character wearing this mask also suffers from a Sorcerous Illusion effect. If the masked character is imitating a specific character with his Concept, then the illusion makes him appear to be that character to all senses. If the masked character is portraying a more generalised Concept, then the illusion makes him appear to be an example of that concept to all senses, although he has little control over the specifics. The Infernal is never affected by this Illusion stagehands can see the flaws in costumes better than anyone. The Illusion obviously covers the mask itself, despite it being a

gaudy affair of paint and gilding. The mask may not be removed by mundane means, and upon its removal by some magical larceny or countermagic (or when the duration of Paupers Kingly Mask ends) it falls inert into a mundane mask.

Category:Achsam Charms2eInfCharm

source=Arrghus

trait=Achsam

name=Many Faces Masquerade

cost=

min=0

essence=4

type=Permanent

keywords=None

duration=Permanent

prereqs=Pauper's Kingly Mask

text=Achsam is the uncrowned king of all actors, the master of consensual deceit. This is but one of many, many reasons the Ebon Dragon cannot stand him. This Charm enhances its prerequisite, but also adds a number of benefits dependent on what other Charms the Infernal has purchased.

When activating Charms:Pauper's Kingly Mask Pauper's Kingly Mask, the Infernal may define a more complex identity of up to (Essencex10) words. Alternately, he may choose to cast himself as a specific individual whose Concept he knows.

If the Infernal knows Charms:Imbued Script Awareness Imbued Script Awareness: The temporary Willpower cost to break role for a scene increases by one, and the cost to do it for a day increases by two.

If the Infernal knows Charms:Prop-Generating Gesture Prop-Generating Gesture: The warlock gains a special Combo of Pauper's Kingly Mask and Prop-Generating Gesture, costing no xp, which does not cost Willpower to activate. If one of these Charms is placed into a normal Combo, the Infernal may add the other for free. When using these Charms in a combo together, the duration of Prop-Generating Gesture is extended to last exactly as long as that iteration of Pauper's Kingly Mask , and Prop-Generating Gesture may only be used to create props appropriate to the identity assumed with Pauper's Kingly Mask.

If the Infernal knows Charms:Tools of the Trade Tools of the Trade: Whenever a character with a Concept defined by Paupers Kingly Mask is within (Essencex3) yards of the Infernal, he may use Tools of the Trade to grant them an Artifact prop, rather than himself. This prop is then attuned to that person rather than the Infernal, and the duration of Tools of the Trade is extended to last exactly as long as that iteration of Pauper's Kingly Mask. Notably, when used in this manner, both the Infernal and the target must reflexively commit the attunement cost (unless the target chooses not to commit motes to the Artifact, in which case it is obviously deattuned).

Source: Revlid

VERMILLION GARB DISMISSAL

Cost: ; **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Imbued Script Awareness

The Mask of Unbrazen Pyrite is well-versed in the patterns of the world, and

pays little mind to the agonies of background filler. The Infernal never rolls Compassion in reaction to the death or hardship of Extras, or characters he does not know the name of (false names count, as do nicknames). He also becomes unable to channel Compassion to aid such characters. However, Achsam deplores the loss of key actors; he may always channel Compassion to aid any character he has an intimacy toward (regardless of its context), and gains a single point of Limit in any scene that he directly witnesses such a characters permanent death.

At Essence 5+, the Infernal also stops rolling Compassion in reaction to the hardship of any character he does not know the Concept of (false Concepts count, as do any close guesses on the Infernals part), and cannot channel Compassion to aid them. If he has an intimacy toward such a character, the intimacy takes precedence, and they are not excluded from the Infernals interest.

Source: Revlid

DISRUPTIVE HECKLERS SILENCED

Cost: (+1 Limit); **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Imbued Script Awareness

One of Achsam Achsams greatest tantrums came when Szoreny poisoned a blood-ape he had chosen as the lead role, annoyed at the way the demons constant rehearsals echoed off of every quicksilver branch. Since then, The Puppeteer Impatient guards his works with jealous care, chasing away those who would seek to compromise his designs with adlib and unplanned farce. Whenever a character the Infernal has granted a Concept to is affected by any mental influence that would lead them to take actions directly contrary to that Concept, they treat such influence as unacceptable orders.

At Essence 4+ this Charm automatically upgrades, extending the Infernals artistic integrity to the physical realm. Any Shaping effect that would affect (or is affecting) him or a character he has granted a Concept to becomes Obvious. If it does not suit their Concept, the Infernal may gain one point of Limit in order to totally reject the Shaping effect. If the target is wearing a mask augmented by Charms:Director Demands Contortion Director Demands Contortion, he may replace this cost with one point of temporary Willpower.

Source: Revlid

IMBUED SCRIPT AWARENESS

Cost: (+2m); **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: Compulsion

Duration: Permanent

Prerequisites: , Pauper's Kingly Mask (x2)

When Achsam plays his pipe, those who follow never miss a single step. When he directs his grand theatrics, those who take part play their roles perfectly, even as their eyes dart back and forth in frantic helplessness. This Charm is a permanent enhancement to Charms:Pauper's Kingly Mask Pauper's Kingly Mask. By paying an additional two motes when activating that Charm, the Infernal grants her target an automatic understanding of the Concept chosen at the activation of Pauper's Kingly Mask, as well as an instinctive understanding of how appropriate different actions

are to it (The Storyteller should always warn the character's player if they are about to break role). If the initial activation roll had enough successes to overcome the targets Dodge MDV, this includes a Compulsion effect forcing the target to stay in character, which costs one point of temporary Willpower to resist for a scene, and two points to resist for a whole day. Once the target has spent five points of temporary Willpower on resisting this Charm, he automatically and totally rejects the compulsion, making another application of Paupers Kingly Mask necessary if he is to be kept in role. If the Infernal uses this improved Charm on herself, he is not immune to this Compulsion. However, while deliberately terminating the Charm always counts as breaking character, activating it again (in order to change role) never does.

A second purchase of this Charm at Essence 4+ removes the additional mote cost, but forces the Infernal to apply Imbued Script Awareness to all uses of Pauper's Kingly Mask.

Source: Arrghus

FOOLS CAST AS SAGES

Cost: (+2-4m per dot); **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: Shaping, Sorcerous, Training

Duration: Permanent

Prerequisites: , Pauper's Kingly Mask (x2)

Sometimes the most vital parts are assigned to those least suited to them, and despite all his pretensions to chaos, Achsam cannot bear to see a player fall flat in his role. It is believed that at least one Exalt benefited from this Charm during the Primordial War, empowered into their archetypal roles even as they cut down the lesser souls of The Child Of Beads And Joy. Of course, just as many were crippled, skills deemed unnecessary to the epic spectacle sheared from their very souls. This Charm upgrades Charms:Pauper's Kingly Mask Pauper's Kingly Mask. When applying that Charm, the Infernal may increase the Attribute or Ability ratings of the affected character as a Sorcerous Shaping effect, provided the changed ratings in question are suited to the characters new Concept. A fool cast as a wise sage might have his Intelligence increased, while a weakling cast as a tough soldier might have his Resistance, War, and Melee increased. Each new dot in an Attribute costs four motes. Each new dot in an Ability costs three motes. Each new specialty dot costs two motes. Ratings may not be increased past their normal maximums.

Alternatively, if the character has Attributes or Abilities that are now inappropriate to the Concept granted by Paupers Kingly Mask (such as high Athletics on a frail old woman, or high Intelligence on the village idiot), the Infernal may reduce these traits. This costs the same amount of motes as adding the same number of dots would.

All of these changes last as long as the applied Concept does, or until they are dispelled. When the concept ends, the targeted character may treat their time under the Concept as training time in any of the increased Abilities or added Specialties, drawing on their memories of their time as a true method actor.

Source: Revlid

I GOT YOUR FACE

Cost: 3m, 1wp; **Mins:** Essence 4, Achsam 0; **Type:** Reflexive

Keywords: Combo-OK, Shaping, Touch

Duration: Instant

Prerequisites: , Carved Smirk Costume Box

The fallen actor has breathed his last, and played his part well. But what of his role? The play goes on without him, and it is up to the Veil of Illusory Truths to fill the gap he has left. The Infernal may use this Charm to target the body of any character who has died in the past hour (it may also enhance an unarmed attack, applying its effects if that attack kills the target). The victims features melt and blur, leaving their face a blank slate. They also lose any other identifying traits. Their hair, tattoos, scars, etc, all slough from their form, leaving them an anonymous ragdoll even their species cannot be determined, as their limbs and proportions randomise and even out into an alien configuration similar to a race created by Achsam before the Primordial War. All the lost identifying traits congeal immediately above their face, hardening into a stylised-but-recognisable mask of the victim. This mask can be applied in the same manner as the ones created by its prerequisite, and carries the exact Concept of the victim. In addition, the illusion it carries is enhanced, being both immune to mundane senses, and to being resisted by spending Willpower. Appropriate non-Excellency Charms may pierce the illusion using standard roll-off rules, though the Infernal gains (Essence) automatic successes. Otherwise, the illusion really is perfect it mimics the targets anima (though not any anima powers or flux), species, Essence rating, native realm of existence, and even whether or not they are a creature of darkness. Until Essence 6+, it can only be applied to a character of roughly the same size as the victim.

Wearing this mask also usurps the Fate of the character in question, making the masked character show up as the original in the Loom of Fate and granting him any destiny the original may have possessed. The victim does not register on the Loom as deceased, except for the time between their demise and their role being passed to an understudy. The corpse itself is placed outside Fate, for all that matters. If a mask created by this Charm is destroyed by any means (such as being removed through magical larceny or falling inert once the duration of Paupers Kingly Mask comes to an end), then the Infernal may recreate it after at least a month has passed by reactivating this Charm and snatching at the air.

If this Charm is ever used on a god, it gains the Blasphemy keyword for the duration of its activation, with a reported Essence rating equal to that of the victim.

Source: Revlid

PAUPER'S KINGLY MASK

Cost: 6m; **Mins:** Essence 2, Achsam 0; **Type:** Simple

Keywords: Combo-OK, Compulsion

Duration: One day

Prerequisites: Talent-Locating Audition

When the Mask of Unbrazen Pyrite takes on a role, those around him must play along, hoping against hope he has chosen to be the glorious hero and not the terrible monster. Upon using this Charm the warlock rolls (Charisma or Manipulation + Performance + Essence) and defines a character Concept, which cannot be longer than five words. All who observe him and have a Dodge MDV lower than his total

successes are compelled to act as if the Infernal actually was the person defined by the character concept (for example, if the Infernal chose the Concept King of all things?, then everyone he met would be forced to bow before him and obey his orders, though they would still be aware of who he actually was). This Compulsion lifts when the Charm ends, or one scene after affected characters can no longer perceive the Infernal, or immediately if they spend two points of temporary Willpower. Donning any kind of prop suitable to the assumed role always counts as a stunt for the purposes of this Charm's activation roll.

At Essence 3+ this Charm may be purchased again, increasing its duration to Indefinite and reducing its cost by two motes. In addition, the Charm gains the Touch keyword, allowing the warlock to grant new Concepts to other characters. If he does so, then he rolls to activate the Charm as normal, but is treated as having rolled a flat number of successes equal to twice his permanent Essence rating for the purposes of applying the Compulsion to observers.

A third purchase at Essence 4+ decreases the cost of this Charm by another mote, and makes it Reflexive.

Source: Arrghus

ASCENDANCY MANTLE OF ACHSAM

Cost: ; **Mins:** Essence 5, Achsam 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: First Achsam Excellency

The Infernal can spend experience to buy his Essence rating up to a dot higher than his age should permit (see Exalted Corebook, p. 275). Whenever the Infernal spends a point of Willpower in order to act contrary to his primary Virtue, he does not just gain one point of Limit. Instead, he must roll his permanent Essence, with each success adding one point of Limit, to a minimum of one. This drawback persists only as long as the characters 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. The Infernal may learn only a single Ascendancy Mantle Charm.

Category:Achsam Charms2eInfCharm

source=Revlid

name=Sorcerous Enlightenment of Achsam

cost=

trait=Achsam

min=0

essence=3

type=Permanent

keywords=Sorcerous

duration=Permanent

pc1=First Achsam Excellency

text=The Mask of Unbrazen Pyrite extends his thematics across the sorcerous arts; his spells incorporate coloured streams, stylized motonic manifestations, and bursts of random music. Those spells that disguise an individual, object or place as something other than what it is have their cost reduced by ten motes and one Willpower (minimum five motes and one Willpower), such as Spells:Disguise of the New Face Disguise

of the New Face, Spells:Ivory Orchid Pavilion Ivory Orchid Pavilion, or Spells:Outside Worlds Within Outside Worlds Within. Paradoxically, this benefit is also granted to those spells that allow one to see through deception or disguise, such as Spells:Fugue of Truth Fugue of Truth. However, his initiation penalizes magicks meant for concealment rather than deception. Achsam cannot be denied his audience, so spells that are intended to prevent interaction, whether by stealth or by barring passage, increase their cost by the same amount. Examples include Spells:Private Plaza of Downcast Eyes Private Plaza of Downcast Eyes and Spells:Mirage of Protective Shelter Mirage of Protective Shelter.

Source: Revlid

ACHSAM MYTHOS EXULTANT

Cost: ; **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: First Achsam Excellency

Reveling in the games of his nature, Achsam shifts fortune around him, and brings his games to others. One perceived target within (Essence) yards suffers an internal penalty on their next action in that scene equal to the stunt rating, as the world itself plucks at their actions, causing them to trip, lose their grip or get distracted. As always, targets with the appropriate Excellencies may use them to rebuy their lost dice without it counting against the dice cap.

Category:Achsam Charms2eInfCharm

source=Revlid

trait=Achsam

name=First Achsam Excellency

cost=1m per die

min=0

essence=1

type=Reflexive (Step 1 for attacker, Step 2 for defender)

keywords=Combo-OK

duration=Instant

prereqs=None

text=The Mask of Unbrazen Pyrite is a "whimsical" entity, one who "never takes anything seriously". To him, "lies" and truth, "madness" and sanity, "tragedy" and "comedy", and even "masks" and faces are all largely interchangeable; what matters is that they are as "grand" and "theatrical" as possible. When Achsam makes war, he does so with "sweeping gestures" and "melodramatic" trumpets. When Achsam dances, he does so as the "center of attention", all others "conducted" around and about him. Often, he will lead others to act out his "devious narratives", but he does so as the theatre and director in one; "none ever doubt" that the play is his work. He never hides; his true identity is simply "overlooked", a fact that the Primordial is willing to "exploit". Achsam is a "prankster" and a "child", demanding "attention" and "praise" from his universal audience. His accomplices are "well-rewarded", but often find themselves the "butt of his next joke", a position that is often fatal; some might even prefer to be caught in one of his "seething tantrums". Achsam is both mask and actor, and "plays his roles perfectly", but cannot bear to be boring. Whatever his character from moment-to-moment, whether "petty" and "crude" or "elegant" and

poised, he loves to be "big and loud". He extends this preference to others, turning them into "gross caricatures" of themselves; nuance is mostly beyond the Puppeteer Impatient.

This Excellency can enhance any action in which the Infernal "acts in accordance with a defined character", rather than merely being his drab self. "Deception" and "larceny" generally benefit, provided they are done in aid of "excitement", but Achsam cannot abide slow, dull work, preferring to "conjure flimsy props". The extended rolls for a single dramatic action taking more than a day cannot benefit from this Excellency; building manses, for example, or creating a functional bureaucracy. In effect, actions with overlong intervals are far too boring to enhance. This restriction can only be circumvented by at least doubling the time interval between rolls, and taking a break in the excess time.

Source: Arrghus

PAINTED TEARS SWANSONG

Cost: (+1wp); **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: Counterattack

Duration: Permanent

Prerequisites: , Unexpected Revelation Protection

While less is sometimes more, Achsam is loathe to leave his audience with a fizzle rather than a bang. This Charm upgrades its prerequisite. The Infernal may increase the cost of that Charm by one point of temporary Willpower. If he does so, he makes a reflexive social counterattack in Step 9 of the resolution of that attack. This social attack resolves just as though the Infernal and his audience were engaged in social combat, and uses Performance and either Charisma or Manipulation. After making such a speech, he must wait until his DV refreshes before doing so again.

If the Infernal knows Shattered Mask Realism, he may instead pay one point of temporary Willpower and one mote to have his substitute body deliver the soliloquy, before it collapses.

At Essence 4+, the effects of this Charm may also be applied whenever the Infernal takes enough damage to drop him into Dying health levels, or actually kill him, as he bemoans his sorry and unjust destiny before he falls.

Source: Revlid

SWITCH-OVER SURPRISE

Cost: (+1wp); **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Wyld Hunt and Anathema Division

Pulling the rug out from his playmates is a favourite activity of the Puppeteer Impatient. Assumptions can be deadly. This Charm permanently enhances its prerequisite. The Infernal may increase the cost of that Charm by one point of temporary Willpower. If he does so, he immediately applies an illusion to himself and one of the characters struck prone by the Charm, perfectly swapping their appearances. This illusion may be ignored by anyone with a Dodge MDV higher than the Infernal's (Performance+Essence), or one who pays one point of temporary Willpower after having been given some reason to doubt their senses. The Infernal immediately falls

prone, exactly as though he were affected by the main Charm. The affected character does not fall prone, but instead may do nothing but stand still (moving only to avoid danger) until an affected character rises from prone, at which point he will teleport and make an unexpected attack, as per the main Charm (the Infernal has no control over this, and the character may use any attack, so long as it is not one he knows his target is immune to). This total control effect fades the moment the character has made the attack, but the illusion stays in place until the end of the scene.

Category:Achsam Charms2eInfCharm

source=Revlid

trait=Achsam

name=Dolls Fall Limp

cost=4m, 1wp

min=0

essence=3

type=Simple

keywords=Combo-Basic, Obvious, Total Control

duration=Indefinite

prereqs=Spotlight Stealing Scarecrow Shintai

text=When Achsam is tired of his dolls, he throws them down. This can be an entertainment in itself. The Infernal rolls (Charisma+Performance). Everyone with a Dodge MDV lower than the rolled successes that can perceive the Infernal is forced to immediately fall prone. The Infernal himself may not target any of them or move more than (Essencex20) yards away from his original position for this Charms duration without ending it immediately. Affected characters may reflexively rise from their prone position however, the Infernal may immediately teleport to the position of the first one to rise, benefiting from an automatic unexpected attack against the rising character. After this attack has been resolved, the Charm ends, and any subsequent characters to rise do so freely. If multiple characters rise on the same tick, the Infernal may declare which one was first to break out of character in their role as a discarded toy, and attack them. All characters who have been struck prone by this Charm are made aware of these conditions.

A second purchase of this Charm at Essence 5+ removes all its range limitations, provided the target is in the same realm of existence. Another purchase at Essence 7+ removes even that restriction - even the Neverborn and Celestines must beware their noses being tweaked by the child-king of pranksters.

Source: Revlid

SPOTLIGHT STEALING SCARECROW SHINTAI

Cost: 8m, 1wp; **Mins:** Essence 3, Achsam 0; **Type:** Simple (Speed 3)

Keywords: Combo-Basic, Compulsion, Form-type, Obvious

Duration: One scene

Prerequisites: , Hopping Tartan Amusement

One of Achsams jouten is a doll, which shifts from ragged to ornate from moment to moment, its only constant a smile (though the lips change from rough stitching to delicate brass beads even as the Yozi talks). The Infernal's skin shifts in colour, becoming like silk or rough sacking as he desires, while the edges of his limbs gain distinct seams or patching. His eyes harden and increase in size to look like glass or sewn buttons, eyelids vanishing completely. His innards undergo the most obvious

transformation, as his internal organs convert to sacking, powdered vitriol, and beads of a substance similar to a shattered, calcified raksha. While in this ragdoll form, the Infernal is able to fold and contort himself into impossible shapes. Unrolled applications aside, this adds (Essence) dice to all appropriate Athletics or Stealth rolls. His natural soak against bashing damage increases by (Essence \times 3), and he ignores all damage incurred from falling. In addition, the Infernal always suffers knockback in response to taking bashing damage, travelling one yard for every dice of raw, pre-soak damage inflicted immediately after the attack. Rising from prone in this form is a reflexive action that imposes no multiple-action penalty if performed as part of a flurry.

Finally, whenever the Infernal lands from a jump, suffers knockback of more than 15 yards, or spends a miscellaneous action posing, he may spend two motes and roll (Charisma+Performance). Anyone within (Essence \times 20yds) who would be able to draw a line of sight to the Infernal (or those at any range who actually can see him) and possesses a Dodge MDV lower than his rolled successes is affected by a compulsion to watch him. Those who were unaware of his presence have their eyes drawn to him, while those who could see him before simply cannot look away. This imposes an internal penalty of -2 to the attack and defence pools of any affected characters not attacking or defending against the Infernal, as they have to split their attention between the ragged actor and their actual opponent. In addition, affected characters dashing in any direction other than toward the Infernal must make a (Dexterity+Awareness) roll to avoid tripping and falling prone. This compulsion lasts for (Essence) actions. A character who has resisted this compulsion, whether by paying one point of temporary Willpower, applying his Dodge MDV, or through any other method, is immune to the compulsion for the next three of the Infernal's actions.

At Essence 4+, any attempt to scry an area within (Essence \times 30) yards of the Infernal causes the scrying medium to immediately focus entirely on the Infernal instead, broadcasting his actions with loving fidelity. This effect burdens all magical attempts to remotely view the area surrounding the Infernal - when the spotlight falls on Achsam's doll-jouten, he refuses to let it move away! In addition, all thaumaturgical divinations used with a mile automatically fail, instead bearing the simple message: "THE STAR IS HERE".

Source: Revlid

HOPPING TARTAN AMUSEMENT

Cost: 4m; **Mins:** Essence 3, Achsam 0; **Type:** Simple

Keywords: Combo-OK, Compulsion, Obvious

Duration: One scene

Prerequisites: , Suitably Dramatic Leap

Achsam refuses the mundanity of walking - whether leaping to the center-stage of Creation or skipping through Malfeas in his jouten humaniform, the Yozi moves in bounds. The Infernal rolls (Charisma+Performance) and adds (Essence) automatic successes. Everyone who can see or hear him with a Dodge MDV lower than his successes immediately suffers a compulsion to move only by jumping. This unnatural mental influence automatically affects the Infernal, and lasts until the end of the scene or until the Infernal reflexively deactivates the Charm, whichever comes first. A character may ignore this compulsion for a scene by paying one point of temporary

Willpower (the Infernal may not ignore the compulsion in this way - Achsam leads by example!).

A second purchase of this Charm at Essence 6+ adds a Permanent effect anyone with a Dodge MDV lower than the Infernal's Essence who can see him is affected by the compulsion. The Infernal must pay one point of temporary Willpower in order to deactivate this aspect of the Charm for a day.

Source: Revlid

PROCLAMATION OF NATURE

Cost: 4m, 1wp; **Mins:** Essence 3, Achsam 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: , Suitably Dramatic Leap

Though Achsam would think nothing of dancing to a tune only he could hear, such is his generosity that he extends his inner music to all the world, allowing all to hear the song of his greatness. Upon activating this Charm, the Infernal's anima immediately flares to the 8-10 level display, accompanied by a musical score which is unique to the Infernal and adapts with the narrative requirements of the scene to always maximize the dramatic impact of his actions (incidentally, this invalidates any attempts at audial stealth). So long as this music plays and the Infernal maintains an audience with a Magnitude of at least his (Essence), all the Infernal's stunts increase their rating by one as though they resonated with his Motivation, drawing on the joy Achsam feels whenever in the spotlight. If the Infernal activates this Charm while dramatically revealing himself to his audience, its cost is decreased to four motes.

At Essence 4+, this Charm activates automatically, at no cost, whenever the Infernal's anima flares to the 8-10 level and remains until it subsides below that level.

Source: Arrghus

CARRIED ON WHISPERS OF DELIGHT

Cost: ; **Mins:** Essence 4, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Suitably Dramatic Leap

This Charm upgrades its prerequisite, making its enhancements to balance permanent. In addition, when it is active the Infernal may choose to change the amount his jump-distance is multiplied by to (Magnitude of audience) rather than three or four. An audience in this case is defined as the highest number of characters that can see the Infernal at any one point throughout the beginning, duration or end of his jump.

In addition, while the Charm is active, the Infernal may pay one point of temporary Willpower to jump (Magnitude of audience x 5) miles as a dramatic action usually taking about five minutes. The Infernal continues along the same trajectory even if he is interrupted mid-jump and forced to take non-reflexive actions, but his landing is considered to be the end of a fall, rather than a successful jump.

Source: Revlid

SHATTERED MASK REALISM

Cost: (+4m); **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: Illusion

Duration: Permanent

Prerequisites: , Exit Stage Left

As much as Achsam adores the spotlight, he seems surprisingly mature about the concept that every actor must someday leave the stage, and surrender his mask to Oblivion. How else can his death scene be truly convincing? This Charm permanently enhances Charms:Exit Stage Left Exit Stage Left. Whenever the Infernal uses it to disappear after dodging an attack, he may spend an additional four motes to fake his own death. If he does so, he creates the illusion that the attack actually found its mark and killed him. While the Infernal still vanishes, he does so without the normal Obvious display, and an illusionary body is left in his place, suffering from the same wound the dodged attack would have inflicted. A magically-enhanced medical examination at difficulty (Infernals Essence+2) will reveal the corpse as fake, but otherwise it is identical to the Infernals own corpse had he died under those circumstances.

If the attack was dodged through Charms:Unexpected Revelation Protection Unexpected Revelation Protection, the mote cost to apply the effects of this Charm is reduced to two motes.

Source: Revlid

EXIT STAGE LEFT

Cost: 3m; **Mins:** Essence 2, Achsam 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: , Suitably Dramatic Leap

Whether pursued by a bear or vanishing in a burst of smoke, how an actor leaves is just as important as how he enters. This Charm may be used whenever the Infernal successfully dodges an attack. He immediately vanishes from sight, reappearing somewhere within (maximum jumping distance) yards. He may not reappear anywhere that someone can see him, although nothing prevents him from revealing himself immediately after, and he may make a reflexive (Wits+Stealth) roll to avoid being seen if the cover of his position is dubious. If there is nowhere available for the Exalt to reappear, the motes spent on this Charm are wasted, as the smoke fades and he remains sheepishly in the same spot. If the Infernal's anima is flaring upon his use of this Charm, he may choose to increase its cost by one point of temporary Willpower in order to immediately shut it off; however, any subsequent use of peripheral motes in that scene will immediately flare it back to its previous level.

Category:Achsam Charms2eInfCharm

source=Revlid

trait=Achsam

name=Suitably Dramatic Leap

cost=2m

min=0

essence=2

type=Reflexive

keywords=Combo-OK

duration=One action

prereqs=Skipping Through Life

text=There is little that inspires awe in an audience more than feats of balance and athletic prowess. There is little that inspires excitement in children more than jumping really high. For the rest of his action, the Infernal may jump as a move action, rather than a miscellaneous one. In addition, he automatically succeeds on any Athletics roll to keep his balance, and may do so on any surface at least as wide as a human hair (treating it as a three-foot ledge capable of supporting a thousand pounds of weight for the purposes of determining what actions he can take). Finally, provided someone can see the Infernal (either at the start, apex or end of his jump), the distance he may jump is tripled.

At Essence 3+, the Infernal may increase the cost of this Charm by three notes in order to increase its duration to One Scene. This also increases the multiplication of his jump-distance to four times the norm (again, provided he has an audience).

Source: Revlid

DEBILITATING BACKCHAT DUEL

Cost: 3m, 1wp; **Mins:** Essence 3, Achsam 0; **Type:** Simple (Four Long Ticks)

Keywords: Combo-OK, Compulsion, Social

Duration: Instant

Prerequisites: , Skipping Through Life

Achsam enjoys viciously difficult riddles as much as he does simply mocking his adversaries. To the Ebon Dragon's chagrin, he has yet to defeat the youngest of Yozis in such a competition, if only because Achsam keeps running away or arbitrarily declaring their contest invalid. This Charm may target any one individual who the Infernal can converse with, compelling them to engage in a battle of wits. The Infernal first chooses a number, with a minimum of one and a maximum of (Essence), increasing the Speed of this Charm by the chosen number. This is the number of opposed rolls made by the Infernal and his target. The Infernal first rolls (Manipulation+Performance) to perform his riddle, while his target rolls (Intelligence+Investigation) to uncover its answer; after determining the winner of that opposed roll, the two of them each swap the (Attribute+Ability) they roll for the next roll, as the target devises a riddle and the Infernal attempts to crack it.

When all the opposed rolls are complete, the character who won the most roll-offs is the winner of the contest. The loser immediately becomes subject to a boon of their choice. This demand may not be an unacceptable order, nor may it be something that is physically impossible to achieve, but otherwise the winner may demand the darkest deeds, the most forbidden treasures, the most hopeless quests. They need not make their demand immediately; the debt can hang over the loser until the winners death, if they so desire. Once the demand is made the loser is free to refuse, but doing so results in their suffering the dreadful luck of a sore loser. They suffer a number of botches equal to the winners (Essence+margin of victory), distributed and applied just as though they had broken an oath made through the Eclipse anima power.

Source: Revlid

LOST BOYS FOUND

Cost: (+1wp); **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Demon-Designating Tag-Touch

Dont try and hide when Achsam wants to play. Ever. This Charm permanently upgrades its prerequisite. When activating that Charm, the Infernal may pay an additional point of Willpower - if he does so, he rolls (Charisma+Performance). Everyone other than the Infernal who witnesses the initial application of the Charm with a Dodge MDV lower than his successes immediately suffers a Compulsion to hide from the designated demon, fleeing and rolling (Dexterity+Stealth) to try and hide as soon as they find a plausible spot, where they will stay as long as the Compulsion holds sway. The designated demon himself is compelled to remain immobile for six ticks, covering his eyes. After these six ticks are over, his compulsion also changes rather than grabbing random bystanders, he will try to find the characters compelled to hide. Whenever he finds a character compelled to hide by this Charm, he will attack them (he may not significantly hold back with this attack - if possible, it must be a blow with a reasonable chance of damaging its target). The first attack the designated demon makes against a character compelled to hide is unexpected. The compulsion to hide ends for each character after a number of ticks equal to (Infernals Essence+1)x5, or immediately after the character in question is first attacked by the designated demon, or whenever the character in question pays two Willpower to reject it, whichever comes first. The designated demons compulsion ends after there are no more characters compelled to hide by that activation of this Charm.

Category:Achsam Charms2eInfCharm

source=Revlid

trait=Achsam

name=Games Without Frontiers

cost=10m, 1wp

min=0

essence=4

type=Simple

keywords=Combo-Basic, Illusion, Sorcerous

duration=One scene

prereqs=Perceived Innocence Internalized

text=War without tears. This Charm allows the Infernal to extend his aura of false innocence and puerile purity to all things. This Charm may be used to target any (and all) characters engaged in a combat the Infernal can perceive. Roll (Charisma or Manipulation + Performance). Every character with a Dodge MDV lower than the total successes who has joined the combat is immediately affected by an Illusion effect, convincing them that the conflict is harmless fun. They reduce any wound penalties by (Infernals Essence/2), and add (Infernals Essence/2) successes to any attempt to ignore fear or anger-based Emotion effects, instead laughing gaily as blood flows and gore splatters. They will likely be less vigorous in their defense of themselves, focusing more on attacking and showing off, and (if the activation roll exceeds their Dodge MDV by more than their own Essence) will lose the ability to immediately distinguish between friend and foe, requiring a reflexive (Perception+Integrity) roll to successfully do so (if they bother). This unnatural mental influence may be rejected by paying three points of temporary Willpower at any point, and is automatically rejected by a character once they begin to suffer wound penalties its all fun and games until someone loses an eye.

At Essence 6+, natives of Malfeas affected by this Charm have their wound penalties reduced by a full (Infernal's Essence) and add the same amount of successes to any attempt to ignore fear or anger-based Emotion effects.

Source: Revlid

TERRIBLE DANGER DECLARATION

Cost: ; **Mins:** Essence 2, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Boiling Root Abhorrence

A temple floor is hot lava, a shallow pond is infested with sharks. Achsam knows the whimsical terrors of the world as only a child can, and grants this knowledge with a pointed finger and a shout. This Charm upgrades its prerequisite: the Infernal may now use it to declare surfaces within range to be hazardous, with a maximum radius of (Essence²) yards. Anyone affected is immediately struck by a terrible fear of that area, as though it were a true hazard. If they are within the hazardous area they must focus all of their efforts on leaving it (although they will not view an actual hazard as being any less dangerous than the false one). The Infernal is immune to this mental influence, and others may resist it for the rest of the scene by paying one point of temporary Willpower at any point. The second purchase of this Charm's prerequisite functions as normal, turning the entire designated area into an environmental hazard.

Category:Achsam Charms2eInfCharm

source=Arrghus

trait=Achsam

name=Alone No More

cost=4m

type=Reflexive

duration=Instant

keywords=Combo-OK, Overdrive, Social

essence=2

min=0

prereqs=Tearful Eyes Apology

text=It should come as no surprise to scholars that Achsam authored childhood. More than this, however, the Veil of Illusory Truths worked alongside the Whispering Flame and Kimbery as the codifier of all familial ties, be it the love of a mother or the rivalry of an older sibling. Upon activating this Charm, the Infernal immediately gains an intimacy towards a willing character. That person immediately grows a reciprocal Intimacy (if the Infernal designates someone as her mother?, that person gains an Intimacy towards her daughter?, and so on).

The Infernal may not have more than (Essence) Intimacies created by this Charm at the same time, and may not use this Charm to grant multiple Intimacies to one character. She may not target herself with this Charm to create a recursive intimacy, although if there are multiples of her (through Splintered Gale Shintai, for example), she may target them.

Whenever the Infernal is attacked by a character who appears to be at least ten years older than him, any character with a familial intimacy toward the Infernal (whether acquired through a use of this Charm or naturally) who witnesses the act

gains two offensive motes (if they lack an Overdrive pool, they gain a temporary one capable of storing up to five motes). They may gain a maximum of two motes per tick in this way. This does not apply if they are the attacker, or are allied with them.

Source: Revlid

BOILING ROOT ABHORRENCE

Cost: 3m, 1wp; **Mins:** Essence 2, Achsam 0; **Type:** Simple (Speed 4)

Keywords: Combo-OK, Emotion

Duration: One scene

Prerequisites: , Skipping Through Life

On the verge of the Primordial War, Sol was shocked to hear the Puppeteer Impatient warn his sibling Primordials of a rebellion amongst the mortal races. It was to the Incarnas relief that the Mask giggled and claimed it was the Lintha who were rebelling. Truly, the Yozis are blessed to have Achsam on guard, ready to cry wolf. The Infernal chooses one item within (Essence \times 5) yards of himself that he can perceive, and declares it volatile, rolling (Charisma or Manipulation + Performance) and adding (Essence) automatic successes. For the rest of the scene, anyone with a Dodge MDV lower than the Infernals rolled successes is struck with a dreadful fear; they will attempt to keep the item away from them, while avoiding any damage to it. They will most likely achieve this by throwing it to the nearest character, friend or foe, and catching it themselves when it is thrown to them (if the alternative is to let it fall). The Infernal is immune to this mental influence, and others may resist it for the rest of the scene by paying one point of temporary Willpower while touching the item.

A second purchase of this Charm at Essence 4+ makes the false danger rather more serious to anyone who is both affected by this Charm and aware of their possession of the item in question. They treat the item as an environmental hazard, affecting only them, with a Trauma of (Performance), a damage of (Essence)L, and an interval of one action. In addition, when declaring an item volatile, the Infernal may specify one character who absolutely must not receive possession of the item they are a pig after a turnip, or a demon after a hearthstone. Everyone affected by this Charm avoids passing the item to the designated character, keeping it on their person if need be, though it burns them terribly. The designated character is automatically exempt from the unnatural mental influence exerted by the Charm.

Source: Revlid

PERCEIVED INNOCENCE INTERNALIZED

Cost: ; **Mins:** Essence 2, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Skipping Through Life

The Mask of Unbrazen Pyrite does not wear childhood as he does his other roles; at heart, he is a child as joyful and cruel as any other, for all that his exaggerated and stylized masks hinder those who attempt to truly describe him. This Charm is a permanent enhancement to Charms:Skipping Through Life Skipping Through Life, which changes its duration to Permanent and removes the Combo-OK and Illusion keywords; the Infernal's body is truly and permanently changed into that of a pre-adolescent child. In addition, the Willpower cost to reject the Compulsion effect of the

Charm increases to (Infernal's Essence/2), and it is no longer automatically thrown off if the affected character witnesses the Infernal enter combat; only if he is seen openly causing harm to another character can the compelled character overcome the feeling of ravaging something that could not possibly deserve such treatment. Finally, even if the Compulsion is rejected, it reasserts itself after one day, as the nausea of striking down something so pure returns. The Infernal's physical traits (Attributes, etc) are unaffected by his transformation.

Category:Achsam Charms2eInfCharm
source=Arrghus
trait=Achsam
name=Skipping Through Life
cost=2m
min=0
essence=1
type=Simple
keywords=Combo-OK, Compulsion, Illusion
duration=One scene
prereqs=None

text=The Veil of Illusory Truths is the happiest of all Yozis (save possibly Adorjan) for in spite of all that has happened to him, he yet retains his innocence, free from the delusions of reality and personality. This Charm appears to regress the Infernal's body to that of a child somewhere around the age of ten for the rest of the scene as an Illusion effect. In addition, the warlock's new physique exudes an aura of innocence, a helplessness that paradoxically protects her. Any character attempting to harm the Infernal must fail a Compassion roll, or find themselves unable to follow through with whatever they were trying to do as a Compulsion effect. Any affected character may reject this Compulsion by spending one point of temporary Willpower (which will also break the illusion), or by witnessing the Infernal entering combat or causing harm to another.

Source: Arrghus

REVELATION OR RISK DECISION

Cost: 5m, 1wp; **Mins:** Essence 3, Achsam 0; **Type:** Simple (Three Long Ticks)

Keywords: Combo-OK, Compulsion, Social

Duration: Instant

Prerequisites: , Skipping Through Life

Despite most often disdaining it, a child's mind understands fairness quite well one thing for another. In this case, that exchange is a truth for a demand, or a dare in its place. This Charm gives the Infernal an unblockable, undodgeable social Investigation attack they ask a single question, which the target must respond to truthfully. The only ways the target may resist this questioning are to pay two points of temporary Willpower, or to agree to a single action of the Infernal's choice. They are not made aware of the specifics of the action in question until they agree to it, at which point the Infernal gives them his command (run around the manse naked? or steal that daiklave? or murder your father?). This is a Compulsion that may be resisted by paying three points of Willpower.

Category:Achsam Charms2eInfCharm
source=Revlid

trait=Achsam
name=Demon-Designating Tag-Touch
cost=4m
min=0
essence=3
type=Reflexive
keywords=Combo-OK, Compulsion, Illusion, Obvious, Touch
duration=One scene
prereqs=Skipping Through Life

text=It is in the nature of children to bully and ostracise, and the nature of monsters to hunt children down. Neither really grow out of this trait, and Achsam feels free to declare which is which. This Charm may be activated whenever the Infernal touches another character and declares them a demon. The target is affected by a compulsion to pass on this effect by touching another character and declaring them a demon. If they successfully do so, then they are no longer the subject of the compulsion, and it is transferred to the touched character. This continues until the end of the scene, or until an affected character pays one point of temporary Willpower to resist the compulsion. The compulsion is always accompanied by an illusion that affects anyone with a Dodge MDV lower than (Higher Of Compelled Characters Performance or Presence + Infernals Essence), portraying the compelled character as having become a demon or monster appropriate to the watcher a member of the Immaculate Faith might see the tagged character as a raging Anathema, while a Lunar might see them as a Chimera or Wyld Mutant. The illusion can be overcome by paying a single point of temporary Willpower to see through it.

A second purchase of this Charm at Essence 4+ upgrades this Charm the compelled character gains the creature of darkness mutation as a Desecration effect for the duration of their compulsion, the compelled character's Performance or Presence can be replaced with the Infernal's (Essence) for the purposes of calculating the Dodge MDV necessary to see through the illusion, and the Willpower cost to resist the compulsion and/or illusion created by this Charm is increased by one. In addition, the Infernal may choose to specify the type of monster he is declaring the target as be that a specific breed of demon, a type of Anathema, a beastman or mutant, an Apostate or Gremlin, or even a renegade god or Terrestrial of some variety. The illusion accompanying the compulsion automatically matches his declaration.

Source: Revlid

WYLD HUNT AND ANATHEMA DIVISION

Cost: 4m, 1wp; **Mins:** Essence 3, Achsam 0; **Type:** Simple

Keywords: Combo-OK, Compulsion

Duration: One scene

Prerequisites: , Demon-Designating Tag-Touch

Fights between children quickly escalate, whether into mock playfights or vicious scraps. Battles between adults are rarely any different, but tend to be taken unnecessarily seriously by both sides. The Infernal rolls (Charisma or Manipulation + Performance). The Compulsion of this Charm affects any character who can perceive him and has a Dodge MDV lower than his successes. In order for this Charm to take effect, it must affect at least two characters any fewer, and it automatically fails. The Infernal immediately divides those affected by this Charm into two groups

of roughly equal size (i.e. neither can be more than one point of Magnitude higher or lower than the other). For the rest of the scene, each group is compelled to fight the other as though they were dire enemies. The cost to reject this unnatural mental influence is one point of temporary Willpower (or Internals Essence points of Loyalty, to a maximum of 5).

If both groups possess a common trait in their members mutually exclusive to the trait of the other group, the need for roughly equal Magnitude is waived, and the cost to resist the unnatural mental influence is doubled (to a maximum of 5). Examples include one group being comprised of members of House Cynis, while the other is of House Ledaal, or a mob comprised of mortals opposing a group of anathema, or a gang of redheads against a gang of brunettes.

Source: Revlid

CRIMSON AND AZURE RIVALRY

Cost: 10m, 1wp; **Mins:** Essence 3, Achsam 0; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Compulsion, Emotion

Duration: Instant

Prerequisites: , Wyld Hunt and Anathema Division

The Infernal selects two separate social groups that he has interacted with in the past week. These need not be actual factions (such as the Glass Street Crew and the Handy Shanks Gang) but may be imposed by the Infernal, provided they have a common trait that ties them together, mutually exclusive to the other group (such as everyone in Skullstone with blue eyes, and everyone with brown eyes). He then spends a dramatic action atop the highest point that could be said to be roughly equidistant between the two groups, capering, dancing, and acting out insane solo dramas in which slapstick violence is perpetrated against caricatures of each group. He rolls (Charisma or Manipulation+Performance). If his rolled successes are higher than the combined Magnitude of the two groups, then both are affected (otherwise, neither are affected). Each faction gains a negative intimacy toward the other faction, of hatred, rivalry, or disgust (the Infernal decides which) as a one-time Emotion effect, which may be resisted at this point by paying (Internals Essence) Loyalty. Any attempts to dissuade characters from acting on this intimacy suffer an internal penalty of (Internals Essence).

This intimacy is special in that it takes effect only when the faction gathers in numbers the effective Conviction of each affected character for the purposes of this intimacy is equal to the Magnitude of the nearby members of their faction (i.e. those gathered into the same crowd). So a character on their own would have an effective Conviction of 0, and thus be unaffected by this intimacy, while a character who was part of a Magnitude 3 mob of his fellows would have an effective Conviction of 3. As Magnitude rises and falls (as crowds break up or reinforcements arrive) throughout a scene, so does the crowds effective Conviction (taking the required number of scenes of erosion with it). If this effective Conviction ever rises above a characters Temperance, they are immediately Compelled to act on the intimacy as though it were a Motivation, attacking or taunting their opposing faction and encouraging others to do the same.

Obviously, given its nebulous and self-sustaining nature, totally eroding this intimacy is difficult. Record the total Magnitude of each affected faction. This is the necessary amount by which the intimacy must be eroded. At the end of a scene in which that intimacy has been eroded from a crowd of that faction, reduce the

recorded amount by the Magnitude of the surviving crowd members. At the end of a scene in which that intimacy would have been reinforced (e.g. a brawl between the two factions) increase the recorded amount by the Magnitude of the surviving crowd members. If the recorded amount is ever reduced to 0, the intimacy is totally eroded within that faction and has no further effect. No faction may ever have more than one intimacy of this type. The only other way this intimacy can be removed short of large-scale magical intervention is for a natural three-dot stunt to occur, showcasing a positive intimacy (however tragic) between two characters from opposing factions. Both factions must be largely aware of this stunt, which immediately wipes the intimacy from both sides.

If Charms:Wyld Hunt and Anathema Division Wyld Hunt and Anathema Division is used with members from these two groups as the sole target, directing them against each other, then the cost to activate it is reduced by one point of temporary Willpower.

Source: Revlid

THE PLAY IS THE THING

Cost: (+1wp); **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Talent-Locating Audition

Achsam does not merely play his games for his sake. A properly performed story should be interesting to all participants, and he knows to accommodate for others. This Charm is a permanent enhancement to all the Infernal's Charms which generate Compulsion effects. Whenever the Infernal activates such a Charm, he may choose to increase its cost by one Willpower, imbuing the Charm with the pure joy that follows the Mask of Unbrazen Pyrite. Anyone who chooses not to resist the Compulsion then gains a point of temporary Willpower, though this increases the cost to resist or the reject the Compulsion at a later date by one point of Willpower. The Infernal may grant any one character a maximum of (Essence) Willpower points per day in this way.

Category:Achsam Charms2eInfCharm

source=Arrghus

trait=Achsam

name=Tearful Eyes Apology

cost=3m

min=0

essence=2

type=Reflexive (Step 9)

keywords=Combo-OK, Counterattack, Illusion, Social

duration=Instant

prereqs=Skipping Through Life

text=For the Veil of Illusory Truths, every moment is part of a great game. However, there are times when others lose their nerve and claim that the game has gone too far. While Achsam will often simple cackle and let the ox-cart continue to fall off the edge of the cliff, other times he will recognise the prudence in apology, no matter how false it may be or how hilarious his practical joke may have been. After all, enmity could easily hamper later razor-edged japes. This Charm is a supernatural counterattack to any Social attack that attempts to induce guilt, remorse or

reflection in the Infernal, or made by a character with authority (real or perceived) over the Infernal. The warlocks eyes widen and fill with tears (though this may be stunted as any overt expression of shame) as he delivers a Social attack using any ability; this is mostly visual, and does not rely solely on language. If this attack beats the enemy's MDV, it places them under an illusion, convincing the enemy of the Infernals innocence and forcing them to explain away the Infernals wrongdoings as a misunderstanding, no matter how convoluted. The target may spend one point of temporary Willpower to reject this unnatural mental influence; this cost is increased to two points of temporary Willpower if the Infernal's apparent age is at least ten years lower than the targets.

Source: Arrghus

SEEN BUT NOT SEEN

Cost: 4m; **Mins:** Essence 2, Achsam 0; **Type:** Reflexive

Keywords: None

Duration: One scene

Prerequisites: , Skipping Through Life

Achsam can go anywhere, for he is not merely a Yozi, he is also a child, the first of his kind, and it is a testament to his mastery of this role that, no matter how much his servants may respect and fear Achsam the Yozi, they step by Achsam the child without a second thought. This Charm makes the Infernal supernaturally stealthy, especially with regards to those older than her. Any attempts to find or even notice the Infernal suffer a -1 external penalty, which increases to -3 if the apparent age of the penalized character is at least ten years above the Infernal's. In addition, the Infernal may easily fade into crowds, glossed over as just someone's kid (even in situations where this is unlikely, such as Malfeas, where children are a rarity) increasing the external penalty by one per dot of Magnitude of the group the Infernal is hiding within (she need not actually be part of the group), to a maximum increase of (Essence). This also allows her to treat all groups of Magnitude 1 or higher as cover for the purposes of hiding. This Charm is inimical in nature to Pauper's Kingly Mask, and coming under the effects of one cancels the other (even if another entity uses it on the Infernal). Not even Achsam can be both noticeable and unnoticed at the same time.

At Essence 4+ the Infernal may purchase this charm a second time. This changes its duration to Permanent, but reduces the penalty suffered by individuals who appear to be roughly the same age as the Infernal by one. However, the effects of the Charm are still lost any time the Infernal comes under the effects of Pauper's Kingly Mask, and are only reapplied once that Charms effects end.

Source: Arrghus

CLUTCHING THE BATON

Cost: ; **Mins:** Essence 4, Achsam 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Eternal Enjoyment Promise

Achsam doesn't recommend going cold turkey. He really doesn't; such a deprivation of joy and light would hurt his audience as much as him. This Charm

permanently enhances its prerequisite. The internal penalty to Conviction rolls inflicted by that Charm does not simply vanish at the end of its duration. Instead, it simply decreases by one at each week-long interval, wracking the target with cold shakes and maddening dreams.

Category:Achsam Charms2eInfCharm

source=Arrghus

trait=Achsam

name=Eternal Enjoyment Promise

cost=

min=0

essence=4

type=Permanent

keywords=None

duration=Permanent

prereqs=The Play is the Thing

text=The Veil of Illusory Truth's plays are things of such transcendent enjoyment that those caught up in them never want to stop. This Charm enhances Charms:The Play is the Thing Play is the Thing. Whenever the Infernal pays an additional point of Willpower to apply the effects of that Charm, he may choose to reduce any Willpower costs to resist the Compulsion to zero; the Compulsion must be accepted willingly or not at all. Any character who does accept the Compulsion in this manner increases the amount of Willpower they gain to the amount they would normally have had to pay in order to resist the Compulsion, to a minimum of two.

However, a character who accepts such a Compulsion suffers an internal penalty of -1 to all his Conviction rolls to restore Willpower for the next week. Repeated applications of this Charm do not stack the penalty, but do reset the duration. In addition, for each week beyond the first that a character suffers from this penalty, it increases by one. Any character who suffers from a penalty equal to or greater than his Conviction may not choose to resist the Infernal's Compulsions, even if the Willpower cost is 0 or they have Charms that would normally defend against it.

Note that even if the character in question cannot actually choose to resist the Infernal's Compulsions, their player may specify whether or not they wish to submit to the Compulsion, allowing them to continue gaining Willpower from the effect of this Charm while resetting the duration of the penalty, or subconsciously rebel and eventually slip out from under the Infernal's control.

Source: Revlid

FURY OF THE SCORNED

Cost: ; **Mins:** Essence 3, Achsam 0; **Type:** Permanent

Keywords: Overdrive

Duration: Permanent

Prerequisites: , The Play is the Thing

There are few things that can drive the Mask of Unbrazen Pyrite into a true rage, as opposed to a petulant tantrum, but rejecting his carefully-crafted masquerade is one. This Charm grants the Infernal a ten-mote Overdrive pool. Whenever a character resists any Compulsion effect created by the Infernal, the Infernal gains two offensive motes, up to once per tick. Fury of the Scorned does not grant these motes if the Infernal intended for the activated Compulsion to be resisted (such as by using

it on a friend and telling them to resist it), as there is no need for anger when things are proceeding as planned.

Category:Achsam Charms2eInfCharm

source=Revlid

trait=Kimbery

name=Faithful Child Assurance

cost=6m, 1wp

min=0

essence=3

type=Simple

keywords=Emotion, Obvious, Sickness, Sorcerous, Touch

duration=Instant

prereqs=Milk of Primordial Kindness

text=Upon activating this Charm, the warlock chokes for a moment, Essence brewing in her throat to form a thin, wriggling grub. Spitting it into her hand she presses it up against her targets head, where it struggles and burrows for a moment before vanishing into immateriality, infesting the victims very soul with pervasive and unwanted emotions as the warlock whispers sick nothings into his ear. The target in question must be willing, or otherwise unable to physically resist.

This grub is invisible, just like an dematerialized spirit, but latches on to the targets skull, making it fairly Obvious to anyone with Essence sight. It can be removed by appropriate countermagic or supernatural medical treatment at Difficulty 4, dissolving with a plaintive whine immediately after.

So long as this grub is attached to them, the victim has an unbreakable positive intimacy of devotion toward the warlock. The context of this devotion is determined by the Infernal upon applying the Charm, but is always familial; it can be the devotion of a parent, a child, a sibling, a spouse, or or any combination of such (Kimbery erodes all barriers, especially those of decency).

Whichever category is chosen, any similar intimacies (i.e. intimacies toward the targets actual parents or sexual partners) are suppressed for the duration of the attachment; their emotional impact on the victim is dulled, removing any mechanical impact of the intimacies and preventing the victim from acknowledging them; they effectively do not exist, though they may still be eroded normally by other mental influence.

In addition, the victim benefits from all the effects of Intolerable Burning Truths (Mother Before Daughter), treating the Infernal as the sole character from whom they descend.

Source: Arrghus

PAIN-PASSING PLAYMATES

Cost: 10m, 1wp (1wp); **Mins:** Essence 4, Achsam 0; **Type:** Simple (Dramatic Action)

Keywords: Shaping, Sorcerous

Duration: Indefinite

Prerequisites: , Spotlight Stealing Scarecrow Shintai

In mimicry of his most dynamic jouten, Achsam makes dolls of his favoured playmates. The fact that aforesaid playmates often become far less dynamic shortly afterward distresses him. Whether it surprises him is another question entirely. The

Infernal may use this Charm to mark others as his playmates, activating it and engaging in at least an hour of "play" (be that frolicking, carousing, board games or murderous rampages) with the target as his willing partner. Once the dramatic action is finished a small trinket representing the target is shaped into existence, and hangs from the Infernal's person. This Charm is Obvious to the Infernal's playmate, and they may prevent the creation of the trinket by paying 0 points of temporary Willpower, just as though they were resisting a Compulsion, but after its creation they have no power over it. This Charm may mark up to (Essence-1) characters at any one time, and no more than one trinket per playmate may exist at once. These trinkets are as indestructible as level-one artifacts, and cannot be thrown away; they subtly return to the Infernal's person whenever his DV refreshes. If countermagic of the appropriate circle is used on this Charm, it destroys a single trinket of the Infernal's choice, with the same effects as if it had been used up.

Whenever an attack hits the Infernal, he may reflexively pay one point of temporary Willpower in Step 7 to perfectly soak all damage from the attack, transferring all of the attack's raw damage to any one of his playmates within (Essence x 20) yards. This damage affects them as though they were the Infernal—they are treated as Creatures of Darkness even if they are not, any effects specifically targeting the Infernal still harm them, etc. This is a Shaping effect. Once the damage has been resolved, the trinket disintegrates (generally reflecting the type of damage taken) and the character is no longer affected by the Charm, requiring another use of this Charm to become a playmate once more.

A second purchase of this Charm at Essence 4+ enhances it—if the Infernal is using Spotlight Stealing Scarecrow Shintai (or has a mutually positive intimacy with the chosen playmate) then the trinket disintegrates at the start of the Infernal's next action tick, rather than at the end of the attack, allowing for more damage to be passed on to the unfortunate playmate with further expenditures of Willpower.

At Essence 6+ removes any range restrictions on this Charm—provided the Infernal and the selected playmate are in the same realm of existence, the damage may be transferred.

Source: Revlid

TALENT-LOCATING AUDITION

Cost: 2m; **Mins:** Essence 2, Achsam 0; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisites:

In many ways, Achsam is the most perceptive of the Yozis, able to comprehend both the surface and core of an individual in ways that baffle his titanic kin. Upon using this Charm, the Infernal chooses any one character he can perceive. He is instantly made aware of both their Character Concept and the Ability in which they have the highest rating (any specialties in this ability are also perceived). In the case of a tie, the target's player chooses the Ability he considers most relevant to the target's Concept. Any Charm which allows a character to disguise their identity allows a roll-off against this Charm, supplying the target's fake identity if they win. Talent-Locating Audition does not grant any bonus to this roll.

At Essence 3+, this Charm becomes Reflexive. The Infernal no longer needs more than a moment to perceive someone's nature.

Source: Arrghus

CALL THE WIND CHILD

Cost: 3m per Essence dot, 1wp; **Mins:** Essence 5, Adorjan 0; **Type:** Simple

Keywords: Obvious, Sorcerous

Duration: Instant

Prerequisites: Spawn the Minor Wind

Adorjan cant live without her children, because she loves them so much. Because of that, she has learned how to summon her beloved to her side at any time.

The Infernal can use this charm to call the creatures he had created with Spawn the Minor Wind, but only if he retains a positive Intimacy toward them. He must spend 3 motes per Essence dot of his child, plus one willpower point. Although the call is instant, the child needs time to arrive at his parent side. If both are in the same realm of existence, this takes one tick per Essence of the Minor Wind. If they are in a different realm of existence, this takes twice that time.

Once arrived, the Minor Wind can do whatever it wants. It is not compelled to serve his parent in any form by this charm.

A second purchase allows the Infernal to send his child back to Malfeas, at half the mote cost for summon them (rounded down) and one willpower. If they are in Malfeas, then the Minor Wind is teleport to (Infernals Essence x100) miles. Sometimes, Adorjan just wants to be alone.

Source: Maese Mateo

SPAWN THE MINOR WIND

Cost: 20m, 1wp; **Mins:** Essence 5, Adorjan 0; **Type:** Simple

Keywords: Blasphemy, Combo-OK, Desecration, Obvious, Shaping, Sorcerous

Duration: Permanent

Prerequisites: First Adorjan Excellency, Hazardous Wind Transformation (x2)

Four of Adorjans daughters choose to become like their mother, and in such attempt they become minor winds themselves.

The Infernal can use this charm to transform a mortal for whom he has a positive Intimacy into a living wind. Make an opposite roll of Willpower + Essence. The Infernal can always use Adorjans Excellencies with this roll like if the dice pool was a combination of (Attribute + Ability). On a failure, nothing happens and the character cannot use this charm on the same target for a full day. If he botches, he cant use the Charm again on that target for a year. On a success, the victims body begins to vaporize. The process takes up to one minute per dot of Stamina + Strength of the target. When completed, only the targets possessions remain. From now on, the target becomes a Minor Wind and has all the benefits of the first and second purchase of Hazardous Wind Transformation. His Essence score is half the Infernals Essence, rounded down, and also obtains the Awakened Essence abomination and the Creature of Darkness deformity. He retains all his original traits, except the ones that are now useless (at Storyteller discretion). He retains his Motivations and Intimacies, although they might (and probably will) change over time to reflect his new understanding of the world.

This Minor Wind also gains the Infernals Essence score in Spirit Charms, but he must meet the Essence requirement for the Charms he wants.

Unfortunately, Adorjan is impulsive and prefers to move rather than stay and think, which means the Minor Winds Intelligence is reduced by one dot in the process.

The Minor Wind has an Intimacy of fanatical love toward his Infernal parent and will not attack him, except if it is self defense. But, besides that, he is not compelled to serve him in any way. The Infernal can spend a Willpower point to use the Mandate of Subordination on his wind child (see The Roll of Glorious Divinity I, p. 169 for rules).

Like the wind, they dont age, but if they stop moving, they suffer an unsoakable level of aggravated damage for every action they remain still. That is the price one must pay to become the wind.

All this effects are permanent. They can only be reversed with countermagic or other magical effects during the first year. When this period of time ends, the effect is truly permanent and cannot be reversed.

If the Exalt use this charm on his own children, they obtain a +1 to their final Essence score, because they resonate better with the Infernals essence.

A second purchase allows the Infernal to transform Demon-Blooded and Infernal Half-Caste, because they already have the essence of the Yozi inside. They will retain all the charms they know in life, plus the usual Spirit Charms this charm gives.

Source: Maese Mateo

WIND-BORN STRIDE

Cost: ; **Mins:** Essence 1, Adorjan 0; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisites:

This Charm increases the speed and ease of the Infernal's dash actions. Source Manual of Exalted Power: Infernals, p. 138-139.

Source: Manual of Exalted Power: Infernals

DEATH-DEALING JOURNEY

Cost: 3m; **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Velocity

Duration: Indefinite

Prerequisites: Wind-Born Stride

This Charm makes it trivially easy for the Infernal to dash at maximum speed. Source Manual of Exalted Power: Infernals, p. 139.

Source: Manual of Exalted Power: Infernals

KALMANKA'S GRACE

Cost: (0m to 2m); **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Who Strikes the Wind?

This Charm cumulatively reduces the cost for the Infernal to use Who Strikes the Wind? against attacks from range, mortals and extras. It also changes the Exalt's understanding of relative speed to allow the use of Charms that suffer the Imperfection of the Silent Wind based on a foe's speed instead of her own. Source

Manual of Exalted Power: Infernals, p. 139.

Source: Manual of Exalted Power: Infernals

LAUGHING GUST DENIAL

Cost: (6m); **Mins:** Essence 4, Adorjan 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Kalmanka's Grace

This Charm allows the Infernal to extend the protection afforded by Who Strikes the Wind? over greater periods of time. Its effect is enhanced when used in tandem with Opened Eye of the Hurricane. Source Manual of Exalted Power: Infernals, p. 139.

Source: Manual of Exalted Power: Infernals

JOY IN VIOLENCE APPROACH

Cost: 1m per success; **Mins:** Essence 1, Adorjan 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Wind-Born Stride

This Charm makes the Exalt ready for battle, and if she initiates the conflict it bolsters her Willpower. Source Manual of Exalted Power: Infernals, p. 139.

Source: Manual of Exalted Power: Infernals

SELF AS CYCLONE STANCE

Cost: 4m, 1wp; **Mins:** Essence 2, Adorjan 0; **Type:** Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Joy in Violence Approach

This Charm allows the Infernal to execute a flurry of an indeterminate number of actions. More powerful Exalts find these actions even less taxing to execute. Source Manual of Exalted Power: Infernals, p. 140.

Source: Manual of Exalted Power: Infernals

THREAT-MONITORING EXCITEMENT

Cost: 1m; **Mins:** Essence 1, Adorjan 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Joy in Violence Approach

This Charm allows the Exalt to instinctively attempt to avoid a surprise attack. Source Manual of Exalted Power: Infernals, p. 141.

Source: Manual of Exalted Power: Infernals

OPENED EYE OF THE HURRICANE

Cost: 8m, 1wp; **Mins:** Essence 3, Adorjan 0; **Type:** Reflexive

Keywords: Combo-Basic, War

Duration: One scene

Prerequisites: Who Strikes the Wind?, Threat-Monitoring Excitement

This Charm allows an Infernal to evade attacks, even well-planned assaults, with relative ease. Even whole armies pose little more threat than any random assortment of foes. Source Manual of Exalted Power: Infernals, p. 141-142.

Source: Manual of Exalted Power: Infernals

RACING VITARIS

Cost: 5m; **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Velocity

Duration: One hour

Prerequisites: Thousandfold Typhoon Hand

This Charm propels the Infernal forward at immense speed, blasting everyone nearby with a shockwave when it is first activated. More powerful Exalts also blind bystanders with a flash of light when they use this Charm. Source Manual of Exalted Power: Infernals, p. 142.

Source: Manual of Exalted Power: Infernals

UNIMPEDED PERFECTION OF EXERTION

Cost: ; **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Wind-Born Stride

This Charm allows the Exalt to maintain perfect balance and cause no disturbance to the surfaces across which she runs. It becomes very difficult to notice the Infernal's passage. Source Manual of Exalted Power: Infernals, p. 143.

Source: Manual of Exalted Power: Infernals

FOAM-DANCING HASTE

Cost: ; **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Unimpeded Perfection of Exertion

With this Charm an Infernal can run across liquid surfaces and, if sufficiently powerful, ignore the dangers of certain environments. Source Manual of Exalted Power: Infernals, p. 143-144.

Source: Manual of Exalted Power: Infernals

EARTH-SKIMMING GALE TREAD

Cost: 5m; **Mins:** Essence 3, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: One hour

Prerequisites: Foam-Dancing Haste, Gravity-Rebuking Grace

This Charm allows the Infernal to float above the ground or, if she is sufficiently powerful, to simply fly. Source Manual of Exalted Power: Infernals, p. 144.

Source: Manual of Exalted Power: Infernals

FASTER THAN SIGHT

Cost: 5m; **Mins:** Essence 3, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Velocity

Duration: Indefinite

Prerequisites: , Wind-Born Stride (x3), Unimpeded Perfection of Exertion

As she dashes the Infernal may use this Charm to conceal her presence, making her invisible and impossible to track. Source Manual of Exalted Power: Infernals, p. 144.

Source: Manual of Exalted Power: Infernals

SACRED KAMILLA'S INHALATION

Cost: 1m per corpse; **Mins:** Essence 1, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Stackable

Duration: Instant

Prerequisites:

This Charm allows an Exalt to steal the breaths of the recently dead. More powerful Infernals may even take the breath of undead things. These stolen breaths allow the Exalt to ignore the necessity of normal breathing. Source Manual of Exalted Power: Infernals, p. 144-145.

Source: Manual of Exalted Power: Infernals

FREEDOM LETS GO

Cost: 4m; **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Sacred Kamilla's Inhalation

This Charm allows the Infernal to quickly and easily abandon emotional attachments. Source Manual of Exalted Power: Infernals, p. 145.

Source: Manual of Exalted Power: Infernals

TRAGIC LOVE AMUSEMENT

Cost: 4m; **Mins:** Essence 2, Adorjan 0; **Type:** Simple

Keywords: Combo-OK, Emotion

Duration: Instant

Prerequisites: Freedom Lets Go

This Charm allows the Exalt to quickly form an emotional attachment. Such attachments are magically stronger than mundane caring. Source Manual of Exalted Power: Infernals, p. 145.

Source: Manual of Exalted Power: Infernals

DREAD PANOPLY OF THE SILENT WIND

Cost: 10m, 1wp; **Mins:** Essence 2, Adorjan 0; **Type:** Simple

Keywords: Combo-OK, Sorcerous

Duration: Instant

Prerequisites: Sacred Kamilla's Inhalation

This Charm banishes a weapon to Elsewhere, from whence it may be briefly called back by the Infernal to execute an attack or flurry before it disappears

again. Source Manual of Exalted Power: Infernals, p. 145.

Source: Manual of Exalted Power: Infernals

BROKEN SILENCE LAUGHTER DEFENSE

Cost: 1m (+4m or +0m); **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Sacred Kamilla's Inhalation

This Charm recognizes and protects the Infernal from influence as she laughs inappropriately at the situation. Source Manual of Exalted Power: Infernals, p. 145.

Source: Manual of Exalted Power: Infernals

RAPACIOUS VIRTUE RESPIRATION

Cost: (1wp); **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites:

This Charm allows an Infernal to refresh her own Virtues by witnessing enemies acting as exemplars of an opposing Virtue. Source Manual of Exalted Power: Infernals, p. 145-146.

Source: Manual of Exalted Power: Infernals

HATEFUL WRETCHED NOISE

Cost: ; **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords: Compulsion

Duration: Permanent

Prerequisites:

This Charm oversensitizes the Infernal to sound and compels him to attack those that are too loud, though it is not so painful to listen to allies. Source Manual of Exalted Power: Infernals, p. 146.

Source: Manual of Exalted Power: Infernals

ELOQUENCE IN UNSPOKEN WORDS

Cost: 6m, 1wp; **Mins:** Essence 3, Adorjan 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Sorcerous

Duration: Indefinite

Prerequisites: Hateful Wretched Noise

This Charm renders the Infernal incapable of vocalizing anything but laughter, though she may then communicate telepathically with others. Source Manual of Exalted Power: Infernals, p. 146.

Source: Manual of Exalted Power: Infernals

DISSONANT LIES MADE TRUE

Cost: 5m, 1wp; **Mins:** Essence 3, Adorjan 0; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Illusion

Duration: Instant

Prerequisites: Hateful Wretched Noise

This Charm allows an Infernal to afflict someone with the same influence they just attempted to impose on the Exalt. Source Manual of Exalted Power: Infernals, p. 146-147.

Source: Manual of Exalted Power: Infernals

DEMON-WRACKING SHOUT

Cost: 50m, 5ahl; **Mins:** Essence 5, Adorjan 0; **Type:** Simple

Keywords: Blasphemy, Compulsion, Obvious

Duration: Instant

Prerequisites:

This Charm is the remembered death-cry of the fetich of Adorjan's former self, Lilike. When echoed, it causes vast devastation to local demons, slaying the weak and compelling the strong to flee. In the case of Adorjan herself, however, she falls in love with whomever reminded her of her lost soul, and woe betide one so foolish as to do so.

Solar Exalted Solar, Lunar Exalted Lunar and Sidereal Exalted may learn and use this Charm, too, and though they can not use it gods and demons can teach it.

Source Manual of Exalted Power: Infernals, p. 147-148.

Source: Manual of Exalted Power: Infernals

DANCING IN BLOOD PARTNERSHIP

Cost: (1m); **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisites: Wind-Born Stride

First, Adorjan fixates on those who must learn her lessons, then she finds and devours them. This Charm permanently enhances the Exalt, allowing her to pay one mote to reflexively make a Move action, no matter if she has made one or more Move actions previously during the tick, to pursue a retreating foe who she has attacked or been attacked by previously in the scene. Characters are considered to be retreating? if they take any action to move away from the Exalt for any reason. This Charm can only be activated once for each movement action the target takes during a tick.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

FOURFOLD BODY ABNEGATION

Cost: ; **Mins:** Essence 6, Adorjan 0; **Type:** Permanent

Keywords: Velocity, War

Duration: Permanent

Prerequisites: , Hells Wind Staff (x2)

Adorjan teaches that you must let go, and through this and other lessons one can come to know and contemplate quietly with the Silent Wind. As the Infernal dances madly down the paths of Adorjan, he gives up what it means to many to be a person; even other Yozis consider Adorjan strange and unsettling. As with Hells Wind Staff, the Exalt sublimates his soul into a wind-body, but this is now his new, true form. The Exalt no longer possesses a real human body, though other Charms may

allow him to fashion simulacra to better teach the world. The Infernal has become an environmental being after the fashion of Adorjan, the Silent Wind of Malfeas.

The Infernal is a wind in a very literal sense. He can not act like a normal character, as he is more literally immaterial than most spirits. He is a gust, a current and a storm of air; his body may have a radius as small as human head or as expansive as (Essence x 10) yards. Increasing or decreasing his size occurs as and takes up movement as regular Move and Dash actions. Without the use of Charms that specifically generate actions like Extra Action or Simple Charms, or counterattacks she can not manipulate the world except by blowing over things as a wind would. This wind-body must remain close the ground, moving like a normal character, unless the Exalt makes use of Charms like Earth-Skimming Gale Tread.

Attacks made without the benefit of Charms specifically designed to harm the wind or Essence-discharge weapons are ineffective against the Exalt. Damage inflicted on the Exalt is proportionally significant ("Scroll of Kings", p. 40-42) depending on his current size. Unlike larger titans, the Infernal suffers no internal penalties when interacting with small structures or object-sized beings or items. The Exalt's DVs remain applicable against small beings, but he is also subject to social attacks normally. Though shot through at times with blood red lightning and black, biting winds, it is difficult for others to understand and target the Infernal as another character. This renders him half invisible, imposing a -1 external penalty on attempts to notice or target the Exalt with actions. This benefit only applies during any tick in which the Infernal used no Obvious Charms or Combos. Natives of Malfeas are wise to the threat of Adorjan and are not subject to this penalty.

Like most titans, he becomes immune to nearly all Poison and Sickness effects; only those of a powerful spiritual nature can afflict the Exalt, and then only if they can reasonably apply to a wind. Convulsive Displacement Infectious Atemi would be useless against the Infernal, but Feverish Essence Discharge Atemi would work.

In mass combat, the Exalt can not lead a complementary unit unless every member has a form of Essence sight or he uses Charms that specifically allow him to lead a unit. Luckily, in such cases, the unit requires no relays as the Infernal whispers commands to the troops in his belly. Acting as a solo unit, the Infernal suffers no penalties for having a lower Magnitude than an enemy unit. Even as a solo unit, enemy units that attack him are considered engaged, and the difficulty to disengage ("Exalted", p. 165) is always 8. The Exalt suffers no such limitations when acting as a solo unit and may engage or disengage as he pleases. When he activates Hells Wind Staff, the Exalt is treated as having three more Magnitude than any smaller unit when attacking or defending.

The wind must move or die. On any tick during which the Infernal does not move at least one yard he suffers an unsoakable level of bashing damage. Remember that changing size is a form of movement.

At Essence 7+ the Infernal may expand up to a radius of (Essence x 100) yards. When the Exalt adopts a size larger than 100 yards, he suffers a -2 internal penalty when interacting with individual things that are small enough to be considered objects ("Exalted", p. 213), except to his MDVs. If acting against a large collected group (Magnitude 3+) of such small things, the Infernal suffers no penalty.

Another purchase at Essence 8+ allows the Exalt to achieve sizes up to (Essence x 1,000) yards in radius, while at Essence 9+ this increases to (Essence x 5) miles. A third purchase at Essence 10 allows a radius up to (Essence x 10) miles. At any

size one mile or greater the Infernals body becomes an ongoing Blasphemy effect and increases the penalty for interacting with object-sized things to -4 and renders the Infernals Dodge and Parry DV inapplicable against attacks from beings that small. A lesser -2 internal penalty applies against structure-sized things that are still smaller than 50 yards in their longest dimension. A further -2 internal penalty applies to standard Awareness rolls to notice anything ("Exalted", p. 135) small enough to incur the above penalties. The Infernals MDVs are never subject to these penalties, but if he fails to notice someone their social attacks automatically fail against him and he may voluntarily ignore such tiny attackers.

This Charm is so fundamentally alien that only Infernal Exalted may learn it. Under no circumstances can Eclipses, Moonshadows or others learn this Charm.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

MILLENNIA WIND FOOTPRINT

Cost: ; **Mins:** Essence 4, Adorjan 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Pellegrina's Fury

This Charm permanently upgrades its prerequisite. It now inflicts damage on everything within range, not just stone. Against characters, this damage is an environmental hazard with Damage 6L/action, Trauma (Essence 2). Another purchase at Essence 6+ adds the L tag to the hazards Trauma.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

LESSONS IN MOTION

Cost: 5m; **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Knockback, Velocity

Duration: Instant

Prerequisites: Thousandfold Typhoon Hand

The Exalt helps a foe let go of their attachment to her, by imparting to them some of her speed. The Infernal may use this Charm in response to a close combat attack, sending the attacker flying away from her a number of yards equal to the higher of the distance the Exalt moved this tick or the last. When the attacker lands, they must roll Dexterity + Athletics against a difficulty of the Infernals permanent Essence or fall prone. Hitting an obstacle arrests an attackers flight but it does not harm them unless it is particularly dangerous (like a spiked wall). The Exalt may not use this Charm if she has not covered at least her maximum Move distance during the current or previous tick.

At Essence 3+ the Exalt may use this Charm to respond to any physical attack from an attacker within (Essence) yards. Another purchase at Essence 4+ extends this to (Essence x 10) yards, but each use of this Charm against an attacker more than (Essence) yards away effectively reduces the amount of movement the Infernal has covered each of the past two ticks by one yard for the purposes of her Velocity Charms.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

IRONCLAD HURRICANE ADVANCE

Cost: 2m, 1wp; **Mins:** Essence 3, Adorjan 0; **Type:** Reflexive (Step 8)

Keywords: Combo-OK, Obvious, Stackable

Duration: Instant

Prerequisites: Opened Eye of the Hurricane

Attacking Adorjan only spurs her to greater heights of slaughter, as violence begets violence. Striking at the Silent Wind stirs up bloody lightning and black gusts that move ever faster. An Exalt may activate this Charm in response to a physical attack that ends with at least one die of post-soak damage in Step 8, reducing the dice of post-soak damage he faces by an amount equal to his Essence, to a minimum of zero. For each die of damage the attacker loses, the Infernal may move (Essence) yards towards the attacker or any other valid, living target that the Exalt has previously attacked during the scene. Movement due to this Charm counts towards the speed the Infernal must maintain to use or continue using his Velocity Charms.

This Charm was developed based on a Charm originally written by u JiveX <http://forums.white-wolf.com/cs/forums/p/12348/245765.aspx245765> here.

Source: Plague of Hats

INFINITE WORLD-CROSSING STRIDE

Cost: ; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Running to Forever, Wind-Born Stride (x3)

Adorjan crosses worlds at mere whim, sparing no corner of the map from her murderous enlightenment. When traveling long distances by foot, the Infernals dashing speed is multiplied by her Essence. The Infernal must be able to focus her mind wholly on the runshe loses this benefit if she takes any non-reflexive actions other than dashing, and can never gain this increased speed while in combat. A second purchase at Essence 5 increases the Infernal even further, multiplying her dash speed by (Essence x 2) when traveling long distances.

Source: The Demented One

GRAVITY-REBUKING GRACE

Cost: -; **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Unimpeded Perfection of Exertion

This Charm improves Unimpeded Perfection of Exertion, allowing the Infernal to run up walls and across ceilings. Source Manual of Exalted Power: Infernals, p. 144.

Source: Manual of Exalted Power: Infernals

BROKEN WISDOMS KOAN

Cost: (2wp); **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: Emotion, Obvious

Duration: Permanent

Prerequisites: , Broken Silence Laughter Defense

Adorjans winds grind away the lies and illusions that burden all souls, cutting away the sanity that stands in enlightenments way. The excruciating torments she inflicts shape and mold her students even as they shatter their minds. The Infernal may spend two points of Willpower at the end of any scene in which they have inflicted lethal damage to a character, or in which they harmed the object of any of the character's Intimacies in their presence. She rolls (Charisma + Presence) against the character's Dodge MDV, exerting unnatural mental influence upon him. If she succeeds, her victim gains a single derangement of the Infernals choice, at any strength. The Infernal may target herself with this Charm, but only if she harms the object of one of her Intimacies.

The Infernal may choose the strength of the derangement, and through madness she awakens new possibilities. Her victim gains experience points based on the strength of derangement inflicted three points for a deficiency, six points for a debility, and twelve points for a deformity. This unnatural mental influence may be resisted for a cost of three Willpower. The enlightenment granted by this Charm is innately tied to the madness it inflicts. Should a character be cured of his inflicted derangement, he also incurs an experience point debt equal to the number of experience points that derangement granted him. A second purchase of this Charm allows the Infernal to spend ten additional motes when activating it in order to apply the effects of this Charm against all valid targets, making a (Charisma + Performance) roll.

Source: The Demented One

CONTRARY DHARMA TOYS

Cost: ; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Rapacious Virtue Respiration

Adorjan is righteous among the wicked, and wicked among the righteous. Thus does she teach all to escape the fetters of sin and virtue. Whenever a character channels a Virtue to enhance any action opposed by the Infernal, she may spend a channel of the balancing Virtue to enhance her own action without needing to pay a point of Willpower to do so.

Source: The Demented One

SILENT WHISPER MANIA

Cost: ; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: Social

Duration: Permanent

Prerequisites: Eloquence in Unspoken Words

Adorjan's voice, silent and beautiful, shatters the flimsy bulwarks mortals erect against the senselessness of the world. This Charm upgrades Eloquence in Unspoken Words. Whenever the Infernal uses their mental voice to make a social attack, their victim takes a penalty to both MDVs for every derangement they have. Each deficiency imposes a -1 penalty, each debility imposes a -2 penalty, and each deformity imposes a -3 penalty. In addition, any character with a derangement must succeed on

a (Perception + Integrity) roll at a difficulty of the Infernals Essence to realize that the influence is a social attack, and not merely their own mad imaginings. If they fail the roll, the social attack is treated as unnatural mental influence. Once a character succeeds on this roll, they recognize all further telepathic influence automatically for the rest of the scene.

Source: The Demented One

BEAUTY IN EMPTINESS

Cost: 4m, 1wp; **Mins:** Essence 3, Adorjan 0; **Type:** Simple (Speed 6 in long ticks)

Keywords: Combo-OK, Emotion, Social

Duration: Instant

Prerequisites: , Tragic Love Amusement

Love is silly. It doesn't make sense. It isn't real. Adorjan can't understand why she's the only one who realizes this. She wants to help people understand. And so, she teaches them the pain of loving a monster. The Infernal may use this Charm to steal the heart any character whom she already possesses an Intimacy of love towards. She rolls (Charisma + Presence) as she simply smiles at her victim. If she overcomes her target's Dodge MDV, he immediately gains an Intimacy of sincere love towards her unless he spends two Willpower.

The target's love for the Infernal is absolute, overwhelming all other attachment. Any other Intimacies of love that they possess are immediately terminated if they fail to resist this Emotion effect. If they have no such Intimacies, they must still choose at least one positive Intimacy to forsake. Characters who have no positive Intimacies of any sort that can be eroded have already learned enough of Adorjan's wisdom, and cannot be affected.

If the Infernal later terminates the Intimacy she has towards her victim using Freedom Lets Go, the victim also loses his Intimacy towards the Infernal unless he spends a single point of Willpower. This functions exactly as Freedom Lets Go, allowing the victim to recover a channel of Compassion and erase their own memories of the Infernal, if they wish.

Source: The Demented One

GRACE IN HASTE METHOD

Cost: ; **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords: Velocity

Duration: Permanent

Prerequisites: , Wind-Born Stride

Adorjan does not think to rush through the skies, does not think to cut down those who fall before her. To fly is her nature. To kill is her nature. She simply does. The Infernal reduces the DV penalty of all actions she takes by one, to a minimum of zero, as long as she dashes at her maximum possible speed. If the Infernal does not dash on an action, she increases the DV penalty of all actions that she does take by one.

Source: The Demented One

SHATTERED IDOLS IN UNTENDED GRAVES

Cost: 6m, 1wp; **Mins:** Essence 3, Adorjan 0; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisites: Freedom Lets Go

Nothing is sacred, not really. Kings wear their crowns for now, judges make their rulings, thinkers speak and write in dazzling insights, and the wicked do as their withered hearts desired. It's all so silly and meaningless in the grand scheme of things, though. In time they shall fall and be forgotten, and what they do now, and whatever their will might be, shall fade with their memory. ¶ This charm allows a Warlock to share this enlightenment with another; He may roll Charisma+Presence against the MDV of a target in the presence of a corpse (or an identifiable part of it); if he succeeds, this Unnatural Mental Influence gives the target a point of willpower (up to the target's Permanent Willpower) as she feels an overwhelming sense of peace, removing all Intimacies, as well as Emotion and Compulsion effects, toward the deceased. The target may spend two willpower to deny all these effects. ¶

If the Infernal uses Sacred Kamilla's Inhalation in the same scene as a successful activation of this charm, the target forgets about the deceased completely, as under Freedom Lets Go. ¶

Of course, the transient and temporary state of things is best demonstrated in action; if the target of the charm witnesses the Scourge killing the person whom this charm tries to make her forget, the Scourge only pays 2 motes and a willpower. ¶

Source: Mockery

LESSONS OF THE JADE LION

Cost: -(+2m); **Mins:** Essence 3, Adorjan 0; **Type:** Special

Keywords: Sorcerous, Stackable

Duration: One Week

Prerequisites: Shattered Idols in Untended Graves

"All things end." Intone the Teodozjia. This is true. They are wise, and for spreading their scripture Adorjan loves them more than the other denizens of Malfeas. Her love is no less terrible for them than any other, but by so perfectly understanding her wisdom they are at peace with this fate from the moment of their birth. ¶ This charm enhances Shattered Idols in Untended Graves. By paying two motes extra upon using this charm, the Infernal inflicts a second effect upon a successfully affected target—this effect may be resisted separately for a single willpower point, but must be resisted (and this resistance paid for) if the target resists the base effect. If the target does not resist, their minds open up further to the teachings of Adorjan, understanding the lessons behind the examples the Infernal has made for them; their Conviction is treated as one lower for the purpose of building and losing Intimacies. ¶

Lessons of the Jade Lion ends a week after its last application on a target, but if a target's Conviction would be reduced to 0 via this charm, then they instead truly internalize the teachings of the Silent Wind: the duration of this charm becomes Indefinite, and their Compassion towards other beings is altered, as though they possessed Murder is Meat.

Source: Mockery

ENDLESS SPINNING WHIRLWIND

Cost: 5m, 1wp; **Mins:** Essence 2, Adorjan 0; **Type:** Extra Action

Keywords: Combo-OK, Obvious, Velocity

Duration: Instant

Prerequisites: , Racing Vitaris

It is the nature of Adorjan to destroy. Even in her happy flights she causes heedless devastation, leaving behind a hurricane wake that devastates all those who her headlong rushing does not kill. This Charm is a magical flurry of up to (Essence + 1) Dash actions, which ignores multiple action penalties and the normal limitations of the Dash action. The Infernal must Dash up to her maximum speed for each action, taking them all consecutively. This applies only to her movement on her action tick; on subsequent ticks, she may only Dash normally.

Because each Dash is a separate action, the Infernal may circumvent one of the limitations of the Velocity keyword while each action must still cover at least the Infernal's Move speed in distance between its beginning and end points, the Infernal may use the entire flurry of Dashes to move in a circle, and doing so does not violate the limitations of the Velocity keyword, so long as no given Dash in the flurry does. If the Infernal does end at her movement at the same point she began it, the sheer speed of her motion causes a whirlwind to form. This is an environmental hazard, affecting all characters within the area inside the perimeter of the Infernal's movement, causing them to automatically fall prone, swept from their feet by the winds.

Source: The Demented One

MAD-EYED RAGAMUFFIN ALLURE

Cost: 2m; **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: Sacred Kamilla's Inhalation

Adorjan doesn't care about the pretty words of others. No one else knows the truth. No one but her. People think that things like truth and beauty matter, people think they're important. No. Adorjan will have to teach them. If a character would receive a bonus to his MDVs against a social attack supplemented by this due to his Appearance rating, he instead suffers a penalty of equal value. On the other hand, if the Infernal decides to use this Charm in response to a social attack, any penalty to her MDV that she would suffer due to her attacker's Appearance rating is instead added to her MDVs as an equivalent bonus. A second purchase of this Charm at Essence 3 allows the Infernal to treat her Appearance rating as 0 whenever she activates this Charm, but only if the supplemented social attack or defense could be validly enhanced by Adorjan's Excellency.

Source: The Demented One

OUTRUNNING EVERY TORMENT

Cost: 6m, 1wp; **Mins:** Essence 3, Adorjan 0; **Type:** Simple

Keywords: Combo-Basic, Obvious, Sorcerous, Velocity

Duration: Indefinite

Prerequisites: , Racing Vitaris

No matter what chases after him, no matter what follows him, the Infernal

need not fear. He can always, always run faster. The Infernal becomes impossible to outrun. If any character actively and intentionally pursues the Infernal with the intent of causing her harm or otherwise impeding her, then the Infernal's maximum dashing speed becomes at least one yard greater than the maximum speed of her pursuer, or one mile per hour greater in extended movement. She automatically succeeds on all contested rolls to determine relative speed by one success greater than any opposing character. If this effect is opposed by another Charm, the Infernal adds (Essence) automatic successes to the (Strength + Athletics) roll to oppose the contesting effect. This Charm deactivates at speeds less than dashing at maximum rate.

Source: The Demented One

VOICE-DRINKING KISS

Cost: 3m; **Mins:** Essence 3, Adorjan N/A; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Crippling, Shaping

Duration: Indefinite

Prerequisites: Sacred Kamilla's Inhalation, Eloquence in Unspoken Words

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

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/03/31/ink-monkeys-vol-7-hell-s-chosen.aspx> Ink Monkeys, Vol. 7

Source: Ink Monkeys

NEVER MAIMED AGAIN

Cost: 2m; **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Velocity

Duration: Five ticks

Prerequisites: Wind-Born Stride

Adorjan allows nothing to change her nature against her will. She once was mutilated at the hands of the Exalted, castrated and shaped into what she is now. It is a torment she cannot bear to suffer, even as she embraces her broken nature, and so she flees headlong from anything that threatens to do it to her again. So long as this Charm is active, any unwanted Shaping that would affect the Infernal is suspended, and does not take immediate effect. This does not cancel or defend against the Shaping effects, nor does it count towards their duration, but it does prevent them from taking effect. If a suspended Shaping effect has any visual or Obvious signs, they trail behind the Infernal as he runs away. Once the duration of this Charm has elapsed, all suspended Shaping effects are negated, unable to affect the Infernal as she has successfully outrun them.

However, the Infernal must maintain maximum dashing speed, or this Charm terminates. If it does, all suspended Shaping effects resume, affecting the Infernal normally. The same occurs if the Charm is cancelled or terminated for any reason before its full duration elapses normally. Against ongoing Shaping effects, this Charm negates their effects for its duration, but offers no protection once it lapses. This Charm cannot remove Shaping effects that have already taken hold of the Infernal. A second purchase of this Charm allows the Infernal to extend its duration to one scene by paying a surcharge of one mote and one Willpower. If she does, then suspended Shaping effects are terminated after they have been delayed for five ticks, assuming the Infernal maintains maximum dashing speed for all of them. In addition, all suspended Shaping effects are still negated once the Charm's duration ends.

Source: The Demented One

LOVE'S CRIMSON LEASH

Cost: 1m (+2m); **Mins:** Essence 3, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

Prerequisites: Freedom Lets Go

Fools who weigh down their hearts with the burdens of hate or love have no hope of outrunning Adorjan. The Infernal chooses a single character within (Willpower) yards, and learns a single Intimacy that they possess, feeling it as an intangible sensation of weight and pressure. The targeted character's player chooses which Intimacy is revealed. In addition, if the Infernal successfully activates this Charm in response to a character moving away from her, she may pay an additional two motes to shape the Intimacy into being, creating a tether line of scarlet essence that ties the target to her. This is Obvious, although the other elements of this Charm are not. The tether is considered a reflexive Blockade Motion action that succeeds with one threshold success more than that received by the opposing character after all penalties, automatically preventing their attempt at fleeing the Infernal. If the target wishes, he may pay a point of Willpower to immediately erode the revealed Intimacy, snapping the tether and allowing him to move freely away. This tether lasts long enough to stop a single attempt at movement before fading away. If the targeted

character has no Intimacies, this Charm reveals only the emptiness of their soul, and the Infernal cannot use it to snare her victim, no matter how much his enlightenment arouses her romantic affections.

Source: The Demented One

HAPPY GENOCIDE ACCOMPLISHMENT

Cost: (3m); **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: Compulsion

Duration: Permanent

Prerequisites: Joy in Violence Approach

Adorjan is not able to resist her murderous urges. How could she relent, when it's so fun? This Charm upgrades Joy in Violence Approach. The Infernal may activate it for a cost of three motes to guarantee that any contested Join Battle action will roll at least one more success than any other character does. If the Infernal uses it to supplement a Join Battle action to join an ongoing combat, she may pay three motes in order to guarantee herself a number of successes equal to the reaction count. However, using this Charm imposes an unnatural mental influence on the Infernal, compelling them to remain in the fight until they have killed every foe. If the Infernal wishes to flee from combat, or to end it without killing her foes, she must pay two points of Willpower to resist this influence. If she is currently suffering a penalty of -2 or more to her actions due to loud sound or noises, she need only pay a single point of Willpower instead.

Source: The Demented One

CUTTING THROUGH HAPPINESS LIKE A KNIFE

Cost: 2m; **Mins:** Essence 3, Adorjan 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Pellegrina's Fury

The Silent Wind grinds away both flesh and ignorance. Her passage reveals the great truth that all attachment is pain, and frees her victims from this suffering. The post-soak damage of an attack supplemented by this Charm is increased by one die for every Intimacy possessed by its target. The Infernal's victim may escape this deadly knowledge by forsaking any or all of his Intimacies, reflexively breaking them in Step 7 of attack resolution. They suffer no damage for Intimacies they give up. A second purchase of this Charm allows the Infernal to activate it as an innate power, which does not count as Charm activation.

Source: The Demented One

BRIDE AND MURDERER ROMANCE

Cost: 5m, 1wp; **Mins:** Essence 3, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Emotion

Duration: Instant

Prerequisites: Beauty in Emptiness

Adorjan urges all things to share in her enlightenment, and mourns that the world does not follow her truths. If she cannot teach people to kill the love in their hearts, then she will teach them to love what they have killed. The Infernal may

activate this Charm whenever they witness another character inflict lethal damage with an attack, exerting unnatural mental influence on the attacker that forces them to love their victim. The Infernal reflexively rolls (Charisma + Presence) as a social attack against the attacker's Dodge MDV. If she succeeds, that character gains an Intimacy of love towards their victim. This unnatural mental influence can be resisted for a cost of two Willpower.

The love instilled by this influence overwhelms all others, eroding any other Intimacies of love the character possesses. If he does not possess any, he must choose a single positive Intimacy to forsake. Characters lacking any positive Intimacies at all are immune to this influence, the lessons of Adorjan already written on their hearts. Should the target of this Charm witness their beloved die, they lose their Intimacy towards them unless they spend a single point of Willpower to sustain it. This functions exactly as Freedom Lets Go, allowing the character to recover a channel of Compassion and erase their own memories of their victim, if they wish. If they kill the object of their Intimacy themselves, then this heartbreak drains a single point of Willpower from them, even as they forget the face and name of their victim. Mortal targets instead lose all points of Willpower, breaking their will that they may be taught the final truth of Adorjan.

Source: The Demented One

MOTHER OF ALL KNIVES

Cost: ; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: Dread Panoply of the Silent Wind

Adorjan carries death with her wherever she goes, ever ready to unfold sharp steel from within her winds. When attuning multiple weapons, the Infernal only commits the full cost of the weapon with the highest attunement cost. All further attuned artifacts require a commitment of only one mote. Shields are counted as weapons for this effect, but this Charm cannot reduce the cost to attune to armor or non-weapon artifacts, or to N/A-rated artifacts. With Essence 4, once the Infernal has attuned to a number of artifact weapons such that the total cost of his attunement to them is double that of the highest cost weapon she is attuned to, all further weapons cost no motes to attune to. With Essence 5, she need only attune to additional artifacts that total to half the commitment cost of her highest-cost weapon in order to receive this benefit.

Furthermore, the Infernal's arsenal becomes entirely infatuated with her, purring like kittens in her hand. So long as they remain attuned to her, no other character can gain metaphysical ownership of them, and any roll made to steal one of them suffers a -2 external penalty. If an effect would break the Infernal's commitment to one of her weapons while it is in active use, she may pay a point of Willpower to perfectly defend against it.

However, the Infernal must reciprocate this affection if she wishes to maintain it. In order to maintain her attunement to a weapon, she must use it to deal lethal damage to another character at least once every five days. Her victim need not pose a threat to her, but the attack must be made with hostile intent. The Infernal cannot harm herself to fulfill this requirement, and attempts to do so results in the weapon used mewling piteously until it is comforted. If attunement is broken, the weapon

will refuse all further attempts at attunement from the Infernal until she has used it to deal damage. With Essence 5, the Infernal's weapons must be used to commit acts of violence daily to maintain attunement, and damage dealt to extras does not count unless it kills them.

Source: The Demented One

SCARLET MIRAGE FLASH

Cost: 2m; **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: One tick

Prerequisites: Who Strikes the Wind?

Adorjan mocks heaven and earth with her speed. When it amuses her, she may even mock herself. The Infernal outraces herself with this Charm, leaving a flickering trail of afterimages behind her, to baffle and confuse her foes. For the rest of the tick, she adds +1 to her Dodge DV for every ten yards she has dashed on that tick. Against attacks made from beyond close combat range, she adds an additional +1 to her DV. She rounds her dashing distance up to calculate her DV bonus, but must dash at least ten yards to receive any benefit, even against ranged attacks. Characters capable of perfectly seeing through illusions or concealing magic ignore this DV bonus, not confused by the Infernal's ruse. Likewise, characters that do not rely on sight bypass this DV bonus, although the penalties for attacking blindly are often more debilitating than this Charm's defense unless mitigated by magic.

With Essence 3, the Infernal can pay a surcharge of two motes to extend this Charm's duration to one action. Action-long activations still calculate the DV bonus granted based on the distance the Infernal has dashed on a specific tick, rather than using the total she has dashed that action. In addition, such activations gain the Velocity keyword, and end if the Infernal fails to dash at least ten yards on any tick.

Source: The Demented One

WORLD-GRAVE FOOTPRINT

Cost: (1wp); **Mins:** Essence 4, Adorjan 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Foam-Dancing Haste

Adorjan's wake extinguishes the burning flame, stills the storm-clouds, and brings silence to the anger of the world. If the Infernal dashes through the area of an environmental hazard, she carves out a passage through it with her surpassing speed. The hazard ceases to affect the space that the Infernal moved through until her DV has refreshed twice. If the Infernal dashes through a mundane environmental hazard that is inherently transitory in nature, it instead permanently ceases to affect the area she moved through. When moving through a transitory magical hazard, she can pay a point of Willpower to have her movement for the rest of the action similarly carve a permanent path through it. Transitory hazards are those that are by their nature finite or limited in duration. Flames or toxic fumes, which eventually burn out or dissipate, are transitory; an acid bath or the crushing pressure of the ocean depths are not. Magical hazards are transitory unless of indefinite or permanent duration.

Source: The Demented One

SLASHING SCARLET VENDAVAL

Cost: 3m; **Mins:** Essence 3, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: One tick

Prerequisites: Joy in Violence Approach

The Infernal shimmers and blurs as she moves, seeming more wind than woman. Her blades slice out swifter than sound itself, and so strike in silence. All actions that the Infernal takes for a single tick have their Speed reduced by 1. Attacks made at hand-to-hand range instead have their Speed reduced by 2. No action can be reduced below Speed 3, and ranged attacks gain no benefit from this Charm. A second purchase of this Charm at Essence 4 allows the Infernal to use it as an innate power that does not count as Charm activation. It is removed from any Combos the Infernal knows, and he is refunded the cost paid to add it to them.

Source: The Demented One

LASHING OUT AT SPLENDOR

Cost: 1m per weapon summoned; **Mins:** Essence 2, Adorjan 0; **Type:** Simple

Keywords: Combo-Basic, Obvious

Duration: Instant

Prerequisites: Dread Panoply of the Silent Wind

The Infernal slashes jagged wounds into the skein of the universe, and the world bleeds with endless knives. Each and every lovely blade she has ever banished into her dread panoply returns into the world, hungry for blood and enlightenment. This Charm allows the Infernal to make a single attack roll, but apply it with any or all of the weapons that she has banished with Dread Panoply of the Silent Wind. In addition to the normal cost needed to summon her weapons, the Infernal must pay a single mote for each weapon she calls from her panoply when using this Charm. The Infernal makes an attack roll against a single target using the highest dice pool she would use to attack with any one of her summoned weapons. If that attack roll succeeds, she then calculates damage for each of her summoned weapons individually. Although the attack calculates damage multiple times, it is still considered to be a single source of damage rather than each weapon applying its own final damage, the damage levels they inflict are totaled into a single sum.

A second purchase of this Charm at Essence 4 allows the Infernal to pay a surcharge of four motes and a point of Willpower to unleash her summoned blades in a swarm of whirling steel. She still makes a single attack roll as normal, but applies it to all characters within (Essence x 6) yards of herself. Defense and damage is resolved separately for each victim of the Infernal's onslaught. If the Infernal wishes to spare a hapless creature that falls within the devastating reach of this Charm, then she should seek out their magic from Yozis less merciful than Adorjan. None can be spared from her enlightenment.

Source: The Demented One

IMPATIENT TEMPEST LABOR

Cost: 5+m; **Mins:** Essence 2, Adorjan N/A; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: One hour

Prerequisites: Wind-Born Stride

Demons evacuating ahead of the Adorjan Silent Wind often congregate in places she recently ravaged, counting on her to seek a new venue of massacre rather than endure the tedium of a familiar arena. They are wise to do so. Adorjan has little patience for tasks that bore her or require her to stay in one place for any length of time and counts on her speed to rush through chores. The base cost to activate this charm is five motes, plus an additional five mote surcharge for each time the Exalt has activated the Charm in the past 25 hours.

While enchanted by this Charm, the Infernal warlock completes all Ability-based actions in half the usual time, provided that those actions normally would take ten minutes or longer to complete. The Charm is not cumulative with other quickening effects; only the best applies. Impatient Tempest Labor also can't quicken the casting of spells. Each dot of Essence above 2 cumulatively halves this time, so an Essence 5 Infernal works at sixteen times normal speed. It is not possible to work at less than maximum speed, given Adorjan's impatience. Not all tasks that can be quickened benefit from doing so; just because a warlock can recite the entire Broken-Winged Crane in the span of a second doesn't mean that a listener can absorb spoken information at that rate. The Charm also doesn't quicken fixed time limits that have nothing to do with how quick the Infernal is, such as cooking time on an alchemical reagent or the maturation of a sired offspring within a pregnant mother (unless the warlock is the pregnant one, since surviving childbirth is a Stamina + Resistance roll for mortals). The Storyteller should use common sense when adjudicating such cases.

Adorjan struggles to build things that last because of her cultivated aversion to forming attachments. Consequently, the acceleration granted by this Charm may not allow a character to complete more than a day's worth of effort building or repairing items using any Craft Ability in a day. In the aforementioned Essence 5 example capable of completing 16 hours of work per hour, this limitation would allow her to spend a full hour of activation crafting, but slightly into the second hour, she would run against this limit and could not bring herself to waste any more time on crafts. She may use the remaining duration of accelerated speed for other tasks in the meantime, but she must wait a day before using the Charm for anything to do with construction or repairs.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/20/ink-monkeys-vol-36-hell-s-chosen-part-ii.aspx> Ink Monkeys, Vol. 36

Source: Ink Monkeys

WIND-DAUGHTER'S WRATH

Cost: ; **Mins:** Essence 3, Adorjan N/A; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Pellegrina's Fury

This Charm upgrades Charms:Pellegrina's Fury its prerequisite, broadening its power to damage all non-magical inanimate objects within range. Adorjan hopes this lesson will one day teach her daughter to think beyond her vendetta and eagerly awaits the day Pellegrina surprises her by blowing away the arrogant metal towers of Malfeas.

A second purchase of this Charm requires Essence 4+, but broadens its scope further to include animate beings with an Essence rating lower than the warlock. Affected Essence users may pay 1m per tick in lieu of suffering damage, shielding

themselves with an ablative layer of exuded power. Mortals and natural animals aren't so lucky and die in a matter of seconds. Effects that minimize or negate environmental damage work normally to mitigate damage/Essence drain from this Charm.

With Essence 6+, the second purchase allows the Charm to damage beings of equal Essence to the warlock and inflicts aggravated damage instead of lethal to objects and lower Essence beings.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/20/ink-monkeys-vol-36-hell-s-chosen-part-ii.aspx> Ink Monkeys, Vol. 36

Source: Ink Monkeys

BEHEMOTH FETCH EXERCISE

Cost: 3m; **Mins:** Essence 2, Adorjan N/A; **Type:** Reflexive (Step 7)

Keywords: Combo-OK, Knockback, Obvious

Duration: Instant

Prerequisites: Thousandfold Typhoon Hand

The pets of the Yozi are not so dissimilar to the pets of mortals, save perhaps for the scope of exertions required to keep them happy and healthy. This Charm may enhance any close combat attack that successfully hits a target no greater than triple the warlock's own size. The target must be a single being or object; structures may not be toppled this way. The enhanced attack swats the target away in a direction of the Infernal's choice a distance equaling the number of yards the warlock moved via her own locomotion on the previous tick. If terrain allows, the victim skids to a halt stunned and prone, but suffering no further harm. If deliberately hurled into a solid barrier, the victim suffers dice of damage equal to the distance she would have continued to travel (maximum 25) and then slumps to the ground, stunned and prone. This damage is normally bashing, but may be lethal depending on the composition of the barrier.

If the Infernal uses this Charm where a Primordial behemoth or natural animal can see her do so, all of her subsequent actions to control, communicate with or train that creature later in the scene are at target number 6 rather than 7. Interactions with other similar beings may enjoy this benefit with Storyteller approval. Unrolled actions are unaffected. This perk doesn't improve if a creature observes multiple activations of this Charm.

If the Infernal has Essence 3+ and any Primordial behemoths or predatory natural animals observe the Infernal use this Charm to knock away something that they consider edible, the beasts feel an unnatural Compulsion to attack and devour the food source until successful or the scene ends. Resisting this urge costs only one Willpower and may be done at any time, but beasts will normally only resist if they personally know and care about the target as something more than a snack.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/20/ink-monkeys-vol-36-hell-s-chosen-part-ii.aspx> Ink Monkeys, Vol. 36

Source: Ink Monkeys

WIND SHEARING HEARTS

Cost: ; **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Permanent

Prerequisites: Joy in Violence Approach

Adorjan will fill the world with the silence of letting go. She carries out this thankless crusade with stoic perseverance, but her heroism is its own reward. Nothing is so rewarding to Adorjan as the surge of adrenaline that comes from forcing someone to part ways with their love. This Charm grants the Infernal warlock an Overdrive pool with a capacity of ten motes. Initially empty, it accrues two motes each time she attacks a target that is being protected by way of the Defend Other action, so long as the defender harbors a positive Intimacy toward the Infernals target. This Intimacy must be more than simple respect or admiration; it must have an intimate emotional context such as friendship or love.

The warlock also gains two offensive motes any time she attacks a Solar or Lunar who is being protected by their mate, regardless of the emotional context of their Intimacies, or lack thereof. The same also applies to anyone, usually Terrestrial Exalted, bound by Sworn Brothers Oath (see Manual of Exalted Power: Dragon-Blooded The Manual of Exalted PowerThe Dragon-Blooded, p. 122).

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

HUNGRY WIND HOWLING

Cost: ; **Mins:** Essence 5, Adorjan 0; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Permanent

Prerequisites: Murder Is Meat

Adorjan knows what it is to feel loss. It is the pang of hunger that fuels her ravenous abattoir winds. This Charm grants an Overdrive pool with a capacity of ten motes. Initially empty, it gains motes under the following circumstance: any time the Infernal witnesses an opponent slain by another's hand, she gains a single offensive mote per opponent slain. The Silent Wind is driven into ardor when she is denied her sup.

If the slain victim is an Essence-user, she accrues (its Essence / 2, rounded up) motes. The warlock must be rolled into battle to benefit from this Overdrive.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

HELLS WIND STAFF

Cost: (11hl); **Mins:** Essence 5, Adorjan 0; **Type:** Permanent

Keywords: Obvious, Velocity, War

Duration: Permanent

Prerequisites: , Charms:Scarlet Rapture Shintai Scarlet Rapture Shintai (x2)

Nowhere and everywhere, the wind is not so constrained as the king or the hero. Screaming soundlessly throughout the Demon City, Adorjan's fingers are long and uncountable. In a brief moment of concentration the Exalt shatters her soul into pieces, blowing them out into a whirlwind that surrounds her. These countless soul-shards form the seed of a wind-born body, surrounding the Exalt with shimmering

waves of heat and red lightning. When the Infernal first activates Scarlet Rapture Shintai for twelve motes and a Willpower she may also pay a lethal health level to enhance it in the following ways. These benefits persist at no further cost as long as the Exalt maintains Scarlet Rapture Shintai on consecutive actions.

The Exalts close combat? attacks have a range from the central point of her true location, up to (Essence x 3) yards. She may also perform other actions involving hands or feet within this radius.

The capacity to surround something with oneself allows the Infernal to benefit from teamwork ("Exalted", p. 125) without a team, as if she were aided by a number of helpers equal to her own permanent Essence. The Exalt may also perform coordinated attacks with herself, against those within range of her close combat attacks, though this calls for a flurry of a coordinate attack action ("Exalted", p. 144) and attacks.

In mass combat as a solo unit, the Exalt gains bonuses or suffers penalties as if she were a Magnitude 3 unit. She can not coordinate units ("Scroll of Kings", p. 110) in this context, nor does she gain any health level buffer.

Mimicking the body of Adorjan requires constant movement, else ones expanded soul lies quiescent. If the Infernal fails to cover her maximum Move distance on a tick, this Charms benefits temporarily lapse for the rest of the action. Failing to move sufficiently on all ticks of a single action causes the characters soul to collapse back into her body, ending both this Charms effect and Scarlet Rapture Shintai.

At Essence 5+ a second purchase of this Charm expands the Infernals radius to (Essence x 10) yards and increases her effective Magnitude as a solo unit to 5.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

FIREFLY ARROWHEAD GRIP

Cost: 1 (5m); **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Kalmanka's Grace

When an Infernal with this Charm uses Charms:Who Strikes the Wind? Who Strikes the Wind?, they may block a ranged attack and arm themselves with the projectile.Source Broken-Winged Crane, p. 25.

Source: Broken-Winged Crane

CRIMSON WIND RIBBONS

Cost: -; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Self as Cyclone Stance

This Charm allows the Infernal who uses its prerequisite to ignore multiple action penalties and Rate limitations instead of lessening them as an optional benefit.Source Broken-Winged Crane, p. 26.

Source: Broken-Winged Crane

SKY-VAULTING SURGE

Cost: 2m; **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Velocity

Duration: Until next jump

Prerequisites: Unimpeded Perfection of Exertion

The Infernal dashes, and their jumping distance is increased. Source Broken-Winged Crane, p. 28.

Source: Broken-Winged Crane

FOND REMEMBRANCE OF ADRIN

Cost: 6m; **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Obvious, Stackable

Duration: Indefinite

Prerequisites: Sacred Kamilla's Inhalation

This Charm is a defense against Shaping effects that target the Infernal or objects they own within a range. The offender suffers a counterattack that is automatically successful. Source Broken-Winged Crane, p. 28.

Source: Broken-Winged Crane

BROKEN SOUL WISDOM

Cost: 10m, 1wp; **Mins:** Essence 3, Adorjan 0; **Type:** Simple

Keywords: Combo-OK, Desecration, Shaping, Touch

Duration: Instant

Prerequisites: Tragic Love Amusement

This Charm allows the Infernal to grant Derangements to a target. Source Broken-Winged Crane, p. 29.

Source: Broken-Winged Crane

WIND-CARRIED PASSION

Cost: -; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Tragic Love Amusement

This Charm allows the Infernal to steal the love of others and force unwanted affections, manipulating the Intimacies of their target. Source Broken-Winged Crane, p. 30.

Source: Broken-Winged Crane

GIFT OF SILENCE

Cost: -; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: Touch

Duration: Permanent

Prerequisites: Eloquence in Unspoken Words

This Charm upgrades its prerequisite, allowing it to apply its benefits as a Touch effect. Source Broken-Winged Crane, p. 30.

Source: Broken-Winged Crane

THEFT AS RELEASE

Cost: 3m, 1wp; **Mins:** Essence 2, Adorjan 0; **Type:** Supplemental

Keywords: Combo-OK, Illusion

Duration: Instant

Prerequisites: Wind-Born Stride, Freedom Lets Go

This Charm enhances an action to make a target lose an object or structure they own. The former owner becomes convinced the object does not belong to them. Source Broken-Winged Crane, p. 29.

Source: Broken-Winged Crane

SPLINTERED GALE SHINTAI

Cost: 10m, 1wp, 1hl; **Mins:** Essence 3, Adorjan 0; **Type:** Simple (Speed 7)

Keywords: Obvious, Sorcerous, Stackable

Duration: Indefinite

Prerequisites: Self as Cyclone Stance

A duplicate of the Infernal emerges from their own body. It is a Heroic Mortal and a Creature of Darkness, and is aware that it is a duplicate. Duplicates created with this Charm persist until the commitment lapses. With a repurchase at Essence 4, the cost is reduced and the character has a telepathic link with their duplicates. A third purchase allows them to dissolve their own body and take over that of a duplicate. Source Broken-Winged Crane, p. 26.

Source: Broken-Winged Crane

HAZARDOUS WIND TRANSFORMATION

Cost: 12m, 1wp; **Mins:** Essence 5, Adorjan 0; **Type:** Simple

Keywords: Sorcerous, Obvious, Velocity

Duration: Indefinite

Prerequisites: , Earth-Skimming Gale Tread (x3) Pellegrina's Fury, The Wind Has No Substance

Adorjan has four daughters who became minor winds. The Infernal can transform himself into such a hazard. He begins dashing, and his body transforms into pure wind. In this form he can only be hurt by magical weapons or attacks supplemented by charms. He can (and must) dash at twice his maximum speed or the Charm ends. This wind body has a size of (Essence x10) yards in diameter. The notes are committed for the duration of the effect.

But, like Adorjan and her daughters, this wind carries death and silence. The character becomes an environmental hazard of (Essence/2) +1 bashings per action (rounded down) with a Trauma equal to its damage minus one.

A second purchase transforms the character damage into lethal.

A third purchase at Essence 6+ transforms the character damage into aggravated.

Source: Maese Mateo

RENDING GALE GODBODY

Cost: ; **Mins:** Essence 5, Adorjan 0; **Type:** Permanent

Keywords: Velocity

Duration: Permanent

Prerequisites: Millennia Wind Footprint, Hells Wind Staff (x2)

Her devotion to the truths she knows and must teach drive Adorjan in every direction, and she very nearly reaches them all. While the Exalt has both Pellegrina's Fury and Hells Wind Staff active, the two effects combine to bolster each other. The Exalts Pellegrinas Fury affects all valid targets within the reach of her Hells Wind Staff. This evolution comes at a price: the Infernal suffers an unsoakable level of lethal damage when Scarlet Rapture Shintai ends as she consumes her obese soul to resolidify her humaniform self.

A second purchase of this Charm at Essence 6+ enhances how it interacts with Pellegrinas Fury. When active together, Pellegrinas Fury now inflicts aggravated damage.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

ENDLESS BREATH EXCITEMENT

Cost: ; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Sacred Kamilla's Inhalation

Silence spurs Adorjan ever onward to quiet clamorous dissonance elsewhere. Each corpse consumed with Sacred Kamilla's Inhalation confers an additional yard to the maximum speed of any Move or Dash action the Infernal performs on the same or following tick. Even if the Exalt does not take advantage of this additional speed, as long as she moves one yard she is treated as moving (1 + inhaled corpses) yards on those ticks for the purposes of her Velocity Charms.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

ELEGANT KNIFE-JUGGLING SOUL

Cost: ; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Dread Panoply of the Silent Wind

See the juggler! She carries a dozen objects at once, but bears the weight of only one at a time. Throw her some knives, and see what further art she might perform. This Charm permanently enhances its prerequisite in two ways. Firstly, the Infernal may reflexively attune to any artifact weapon that she stores within her panoply at the moment she activates the Charm.

Secondly, if the Infernal has more than one weapon in her panoply that requires attunement, she only needs to commit Essence to the weapon with the highest attunement cost; all other artifact weapons can be attuned for free. Paired weapons treat their attunement cost as a single total, not two separate commitments. If the committed weapon is later ejected from the panoply, the Infernal's committed motes are lost, and she must either reflexively attune to the next-most-expensive weapon, or lose her attunement to all her stored weapons. If the panoply is ended through counter-magic, the Infernal retains her highest-cost attunement, but her other weapons fall unattuned.

Source: Revlid

EMBRACING EMPTY PASSION

Cost: - (1wp); **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: Wind-Carried Passion

Love is transient and absurd. Since Adorjan cannot often convince the world of love's transience, her lessons chiefly focus on absurdity. This Charm upgrades Tragic Love Amusement when used to instill Intimacies in others through Wind-Carried Passion in the following ways:* If the victim has Compassion 3+, he must suppress his Compassion for a scene of deliberate effort to count toward weakening the Intimacy.

* The first time the victim perceives the object of the created Intimacy each day counts as (victim's Compassion rating) scenes repairing any damage to the Intimacy unless he spends three Willpower to resist this unnatural mental influence. Once the Intimacy is fully eroded, it ceases to replenish itself this way.

* Once the Infernal has successfully created an Intimacy of love in another character with Tragic Love Amusement, she can spend a point of Willpower to terminate that Intimacy. This is an unblockable, undodgeable attack that instantly functions without a roll across all distance and realms of existence. As the Intimacy vanishes, the victim regains a Compassion channel and is permitted to delete his memories of the Intimacy's object as if he had used Freedom Lets Go.

Source Ink Monkeys, vol. 48

Source: Ink Monkeys

LOSS LEADS ONWARD

Cost: 5m, 1wp; **Mins:** Essence 3, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Emotion, Desecration, Training, Touch

Duration: Instant

Prerequisites: , Broken Soul Wisdom

Absence diminishes little passions and increases great ones, just as wind extinguishes candles and fans a fire. Adrin lost more than most will ever have, but in the losing discovered new truths. This Charm can be purchased twice, each time granting the Infernal access to two methods of activating it, called Losses. She may use this Charm to target any character she touches, provided they have suffered at least one Loss in the past day that she has access to. This Charm cannot target the same character more than once in a day (though multiple valid Losses can be applied in a single activation, at no additional cost), and its effects vary depending on the Loss in question, as described below.

"Loss of Capability": If the target suffered a Crippling amputation effect or physical negative mutation, this is a loss of capability. The Infernal immediately applies any one positive physical mutation to the target as a permanent Desecration effect. This mutation cannot directly counteract the initial loss of capability suffered by the target, but it can work around it; a soldier who lost his arms could not receive the Additional Limbs mutation, but might receive the Tentacles mutation, while a blinded child might receive the Third Eye mutation. Mutations granted in this manner always bear the aesthetics of the Silent Wind; the aforementioned Tentacles might appear to be prehensile ribbons of crimson-and-white silk, while the Third Eye might be a swirling red vortex similar to the Scourge Caste Mark.

”Loss of Sanity”: If the target acquired a new derangement, this is a loss of sanity. The Infernal chooses one Ability, and immediately grants them a +3 Specialty in ”Madness” in that Ability as a Training effect. These new specialty dots must be paid for as normal, and replace any pre-existing specialties the target might have held (granting an xp refund). The target gains the benefits of these specialty dots when acting in a manner that suggests (or overtly displays) their insanity, however enlightened it may be.

”Loss of Love”: If the subject of the targets positive intimacy was destroyed or killed, or deliberately eroded the intimacy the target held for them, this is a loss of love. The Infernal can immediately allow the target to learn any one Charm or Spell they could normally learn without a tutor or with the Infernal as their tutor, as a Training effect. This particular Loss is incompatible with any character who knows even one Adorjan Charm, as her own teachings seep through to show them it is not a loss at all.

”Loss of Purpose”: If the targets Motivation was invalidated, this is a loss of purpose. The Infernal immediately chooses a new Motivation for them as an Emotion effect. This new Motivation must make sense for the target (even if only in a twisted manner), and must be heroic. The target can reject this new Motivation by spending three points of temporary Willpower, or one if they were already heroic, or zero if they are Exalted. Extras given a new Motivation in this manner become heroic (note that most Extras are likely to have a standard Motivation along the lines of Live a peaceful life?).

There is another loss that Adorjan is not yet totally aware of; ”Loss of Life”. She has skirted close to its edge, but never fully experienced it herself; it was Lilike that felt that blow for her. Yet the Underworld grows ever-darker, and twisted ghosts clad in crimson and red gather in its depths, beating muffled cobweb drums and plucking at silent stings,

Source: Revlid

SILVER BLADED WHISTLE-WIND

Cost: ; **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Permanent

Prerequisites: Dread Panoply of the Silent Wind

The bladed joy of the Silent Wind cuts through lesser air and Essence, whistling with delight as it goes. This Charm grants the Infernal an empty Overdrive pool with a capacity of ten motes. Whenever the Infernal spends non-offensive motes drawing weapons from her dread panoply, she immediately gains an equal number of offensive motes. If the Infernals dread panoply is dispelled by an enemy, she immediately gains (stored weapons x 2) offensive motes.

At Essence 5+, this Charm instead grants the Infernal one offensive mote the first time in a tick that she makes an attack with a given weapon from her dread panoply. She still gains offensive motes for having her dread panoply dispelled.

Source: Revlid

WHO STRIKES THE WIND?

Cost: 3m; **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Wind-Born Stride

This Charm allows an Infernal to perfectly evade an attack. It suffers from the Imperfection of the Silent Wind. Source Manual of Exalted Power: Infernals, p. 139.

2.5errata source=Scroll of Errata cost=8m

Source: Manual of Exalted Power: Infernals

PELLEGRINA'S FURY

Cost: 6m, 1wp; **Mins:** Essence 3, Adorjan 0; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Thousandfold Typhoon Hand

While this Charm is active the Infernal's mere presence grinds away nearby stone. Source Manual of Exalted Power: Infernals, p. 142.

2.5errata source=Scroll of Errata

⌋⌋ The damaging aura of this Charm ignores Hardness. ⌋⌋

Source: Manual of Exalted Power: Infernals

MURDER IS MEAT

Cost: ; **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Running to Forever

This Charm allows the Exalt to find physical nourishment through slaughter. Source Manual of Exalted Power: Infernals, p. 142-143.

2.5errata source=Scroll of Errata keywords=Native, Overdrive

⌋⌋ This Charm grants an Overdrive pool of ten motes; all motes granted by it are offensive. Killing extras does not provide offensive motes, although it still grants the other benefits of this Charm. ⌋⌋

Source: Manual of Exalted Power: Infernals

BEAUTEOUS CARNAGE INCENTIVE

Cost: -; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: Murder Is Meat

This Charm grants an additional pool of Essence that is filled with Charms: Murder Is Meat Murder is Meat. Source Broken-Winged Crane, p. 26.

2.5errata source=Scroll of Errata

⌋⌋ The Infernal can convert the offensive motes granted by Murder is Meat into peripheral motes to refill the Essence pool granted by this Charm. ⌋⌋

Source: Broken-Winged Crane

UNBOUND FREEDOM INFILTRATION

Cost: 1ahl; **Mins:** Essence 3, Adorjan N/A; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Gravity-Rebuking Grace

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/03/31/ink-monkeys-vol-7-hell-s-chosen.aspx> Ink Monkeys, Vol. 7

2.5erratasource=Scroll of Errata

Ignore the innate ability power. Instead, Essence 4+ allows the Infernal to move through obstacles up to (Essence + Athletics) yards thick for an additional level of aggravated damage.

Source: Ink Monkeys

THOUSANDFOLD TYPHOON HAND

Cost: 1m, 1wp; **Mins:** Essence 2, Adorjan 0; **Type:** Reflexive (Step 1)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Wind-Born Stride

This Charm allows the Exalt to ambush a foe with ease, even right out in the open. Source Manual of Exalted Power: Infernals, p. 142.

2.5erratasource=Scroll of Erratacost=4mtype=Supplementaltrait=Adorjanmin=0essence=2keywords=OK, Velocitytext="Replace the text of the Charm with the following:"

The warlock strikes with the blinding speed of the Silent Wind, landing savage blows before her victim can even react. An attack supplemented by this Charm halves any DV applied against it, and counts extra successes on the attack roll twice for calculating its raw damage. She can only use this Charm if she dashed at least up to her full Dash speed before making the attack.

A second purchase of this Charm at Essence 4+ allows the Infernal to pay an additional seven motes to make the supplemented attack unblockable and undodgeable.

Source: Manual of Exalted Power: Infernals

DROPPING DEAD WEIGHT

Cost: 4m; **Mins:** Essence 3, Adorjan 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Indefinite

Prerequisites: Unbound Freedom Infiltration

Adorjan doesn't need legs, and nor do you; they'll only slow you down. The Infernal may activate this Charm in response to suffering a Crippling amputation effect of any variety. The blood from the severed limb evaporates, forming a crimson mist that shapes itself into a swirling replacement of the lost body-part, which is immune to further Crippling effects and causes lethal damage if used to attack. Once this Charm ends, the limb dissipates, and the Infernal is left with a stump as normal. The cost of activating this Charm is halved once for each iteration of it the Infernal already has active, to a minimum of one mote.

This Charm can also be activated in response to Crippling effects that act like amputations but do not actually remove a body-part, or whenever the Infernal uses its prerequisite (targeting even healthy body-parts if she wishes); doing so applies a full amputation to the body-part in question, as useless flesh sloughs from the warlock's body.

A second purchase of this Charm allows the Infernal to use it to target any character she loves and can perceive who is suffering an amputation effect (or Crippling effect that acts like an amputation but does not actually remove a body-part, as described above). If the Infernal was the one who inflicted the amputation effect in question, this version of the Charm is Sorcerous.

Source: Revlid

SCARLET RAPTURE SHINTAI

Cost: 12m, 1wp or 3m; **Mins:** Essence 4, Adorjan 0; **Type:** Extra Action

Keywords: Combo-Basic, Form-type, Obvious

Duration: One action (Instant)

Prerequisites: Laughing Gust Denial, Self as Cyclone Stance

This Charm allows the Infernal to execute a small number of actions with ease, and allows her to enhance these actions with a "dynamic Combo." It is difficult to begin using this Charm, but keeping it up allows an Exalt to settle into an easier rhythm. As the Exalt grows in power, she can perform more actions and include more Charms in her "dynamic Combo." Source Manual of Exalted Power: Infernals, p. 140-141.

2.5erratasource=Scroll of Erratacost=20m, 1wptype=Simplekeywords= Blasphemy, Form-Type, Obvious, Velocityduration=One Scenepreq= Self as Cyclone Stance, Who Strikes the Wind?, Wind-Daughter's Wrath (x2)text="Replace the text of the Charm with the following:"

¶ In all of Malfeas, among all races of demons spawned of every Yozi, one prayer unites the best and worst of Hell in common terror: May the peace of Adorjan not fall upon me. Their desperate pleas are prayers to her, empowering her to bestow her unique instructive kindness upon them. Upon activating this Charm, the Infernal's body achieves ascetic transcendence as it dissolves like eroded stone. In the blink of an eye, the Exalt reappears as a crimson-hued gale swirling with mirage distortions, before coalescing into a perfect rendition of herself, sculpted from violent, blood-hued winds. This form confers the following benefits: ¶

¶ A silent wind swirls around the Infernal, a killing cyclone with only her in its eye. This wind is identical to the destructive aura of Pellegrina's Fury, but with a range of (Essence x 50) yards. All benefits of Wind-Daughter's Wrath that the warlock

has access to also apply to this effect. Mass units are especially vulnerable to this wind, doubling the damage they take each tick and the mote cost their commander must pay to protect them.

As a creature of living, semi-solid wind, she is immune to mundane attacks, and reduces magical attacks against her to minimum damage. Attacks that have no physical component or that have an area of effect bypass this protection. Any equipment she carries takes on the same wind-like nature, allowing her to use it normally.

She cannot be affected by clinches or Blockade Movement actions unless they use magic that could reasonably constrain the wind itself, nor can she take such actions herself. Any Poison, Sickness, or Crippling that could not reasonably affect a being whose body is living wind cannot affect her.

She adds her (Essence + sum of all Virtues) to her dashing speed. She must move at her maximum dash speed on each tick or this Charm ends.

Source: Manual of Exalted Power: Infernals

WIND-TUNNEL GRINDING

Cost: ; **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Sky-Vaulting Surge

The wind does not fall; it whistles, breaking off leaves and wearing down rock as it slips through silver forests and brass cities. This Charm grants the Infernal three benefits while she is dashing on any surface that would normally require an Athletics roll for her to keep her balance, whether a thin steel railing, an ice-rink, the edge of a building, a street wracked by tremors, or a giant cobweb. Firstly, she increases her maximum dash distance by (Essence) yards, or by (Essence x 2) yards if she is moving mostly downward. Secondly, she increases the number of jump multipliers she acquires through Sky-Vaulting Surge by one each action tick. Thirdly, she may prevent the deactivation of Sky-Vaulting Surge whenever she jumps, provided the destination of her jump is another surface that qualifies for this Charm.

Source: Revid

EMPTY EMULATION DELIGHTS

Cost: ; **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: Tragic Love Amusement

Adorjan will sometimes see fit to imitate those she loves, donning lesser mannerisms and paper-thin affectations; only a soul truly free of bonds would be able to replace the one they love. This Charm permanently enhances the intimacies produced by Tragic Love Amusement, adding (Compassion) successes to any disguise roll the Infernal makes to impersonate the subject of one of those intimacies.

In addition, the Infernal may make a special disguise roll at a difficulty equal to the Essence rating of one of her intimacies; if successful, this does not impersonate anyone, or disguise her identity in anyway. Instead, it allows her to take on the mien of that intimacy, subtly mimicking their appearance and style. While wearing this

”disguise”, the Infernal treats every social attack she makes toward the subject of that intimacy as unnatural mental influence. Social attacks she makes against other characters who themselves have an intimacy toward the subject of that intimacy are similarly enhanced, provided they would not produce a positive intimacy toward the Infernal; the warlock can effectively scare or disgust the friends and enemies of her lovers, but attempts at friendship or trust provoke a jangling sense of unease that offsets the effects of this Charm, increasing the target’s MDV by one as though the social attack conflicted with their intimacy toward the Infernal’s beloved. The Infernal may only emulate one intimacy at a time in this way.

At Essence 3+, the Infernal may treat any time she spends interacting with an intimacy she is emulating in this way as time spent being tutored by that intimacy in any valid trait or power.

If the Infernal knows Splintered Gale Shintai, she may roll (Perception + Larceny + Compassion) at a difficulty of (intimacy’s Essence) whenever she kills an intimacy that she is emulating in this way. If she succeeds, she may activate Splintered Gale Shintai reflexively; the entity produced functions as normal, but bears the exact appearance of the slain intimacy, has an unbreakable positive intimacy toward impersonating them, and adds (Compassion) automatic successes to any roll to do so.

Source: Revlid

RUNNING TO FOREVER

Cost: -; **Mins:** Essence 2, Adorjan 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Wind-Born Stride

Lesser beings may run for a time and falter. They do not internalize the motion until it uplifts and rejuvenates them. Infernals with this Charm experience no fatigue while dashing. Any existing fatigue penalties from prior exertions abate for the duration, returning without improvement when the character stops dashing. At Essence 3+, the act of continuously dashing counts as rest for the purposes of alleviating fatigue. At Essence 4+, prolonged dashing also counts as meditation for the purpose of Essence recovery.

Reaching Essence 5+ initiates a more extreme metamorphosis, as continuous dashing counts as sleep for all recuperative purposes, including the opportunity for a Willpower recovery roll every eight hours. The Infernal even dreams while dashing, though this reflexively occurs on a separate level of consciousness and does not impair conscious actions. The character loses all recuperative benefits from actual sleep.

A second purchase of this Charm expands its scope to include any form of continuous and normally fatiguing exertion in addition to dashing. The exertion must involve significant non-stationary movement. Gentle lovemaking would not suffice, though a wild romp spilling from room to room would.

Source Manual of Exalted Power: Infernals, p. 142.

Source <http://forums.white-wolf.com/cs/blogs/production/archive/2009/03/25/chambers-of-love-by-popular-demand-edition.aspx> Chambers of Love: By Popular Demand Edition

Source: Manual of Exalted Power: Infernals

UNDETECTABLE PASSAGE OF THE WIND

Cost: -; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Faster Than Sight

This Charm permanently improves Faster Than Sight. Any mundane attempt to notice the Infernal, except from touch, automatically fails. When contested by effects that allow for supernatural tracking, it adds Essence in automatic successes to the contested tracking roll.

If opposed by a perfect effect, then a contested roll should be made, and the Infernal still adds his Essence in automatic successes.

Source uMaese Mateo

Source: Maese Mateo

THE WIND HAS NO SUBSTANCE

Cost: - (1wp); **Mins:** Essence 4, Adorjan 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Scarlet Rapture Shintai, Undetectable Passage of the Wind

The wind has no limits, and can pass through almost anything. Spending an additional willpower point the Infernal adopts a state of semi-substantiality. He can pass through any space wide enough for him to fit his fingers through. Also, not even touch can detect him anymore. He can go through a multitude and only be noticed like some strong wind.

source uMaese Mateo

Source: Maese Mateo

LAUGHING JOKER FISSION

Cost: 10m, 1 lhl; **Mins:** Essence 4, Adorjan 0; **Type:** Reflexive (Step 7)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: , Splintered Gale Shintai (x2)

Sometimes, despite her madness, Adorjan is struck. She shrugs. She is free, after all, and so she runs on without what she has lost, which is meaningless to her. She will let the gales she sheds be free, too. The Infernal invokes this Charm immediately before the damage of an attack is rolled. This charm is a perfect defence against the raw damage of the effect, reducing it to zero after all other effects. The blade passes through their body, and gore and flesh paints a grim sketch in the air. However, on closer examination, the the flesh for the Infernal is untouched, and the sourceless wind-carried blood and flesh merges into a Sorcerous clone, identical to the ones created with Splintered Gale Shintai. Due to the odd fission of this process, the Infernal and attacker roll (Essence). The one with more successes decides whether the Infernal or the clone are affected by any effects of the attack which do not come from raw damage. In case of a draw, the Infernal may choose. The health level cost of this Charm counts as a unique Flaw of Invulnerability.

Clones created via this method who survive the initial attack last for a scene, and then die just as messily as normal Adorjani clones deprived of their committed notes. The Infernal may choose to extend their pseudo-lives by committing the notes that

Splintered Gale Shintai demands, and they can also absorb clones to recover their memories.

A second purchase of the Charm at Essence 5+ allows the newly created clone to, as a Counterattack in Step 10, make a single attack against the attacker. Often-times, Adorjan will play with those who she loves by permitting them to strike her, each of their blows bringing more of her into existence, thus allowing her to show them even more of her unique brand of instructive affection.

Source: EarthScorpion

OTHER WOMAN IDENTIFICATION

Cost: -; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Tragic Love Amusement

The breezes of Adorjan tie her heart to others with blood-red strings, and those breezes wordlessly whisper many things to her. They tell her of the infidelities of attachment committed by those she loves, and how she can free them from those ties. This charm permanently enhances its prerequisite. Whenever the Infernal succeeds on a roll to read the motive or intent of a target who she has a Tragic Love Amusement intimacy towards, or discerns his Motivation or any of his Intimacies, she automatically learns all of his Intimacies, and their emotional contexts. In addition, she now gains the capacity to channel her Compassion towards any attempt to hurt any of those Intimacies; after all, she is doing it out of the maelstrom of her bountiful love. This enhanced capacity lasts as long as the Tragic Love Amusement Intimacy is maintained.

Source: EarthScorpion

AXIS OF THE WORLD OBSESSION

Cost: -; **Mins:** Essence 4, Adorjan 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Tragic Love Amusement

When Adorjan loves, it is like a great cyclone of amorous, obsessive devotion swirling around and around one lonely soul. All can see it, and compared to the terrible force of her passion, all of her other breezes are as nothing. For as long as the warlock has even one Intimacy created by Tragic Love Amusement, she distorts any effect that would reveal her Intimacies, emotional state, motives, Motivation or Urge (such as Sagacious Reading of Intent, or a mundane attempt at deciphering her motives). Her only Intimacies that can be revealed are those created by Tragic Love Amusement. Her dominant emotion and motive is always revealed to be "Sincere Love", regardless of her actual state. Her Motivation or Urge is always revealed to be one of the Intimacies created by Tragic Love Amusement, rephrased as a Motivation.

Against any Charm which would contest this effect, the Infernal adds her (Essence + Compassion) successes to the roll-off. This effect comes at a price, for Adorjan is nothing but honest in the affairs of her heart. Intimacies created by Tragic Love Amusement act as temporary Urges, for as long as they exist, following all the same mechanics as a normal Urge. Acting against them results in Limit as usual, for one

must indeed be mad to work against a love so pure and passionate.

Source: EarthScorpion

INFIDELITY SCOURGING HEARTWIND

Cost: 5m, 1wp; **Mins:** Essence 4, Adorjan 0; **Type:** Simple (Speed 5)

Keywords: Sorcerous, Touch, Combo-OK

Duration: Indefinite

Prerequisites: Other Woman Identification

Adorjan loves an imperfect world, too tied with its attachment to material things. They hold it down, prevent it from running free, and no matter how hard she tries, people still manage to tie themselves down. Still, she cannot but help her paramours, blessing them with her favours such that they shall run wild and free, and the token of her love that they carry with her will help remind them of her teachings.

To use this Charm, the Infernal must kiss an individual who they have a Tragic Love Amusement-generated Intimacy towards. This can be chaste or passionate, and even non-consensual, requiring a grapple in such a case. The warlock's lips leave a sudden red blush where they touch, which inflicts a moment of cutting pain, and then fades. From there-on in, the target is now a paramour. This Charm may be used on an individual a number of times equal to their Compassion, but will only activate once per Intimacy per scene, and once per target if they have multiple Intimacies towards the same target.

From there-on in, the next time that the paramour moves within (Infernal's Compassion) yards of a thing they have an Intimacy, whether positive or negative, towards, the gales of Adorjan erupt forth from them. This is an unblockable attack, with a dicepool of (Infernal's Perception + paramour's Willpower). It inflicts piercing damage equal to (Infernal's Essence + Infernal's Compassion + number of intimacies possessed by the paramour) which ignores Hardness, and inflicts Knockback on the target, hurling them back a number of yards equal to the number of Intimacies the paramour has. The number of Intimacies counted for the purpose of this Charm are capped at the mundane limit of (Willpower + Compassion); any above that limit are not counted. The silent red winds tear out of the kiss and from the heart of the paramour, and remove the offending Intimacy as an Emotion effect. If the paramour has a Limit Track, they can choose to gain 1 Limit, take 1 lhl, and spend 2wp to retain the Intimacy, their attachment tearing out a slither of their soul in the gale. Whether they do this or not, the winds are spent, and the Charm ends.

If the offending Intimacy is towards a social group, the first individual who the paramour views as representing that social group who comes within range is the one affected. A patriotic peasant with The Realm (Loyalty) will not affect other peasants, despite the fact that they are members of the Realm, but would hit the tax-collector or any Realm Dragonblood they encounter, as they are what represent "The Realm" to him. One with The Lintha (Hate) would affect any clearly-Lintha individuals they encounter. This effect will not trigger for the Infernal who used this Charm, unless they are the only Intimacy that the character has left. If the character ever has no Intimacies left, then they have learned all that Adorjan could teach them, and the effect likewise ends.

As a peculiar note, Adorjan views leaving a ghost to be an act of infidelity and unfetching attachment to the world. As a result, any paramour who died with this Charm active on them never leaves a ghost, instead heading straight to Lethe, as

any metaphysical potential to form Fetters is scourged from them at the moment of death, in a flicker of pain-coloured light which escapes the corpse's mouth.

This Charm can be repurchased at Essence 6. The cutting winds do not exhaust themselves with a single use; instead, they activate once a scene, the first time they move within (Infernal's Compassion) yards of a thing they have an Intimacy towards, and they are, in addition, now undodgeable. A third repurchase at Essence 8 makes the winds a constant gale; they activate once an action. Those kissed by Adorjan learn to give up attachment, or face the silence of the grave in short measure.

Source: EarthScorpion

LOVE BEGETS LOVE

Cost: -; **Mins:** Essence 3, Adorjan 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Splintered Gale Shintai, Sacred Kamilla's Inhalation

It has long been said that Adorjans love is worse than her hate. And, indeed, those who she loves are freed from many things; possessions, hate, life. The bond between parent and child is a beautiful thing, but Adorjan knows it to be just another yoke around the necks of Creation's inhabitants, weighing them down, holding them back from her enlightenment of speed. It pleases her to subvert this lie, mocking the ties of family with her immaculately conceived knife-children. The tale is still told of a Dragon-Blooded yojimbo hounded across Creation and beyond by the ice-clear voice of the daughter Adorjan birthed from her Solar lord-lover's dying breath. In the Demon City, sometimes newborn human infants are found in alleyways, dark of hair and pale-skinned with hints of any of the disparate demon species of the City in their features. Those of the First and Second Circle who are wise adopt and care for these children, for their voices have the same properties as the songs of the demjen and the katalinae and the angyalka in warding away the Silent Wind. Oftentimes, wars have been fought over their bonded service.

When the Infernal uses Sacred Kamilla's Inhalation to inhale a corpse who she holds a positive Intimacy towards, and is pregnant with a clone due to Splintered Gale Shintai, she may feed the Essence-rich breath to the foetus rather than enjoy the normal benefit. The corpse becomes the child's father, at both a spiritual and physical level, with no regards to gender. They are no longer a parthenogenic clone, and so their Inheritance value is recalculated, with the Infernal as mother and the victim as father. The Infernal can choose to ignore the normal rules for which parent's blood is supernaturally dominant; Adorjan has given birth to Celestial half-castes, despite her higher Essence rating. This means that, for example, if the deceased was a Dragonblooded, the child has a chance of Exalting as a Dragonblood.

If the Infernal knows Voice-Drinking Kiss and is Essence 4+, they may instead gift the stolen voice to the child. This has all the same effects as the above, but does not (necessarily) kill the father.

Source: EarthScorpion

RED AND WHITE RIBBONS

Cost: -; **Mins:** Essence 4, Adorjan 0; **Type:** Permanent

Keywords: Obvious, Native

Duration: Permanent

Prerequisites: First Adorjan Excellency, Splintered Gale Shintai

Adorjan is not Kimberly. She is not grotesque and fecund, spilling countless children from toxic wombs as a driven compulsion. No, children are an expression of affection, and Adorjan is both compassionate and loving. Those born of her are an expression of love or madness, and so it becomes her to equip them with the knowledge of the truths of the cosmos that she has learned.

This Charm enhances Splintered Gale Shintai, by allowing parthenogenic pregnancies created by that charm to occur within the character's anima banner. This allows characters who lack female generative organs to utilise that option. The presence of a foetus makes the character's anima banner flare to the 8 mote level, as the dissolute form swirls in ribbons, red for a girl and white for a boy, around the character. Normal expenditure of Essence adds to this conventionally, but it does not diminish below this level for as long as the foetus exists in the anima. Characters with female generative organs may conceal the pregnancy as a conventional one, as with its prerequisite Charm. If an Infernal who knows this Charm is undergoing a conventional pregnancy, they may at any point reflexively, as an innate power, spend 1 WP and 1 Compassion channel, and transfer the child to their anima; this may be done to prevent a Crippling attack which would abort the baby. From that point on, it may be modified as a child created with Splintered Gale Shintai can be. As a side effect, giving birth from the anima is painless and instantaneous; the flesh of the child knits itself together from light and ribbons. Sometimes traces of their origin are left in their eyes.

In addition, the Infernal may grant the Adorjani truths of the cosmos to their children, whispering silently to their unformed flesh within the anima banner. She may apply permanent mutations to the unborn child as a Desecration effect. This is treated as a Craft: (Genesis) action, and the anima banner-womb is treated as a fully stocked master's Craft(Genesis) lab that supplies all the tools needed for its functions. Adorjan merely conveys the truths she knows; the character may replace her Craft (Genesis) rating with her (Linguistics), and her (Manipulation) in place of (Perception or Intelligence), as she coaxes truth into unborn flesh. The rolls to develop the project may be made independent of anything else the Infernal is doing (indeed, they need not even be conscious), and may be done even while engaging in strenuous activity. The pregnancy still takes the normal length of time for the character's species, failing any other Charms; it is possible for the crafting to be complete before the pregnancy is done, and, likewise, any work will be cut short by the end of the pregnancy. At this level, the children remain human at a soul level.

This follows the same rules and intervals for crafting a Genesis artefact, but once the crafting is complete, the subject gains mutations equal in points value to the total number of rolled successes. All mutations must be in line with an Adorjani theme; Tentacles, for example, might be red-tinted gusts that blow permanently around the child, which they can control. Negative mutations reduce the points value of mutations given. Adorjan would not cripple her children so they could not run, but instead will free their minds, and so only mental derangement-based negative mutations may be given. 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.

The following may be given to the child as separate Abominations with the same name as the Charms; Wind-Born Stride, Running to Forever, Unimpeded Perfection of Exertion, Foam-Dancing Haste, Gravity-Rebuking Grace and Hateful Wretched Noise. In addition, Freedom Lets Go, Tragic Love Amusement and Eloquence in Unspoken Words may also be given as separate Abominations, although they are innate abilities of the child, activated with the expenditure of 1WP, rather than Charms. If the Charm-versions of these mutations have prerequisites, they must be taken too. The Infernal must know the Charm in order to grant the mutation version of it; one cannot teach truths one has not learned. These mutations add the Infernal's (Essence) in successes to contest any attempts to remove them. Adorjan loves it when her children internalise the lessons she has taught, and will fight to protect the truth.

Source: EarthScorpion

SEVENFOLD ADORATION PROGENATION

Cost: - (2m); **Mins:** Essence 5, Adorjan 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Red and White Ribbons

Adorjan bore seven daughters to a Solar, and although four become the lesser winds of Malfeas, they were once all creatures of flesh and blood, conceived over seven nights and borne within her. This Charm expands Red and White Ribbons, by increasing the number of children that may exist within the character's anima. Up to (Essence - 3) children may gestate within the anima at once, although each one beyond the first requires 2 motes of committed Essence, and adds another point of Peripheral Essence to the fixed level of the anima banner. For example with four children, the inauspicious number of Adorjan's truths, the character's anima banner is at the 11-15 mote level for the duration of the pregnancy. Each child is a separate project, and need not be given the same set of mutations.

Source: EarthScorpion

HURRICANE SPAWNS GALES

Cost: 40m, 7wp; **Mins:** Essence 6, Adorjan 0; **Type:** Simple (one night)

Keywords: Obvious, Blasphemy, Combo-OK

Duration: Special (one conventional pregnancy)

Prerequisites: Red and White Ribbons

Within the dreams of a Solar Exalted, Adorjan consummated her passions and her transient lust for seven nights, a pale-skinned woman with teeth of jade and dark hair writhing in silent passion. Then came the pregnancy, and there are those in Malfeas who can remember the time of horrors that was, for Adorjan would not flee from sound, but instead reaped her way through the furthest environs of the Demon City and the landscapes within it, claiming countless lives to feed her children. It is said that even seven of the Unquestionable fell before her, although the name of only one is recorded; Kaemeena, fifth soul of Cytherea, fensed by razor-sharp winds despite his protests of status. And then, when all was said and done, she bore seven children of human flesh and blood and of her essence. Of three of them, none more is

known in the libraries of Orabilis, for they went to Creation to be with their father, but their sisters who stayed shucked their human form and became the Four Winds of Malfeas.

While pregnant with a child within the anima-womb granted by Red and White Ribbons, the Infernal may begin a more radical transformation of the unborn life than mere mutations would permit. While resting at night, when the Unconquered Sun has his face turned from the world, the character may begin the transcendental process of enlightenment that uplifts the child beyond the merely human, to a behemoth. Adorjan is not Kimberly, is not a self-proclaimed artist of the flesh. In her own way, she loves her children more than that. Rather than be given free rein to design the Behemoth, the Infernal instead chooses a Shintai charm to theme it around, and has no more control over how it develops (although the behemoth should be developed cooperatively by the Storyteller and the player). A behemoth themed around Splintered Gale Shintai may appear as triplets, sharing one mind, or maybe possess the ability to internalise the mind of anyone it touches and add it to its mental gestalt, while one from Scarlet Rapture Shintai may be a hurricane-infant of flensing breezes. As an innate Heretical property of this Charm (which does not increase the training time), Green Sun Princes may use any Shintai they know to create the Behemoth. When this peculiarity is discovered, Adorjan will most probably find it highly amusing.

The mother may feed the unborn behemoth up to five motes, per days worth of development. If the character can bear multiple children, as permitted by Sevenfold Affection Progenation, each behemoth child is treated separately. The end Essence of the child is equal to the number of motes it has been fed, divided by 100, and is limited to mothers (Essence 3), with a further maximum cap of Essence 5. If the child is not provided with enough motes to raise it to Essence 2, it is stillborn; a few pathetic scraps of incomplete flesh. In addition, the mother must consume or imbibe one exotic component suitable for a Level 5 Artefact for each point of Essence the child will have. Adorjan's terrible passage throughout the Demon City and the environs around it during her pregnancy made her seven children possible.

The behemoth may be given up to (Essence) Yozi Charms which are thematically appropriate for it, but it should use Spirit Charms and appropriate Panoply Charms of a power level suitable for its Essence for all other abilities. The father, if there is one, may also have an influence; it is said that the Brilliant Wind bears the touch of her father more than her sisters.

Behemoth children born via this Charm are not human at a soul level, and cannot Exalt. However, they are mentally human insofar as their natural capacities permit them to develop that way. By default, they are born with the mental and physical capacities of a newborn infant, with all the abilities to learn and develop that such a child would have. Moreover, they possess the capacity to assume a human-facsimile form, which exists within the range of variance of the inhabitants of Creation. Nevertheless, these behemoths always bear some taint of their origin in their appearance; crimson eyes, hair the colour of the midday sky in Creation, or unnaturally pale skin might all be possibilities. Though they may have inhuman toughness, they will still likely cry if not fed, unless their nature means they do not require food. They may still cry. Adorjan has often found the capricious innocence of infants to be faintly pleasing to her.

These behemoths lack the capacity to increase their Essence beyond the level they

are created with, without internalising Adorjans truths, and truly choosing to let go. They may discard their human-facsimile form, a Miscellaneous action, which may not be compelled via supernatural methods, and embrace their nature. Their Essence automatically increases by 1, and they lose the ability to take on a form which suppresses their behemoth nature and the restrictions of a human-esque mindset. In the case of the Four Winds, they are no longer sapient; a child born of Black Mirror Shintai may only exist as that which they mirror, and no longer possess their own form or desires. Whether this state can ever be reversed is not yet known.

At Essence 10, the cap on the Essence that the behemoth child may be born with increases to 6.

Source: EarthScorpion

STEADY SHOT

Cost: 3m or 5m; **Mins:** Essence 1, Archery 4; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Any Archery Excellency

Achieving a peace within themselves, Infernals are able to steady their hands in preparation for a ranged shot. This Charm functions exactly like the Solar Charm There Is No Wind.

Source: Bodhisattva

HEARTSEEKER ARROW

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

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Steady Shot

The viciousness of an Infernal is without peer. This Charm functions exactly like the Solar Charm Accuracy Without Distance.

Source: Bodhisattva

DREAMING ARROW

Cost: 4m; **Mins:** Essence 2, Archery 4; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Steady Shot

Infernals are able to imbue their arrows with deadly Essence, but also a small enough dose of that Essence to knock their opponents unconscious. This Charm supplements an Archery-based attack. Provided the attack hits and rolls even a single die of damage, the enemy's player rolls (Stamina + Resistance) against a difficulty of (the attack's post-soak damage dice). On a failure, the attack knocks the target unconscious and renders them incapacitated for a number of hours equal to the Exalt's Essence.

Source: Bodhisattva

STONEMASON'S BANE

Cost: 5m; **Mins:** Essence 4, Archery 4; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Steady Shot

Only the mightiest of siege weapons are able to shatter the walls of fortified towns and cities. The Yozis have gifted their disciples with the ability to shatter the mightiest of stones with a single arrow. The Exalt fires a single, Essence-enhanced arrow at any structure of stone, shattering the stone if the (raw damage x 500) exceeds the stone's weight in pounds. This arrow will most undoubtedly shatter most objects as well, but against objects made primarily of metals, it only shatters the object if the (raw damage x 50) exceeds the object's weight in pounds. This Charm does no additional damage to living creatures, but ignores Hardness and doubles the pre-soak damage of the arrow against creatures made of stone or earth, such as earth elementals.

Source: Bodhisattva

SPEED OF THE STRIKING SNAKE

Cost: 2m or 4m per attack; **Mins:** Essence 2, Archery 3; **Type:** Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Any Archery Excellency

Moving with the speed and grace of a striking serpent, the Exalt is able to wield her weapon much faster than any mortal could ever hope to achieve. This Charm functions exactly like the Solar Charm Trance of Unhesitating Speed.

Source: Bodhisattva

STING OF THE ASP

Cost: 6m, 1wp; **Mins:** Essence 4, Archery 5; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Speed of the Striking Snake

Charging his arrow with sparkling green Essence, the Exalt fires upon his target. In mid-flight, his arrow transforms itself into a perfectly straight and living viper which buries its head deep into its victim, biting the flesh inside with its envenomed fangs. Upon striking its target after a successful attack, the snake becomes free to move about, whereupon it can withdraw its head and attack the victim again or anyone else nearby. The strike itself does +1L damage and the victim must make a reflexive (Stamina + Resistance) roll to resist the effects of the poison. For the poison, use the statistics listed for Coral Snake Venom found in "'Exalted"' on page 131, and for the snake, use the statistics for the Coral Snake found in "'Exalted"' on page 347.

Source: Bodhisattva

BITE OF THE YOZIS

Cost: -; **Mins:** Essence 5, Archery 5; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Sting of the Asp

This Charm permanently enhances the Charm Sting of the Asp, transmuting the Coral Snake into a materialized Characters:Botisajha, the Malice Viper Malice Viper. The Malice Viper's bite contains doses of Yozi Venom, found in "Exalted" on page 131. After its initial attack, the Malice Viper dematerializes and returns to Malfeas.source UBodhisattva

Source: Bodhisattva

FALLEN GRACE

Cost: 3m; **Mins:** Essence 2, Athletics 1; **Type:** Reflexive

Keywords: Combo-OK

Duration: One Scene

Prerequisites:

Although Infernal Exalts may be Solars that have fallen from grace, they have found the grace of other patrons far more powerful than the Unconquered Sun. These patrons have bestowed their infinite grace upon their servants and have blessed them with form and balance. This Charm functions as the Solar Charm Graceful Crane Stance.

Source: Bodhisattva

JUMPING SPIDER LEAP

Cost: 3m; **Mins:** Essence 2, Athletics 1; **Type:** Reflexive

Keywords: Combo-OK

Duration: One Scene

Prerequisites:

Just as jumping spiders can leap distances far in excess of what other spiders would normally be able to move, so too can Infernal Exalted. With a speed and agility matched only by the Solar Exalted, Infernals using this Charm are able to leap great distances. This Charm functions as the Solar Charm Monkey Leap Technique.

Source: Bodhisattva

FLYING DRAGON LEAP

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

Keywords: Combo-OK

Duration: Until next action

Prerequisites: Jumping Spider Leap

Channeling the Essence of the Primordials, Sinners can almost take flight. This Charm functions as the Solar Charm Soaring Crane Leap.

Source: Bodhisattva

SKY-VAULTING JUMP TECHNIQUE

Cost: 10m, 1wp; **Mins:** Essence 4, Athletics 5; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Flying Dragon Leap

In Malfeas, sometimes it is wise to cross great distances as quickly as possible without running afoul of the denizens there. Infernals have taken that wisdom and

brought it with them into the boundaries of Creation where they leap over mountains and reach ever higher for the sky in order to tear down the traitor-gods and Celestial Incarnae. This Charm functions as the Solar Charm Mountain-Crossing Leap Technique.

Source: Bodhisattva

ACROBATIC AMBUSH TECHNIQUE

Cost: 1m; **Mins:** Essence 2, Athletics 5; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: One Scene

Prerequisites: Jumping Spider Leap

Although Infernal Exalts may be Solars that have fallen from grace, they have found the grace of other patrons far more powerful than the Unconquered Sun. These patrons have bestowed their infinite grace upon their servants and have blessed them with form and balance. This Charm functions as the Solar Charm Foe-Vaulting Method.

Source: Bodhisattva

STRIKING METEOR EXECUTION

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

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Any Athletics Excellency

Some of the deadliest attacks appear to be staggering feats of athleticism and skill. Just as the Solar Exalted have mastered their bodies to create signature attacks, so too have the Chosen of the Demon Princes. This Charm functions as the Solar Charm Thunderbolt Attack Prana.

Source: Bodhisattva

HASTY MOTION

Cost: 3m; **Mins:** Essence 1, Athletics 2; **Type:** Reflexive

Keywords: Combo-OK

Duration: One Scene

Prerequisites: Any Athletics Excellency

Tapping into the Essence within them, the Infernal becomes a blur of motion. This Charm functions as the Solar Charm Lightning Speed.

Source: Bodhisattva

EPHEMERAL FLUX

Cost: 5m, 1wp; **Mins:** Essence 2, Athletics 5; **Type:** Simple (Dramatic Action, DV -6)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Hasty Motion

Infernals can cross the great desert Cecylene as if their pace was inexhaustible, at a pace that no other could possibly match. This Charm functions as the Solar Charm Racing Hare Method.

Source: Bodhisattva

WALL-CRAWLING METHOD

Cost: 4m; **Mins:** Essence 2, Athletics 3; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: One Scene

Prerequisites: Fallen Grace

Frightening are the powers of the Infernal Exalted, and seeing an Infernal running across the wall as if his feet were glued to it, malice in his eyes and destruction promised in his smile, little can be more frightening than that. This Charm functions as the Solar Charm Spider-Foot Style.

Source: Bodhisattva

SMOKE-FOOT TECHNIQUE

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

Keywords: Combo-OK, Obvious

Duration: One Scene

Prerequisites: Fallen Grace

Summoning up their Essence, the Infernal concentrates for just a moment, the soles of her feet beginning to glow an angry red color and small wisps of smoke beginning to rise as if she were walking on hot coals. This effect does not shine through footwear but may be seen if the Exalt is barefoot or wearing an open shoe like a sandal, and although the Infernal's feet do become heated, it does not damage footwear or anything that the Exalt may tread upon. This Charm functions as the Solar Charm Feather-Foot Style.

Source: Bodhisattva

FEARSOME BAT-WING STYLE

Cost: 4m, 1wp or 7m, 1wp; **Mins:** Essence 4, Athletics 5; **Type:** Reflexive

Keywords: Combo-OK

Duration: One Scene

Prerequisites: Wall-Crawling Method, Smoke-Foot Technique

The Infernal focuses for a moment, bending the laws of reality and propelling herself upward from the ground with ease. She leaps into the sky and soars with the ease of the bat. This Charm functions as the Solar Charm Eagle-Wing Style. For an additional three notes, the Infernal can cause a set of phantom bat wings to appear, attached to her shoulder blades. The wings seem to spread out three times the height of the Infernal from wingtip to wingtip when spread, and when the Infernal is on the ground, the wings appear to be folded up against her back. Mortals seeing the Infernal with these wings, either in flight or on the ground, must make a Valor check (difficulty 1) or they will run and hide in fear. Essence users witnessing the Infernal with her wings must make a Valor roll (difficulty 1) or suffer a -1 internal penalty when attempting to attack the Infernal due to witnessing the unnerving and unnatural wings.

Source: Bodhisattva

GIANT'S STRENGTH

Cost: 3m per point; **Mins:** Essence 2, Athletics 3; **Type:** Reflexive

Keywords: Combo-OK

Duration: One Scene

Prerequisites:

This Charm infuses the Infernal's muscles with supernatural strength for a short period of time. This Charm functions as the Solar Charm Increasing Strength Exercise.

Source: Bodhisattva

MOLTEN REALITY METHOD

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

Keywords: Combo-OK, Shaping, Obvious

Duration: One Scene

Prerequisites:

Strands of Fate warp and the nature of reality runs like hot wax in the presence of the servants of Creation's true masters. The Infernal phases in and out of reality as the Loom attempts to compensate for his presence. For the rest of the Scene the Infernal's opponents get a -2 internal penalty when resisting the Infernal's attempts to reestablish surprise instead of the +2 Internal Bonus they would normally get. The Infernal can attempt to reestablish surprise even if there is no cover or concealment for him to use.

Source: Steel Wings

BODY WARPING TECHNIQUE

Cost: 3m per point; **Mins:** Essence 2, Athletics 3; **Type:** Reflexive

Keywords: Combo-OK, Warping, Obvious

Duration: One Scene

Prerequisites:

This Charm allows the Infernal to directly manipulate his body to increase either his physical or mental form. Upon activating this charm the Infernal takes on point of Appearance damage and gains a pool of up to his Essence at a cost of 3 motes per dot. These dots can be freely distributed between his mental and physical attributes. These are not natural increases and do count against the Infernal's dice cap. These enhancements are always obvious and look blatantly unnatural.

The Infernal may attempt to further increase certain attributes by reducing his current attributes and moving those points into other attributes. For example This also costs 1 mote per dot moved if they are from the same category such as Strength to Dexterity and 3 motes per die if they are from different categories such as Stamina to Wits. Social attributes may be decreased through use of this charm, but the results are far to alien to ever grant an increase to those attributes.

Using this charm to increase strength will cause massive, strangely pulsing, oddly colored muscles to form on the Infernal. Using it to increase Wits will cause their head to expand to reflect the increased reasoning capacity.

Source: RRimmel

ADROIT ATTACK ENHANCEMENT

Cost: -; **Mins:** Essence 5, Athletics 5; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Striking Meteor Execution

This Charm enhances each use of Striking Meteor Execution, reducing the Essence cost to 1m and granting an additional two bonus successes on one signature attack in Step 3 of attack resolution. Once this Charm is purchased, the character may purchase this enhancement for additional signature attacks for one experience point each. Source uBodhisattva

Source: Bodhisattva

STRENGTH OF THE BURNING TITANS

Cost: -; **Mins:** Essence 5, Athletics 5; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Giant's Strength

This Charm permanently increases the power of the Infernal Charm, Giant's Strength. It increases the Strength-gaining limit to (Essence +3) dots of Strength. The Infernal still must spend three motes per dot of Strength to temporarily increase their Strength rating. Source uBodhisattva

Source: Bodhisattva

PRIMORDIAL DEISCIENCE OBLIGATION

Cost: 10m, 1wp; **Mins:** Essence 4, Awareness 2; **Type:** Simple

Keywords: Combo-OK, Obvious, Intrinsic

Duration: One Scene

Prerequisites: Any two Awareness Excellencies

Pulling on the weight and majesty of contracts un-broken even after the Surrender, the Infernal reinvokes the clause wherein the Gods cannot hide or keep secrets from their masters. Gods and Elementals with an Essence rating lower than that of the Exalt's who used or are using Manipulation + Any, Any + Survival, Any + Stealth, or Any + Larceny to elude or deceive the Exalt fail in their attempts. Gods and Elementals with an equal or higher Essence rating are immune to this effect.

Source: Tommathy

HAND INSTRUCTS THE DOG

Cost: 8m; **Mins:** Essence 2, Bureaucracy 3; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Emotion, Mirror

Duration: Varies

Prerequisites: Any Bureaucracy Excellency

When the Primordials created men and other beasts, they did not invest in them brains which could fully comprehend their makers' designs. Knowledge is absorbed first from the skin, and in a fallen world, Infernals often find a wayward slave better employed as a tablet on which subtle wisdoms are translated to a language more readily apprehended. This public remonstrance may be physical or emotional in nature, but the subject must beg forgiveness and ultimately be granted it. This

Charm Mirrors the Solar Charm Charms:Speed the Wheels Speed the Wheels and the Abyssal Charm Charms:Eloquent Example Inspiration Eloquent Example Inspiration, and is mechanically equivalent to the latter.

Source: MUrielw

CAGE INSTRUCTS THE CRIMINAL

Cost: 8m, 1wp; **Mins:** Essence 3, Bureaucracy 5; **Type:** Supplemental

Keywords: Combo-OK, Mirror

Duration: Instant

Prerequisites: Hand Instructs the Dog

When the Primordials created the gods, they did not invest in them wisdom enough to do the right for itself (accursed mistake!) They provided them, instead, with an instinct for rules and meticulousness, and for spirits and choice beasts, rules may replace rod. Using this Charm, the Infernal imprisons an organization of hers in an edifice with no spying, wall for spying, or room for error. This Charm Mirrors the Solar Charm Charms:Bureau-Rectifying Method Bureau-Rectifying Method.

Source: MUrielw

HEAVEN AND EARTH SALARY

Cost: 6m, 1wp; **Mins:** Essence 3, Bureaucracy 5; **Type:** Supplemental

Keywords: Combo-OK, Mirror

Duration: Instant

Prerequisites: Sun and Moon Wages

Sloth is not the only sin that undoes itself. Discord, too, swallows all who embrace it, and ever since creatures rejected Primordial will, Creation has known only war. Divided they shall fall, and those who enact strife for Bronze or Gold shall, indeed, receive their salary. This Charm Mirrors the Solar Charm Charms:Foul Air of Argument Technique Foul Air of Argument Technique and the Abyssal Charm Charms:Caustic Hatred Diatribe Caustic Hatred Diatribe, but costs 2 additional notes to use. Additionally, any penalties the organization suffers also apply to its MDV against the Deceiver's attacks. Infernals sometimes call this Charm "Adder's Convulsive Bite."

Source: MUrielw

SUN AND MOON WAGES

Cost: 4m; **Mins:** Essence 2, Bureaucracy 3; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Mirror

Duration: Indefinite

Prerequisites: Any Bureaucracy Excellency

Because the sun, moon, and stars grew slack in their duties, the world is less. When sin appears, the recalcitrant Sinners appear too to be its paymasters, but the crime of sloth earns its own wages. Basking in the heat of their leader, Creation's captors slouch toward Malfeas. This Charm Mirrors the Solar Charm Charms:Indolent Official Charm Indolent Official Charm and the Abyssal Charm Charms:Cunning Subversion Style Cunning Subversion Style, but costs 2 additional notes. The Deceiver may also target passive future "projects" of the organization - such as avoiding subversion by Yozi cultists. Any targeted "project" with an instant duration receives the

external penalty, rather than (obviously) an increase in duration. Infernals sometimes call this Charm "Adder's Paralytic Bite."

Source: MUrielw

ADDER'S EMETIC BITE

Cost: 4m; **Mins:** Essence 3, Bureaucracy 5; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Heaven and Earth Salary

After bestowing paralysis and seizures, the adder delivers to its victim a final concoction - a purgative, cleansing him not only of the adder's previous gifts but also the humors and diseases which troubled him before. When he awakens, he will be healthy. This Charm supplements any social attack on an organization; if the attack bypasses the target's MDV, it must spend Loyalty equal to any current penalties from Charms:Sun and Moon Wages Sun and Moon Wages ("Adder's Paralytic Bite") or Charms:Heaven and Earth Salary Heaven and Earth Salary ("Adder's Convulsive Bite") to resist. If she reduces the organization to Magnitude 0, she gains control of the organization at a Magnitude of one less than it was at the beginning of combat, and any remaining penalties from Sun and Moon Wages or Heaven and Earth Salary are removed.

Source: MUrielw

SCRIPTURE INSTRUCTS THE SCHOLAR

Cost: 8m, 1wp (committed); **Mins:** Essence 5, Bureaucracy 5; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Exopsychosis

Duration: Indefinite

Prerequisites: Cage Instructs the Criminal, Adder's Emetic Bite

The Unquestionables were not created, but proceed directly from the Yozis; they revel in unrestricted creativity, and yet never stray from the greater will in which they take part. Nothing is as the Yozis: but all on the path of righteousness approach them. Having revealed duty in physical and mental form, and having learned to scourge away iniquities, the Infernal manumits her slaves into "spiritual" duty. Transcending the need for rules or supervision, the organization autonomously carries out the will of the Infernal.

(I'm going to write up some rules for Exopsychotic charms, but for now assume that it's like Omnipresent Overlord Technique with some added weirdness.)

Source: MUrielw

ADDER'S HALLUCINOGENIC BITE

Cost: n/a; **Mins:** Essence 4, Bureaucracy 5; **Type:** Permanent

Keywords: Combo-OK

Duration: Instant

Prerequisites: Adder's Emetic Bite

If Creation really knew what flowed through its veins, it would slash its wrists. That will not do. The patient must be preserved. This Charm permanently enhances attacks on or other attempts to control organizations; unless the leader of the de-

fending organization can succeed on a reflexive (Wits + Investigation) check with difficulty equal to the Infernal's (Manipulation + Bureaucracy), the demonic influence in the attacks - indeed, the attacks themselves - go unnoticed. (Penalties from Sun and Moon Wages and Heaven and Earth Salary count towards the difficulty as well.) Once hers, the organization itself remains unaware aside from a few well-placed cultists, and is effectively immune to mortal investigation.

Source: MUrielw

HELLSCRY CHAKRA

Cost: 5m; **Mins:** Essence 2, Cecelyne 0; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisites:

This Charm allows an Infernal to more easily perceive and pierce the disguises of demons, even those that are possessing other beings. The Exalt can also readily discern the basic nature of those infernal beings he notices. Source Manual of Exalted Power: Infernals, p. 118.

Source: Manual of Exalted Power: Infernals

EPHEMERAL ABRASION CURSE

Cost: 5m; **Mins:** Essence 2, Cecelyne 0; **Type:** Simple

Keywords: Combo-OK, Obvious, Sorcerous

Duration: One scene

Prerequisites: Hellscri Chakra

Calling forth sandy winds that scrape at the Chasm of the Material, this Charm causes a spirit to manifest visually and become susceptible to physical attack even if it is otherwise immaterial. Taking advantage of the spirit's state can be draining for Essence users. Source Manual of Exalted Power: Infernals, p. 118-119.

Source: Manual of Exalted Power: Infernals

DEMONIC PRIMACY OF ESSENCE

Cost: ; **Mins:** Essence 2, Cecelyne 0; **Type:** Permanent

Keywords: Servitude, Social

Duration: Permanent

Prerequisites: Hellscri Chakra

This Charm expresses the underlying law of Cecelyne by making demons of lesser Essence (trait) Essence more susceptible to the influence of the Infernal. Unfortunately this is a two-way street, and more powerful demons gain the same advantage against the Exalt. If the Exalt also knows Wayward Divinity Oversight this Charm makes gods equally vulnerable, though high Essence gods do not gain the same advantage against the Infernal that demons do. Source Manual of Exalted Power: Infernals, p. 119.

Source: Manual of Exalted Power: Infernals

ANONYMITY THROUGH PROPRIETY

Cost: 8m, 1wp; **Mins:** Essence 3, Cecelyne 0, Cult 1; **Type:** Reflexive

Keywords: Combo-OK, Compulsion, Messianic

Duration: One day

Prerequisites: Demonic Primacy of Essence

This Charm compels those nearby with power equal or less than the Infernal's to ignore his activities, for he is a great and terrible foe. It does not compel them to forget or not perceive the Exalt, but simply to leave him alone. More powerful Infernals may extend the range of this Charm's influence to vast proportions, eventually affecting entire realms of existence. Source Manual of Exalted Power: Infernals, p. 119-120.

Source: Manual of Exalted Power: Infernals

UNQUESTIONABLE YOZI AUTHORITY

Cost: 5m; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: Compulsion

Duration: Indefinite

Prerequisites: Demonic Primacy of Essence

This Charm prevents demons weaker than the Exalt from physically assaulting her, even through some indirect means. There are some loopholes, however. More powerful Infernals gain the same protection against gods. Source Manual of Exalted Power: Infernals, p. 120.

Source: Manual of Exalted Power: Infernals

PENITENTS LIKE SCATTERED GRAINS

Cost: 5m; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: None

Duration: Indefinite

Prerequisites: Demonic Primacy of Essence

With this Charm the Infernal can listen to the prayers of those who revere her, though listening too closely can be distracting. She can even produce manifestations of herself to answer questions or give instructions if the prayer is made in a site she has consecrated with Holy Land Infliction. Source Manual of Exalted Power: Infernals, p. 120.

Source: Manual of Exalted Power: Infernals

TEMPLE SELF APOTHEOSIS

Cost: (1wp); **Mins:** Essence 3, Cecelyne 0, Cult 1; **Type:** Permanent

Keywords: Emotion, Messianic

Duration: Permanent

Prerequisites: Penitents Like Scattered Grains

This Charm allows an Infernal to draw greater sustenance from a Backgrounds: Cult Cult. It also causes those that pray to the Exalt to become more loyal to her and more susceptible to her influence. Source Manual of Exalted Power: Infernals, p. 120-121.

Source: Manual of Exalted Power: Infernals

TRANSCENDENT DESERT CREATURE

Cost: ; **Mins:** Essence 2, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites:

This Charm makes the Infernal exceptionally suited to living in places of desolation. She simply ignores many of the hardships, can more easily find food and does not suffer overmuch from thirst and starvation. The Exalt can become very difficult to find when she wishes to stay hidden in a place of desolation. Source Manual of Exalted Power: Infernals, p. 121.

Source: Manual of Exalted Power: Infernals

SAND-SLIP TRICK

Cost: ; **Mins:** Essence 2, Cecelyne 0; **Type:** Permanent

Keywords: Obvious, Shaping

Duration: Permanent

Prerequisites: Transcendent Desert Creature

This Charm makes the Infernal incredibly fast in places of desolation. More powerful Exalts with this Charm are also immune to mundane attempts to knock them prone. Source Manual of Exalted Power: Infernals, p. 121-122.

Source: Manual of Exalted Power: Infernals

SCORPION-TAILED MIRAGE TECHNIQUE

Cost: 4m, 1wp or 6m, 1wp; **Mins:** Essence 2, Cecelyne 0; **Type:** Extra Action

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

Prerequisites: First Cecelyne Excellency, Sand-Slip Trick

This Charm draws on the Backgrounds: Cult Cult of the Exalt to fuel a flurry of attacks over a wide area. More powerful Infernals can focus their wrath on a single foe. Source Manual of Exalted Power: Infernals, p. 122.

Source: Manual of Exalted Power: Infernals

STONE-FLAYER TOUCH

Cost: 1m or 1m, 1wp; **Mins:** Essence 2, Cecelyne 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Transcendent Desert Creature

This Charm allows an Infernal to manipulate that which is immaterial or, if the Exalt is immaterial, that which is material. Source Manual of Exalted Power: Infernals, p. 122-123.

Source: Manual of Exalted Power: Infernals

SOUL-SAND DEVIL SHINTAI

Cost: ; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Soul-Sieve Transmutation

Though not a spirit an Infernal with this Charm is naturally immaterial. He may manifest to the material world with little effort, or like a god or de-

mon Charms:Materialize materialize completely. With a sufficiently robust Back-grounds:Cult Cult the Exalt no longer needs food or water and may even respire Essence normally in the Underworld.Source Manual of Exalted Power: Infernals, p. 123-124.

Source: Manual of Exalted Power: Infernals

UNTOUCHABLE INFINITUDE REFLECTION

Cost: 4m, 1wp; **Mins:** Essence 2, Cecelyne 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: One scene

Prerequisites: Transcendent Desert Creature

The more effort the Exalt makes to ignore the influence of others, the easier it becomes to do so. However, those with authority are difficult to ignore, so this Charm is subject to the Imperfection of the Endless Desert.Source Manual of Exalted Power: Infernals, p. 124.

Source: Manual of Exalted Power: Infernals

COUNTER-PRONOUNCEMENT OF ENTHYMEMIC LAW

Cost: 5m; **Mins:** Essence 3, Cecelyne 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Servitude

Duration: Instant

Prerequisites: Untouchable Infinitude Reflection

By citing a legal precedentfair, unfair or even heretofore nonexistentthe Infernal immunizes himself against a form of influence or reality alteration. The Exalt and any First Circle demons who can hear his declaration become bound by the cited law. This Charm is subject to the Imperfection of the Endless Desert.Source Manual of Exalted Power: Infernals, p. 124.

Source: Manual of Exalted Power: Infernals

DUNE-BURST ONSLAUGHT

Cost: (5m); **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Messianic, Obvious

Duration: Permanent

Prerequisites: Sandstrike Blast

This Charm enhances its prerequisite, Sandstrike Blast, allowing it to blast an area with choking sand instead of targeting a single foe. If the Infernal knows Sands Through Fingers Defense she may produce this same kind of burst when she defends herself.Source Manual of Exalted Power: Infernals, p. 124-125.

Source: Manual of Exalted Power: Infernals

DUNE-DROWNED OASIS RITUAL

Cost: 10m, 1wp; **Mins:** Essence 4, Cecelyne 0; **Type:** Simple

Keywords: Messianic, Shaping

Duration: Until complete

Prerequisites: Holy Land Infliction

This Charm produces a catechism by which worshipers can grow a demesne

aspected to Cecelyne in a place consecrated by Holy Land Infliction. Source Manual of Exalted Power: Infernals, p. 126.

Source: Manual of Exalted Power: Infernals

KNOWING THE DESOLATE HEART

Cost: 3m, 1wp; **Mins:** Essence 3, Cecelyne 0; **Type:** Supplemental

Keywords: Combo-OK, Social

Duration: Permanent

Prerequisites: Hellscrey Chakra, Transcendent Desert Creature

This Charm reveals to the Infernal the moods and intentions of someone, and if the Exalt is sufficiently insightful even what the target believes is their greatest failure. Source Manual of Exalted Power: Infernals, p. 126.

Source: Manual of Exalted Power: Infernals

SPAWNING PIT SANCTIFICATION

Cost: 20m, 1wp; **Mins:** Essence 5, Cecelyne 0; **Type:** Simple

Keywords: Obvious, Shaping, Sorcerous

Duration: One century

Prerequisites:

This Charm violently produces a pit that constantly disgorges nourishing locusts, as per Locust Mana Plague. Source Manual of Exalted Power: Infernals, p. 127-128.

Source: Manual of Exalted Power: Infernals

VERDANT EMPTINESS ENDOWMENT

Cost: 10m, 1wp; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: Shaping, Sorcerous, Training

Duration: Instant

Prerequisites: First Cecelyne Excellency, Transcendent Desert Creature

When the Infernal is nearby and hears a wish for personal prowess, even if the wish is made in jest, she may use this Charm to grant the stated desire. Those who do not refuse this benefaction owe the Exalt a favor in the future, and dire consequences are visited upon those who do not carry it out. Source Manual of Exalted Power: Infernals, p. 128.

Source: Manual of Exalted Power: Infernals

BESTOWAL OF ACCURSED FORTUNE

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Cecelyne Inevitability Technique, Verdant Emptiness Endowment

This Charm enhances its prerequisite Verdant Emptiness Endowment, allowing it to grant wishes for more material desires, such as friends and treasure. Source Manual of Exalted Power: Infernals, p. 128-129.

Source: Manual of Exalted Power: Infernals

SCOURED PERFECTION OF FORM

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Desecration

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment

This Charm expands its prerequisite, Verdant Emptiness Endowment, allowing it to grant wishes for drastic physical and spiritual changes, like enlightened Essence or wings. Source Manual of Exalted Power: Infernals, p. 129.

Source: Manual of Exalted Power: Infernals

AS YOU WISH

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Penitents Like Scattered Grains, Verdant Emptiness Endowment

This Charm allows the Infernal to grant the wishes of those whose prayers he hears. Source Manual of Exalted Power: Infernals, p. 129.

Source: Manual of Exalted Power: Infernals

WITHERED SOUL WASTES

Cost: 10m, 1wp; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: Combo-OK

Duration: One day

Prerequisites: Transcendent Desert Creature

This Charm expands the Infernal's definition of a "place of desolation" to include the spiritual as well as the physical, though the Underworld remains beyond the scope of the Exalt to internalize. Source Manual of Exalted Power: Infernals, p. 129.

Source: Manual of Exalted Power: Infernals

FOOTPRINTS LIKE HERALDS FOCUS

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Withered Soul Wastes

With this Charm the Infernal's definition of "spiritual desolation", as per Withered Soul Wastes, expands to include the mere presence of demons. Source Manual of Exalted Power: Infernals, p. 130.

Source: Manual of Exalted Power: Infernals

ENDLESS TORMENT EMANATION

Cost: 15m, 1wp; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Sorcerous

Duration: One week

Prerequisites: Withered Soul Wastes

This Charm produces a psychic blight. Source Manual of Exalted Power: Infernals, p. 130.

Source: Manual of Exalted Power: Infernals

SAND-SCOURED SOCIETY INFLICTION

Cost: 12m, 1wp; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: Combo-OK, Shaping

Duration: One month

Prerequisites: Endless Torment Emanation

This Charm causes an organization to exude its own type of psychic blight similar to that produced by Endless Torment Emanation. Source Manual of Exalted Power: Infernals, p. 130.

Source: Manual of Exalted Power: Infernals

SUBLIMATION OF ORDAINED PURPOSE

Cost: 3m, 1wp; **Mins:** Essence 3, Cecelyne 0; **Type:** Supplemental

Keywords: Combo-OK, Servitude, Social

Duration: Instant

Prerequisites: Demonic Primacy of Essence

This Charm can compel demons and gods to fulfill the purpose for which they exist, without complaint or equivocation. It can also affect elementals that work for the Celestial Bureaucracy. Source Manual of Exalted Power: Infernals, p. 120.

Source: Manual of Exalted Power: Infernals

HOLY LAND INFLICTION

Cost: 15m, 1wp; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: Combo-OK, Obvious, Shaping, Sorcerous

Duration: Until stopped

Prerequisites: Transcendent Desert Creature

This Charm blights an area, turning it into a place of desolation consecrated to the Infernal and Cecelyne. If the Exalt knows Penitents Like Scattered Grains, those who pray to her on the site may receive a miraculous response. Wastes produced by Holy Land Infliction can grow through the sacrifice of gods and Exalted, and may even merge with other consecrated deserts to become enormous. If the holy desert becomes too large, though, Heaven will notice and take action. Source Manual of Exalted Power: Infernals, p. 125-126.

Source: Manual of Exalted Power: Infernals

HELL-WALKER TECHNIQUE

Cost: 20m, 1wp; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: Combo-OK, Sorcerous

Duration: One scene

Prerequisites: Sand-Slip Trick

This Charm allows the Exalt to easily find her way back to Cecelyne and the Demon City, though use outside of a place of desolation is very noticeable to the forces of Heaven. It may even be used to return to places in Creation prepared with Dune-Drowned Oasis Ritual. Incautious trackers may accidentally follow the Infernal into the Endless Desert, where their problems quickly become worse than a single Green Sun Prince. Source Manual of Exalted Power: Infernals, p. 122.

Source: Manual of Exalted Power: Infernals

BLEMISH-SMOOTHING TRANSCENDENCE

Cost: ; **Mins:** Essence 4, Cecelyne 0, Cult 2; **Type:** Permanent

Keywords: Messianic

Duration: Permanent

Prerequisites: Temple Self Apotheosis

Cecelyne demonstrates her superiority in the numberless hordes that worship and nourish her. An Infernal with this Charm may forgo all mote and Willpower rewards from her Cult for the next 25 hours. At the end of this period, she heals any and all health levels of damage she is suffering from, including aggravated damage.

When the Exalt preys on an Intimacy of reverence from her worshipers, if it would be higher she benefits from an effective (Cult + 1) Appearance modifier; this modifier can not be lower than three, but it may be higher.

A second purchase of this Charm at Essence 5+ makes it more difficult to pray to the Infernal without developing an Intimacy of reverence to her. Resisting the unnatural emotion of Temple Self Apotheosis now costs the supplicant (Infernal's Cult) Willpower.

Source: Plague of Hats

INFINITE HORIZON DESOLATION

Cost: (1wp); **Mins:** Essence 5, Cecelyne 0, Cult 3; **Type:** Permanent

Keywords: Blasphemy, Messianic

Duration: Permanent

Prerequisites: Blemish-Smoothing Transcendence, Dune-Drowned Oasis Ritual, Soul-Sand Devil Shintai, Dune-Burst Onslaught

None can escape the oppression of Cecelyne, for she is eternal, endless and ever present. Though they cross her trackless wastes, they do not leave her behind. Though they rebel against her laws, they only end fulfilling them. When an Infernal with this Charm would be killed she may reflexively pay one Willpower to stave off the unthinkable torment of the Underworld or some future, lesser incarnation. She then rolls her permanent Essence against a difficulty equal to half the permanent Essence of the one who struck the killing blow. If no killing blow is to be had, the minimum Essence of the effect or closest equivalent (Manse or Artifact rating, etc.) determines the difficulty. Natural phenomena and mundane traps produce a difficulty of 1. Success results in the Infernal surviving and reforming with one Dying level unfilled in any Dune-Drowned Oasis Ritual site that she consecrated herself, dematerialized and out of motes and Willpower.

Exploiting the laws of her infinitude to avoid death in this way is extremely taxing. The Exalt temporarily lowers her Essence rating to equal that of her Cult. She is considered to actually be of her lowered Essence rating for all purposes, including access to Charms with higher minimum Essence and mote pools. These missing dots of Essence return at a rate of one per month, until the Infernal is again at full strength.

Whether she succeeds or fails in overcoming death, the Exalt's slain body immediately explodes in a terrible sandstorm. This has the same basic effects of both Holy Land Infliction and Dune-Burst Onslaught centered on the Infernal, with a radius of (Essence x 100) yards.

This Charm is ineffective if the Exalt is slain with Ghost-Eating Technique or similar Charms, or if she is killed in the Underworld.

Source: Plague of Hats

BLEAK SPIRIT INTERNALIZATION

Cost: ; **Mins:** Essence 5, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Withered Soul Wastes

The Infernals Withered Soul Wastes lowers its mote cost to five and extends its duration to five days. Another purchase of this Charm at Essence 6+ removes the Willpower cost and extends its duration indefinitely.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

INFERNAL ADJUTANT SACRAMENT

Cost: 5m, 1wp; **Mins:** Essence 2, Cecelyne 0; **Type:** Simple (Dramatic Action)

Keywords: Servitude, Training

Duration: Instant

Prerequisites: Demonic Primacy of Essence

Cecelyne structures the society of the Demon City at large, but at times she can take special interest in the interrelationships of individuals. This Charm is an hour-long ritual that ties a First Circle demon to the Infernal or another being as a demonic familiar ("The Manual of Exalted PowerInfernals", p. 76). This unnatural servitude is irresistible by demons with Essence less than the Exalt, and costs three Willpower to resist if they are of equal Essence. Demons of higher Essence can not be bound in this way. The Familiar (Demonic) rating of the familiar will vary based on its own qualities. If the Storyteller charges experience for Backgrounds, this Charm is a Training effect that incurs debt of three experience per dot. The Exalt can not steal demons that are already familiars or bound by sorcery to other characters.

A second purchase of this Charm at Essence 6+ allows the Exalt to bind Second Circle demons as familiars. This functionally grants the recipient Familiar (Demonic) (Legendary), but it can only be carried out on a demon whose Essence is at least two lower than the Exalts. This generally places only the very weakest Second Circle souls under the power of the Infernal to bind, at least until his Essence climbs higher. There will almost always be political ramifications to binding such high-order souls, as their Third Circle masters are never pleased if this Charm is used without first seeking their permission. Usually, Second Circle demons become familiars through this Charm only by personal dispensation of their progenitor Yozi, such as "Kimberys Dawn" being bound to Lintha Ng Hut Dukantha.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

MULTITUDINOUS REPLETION

Cost: ; **Mins:** Essence 3, Cecelyne 0, Cult 1; **Type:** Permanent

Keywords: Messianic

Duration: Permanent

Prerequisites: Temple Self Apotheosis

Cecelyne suffers ravenous hunger to find the borders of herself, but she is ever bloated by her undifferentiated worshipers. An Exalt with this Charm increases her peripheral mote pool by an amount equal to the Magnitude of the collected mass of those who form her Cult. This extended mote pool can not be refilled except by other Cecelynian Charms that restore motes or through the motes normally recovered through the Cult Background.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

LAWFUL WORLD BENEFACTION

Cost: ; **Mins:** Essence 5, Cecelyne 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Holy Land Infliction

Cecelyne pours out her judgment to drown challengers to her law in a wasteland of her power. When the Infernal uses Holy Land Infliction, he may expand the space it covers to as much as (Essence x 10) square yards. Desolations created with the Charm can also grow in new ways, drawing strength from oppression. This functions like expansion due to prayer, but is based only on the presence and activity of a spiritually desolate society or group as per Withered Soul Wastes or Sand-Scoured Society Infliction.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

TEEMING SWARM REPRIMAND

Cost: (+1m, 1wp); **Mins:** Essence 5, Cecelyne 0, Cult 2; **Type:** Permanent

Keywords: Messianic

Duration: Permanent

Prerequisites: Scorpion-Tailed Mirage Technique

The widespread influence of Cecelynes law builds its own momentum to crush opposition with little or no effort from the lawmaker himself. When the Exalt makes a flurry of attacks with Scorpion-Tailed Mirage Technique, each and every target with permanent Essence lower than the Infernals may be subject to (Cult) additional attacks. The Exalt need not benefit from this enhancement against every valid target, but each additional set of attacks increases the cost of Scorpion-Tailed Mirage Technique by one mote and one Willpower.

A second purchase of this Charm at Essence 6+ allows the Infernal to activate Scorpion-Tailed Mirage Technique without Willpower cost, but this limits him to making a flurry of (Cult) attacks with it. This modified version of the Charm may still be further enhanced by use of Teeming Swarm Reprimand, which still costs one mote and one Willpower per target.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

WORLD AUTHOR EMINENCE

Cost: 3m; **Mins:** Essence 3, Cecelyne 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Social

Duration: Instant

Prerequisites: Wayward Divinity Oversight, Demonic Primacy of Essence

The law of the Endless Desert does not extend solely to they whom she created, but to all existence. It is Cecelyne who laid the foundation of law on the hierarchy of her sister, embedding these precepts into the world and beyond. When this Charm is used to enhance a social attack against a target who would treat it as unnatural influence due to Demonic Primacy of Essence, it costs an additional Willpower to ignore the attack. This effect may be combined with other forms of unnatural influence to increase the Willpower cost to ignore them. If the target would not normally be affected by Demonic Primacy of Essence, this Charm causes them to suffer the normal MDV penalty against the attack as if they were a god.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

HEART PILLAR OF YU SHAN

Cost: 50m,4wp; **Mins:** Essence 7, Cecelyne 0; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Obvious, Shaping, Compulsion, Training

Duration: Instant

Prerequisites: Sublimation of Ordained Purpose

It has always been the will of the Cecylene that all gods should keep to their proper place.

This Charm enhances a bureaucracy consisting of spirits. Spirits within the bureaucracy gain a trait, known as a Rank. Rank is 1 for those beings the Charm user designates as having the highest possible rank within the bureaucracy and their superiors and Rank incrementally increases for the spirits subordinate to these (who have Rank 2), then for spirits subordinate to these spirits (Rank 3), etc... The minimal Rank is 10, and no being within the bureaucracy can have lower Rank than this, even if her superiors have Rank 10.

Spirits within the bureaucracy are under the Compulsion that they cannot raise their Essence above that of any being they are subordinate to within the bureaucracy with a superior Rank score. A being under the effect of this Charm will purposefully attempt either to enhance its position until it is only lower in Rank to a being with a higher Essence score or else will deplete its Essence score until it is lower than its superior's, functionally either converting the experience used to buy the Essence trait into traits more suitable for its Rank or converting those experiences into prayer which sublimes into ambrosia, which is donated to its superior. When spirits gain a promotion which would increase their Rank, but would be unable to pay for an increase in Essence they gain experience sufficient to raise their Essence higher than any lesser Ranked subordinates they gain, as a training effect.

The character using the Charm must hold supreme authority in the bureaucracy in question when using this Charm, though its effects last even when she is withdrawn from this position.

This Charm automatically affects all spirits entering the bureaucracy. This is a Shaping Effect. This is Unnatural Mental influence which cannot be ignored by spirits with an Essence less than 7 without spending 12 willpower points or by spirits with Essence greater than 7 without spending 3 willpower points.

Source: Ghosthead

HEART'S LUST GRANTED

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: , Verdant Emptiness Endowment

When the hearts of mortals grow barren with sorrow, Cecelyne flourishes. This Charm permanently enhances the Infernals Verdant Emptiness Endowment Charm, allowing them to grant supplicants with the gift of true love. Whenever an Infernal observes a character express a desire or failure to obtain the affection of a character whom they possess an Intimacy for, she instantly becomes aware of that Intimacy. In addition, by invoking Verdant Emptiness Endowment, she may cause the object of the wishers Intimacy to develop an Intimacy towards the supplicant in the same emotional context, replacing any prior Intimacies. This is unnatural mental influence, and can be resisted for a cost of three Willpower. The magical Intimacy created by this Charm can be eroded normally, but the victim of it must spend a point of Willpower in every scene they spend eroding it.

Source: The Demented One

DESOLATION OF THE NUMINOUS

Cost: 10m, 1wp; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: Combo-OK, Crippling, Obvious, Sorcerous

Duration: (Essence) days

Prerequisites: , Ephemeral Abrasion Curse

Speaking from the laws of Cecelyne, the Infernal castigates a wayward spirit, cleansing them of their impropriety with the scourging sands of Cecelyne. The Infernal rolls (Charisma + Occult) at a difficulty of the chosen spirits Essence, summoning up a harsh simoom to flagellate their foe. If the Infernals attack is successful, her victim is forcibly materialized (they need not pay any motes to do so). In addition, if their Essence is less than that of the Infernal, they suffer a Crippling effect that prevents them from dematerializing by any means even if their natural state is immaterial, they cannot return to it. The sands gouge the hourglass of Cecelyne into the transgressors brow, and this mark is immanently Obvious to any character with the Hellscry Chakra Charm. The pain of this psychic brand increases the spirit's wound penalties by one, and prevents it from naturally respiring essence while not in any realm of existence where all spirits are naturally material. While this Charm can target any dematerialized character, its Crippling effect can only apply against demons, gods, and elementals. A spirit may be freed of this sorcery by receiving absolution from an ordained priest of Cecelyne. A second purchase of this Charm at Essence 5 extends its duration to Indefinite.

Source: The Demented One

OASIS-HAUNTING PHANTASM

Cost: ; **Mins:** Essence 2, Cecelyne 0; **Type:** Permanent

Keywords: Obvious, Social

Duration: Permanent

Prerequisites: , Scorpion-Tailed Mirage Technique

Cecelyne speaks with the voice of multitudes, every grain of sand reciting eternally her laws for all to hear. This Charm permanently upgrades Scorpion-Tailed

Mirage Technique. When the Infernal activates it, she may choose to make a flurry of Presence-based social attacks instead of physical attacks. If the Infernal has purchased a second copy of Scorpion-Tailed Mirage Technique, she may also make Performance-based attacks. Making a social flurry allows the Infernal to ignore the range limitations of Scorpion-Tailed Mirage Technique. The Infernal moves her lips to speak but once, yet she speaks in countless voices.

Source: The Demented One

BROKEN TABERNACLE CALAMITY

Cost: ; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Holy Land Infliction

Touching the spirit gateway to a traitorous gods sanctum, the Infernal opens it to the sands of Cecelyne. The Infernal may activate Holy Land Infliction to blight the sanctum of any god whose Essence does not exceed their own. Rather than a slowly-spreading blight, this curse claims the entire sanctum immediately. The Infernal may freely pass into any sanctum blighted by this Charm even if they cannot become immaterial, and they cannot be barred from entry. If the Infernal also has the Dune-Drowned Oasis Ritual Charm, then he may corrupt the demesne that a blighted sanctum is founded on, if there is one, by sacrificing the god within it. If he succeeds on a prayer roll, the demesne is instantly aspected to Cecelyne. The demesne reverts to its original aspect if Holy Land Infliction is dispelled.

Source: The Demented One

BLEAK COSMOS DEMIURGE

Cost: ; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: , Endless Torment Emanation

Cecelyne broods at the edges of the Demon City, bereft of all purpose. It amuses her to see others as broken as she is. This Charm permanently upgrades Endless Torment Emanation. It may now erode or build Intimacies even if doing so would oppose a character's Motivation. Exalted and other beings with a Limit track may accept a single point of Limit to ignore this for one scene (Abyssals gain Resonance instead). If the Infernal also knows Sand-Scoured Society Infliction, the benefits of this Charm are extended to it as well.

A second purchase of this Charm at Essence 6 allows the Infernal to strip others of all purpose. Whenever a character within the aura of spiritual desolation created by Endless Torment Emanation or Sand-Scoured Society Infliction loses all points of temporary Willpower, their Motivation is broken. They become listless and depressed, and can be given commands that violate their Motivation. The Exalted and other beings with a Limit track are immune to being broken by this effect, but they gain two points of Limit if they lose all points of Willpower, and gain an additional point for each scene they spend within the aura without regaining Willpower. As before, Abyssals gain Resonance in place of Limit.

Source: The Demented One

CAGED SOUL RENEWAL

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Desecration, Shaping

Duration: Permanent

Prerequisites: , Scoured Perfection of Form

Cecelyne is the granter of wishes best unmade. Mortals have come crawling to her and her servants, begging for reprieve from death and she happily grants it. This Charm enhances Scoured Perfection of Form. The Infernal can use it to lengthen the natural life spans of supplicants, increasing their maximum age by 100 years as an abomination. However, this does nothing to preserve the supplicants youth, causing supplicants to wither away. For every 10 years past his normal maximum life span a supplicant lives, he loses one dot from an Attribute of the Storytellers choice, to a minimum of one dot (and thus, many return to the Infernal to have their Attributes restored with Verdant Emptiness Endowment). The Exalted, and other beings with enlightened essence, cannot have their life spans extended beyond the allotment granted by their Exaltation or nature.

At Essence 6, the Infernal may grant true youth. Those whose lives she extends do not suffer any loss of Attributes due to advanced age, unless the Infernal wishes to withhold the benefits of youth from them. In addition, the Infernal's blessing increases the lifespan of its recipients by (Essence x 25) years. At Essence 9, it can grant true immortality, although the Infernal may bestow a shorter span if she wishes. When granting more than 250 years of additional life, the Infernal must successfully succeed on a Compassion roll, difficulty 1, to grant the benefits of eternal youth alongside the urge to bestow a gift perilous is too irresistible.

Source: The Demented One

FORBIDDEN ARCANA TUTELAGE

Cost: ; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment, Sorcerous Enlightenment of (Yozi)

Oh, how Cecelyne laughs at the foolish sorcerers of Creation! They ape and mimic the Primordials with their stammered incantations and clumsy mudras, ignorant of the true potential of sorcery. But in her mercy, she has endowed her Malefactors with the authority to enlighten the sorcerers of Creation, giving them a gift of true power. This Charm enhances Verdant Emptiness Endowment, allowing the Infernal to bestow knowledge of any spell they know upon a sorcerer who wishes for it. The Infernal must know the spell they choose to grant, and the sorcerer must be capable of casting spells of that circle. Infernals who know the Slave-Spawn Summons, Fiend-Vassal Conscriptio, or All-Commanding Oversoul Beckoning spells cannot teach them to non-Infernals, but can grant their non-Infernal versions: Demon of the First Circle, Demon of the Second Circle, or Demon of the Third Circle.

Source: The Demented One

IFRIT-BINDING SORCERER'S SMILE

Cost: ; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: , Forbidden Arcana Tutelage

Cecelynes law imprisons the lesser souls of the Yozis within Malfeas, for she is loathe to permit them the freedom that she is denied. But when a mortal cries out in desperation and despair, she might be persuaded to allow a demon egress, to show such men the mercy of Hell. This Charm permanently enhances the Infernals Verdant Emptiness Endowment Charm, allowing them to summon up demons to grant the wishes of mortals. Whenever an Infernal observes a character express a desire or failure to complete some task whether it is winning Yomikos love, conquering Lookshy once and for all, or be a real man they may invoke Verdant Emptiness Endowment to sorcerously call a demon of the first circle.

At the next sunset, the demon is summoned to the side of the wisher, sorcerously bound to complete whatever task they sought to achieve. The bound demon serves the mortal (though it pays no heed to any commands he might give) for a year and a day, after which he is drawn back to Malfeas. The Infernal may have a maximum of (Occult + Essence) demons summoned at any one time with this Charm if he wishes to summon another, he must banish one of the previously conjured fiends as a reflexive action, which incidentally frees that wisher of his favor owed to the warlock. It is not given to this Charm to summon demons on behalf of the Infernal Exalted, be they Green Sun Princes or Akuma, or of other demons.

A second purchase at Essence 7 allows the Infernal to summon demon of the second circle with Ifrut-Binding Sorcerers Smile. Such demons appear on the next new moon, and serve their unwitting beneficiary for only a month. Demons of the second circle count as five lesser demons towards the maximum the Infernal can have summoned. A third purchase at Essence 10 allows third circle demons to be summoned. They must be summoned during Calibration, and appear instantly, serving until the end of that Calibration. They count as ten lesser demons.

Source: The Demented One

WORLD-SWALLOWING WASTELAND INVOCATION

Cost: ; **Mins:** Essence 5, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Dune-Drowned Oasis Ritual

Wherever starvation and drought blight the world, wherever blasphemous prayers are sung, wherever blood is unjustly spilt upon the ground, there is Cecelyne. This Charm upgrades Dune-Drowned Oasis Ritual. The Infernal's cult may hasten the creation or improvement of demesnes by offering blood sacrifices. Every one hundred mortals ritually slaughtered within the nascent place of power reduce the time required to create it by a single day. Dragon-Blooded and terrestrial gods each count as (Essence x 20) mortals themselves, while Celestial Exalted or deities count as (Essence x 100). Sacrifices made to expedite the creation of demesnes also count towards expanding the desolation created by Holy Land Infliction.

While there is no limit to the number of sacrifices that may be made, the amount of time required to create a demesne can never be reduced below a single season, nor the process of increasing a demesne to less than a single season per dot of its rating. Furthermore, the Infernal no longer needs to create new liturgies for his cultists to improve a demesne once they have established it. At Essence 7, sacrifices

of enlightened beings are capable of reducing the time required to create the demesne to a single day, or one day per dot of rating for improving demesnes. However, mortal sacrifices still cannot reduce this time below a season, or a season per dot.

Source: The Demented One

BLIGHTED DREAM DESICCATION

Cost: 10m, 1wp; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: Combo-OK, Obvious, Shaping, Sorcerous

Duration: Indefinite

Prerequisites: , Holy Land Infliction

The withered husks of countless dreams lie buried beneath the dunes of Cecelyne, gossamer-bled corpses ancient as her own sands. This Charm is a dramatic action to corrupt a waypoint, hollowing it of all potential. This action has an interval of eight hours, as the Infernal rolls (Charisma + Occult) to maim the essence flows of the waypoint. The difficulty of the roll depends on the depth of the Wyld: 1 in the Bordermarches, 3 in the Middlemarches, 5 in the Deep Wyld, and 10 in Pure Chaos. If the Infernal succeeds, he empties the waypoint of the inchoate potential and chaos that defines the Wyld. It becomes an area of desolation, and also counts as Creation to the raksha for purposes of risking calcification. The Unshaped cannot be affected unless the blight encompasses all of the waypoints that make up their body. Raksha who are calcified within this unholy blight crumble away, leaving behind only a skeleton of salt surrounded by grains of silver sand. Shaping actions made within the waypoint, whether through the native magic of the raksha or through Charms that shape the Wyld into form, suffer an external penalty equal to the Infernal's (Essence/2).

A second purchase of this Charm at Essence 5 upgrades this Charm further. Raksha within the tainted waypoint increase the number of motes they lose at each interval due to calcification by the Infernal's Essence. Furthermore, simply bearing a pennant can no longer protect against Cecelyne's spite, and such trinkets do not allow a raksha to avoid losing essence, even if he wears an Assumption. The penalty on shaping actions rises to the Infernal's Essence. A third purchase of this Charm at Essence 8 lets the Infernal create an aura of desolation that is almost instantly lethal to raksha. In addition to the normal effects of calcification, any raksha that spends more than (Essence) actions within the aura is immediately calcified unless it wears an Assumption Charm.

Source: The Demented One

BROKEN MESSIAH BENEDICTION

Cost: ; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: , Endless Torment Emanation

It amuses Cecelyne to curse those who earn her spite with the same blessing she bestows upon her favored priests. This Charm upgrades Endless Torment Emanation. The Infernal may activate it to target a character, requiring that they touch them to bestow Cecelyne's favor upon them. The spiritual aura created by Endless Torment Emanation is centered on the target, although the Infernal may choose whether or not he is affected by it, carving out a spiritual niche at the center of the blight if

she wishes to bestow a blessing, rather than a curse. At Essence 5, the Infernal may re-activate this Charm to maintain her curse on a character whenever its duration ends naturally (but not when dispelled). Her target must be within the same realm of existence as her, and she must succeed on a (Charisma + Occult) roll at a difficulty of the target's Essence in order to maintain it. This counts as an entirely new effect, allowing the target another chance to using relevant defenses against it.

Source: The Demented One

ORDINATION OF THE HOURGLASS

Cost: ; **Mins:** Essence 3, Cecelyne 0, Cult 2; **Type:** Permanent

Keywords: Messianic (2)

Duration: Permanent

Prerequisites: , As You Wish

As Cecelyne orders authority by creating political dominance, so too does she order devotion with religious institutions. This Charm expands the scope of Verdant Emptiness Endowment, allowing the Infernal to invest supplicants as priests of their own cult with it. A priest endowed by this Charm reduces the difficulty of all prayers to the Infernal by one. Such successful prayers are always heard by the Infernal, as if spoken in urgency. When activating Verdant Emptiness Endowment in response to a prayer made by an ordained priest, the Infernal may waive the mote cost of the Charm. Characters blessed by this Charm incur a training debt of three experience points.

Source: The Demented One

ENDLESS HORIZONS UNFOLDING

Cost: (+1m); **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: , Swallowed in Eternity

Cecelyne's eternal deserts spread ever outward to the ends of the universe. Within her silver sands, there is no direction one can turn, and not see only Cecelyne. This Charm upgrades Swallowed in Eternity. The Infernal may pay a surcharge of one mote to trap a foe completely, caught between the endless horizons. If she successfully uses it to halt an enemy's movement, he is incapable of moving at all in any directionspace seems to stretch outward to infinity no matter which way he turns. At Essence 4, the Infernal's understanding of Cecelyne's infinitude lets him wield this space-distorting magic even beyond her sands. She may pay an additional surcharge of two motes to active Swallowed in Eternity even if she is not in a place of desolation.

Source: The Demented One

LOWLY PEBBLES IN THEIR PLACE

Cost: ; **Mins:** Essence 2, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Demonic Primacy of Essence

Can any thing question its creator? Does it have the authority? Does it have

the right? Of course not. It is Cecelyne who first formulated this truth, and who put it forth to legitimize the reign of the titans. This Charm upgrades Demonic Primacy of Essence. Its effects now extend to mortals, natural animals, and magical beings with Essence 1. However, only the MDV reduction on social attacks is applied against such targets; other benefits and drawbacks of this Charms do not apply.

Source: The Demented One

ENDLESS SANDS EXCEED MERE GRAINS

Cost: (+3m); **Mins:** Essence 2, Cecelyne 0; **Type:** Permanent

Keywords: Social

Duration: Permanent

Prerequisites: , Untouchable Infinitude Reflection

The Endless Desert knows nothing of the meek grains of sand that make up her dunes. It is not the place of the small and lowly to have any sway on the vast and infinite. This Charm upgrades Untouchable Infinitude Reflection. The Infernal may pay a surcharge of two motes when activating it to drown out any meaningless prattle that assails her senses. If she does, the Infernal may ignore all onslaught penalties and coordinated attack penalties to her Dodge MDV. In addition, the MDV penalty of any social attack the Infernal makes is reduced by one, to a minimum of zero, before being applied to her Dodge MDV. As with Untouchable Infinitude Reflection, social attacks that exploit the Imperfection of the Endless Desert ignore these benefits.

Source: The Demented One

ARDENT HYPOCRISY INTERNALIZATION

Cost: 3m; **Mins:** Essence 2, Cecelyne 0; **Type:** Simple

Keywords: None

Duration: A year and a day

Prerequisites: Untouchable Infinitude Reflection

Making a declaration of action that she rules her lessers take, the Infernal binds that statement to herself, drawing on that principle that declares no consistency between action for the weak and the strong.

While under the effects of this Charm, the Infernal may consider any action she makes inconsistent with the statement she has made recommending behavior for her lessers as part of the Cecelynean Excellency. However, she is unable, in exchange, to support any attempt at mental influence inconsistent with the statement she has made with Cecelyne Charms, should that influence target beings that the Infernal would perceive as her lessers.

The Infernal may stack (Essence) instances of this Charm.

If the Infernal reaches Essence 4, she may spend 4xp per statement to make the effects of this Charm for that statement permanent, waiving the essence cost. Incidences of this Charm converted in this fashion still count towards the number of instances she may stack.

Source: Ghosthead

SOUL-SCOURING DEVIL SANDSTORM

Cost: (+1wp); **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Shaping, Sorcerous

Duration: Permanent

Prerequisites: , Dune-Burst Onslaught

Cecelyne's wrath is no fleeting menace. She is content to brood and sulk, nursing her lingering hatred until it has become a raging sandstorm, spilling over and swallowing whosoever provoked it. This Charm upgrades Dune-Burst Onslaught. If the Infernal uses it to evoke an environmental hazard when activating Sandstrike Blast, she may pay a point of Willpower to have the sandstorm persist for the rest of the scene, as a sorcerous effect. After its initial activation, it inflicts the same amount of damage five ticks later, and every five ticks thereafter. The sandstorm remains within the radius chosen by the Infernal, but she may choose to reflexively move the hazard up to (Essence) yards on each tick. The Infernal may maintain no more than (Essence) sandstorms at a time. Each one inflicts damage and can be moved separately, although the Infernal may not overlap multiple sandstorms to stack their damage. A second purchase of this Charm at Essence 4 allows the Infernal to maintain up to (Essence + 2) sandstorms at a time. In addition, he may treat the sorcerous sandstorms created by this Charm as areas of desolation.

Source: The Demented One

DUST DEVIL FEINT

Cost: 3m; **Mins:** Essence 2, Cecelyne N/A; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Obvious, Shaping

Duration: Instant

Prerequisites: Transcendent Desert Creature

For all that Cecelyne is an all-pervasive prisoner of Hell, she flatters herself that she may not be captured or detained if such treatment does not suit her. This Charm may be activated in response to any attack directed at the Infernal, regardless of whether it strikes the character. The Infernal dissolves into a whirling eddy of dust and sand, which is carried away from the attacker on the prayers of her followers, reforming within (Backgrounds:Cult Cult x 5 + Essence) yards. This Charm cannot move through any barrier which would prove impermeable to a trickle of sand. Dust Devil Feint may relocate the warlock to places she could not otherwise reach, such as to a higher perch.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/03/31/ink-monkeys-vol-7-hell-s-chosen.aspx> Ink Monkeys, Vol. 7

Source: Ink Monkeys

FALSE IDOLS CAST DOWN

Cost: ; **Mins:** Essence 3, Cecelyne N/A; **Type:** Permanent

Keywords: Knockback, Messianic, Obvious

Duration: Permanent

Prerequisites: Dust Devil Feint

Cecelyne The Endless Desert especially loathes opponents with pretensions toward their own divinity. Her scorn transforms the Essence of their unworthy prayers into a vessel for her outrage. This Charm permanently enhances its prerequisite, so that the Infernal erupts into a massive, shrieking dust cloud when it is activated in a place of desolation. In addition to its usual effects, the sandblast knocks her attacker back (5 + attackers Backgrounds:Cult Cult x 3) yards if he fails a reflexive (Stamina

+ Resistance) roll at a difficulty of the Infernals Cult rating. This is effective even against bowmen and other long-range attackers, hurling them with extruded wisps of grinding particulate force.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/03/31/ink-monkeys-vol-7-hell-s-chosen.aspx> Ink Monkeys, Vol. 7

Source: Ink Monkeys

MANDATES OF THE DEMON-PROPHET

Cost: 6m, 1wp; **Mins:** Essence 2, Cecelyne 0; **Type:** Simple (Speed 6 in long ticks)

Keywords: Combo-OK, Emotion, Social

Duration: Instant

Prerequisites: , Demonic Primacy of Essence

Proclaiming a law unto the masses, the Infernal rolls (Charisma + Performance) as a social attack. All characters whose MDV is overcome by the attack immediately gain an Intimacy of devotion towards the law dictated by the Infernal, which does not count against the characters maximum number of sustainable Intimacies. Laws named with this Charm are considered to be among the laws of Hell, although they cannot contradict any tenet of Cecelynes doctrine. This unnatural mental influence may be resisted by spending two Willpower, although characters whose Essence exceeds the Infernals own need not spend Willpower to resist. At Essence 3, the Infernal adds (Essence) bonus dice to her social attack roll.

Source: The Demented One

GOSPEL OF OPPRESSION

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Obvious, Sorcerous

Duration: Permanent

Prerequisites: , Mandates of the Demon-Prophet

Hells bible is the only right doctrine of the world. All other holy scriptures and sacred texts are in gross error, written by those blind misguided fools who fail to realize that only strength can justify authority. This Charm upgrades Mandates of the Demon-Prophet. The Infernal may make written social attacks with it, composing holy texts to spread her demonic dogma. Anyone who reads from the gospel of Cecelyne understands that the scripture is one of the legalisms of Hell. Those who do not respect such laws can erase or destroy the text, and countermagic is capable of breaking this sorcerous scripture.

Source: The Demented One

HELL MESSIAH DICTUM

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Compulsion

Duration: Permanent

Prerequisites: , Mandates of the Demon-Prophet

The law of Hell embodies countless codes and taboos, a labyrinthine system of criminalization and punishment. And yet, these numberless thousands of laws all enforce a single core tenet: the weak obey the strong. This Charm upgrades Mandates

of the Demon-Prophet. If the Infernal uses it to successfully inflict unnatural mental influence on any character that her Demonic Primacy of Essence would impose an MDV penalty on, she may also append a Compulsion effect to it. This compels its victims to obey the Infernal's proclaimed law, fulfilling it to the letter. Characters may pay two points of Willpower to resist this influence for a single scene. Once they have spent a total of (Essence x 2) Willpower resisting it, this secondary influence is broken, although the initial Emotion effect remains in place.

Source: The Demented One

FAITHLESS INFIDEL FLAGELLATION

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Compulsion, Emotion, Servitude

Duration: Permanent

Prerequisites: , Mandates of the Demon-Prophet

Cecelyne alone among the Yozis is familiar with the concepts of justice, equality, and freedom. Her hypocrisy allows her to understand the ideals her laws should enforce, and it amuses her to make a mockery of them. The only law of Hell is oppression, and the only justice is Cecelyne. This Charm upgrades Mandates of the Demon-Prophet. Any Intimacy created by it is upgraded in the following ways:

Any character who bears an Intimacy created by this Charm suffers an internal penalty of the Infernals (Essence) on any action that violates the law. They may pay a point of Willpower to resist this Compulsion effect for a scene.

Characters must pay a point of Willpower to have their actions in a scene count towards eroding the Intimacy, resisting the Emotion and Servitude effects this Charm enforces. Demons of the first circle are incapable of resisting it at all.

Any scene in which a character could violate the enforced law, but either chooses not to or fails to do so, counts as a scene of building that Intimacy. The characters reasons for obeying are irrelevant to acquiesce to Cecelynes laws is to obey them.

Source: The Demented One

CRACKED MONOLITH INEVITABILITY

Cost: (+2m); **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Stone-Flayer Touch

Cecelynes sands grind eternally at the edges of Creation, slowly wearing down the threshold that separates her from that promised land. Whenever the Infernal activates Stone-Flayer Touch, they may pay a surcharge of two motes to extend its duration to one scene. However, they must still pay a point of Willpower every time they wish to physically attack a materialized target while immaterial.

Source: The Demented One

ARROGANT PRINCESS SUPERIORITY

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Counter-Pronouncement of Enthymemic Law

No argument stirs Cecelyne, save for when her laws demand it must. This Charm permanently enhances the Infernals Counter-Pronouncement of Enthymemic Law Charm. The Infernal may commit the motes spent activating it to gain an Intimacy towards the law she states. So long as the motes remain committed, up to a maximum of one scene, she perfectly defends against any mental influence or Shaping that would violate that law. This defense is still vulnerable to the Imperfection of the Endless Desert. Once the commitment is broken, the protection granted by this Charm ends, and the Intimacy created by it is broken. Cecelyne does not believe in her own justice except when it suits her.

Source: The Demented One

SLAVE CULT INDULGENCE

Cost: 20m, 1wp; **Mins:** Essence 4, Cecelyne 0, Cult 2; **Type:** Simple

Keywords: Messianic, Obvious

Duration: One scene

Prerequisites: , Ordination of the Hourglass

Cecelyne's supplicants offer themselves up in both body and soul to their divine mistress. Their rewards are eternal slavery and impossible generosity. The Infernal may waive the cost of Verdant Emptiness Endowment when granting the wish of any character who belongs to her cult. Such miracles are Obvious, with the Infernal deciding how her wish-granting magic manifests visibly. However, once the Infernal has granted a character a free wish, she must wait another month before she may do so for that character again any further activations of Verdant Emptiness Endowment must be paid for in full, even if the Infernal subsequently activates this Charm again. If that character remains in a place of desolation, the Infernal instead need wait only five days. In addition, while this Charm is active, mortal members of the Infernal's cult must pay five points of Willpower to refuse her gifts, rather than only one point.

Source: The Demented One

HOST-CONSECRATING DEVIL PIT

Cost: ; **Mins:** Essence 5, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: As You Wish, Spawning Pit Sanctification

Faith in Cecelyne is food enough to sustain her cultists. This Charm upgrades As You Wish. Whenever the Infernal overhears a prayer requesting food, the Infernal may activate Spawning Pit Sanctification in response. The spawning pit instantly opens at the feet of the suppliant, revealing a never-ending bounty of locusts. The opening of the pit never harms the character who made the prayer, although others may not be so fortunate. If the weak and lowly of the world cannot look upon the bared divinity of Cecelyne and survive, she will weep no tears.

Source: The Demented One

ABUNDANT GENEROSITY PATRONAGE

Cost: 1m; **Mins:** Essence 3, Cecelyne 0; **Type:** Supplemental

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: , Verdant Emptiness Endowment

Cecelyne answers dissatisfaction with boundless generosity, expecting nothing in return save obedience. This Charm may enhance any mental influence exerted on character that still owes the Infernal a service as a result of having a wish granted by Verdant Emptiness Endowment. The influence is undodgeable, and becomes unnatural mental influence. Though they can still argue against or deny the Infernal, they cannot merely ignore them. Characters cannot be compelled by this Charm if they are actively working towards completing a favor owed, although they become viable targets once more if they let their duties lapse.

Source: The Demented One

THE WORLD DROWNED IN DESOLATION

Cost: ; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Dune-Burst Onslaught

Cecelyne exists beyond all limitations and boundaries. So too does her spite. This Charm upgrades Dune-Burst Onslaught. If the Infernal uses it to create an environmental hazard when activating Sandstrike Blast, the hazard's area expands to (Essence x 5) yards. At Essence 7, the Infernal may pay a surcharge of five motes to expand the hazard's radius to (Essence x 50) yards, or to (Essence x 100) yards at Essence 8.

Source: The Demented One

BROKEN HOPE CONTENTMENT

Cost: ; **Mins:** Essence 2, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Transcendent Desert Creature

Cecelyne's faith in her laws was broken when they were proved meaningless, failing to save her titanic brethren from the oppression and brutal violence brought upon them by the Exalted. Nothing left of faith or belief can be found in her heart now. Upon learning this Charm, the Infernal becomes incapable of believing in anything. Her jaded acceptance of the world as it is gives her a +1 bonus to her MDVs against any social attack that fails to exploit one of her Intimacies. However, she is incapable of building or strengthening Intimacies normally, and cannot be made to gain Intimacies by any mental influence or social attack, even if she wishes to accept the influence. She can still form Intimacies through other means, such as creating sub-souls with (Yozi) Pantheon Unfurling or other Charms. In addition, all Intimacies the Infernal possesses are weakened by one point each day, as if she had spent a scene eroding them.

Source: The Demented One

SOUL-BARGAIN MUNIFICENCE

Cost: 5m; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple (Speed 4 in long ticks)

Keywords: Combo-OK, Emotion, Servitude, Social

Duration: Instant

Prerequisites: Knowing the Desolate Heart

Cecelyne manipulates others through their failures, using their hopes that these failings might be undone against them. She takes solace in knowing that this could never be done to her, for nothing could ever undo her failure. The Infernal promises another character that she will help them overcome undo one of their great failures in life, rolling (Charisma + Presence) as a social attack. If the Infernal has used Knowing the Desolate Heart to uncover a character's greatest failure and offers to help mend it, she adds (Essence) automatic successes to the roll, and the social attack is rendered undodgeable. If the character's MDVs are overcome by this roll, he gains an Intimacy of trust towards the Infernal, believing that they can help them as they promised. He can resist this influence for two points of Willpower. If the Infernal offered to undo his greatest failure, he must instead pay Willpower equal to her (Essence), to a maximum of five points, to resist. The Intimacy can be eroded normally, but reasserts itself the next time the target sleeps if he does not spend the Willpower to resist this influence.

Should the Infernal promise to undo a character's greatest failure in life and actually succeed at doing so, this Charm compels his servitude, binding him to her as a servant. The Intimacy created by this Charm shifts to one of loyalty, and is strengthened such that it serves as a secondary Motivation. It can no longer be eroded or removed. In addition, the character cannot disobey the Infernal's orders unless he spends two points of Willpower to resist this influence for a scene. Once a character has spent a total of ten Willpower resisting this influence, it is broken, and the Intimacy is reverted to a purely mundane one. What qualifies as undoing a character's greatest failure is left to the Storyteller's discretion. Although the Infernal need not remedy the failure in the way her supplicant might expect, she must take significant action to ameliorate it, such as undoing any harm that resulted from it or reversing its overall effects.

Source: The Demented One

SWORDS SWALLOWED IN SAND

Cost: 5m; **Mins:** Essence 4, Cecelyne 0; **Type:** Reflexive (Step 7)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Soul-Sand Devil Shintai

What mere blade can harm the infinite sands of Cecelyne? As the Infernal is struck, her immaterial sands scatter to the four winds and reform around the blow, its force wasted. This Charm is activated in response to an attack, setting the damage of that attack to 0. Charms or other effects that increase damage in a later step of combat resolution are also negated. This Charm does not function against environmental effects or other sources of damage (such as Total Annihilation) which affect an area with a radius greater than the Infernal's Move distance; even her scattered sands can only spread so far.

This Charm suffers from the Imperfection of the Endless Desert.

Source: Vultur10

DESERT TORTOISE RACES ARROW

Cost: Variable; **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: Shaping, Obvious, Combo-OK

Duration: One Scene

Prerequisites: Swallowed in Eternity

Cecelyne infinitely surrounds herself. Using this Charm warps space around a subject to approach Cecelyne's infinity, slowing his passage through that space. Each 2m committed to this Charm reduces the subject's movement speed through space by half. She may only commit (Essence) motes to this Charm per subject. When using this Charm on herself, as she may, surrounding herself in her own infinity, the Infernal pays 1m per half speed reduction.

The movement speed of any subject does not actually decrease for the purposes of calculating anything other than his ability to move through space, since it is the space that is being shaped, not him.

While this Charm is active on a subject the Infernal may reflexively commit or release motes to the Charm as applied to that subject as a reflexive action. She may use this Charm on (Essence) subjects at once. The Infernal may only use this Charm within areas of desolation. This Charm has a range of 75 per point of the Infernal's Essence.

Source: Ghosthead

SIN-SCOURING ERUPTION

Cost: -; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: Sandstrike Blast

This Charm is a permanent upgrade to Sandstrike Blast. The Infernal can store up activations of Sandstrike Blast that lie latent, erupting only when a particular condition is met; to do so, the Infernal pays the cost of Sandstrike Blast, and the Charm becomes a latent effect tied to the area (a radius of Essence x 50 yards, or Essence x 250 if the Charm is activated within a place of desolation). It can be seen with Essence sight as an intangible sandstorm, but is otherwise not noticeable. The Infernal names one specific act as a trigger; the next time that act is committed within the area, the stored Sandstrike Blast erupts and strikes the committer of the act. The stored use of the Charm is then used up. An Infernal can store up only (Essence) Sandstrike Blasts at any one time. If multiple stored activations have the same trigger, only one Sandstrike Blast activates per commission of the forbidden action. Stored Sandstrike Blasts are Sorcerous effects; they can be broken by countermagic from anywhere within the affected region.

Actions necessary for survival, such as breathing, drinking and eating, cannot be triggers for Sin-Scouring Eruption.

At Essence 6+, the Charm can affect an area of (Essence x 500) yards radius, or (Essence x 2) miles in a place of desolation.

Source: Vultur10

SCOURING BANISHMENT TECHNIQUE

Cost: 5m (or 5m, 1wp); **Mins:** Essence 2, Cecelyne N/A; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Shaping, Sorcerous, Stackable

Duration: One Scene

Prerequisites: Demonic Primacy of Essence

Some demons escape the prison of their ancestor overlords. Sometimes this serves the will of the Yozis. Often, the broken creators simply resent inferiors enjoying privileges they may not. To end such frustrations, an Infernal may use this Charm to select any perceived demon within (Essence x 100) yards. The demon in question appears to slightly erode at the edges, with patches of skin crumbling first to dust and then seeming nothingness as the scoured away Essence trickles into Cecelyne. This process is too slow to result in any actual injury. However, for as long as the Charm remains active, the demon cant heal by any means. Whenever it suffers levels of damage, the injured tissue dissolves further (this cosmetic injury doesnt increase the number of levels suffered). After applying each damage level, the Storyteller checks whether the total number of non-bashing damage levels currently applied to the demon exceeds its Essence rating. Once this threshold is reached, the spirit disintegrates completely and its scattered Essence makes the five-day crossing to reform in the dunes just outside the walls of Malfeas. The spirit arrives in the same condition as it vanished. Scouring Banishment technique may be activated multiple times to mark different demons for banishment. The cost is five motes (plus one Willpower if the target belongs to the Second or Third Circle). With Essence 4+, the Infernal may use a single activation to affect as many valid targets as desired, provided she pays the requisite cost for each. Essence 6+ drops the cost to target First Circle demons to one mote each.

Essence 3+ Infernals may purchase this Charm a second time. In addition to the usual effects, targeted demons cant regain Willpower from stunts. Other means of Willpower recovery function normally. Furthermore, if a targeted demon runs out of Willpower points for any reason, it dissolves and reforms in the sands outside Malfeas as explained above.

A third purchase requires Essence 4+, extending the Charms power to affect gods, elementals and devas as though they were demons (eroding via damage and Willpower loss alike). The Yozis can feel whenever a god enters their realm this way and know the identity of that deity. How and whether they respond depends on how much they personally hate the intruder. The titans consider elementals below Essence 6 too pathetic to notice this way, though greater elementals draw their attention like gods.

Cecelyne does not like to think of the Underworld, and so it has not occurred to her that a fourth purchase is possible (also requiring Essence 4+). This purchase broadens its power to affect ghosts as per other spirits, though the Yozis never dignify the dead with automatic notice. It remains to be seen how long it will take for a warlock to realize this possibility and so force Cecelyne to gain this power. Perhaps she will be grateful to know she can damn the dead to the eternal suffering of the Demon Realm. Perhaps she will be horrified by the reminder of her own mortality. Only time will tell.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/20/ink-monkeys-vol-36-hell-s-chosen-part-ii.aspx> Ink Monkeys, Vol. 36

Source: Ink Monkeys

INVESTITURE OF UNHOLY WILL

Cost: 20m, 1wp; **Mins:** Essence 3, Cecelyne N/A; **Type:** Supplemental

Keywords: Combo-OK, Sorcerous

Duration: Until Calibration

Prerequisites: Demonic Primacy of Essence

While the souls of the Yozis must appear before the Exalted when bidden by the proper rites, they may resist enslavement by those who invoke this right. This Charm can enhance any physical attack against a demon, though generally the warlock pulls the blow so as not to harm the target. If the attack hits, it lays a mark of Primordial Essence upon the target until the next Calibration. This mark affects demons as follows:

If they belong to the First or Second Circle, they add the Infernal's Essence in bonus dice on all rolls to resist sorcerous binding or banishment (maximum +5). This does not apply against the warlock who marked them.

They suffer an external penalty of the warlock's Essence on all rolls to resist her attempts to sorcerously bind or banish them.

If multiple Infernals lay their mark on a single demon, only the greatest bonus applies; however, each warlock benefits normally from her own mark when attempting to bind or banish the demon.

If the demon is currently bound and tracks Limit (as per guidelines in Roll of Glorious Divinity I and II) when the mark is placed, the Infernal knows this and may add (his Willpower rating) Limit points to the demons track.

Cecelyne was made to swear she would not use this Charm as part of her surrender oaths. Much to her frustration, she later discovered this prohibition also extended to her akuma.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/20/ink-monkeys-vol-36-hell-s-chosen-part-ii.aspx> Ink Monkeys, Vol. 36

Source: Ink Monkeys

INAUSPICIOUS BENEDICTION OF ENDEAVOR

Cost: 15m, 1wp; **Mins:** Essence 3, Cecelyne N/A; **Type:** Simple

Keywords: Combo-OK, Shaping, Sorcerous

Duration: Until broken

Prerequisites: Unquestionable Yozi Authority, Sublimation of Ordained Purpose

Cecelyne grants her favor to organizations whose policies express the madness of her law. This Charm may be used to enchant any social unit with a Magnitude no greater than the Infernals (Essence or Bureaucracy, whichever is higher). The warlock must be socially interacting with the units leader and communicate the full intent of the Charm while using it, gaining the leaders assent. It is permissible to secure cooperation prior to activation via social attacks. Larger units must be targeted piecemeal as individual departments or bureaus. The warlock selects one task the organization must perform at recurring intervals or actions that must be avoided at all times; the burden should be strange and onerous without any seeming connection to the organizations function, but the task or taboo must be something the unit can accomplish. The Storyteller assesses how much extra work and hassle the chosen task/ban causes for the target organization from among the options listed below.

The severity of the drawback determines how many bonus successes the unit and all of its individual members receive when taking actions that directly further the enchanted units Policy. If the organization ignores the blessing the Infernal has given them and does not implement the task/ban within a week, the power of Cecelyne grinds the organizations fate as a Shaping effect. This also happens as soon as the

task is not completed on schedule or the taboo is broken. The unit suffers one automatic botch on a critical action as per a broken Eclipse oath, and then the magic ends. Applying appropriate countermagic to the unit leader breaks the effect without any doom, as does complete disbandment of the unit. If the leader changes, the new leader becomes the anchor point for applying countermagic. A change in Policy does not affect the Charm. So long as the unit keeps to its duty or avoids its ban, the enchantment continues indefinitely. Units already enchanted by Inauspicious Benediction of Endeavor cant be targeted with further applications from any character.

Inauspicious Benediction of Endeavor may target an individual rather than a social unit, though it would not occur to Cecelyne herself to do so. Affected characters receive the bonus successes awarded by the burden toward actions directly supporting their Motivation. The Infernal may target herself, though the associated burden is no less onerous.

Inconvenience (2 successes): The duty isnt fun, but its not really all that much work either. The primary weight of the burden stems from the distastefulness of the task. Example: stopping work three times a day at fixed times to ritually venerate the law of Cecelyne regardless of whatever else is going on. For taboos, the organization must avoid a particular convenience, but the loss doesnt really impede operations in any measurable way. Example: No one in the organization may imbibe alcohol. An inconvenience that doesnt frustrate members on a regular basis shouldnt qualify for any bonus.

Challenge (3 successes): The required task demands that members go out of their way, typically to do something immoral, abhorrent or both, but nothing that would seriously conflict with the average members Intimacies. Example: Sacrificing a pure white kitten who has never known pain following the close of business each day; once a month, one member chosen at random must voluntarily accept being beaten past unconsciousness by other members. Taboos present equivalent difficulty and can be broken accidentally by the incautious. Example: Never kill a locust; never speak any translation of Unconquered Sun.?

Hardship (4 successes): The duty or ban seriously impacts the day to day operations of the organization, forcing it to cover up activities that would certainly attract immediate censure from the public and external authorities. Examples: The slow bleeding death of one unblemished baby who has never seen a Calibration assures one month of good fortune; never thank a god or a gods priest for anything, even with hollow or ironic courtesy.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/20/ink-monkeys-vol-36-hell-s-chosen-part-ii.aspx> Ink Monkeys, Vol. 36

Source: Ink Monkeys

MIRACLE GIFT MASTERY

Cost: –; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment

Cecelyne may give her blessings slowly, the better to exact compounding price for each piece of her gift. But this need not be so. With purchase of this Charm, an Infernals power to wield Verdant Emptiness Endowment grows mightily as follows:

? She may bestow degrees of thaumaturgy like standard specialties; as usual, she

need not possess the degree in question. The target must meet all prerequisites for learning the degree.

? She may give multiple dots of the same trait as a single blessing, as many as desired (subject to the usual trait maximum for the beneficiary). Since this is a single blessing, the number of botches associated with failing to pay the price is based on conferring one dot, regardless of the total number actually conferred. Conversely, since this is a single blessing, it does not matter if the target would end up in experience debt after a single dot all dots still get conferred.

? She may bestow Attributes, Abilities or specialties instantly. This is Obvious, as swirling silver sands envelop the target and transform her mentally and physically as appropriate. If she knows Bestowal of Accursed Fortune and grants multiple Background dots, they still appear in weeks according to the new rating and cannot be granted faster.

? The price to refuse her blessing is (half her Essence rating, rounded up) Willpower points rather than just one. As a reminder, rejecting a gift is not considered resisting mental influence.

? She may bestow her blessing on anyone she can perceive within one mile, rather than being limited to (Essence rating) yards.

? With Essence 4+, she may bestow trait dots on mortal characters who are in experience debt.

? With Essence 4+, the cost to use Verdant Emptiness Endowment on a target may be lowered to a single mote, provided the target already accepted a blessing from the Infernals use of the Charm earlier in the scene. However, as soon as the target pays Willpower to reject a gift, the cost resets to normal.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/11/13/ink-monkeys-vol-45-make-a-wish.aspx> Ink Monkeys, Vol. 45

Source: Ink Monkeys

DRAUGHT OF SWEET INFINITY

Cost: –; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment

From time to time, the sands of the Endless Desert swell and burst apart, releasing a faint gust of perfumed wind, sweet and spicy and full of promise of benevolence not fitting to the Demon Realm. Those meant to breathe such grace do so five days hence, and by the power of Cecelyne, cripples may walk and the blind may see the better that they walk into the sands of eternity and behold her infinite splendor.

This Charm is a permanent enhancement of its prerequisite, allowing the Infernal to grant the expressed desires of others for healing, though she may not heal herself. It is even possible to grant a wish that is not communicated, but intended (as defined by the target's player), such as a coma patient's desire to wake. Five days before bearing witness to such a request, a perfumed breath escapes the warlock's lips unnoticed by her or anyone else; it is the faintest of sighs. And yet, in the place and moment for which the breath was intended, it takes root within the flesh of the beneficiary as a great blessing.

The power of this Charm can instantly mend any single crippling injury in the blink of an eye, or heal (warlock's Essence or Cult) non-aggravated damage levels the

target currently suffers. Having accepted the blessing, the target instantly develops an Intimacy of reverence toward the Infernal (or shifts the context of any existing Intimacy to reverence), and this natural Emotion effect cannot be further resisted due to the targets acceptance.

There are limits to Cecelynes power, if not to herself. Once a target has received healing from this Charm, he cannot be healed again until five days pass. Only during Calibration does this restriction ease, during which targets may be healed as often as the Infernal chooses to activate Verdant Emptiness Endowment for the cause and pays full cost to do so (no activation cost discounts may be applied).

With Essence 4+, a single activation can mend one Crippling wound and heal damage (rather than having to choose). Essence 5+ allows the healing of all Crippling wounds and appropriate damage levels, but doing so adds a surcharge of four motes per Crippling wound past the first.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/11/13/ink-monkeys-vol-45-make-a-wish.aspx> Ink Monkeys, Vol. 45

Source: Ink Monkeys

FINE PRINT BEQUEST

Cost: –; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment, Verdant Emptiness Endowment, Bestowal of Accursed Fortune, Verdant Emptiness Endowment

The Endless Desert exacts a terrible price for her generosity. That doesnt mean her generosity needs not also have strings attached. Upon learning this Charm, the Infernal gains the power to add a clause to each gift she bestows with Verdant Emptiness Endowment. To do this, she must offer to fulfill the targets expressed desire and inform the target of the clause, which may be an action the target must never do or which he must do in response to specific stimuli. The clause must be something the target is actually capable of doing, though the difficulty is irrelevant. If all these conditions are met and the target accepts the blessing, the clause takes effect. Should the target ever break the terms of the clause, the blessing fades away over the same time it took to appear (returning appropriate experience points if applicable).

Example: Sulumor offers to make a warrior deadlier with his sword, granting the Melee specialty Swords +1. She warns that the gift is contingent on him never raising a hand against her. This gift takes a scene to appear, so if he ever physically attacks her, the specialty disappears at the end of the scene.

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Source: Ink Monkeys

FINE PRINT BEQUEST

Cost: –; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment, Verdant Emptiness Endowment,

Bestowal of Accursed Fortune, Verdant Emptiness Endowment

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Source: Ink Monkeys

FINE PRINT BEQUEST

Cost: –; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment, Verdant Emptiness Endowment, Bestowal of Accursed Fortune, Verdant Emptiness Endowment

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Source: Ink Monkeys

FINE PRINT BEQUEST

Cost: –; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment, Verdant Emptiness Endowment, Bestowal of Accursed Fortune, Verdant Emptiness Endowment

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Source: Ink Monkeys

WAYWARD SERF REMONSTRATIONS

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Permanent

Prerequisites: Demonic Primacy of Essence

There is one crime Cecelyne cannot forgive any demon which raises a claw against its creators must experience the full fury of the Endless Desert. This Charm grants an Overdrive pool with a capacity of ten motes. Initially empty, it gains motes under the following circumstances: whenever the Infernal rolls Join Battle against one or more demons, she gains a number of offensive motes equal to the highest Essence rating among the demons opposing her. Afterwards, so long as she remains in battle against at least one demon, she gains one offensive mote on each of her action ticks.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

SPECKS BEFORE INFINITY

Cost: ; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Permanent

Prerequisites: Wayward Serf Remonstrations

Though the laws of the Cecelyne Endless Desert are ultimately arbitrary, there is one rule she holds sacred: the strong shall dominate the weak. This Charm grants an Overdrive pool with a capacity of ten motes. Initially empty, it gains motes under

the following circumstances: On any tick during which the Infernal is attacked by an individual of lower Essence, she gains one offensive mote. Her own bound spirits do not count for this purpose, nor any other being she has commanded to attack her. The Infernal also loses one offensive mote on any tick during which she attacks a being of higher Essence ; this loss cannot take her below zero offensive motes.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

SINS OF THE FATHER

Cost: (1wp); **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Bestowal of Accursed Fortune

The sons must pay for the sins of their fathers, stretching on for eternity this line of debt is something the Endless Desert can appreciate well. Certainly, when the Yozis return to Creation, none shall be spared retribution for the transgressions of their ancestors. Only those who have relinquished the failures and weakness of their forebears may rise to the measure of Hell, forging their way through Cecelynes infinite form.

This Charm permanently enhances its prerequisite, allowing tasks owed to the Infernal to carry on through her debtors bloodline, provided the debtors family still benefits from his Hell-granted fortune. If a character owing the Infernal a task due to receiving dots in a background from Verdant Emptiness Endowment dies before he can fulfil his side of the bargain, then the Infernal may reflexively pay one point of temporary Willpower to pass the debt on to another character directly related to the debtor as a Shaping effect. If any effect has increased the number of threatened botches, these additional botches carry over to this new debtor.

The character the debt passes to must still be benefiting from the granted background to some degree, however decreased or abstracted. If a peasant was granted a kingdom by the Infernal, then his princely heir is a valid target. If a Dynast purchased a manse with the Resources granted him by the Infernal, and his son inherited that manse, then he is a valid target. It is up to the Infernal to lay out just how the inheritor has taken on their forebears debt.

Upon selecting a new debtor, that character is made aware of the dark nature of their good fortune. By default, this is on a subconscious level, but the Infernal may reveal the exact source of their familys providence if she so desires. The only way for them to avoid taking on their predecessors debt (outside of anti-Shaping magic) is to immediately renounce all the inherited benefits upon the debt being transferred the prince must abdicate, the new Dynast must wash his hands of his manse. Simply trading it out for another benefit is insufficient - the prince cannot take his crown jewels with him, and the Dynast cannot sell his manse, if they wish to renounce the patronage of Cecelyne. This replaces paying Willpower as a defence.

Though Cecelyne does not yet know it, this Charm has another application at Essence 4+. When a debtor of any sort dies and leaves a ghost, the Infernal may pay the cost to use this Charms effects, transferring the debt not to his family, but to his ghost. Death is a poor excuse to renege on a deal.

Source: Revlid

DESOLATE MONUMENT SCHEME

Cost: ; **Mins:** Essence 5, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment

Like grains of sand trickling through an hourglass, an endless stream of the desperate and foolish fall through Cecelynes fingers. She is not without mercy, however; at times she will allow one of her debtors to pull themselves free, provided they drag others down in their place, their broken hopes forming a desolate monument to her generosity. This Charm permanently enhances its prerequisite, giving the Infernal another option when requesting payment from a character with awakened Essence; she may ask that her debtor seek out further beneficiaries.

For the next (Infernals Essence + Bureaucracy) days, the debtor becomes an advocate, gaining access to the Charm Verdant Emptiness Endowment, as well as any of the Infernal's Charms that enhance it, regardless of whether or not they meet the requisite minimum Essence. The advocate may use this Charm to grant others wishes, as normal, but doing so results in their target becoming indebted to the Infernal, not them; the Infernal is instantly made aware of new debtors acquired by the advocate, though not what they wished for. The advocate must acquire at least (Infernals Essence/2) new debtors in this way before they lose access to the Charm, or they are considered to have failed to uphold their end of the bargain.

At Essence 7+, the Infernal may increase the number of days the advocate retains access to Verdant Emptiness Endowment to (Infernals Essence + Bureaucracy + Occult). Cecelyne is considered to have a rating of 10 in all relevant abilities for the purposes of this Charm, allowing her to loan out her power for a full month if she so desires.

Source: Revlid

VICE-AND-VIRTUE EQUATION

Cost: (1wp); **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Demonic Primacy of Essence

The worlds moral structure is topsy-turvy, inverted and broken from the moment the weak and shortsighted usurped their less-numerous betters. Cecelyne acquired this Charm when she came to recognise this fact and even indulge in it; after the vivisection of her fetich, a deliberate and explorative insult by the Exalted Host who had exploited her rules of engagement throughout their selfish rebellion. The Infernal may reflexively spend a single point of Willpower in order to invert her Virtues, gaining the ability to sneer at the rules they impose on her character, reinterpreting them in an ironic and deliberately hypocritical fashion, expressing Compassion with cruelty and Valor with self-preservation. For the rest of the scene, she may channel any of her Virtues to enhance actions that would normally require her to suppress them, and must suppress her Virtues in order to take actions that they could normally enhance. The Infernals Virtues return to normal at the end of the scene; alternatively, she may reflexively re-invert them back to normal by gaining a single point of Limit; Cecelynes hypocrisy is a bitter luxury, not something her ego permits her to use as a tool of convenience.

Source: Revlid

DIVINATION OF ENDLESS INADEQUACIES

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Knowing the Desolate Heart

None who walk Cecelyne's sands escape without their hearts being laid bare. The Endless Desert seldom cares for what she finds within. This Charm permanently enhances its prerequisite. Whenever the Infernal uses Knowing the Desolate Heart and learns her target's greatest failure, she provokes a trickle of insights into her target's pathetic life, like grains of sand falling through an hourglass. For the rest of the scene, whenever the Infernal makes a successful social attack against the target, or the target makes a social attack against the Infernal (successful or otherwise), the warlock immediately learns their next greatest failure, scaling down from the last one she learned.

In this manner, the Infernal might first learn of a father's failure to save his daughter, then his failure to keep his job, then his disappointment over his artistic skills, and finally his frustration over having forgotten to buy milk; no failing, however petty, is beyond the grasp of Cecelyne. This benefit is not optional; sufficient social interaction can force an Infernal to learn each and every one of her target's failures.

If the Infernal is landscape-scale or larger, and the target of Knowing the Desolate Heart is within her body, the duration of this effect is extended to last for as long as they remain within her. In addition, she counts every hour they spend in her form and every prayer roll they make to her (or one of her souls) as a failed social attack for the purposes of this Charm. If the concurrent divinations of failure pile up to the extent that they would interfere with the Infernal's own thoughts, she begins to treat them as prayers, and can listen to them (or ignore them) as per Penitents Like Scattered Grains. To her irritation, Cecelyne has yet to find a traveller on her sands whose sense of failure matches her own.

Source: Revlid

INARGUABLE WORD

Cost: -; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Unquestionable Yozi Authority

This Charm upgrades its prerequisite, preventing demons from making social attacks against the Infernal. Source Broken-Winged Crane, p. 14.

Source: Broken-Winged Crane

INNER VOICE BETRAYAL

Cost: -; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Knowing the Desolate Heart

This Charm allows the Infernal to deduce the target's Motivation. Source Broken-Winged Crane, p. 16.

Source: Broken-Winged Crane

TRANSCENDENT DESERT WITHIN

Cost: 1; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: Holy Land Infliction

This Charm grants the Infernal an addition mote pool that can be filled with prayer-generated Essence. Source Broken-Winged Crane, p. 15.

Source: Broken-Winged Crane

ABOVE ALL OTHERS

Cost: 1; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Penitents Like Scattered Grains

This Charm upgrades its prerequisite, allowing the Infernal to hear prayers not directed at them. Source Broken-Winged Crane, p. 15.

Source: Broken-Winged Crane

RAPACIOUS DELICACY SUMMONS

Cost: -; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Locust Mana Plague

This Charm upgrades its prerequisite, causing the locusts to consume all food-stuffs in the range of their appearance. They will also consume non-living tissue, such as that of the walking dead. Ghost-Blooded and Abyssals confuse them, and suffer an environmental hazard due to the biting insects. Source Broken-Winged Crane, p. 16.

Source: Broken-Winged Crane

GIFTS OF GREATER GLORY

Cost: -; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Scoured Perfection of Form

This Charm expands the scope of Charms: Verdant Emptiness Endowment Verdant Emptiness Endowment to allow the Infernal to bestow a Charm instead of increasing a Trait. Source Broken-Winged Crane, p. 18.

Source: Broken-Winged Crane

FROM DESOLATION, LIFE

Cost: 2; **Mins:** Essence 5, Cecelyne 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Spawning Pit Sanctification

This Charm upgrades its prerequisite, devouring a live demon sacrificed to the pit. The pit then creates a new demon of that species filled with the terror of Adorjan. Alternately, the character can create a new demon species. Source Broken-Winged Crane, p. 17.

Source: Broken-Winged Crane

WORLD-GRINDING SANDSTORM DEVASTATION

Cost: 40m, 2wp; **Mins:** Essence 4, Cecelyne 0, Cult 3; **Type:** Simple (Speed 10, DV -5)

Keywords: Blasphemy, Messianic, Obvious, Shaping, Sorcerous

Duration: Instant (or one hour)

Prerequisites: Dune-Burst Onslaught

This Charm allows the inflict great damage over an area with an environmental hazard. Characters with Charms:Scoured Perfection of Form Scoured Perfection of Form can use the area of effect to cause mutations instead. Source Broken-Winged Crane, p. 15.

Source: Broken-Winged Crane

GREATER SHINTAI OF THE ENDLESS DESERT

Cost: 40m, 3wp; **Mins:** Essence 5, Cecelyne 0; **Type:** Simple

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

Duration: Indefinite

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

This Charm reshapes the Infernal in the image of Cecelyne. The violence of the transformation radiates destruction as per Charms:World-Grinding Sandstorm Devastation World-Grinding Sandstorm Devastation. A number of benefits are conferred on the character in this form. Source Broken-Winged Crane, p. 18.

Source: Broken-Winged Crane

LOCUST MANA PLAGUE

Cost: 15m, 1wp (or 2m); **Mins:** Essence 3, Cecelyne 0; **Type:** Simple

Keywords: Desecration, Shaping, Sorcerous

Duration: One day

Prerequisites: Transcendent Desert Creature

This Charm is a benediction that calls forth hundreds of locusts which quickly die and can nourish many people. These insects are always delicious, and those that eat too many are magically compelled to revere the Infernal that conjured them. Subsisting on a diet of these locusts for many weeks can transform the eater into a Creature of Darkness. If the Exalt who produced them is powerful and knows Scoured Perfection of Form those who eat the locusts can become exceptionally suited to living in the desert. Source Manual of Exalted Power: Infernals, p. 126-127.

Source: Manual of Exalted Power: Infernals

BETWEEN YOU AND I

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Knowing the Desolate Heart

The heat of the Green Sun beats down constantly on the silver sands of Cecelyne, a pressure that alleviates only when she wills it so. It is not so different from the pressures of social expectation and disapproval; a similarity reflected by the sapphire-tinted eyes that wink into brief existence across the Endless Desert when she wishes others to know that she is watching them, and that no secret of theirs is hidden from her archives. This Charm permanently enhances its prerequisite. If the Infernal successfully divines her target's greatest failure with that Charm, she may choose (at any point) to wordlessly make her knowledge Obvious to the target. If she does so, then any mental influence she applies against the target that plays off the divined failure, no matter how subtly, applies a -2 penalty to their MDV.

At Essence 4+, the warlock may costlessly add a psychic threat of exposure to any mental influence that benefits from this effect, a threat which is Obvious to the target alone. If the target successfully defends himself against the mental influence in question, the failure that is being exploited will become Obvious to every character who can perceive the target or the Infernal at that moment. The target can only defend himself by braving an admittance of his failings, thereby making the warlock's knowledge worthless.

Source: Revlid

ENDLESS PILGRIM WALK

Cost: ; **Mins:** Essence 2, Cecelyne 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Endless Torment Emanation

Far from being inconvenienced by harsh and desolate environmental, Cecelyne find them relaxing. An Infernal who learns this Charm are immune to fatigue in places of desolation ; if she accumulated fatigue before, the time she spends there counts as resting for the purpose of recovering from fatigue. If she is effectively resting, the time rate is multiplied by (Essence).Category:Charms from Xelloss

Category:Yozi Charms

Source: Xelloss

SEE-NO-EVIL SATORI

Cost: ; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Sorcerous, Touch

Duration: Permanent

Prerequisites: , Anonymity Through Propriety

They move through the streets, clad in uniform and jackboot, police beyond policing. Avoid drawing their gaze or catching their interest; you might survive neither. This Charm permanently enhances its prerequisite, allowing the Infernal to

apply it as a Sorcerous effect with a duration of one month to a social group with a Magnitude of at least one and no more than (Essence), by touching the leader of that social group and giving them her blessing. If she does so, all members of that group exude the Compulsion, replacing the Infernals (Charisma + Bureaucracy + Cult) with that of their leader, and replacing the Infernals Essence with the groups Magnitude for the purposes of determining the effects range.

Source: Revlid

READING CERULEAN LEGISLATION

Cost: (+5m); **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Laying Down the Law

None but the priests of Cecelyne may look upon the colour blue; such is the ban written in blue ink at the head of every legal script in Malfeas. There are very few demons who have not, upon being summoned into the gold-lit daytime of Creation, taken a furtive glance up at the alien Vault of Heaven and its forbidden hue. This Charm permanently enhances its prerequisite, allowing the warlock to use it at a cost of five motes in order to set out a general ban, rather than one targeting a specific character. The warlock is banned from this action as normal, and gains a single offensive mote whenever any character she can perceive takes the banned action, to a maximum of (Essence) offensive motes per action. Mass Combat units count as a single character for this purpose. She may not change the bans nature once she has applied it, and loses a full (Essence) offensive motes if she violates the ban herself. Finally, the Infernal cannot use the standard version of Laying Down the Law while this version is active.

Source: Revlid

CONDEMNED TO ENDLESS LABOUR

Cost: 4m, 1wp; **Mins:** Essence 3, Cecelyne 0; **Type:** Reflexive

Keywords: Combo-OK, Sorcerous

Duration: One interval

Prerequisites: , Swallowed in Eternity

Despite her myriad laws, Cecelyne seldom bothers to personally forbid her lessers from certain projects, preferring to let the infinite scope of their task grind them down on their own. The Infernal may use this Charm to target any dramatic or extended project she can perceive, whether it is in-progress or in its planning stages. The length of the current interval of that project is increased by one degree of time (i.e. from minutes to hours to days to weeks to months to seasons to years to decades). Every attempt to move the project forward is stymied by dense bureaucracy, an apathetic infrastructure, and minor, meaningless happenstance. This effect can be dispelled by countermagic targeting the physical "center" of the project itself; the half-built manse shrouded in scaffolding, the map-plastered planning room, or the workshop littered with discarded blueprints. Upon using this Charm to slow a project, the Infernal may spend an additional point of temporary Willpower to tip the hourglass the other way, speeding the current interval of one of her own ongoing projects (including those she has delegated to others) by one degree of time. Blue

tape is cut through, and obstructions are brushed off like grains of sand. This effect is not sorcerous, but is cancelled if the original effect is dispelled.

A second purchase of this Charm allows the Infernal to extend the duration of this Charm, increasing its cost by four motes per additional interval, to a maximum total of (higher of Essence or Bureaucracy) intervals. This increased duration extends to any of her own projects that she chooses to aid.

”Example: While drinking juice at a heavenly teahouse, Regouv (who has purchased this Charm twice) notices a Celestial Lion questioning some suspects, and deduces that this is part of a greater investigation to ferret out an infiltrator in Yu-Shan. Since the infiltrator in question is himself, Regouv activates this Charm, spending eight motes to increase the duration of the investigation’s next two intervals from three weeks to three months, giving him more time to slip through the net. He also spends a single point of temporary Willpower, speeding up the next two crafting intervals for the artifact coat he has commissioned from a divine tailor from one season to one month.”

Source: Revlid

LAYING DOWN THE LAW

Cost: 0m; **Mins:** Essence 3, Cecelyne 0; **Type:** Reflexive

Keywords: Combo-OK, Native, Obvious, Overdrive

Duration: Instant

Prerequisites: First Cecelyne Excellency, Counter-Pronouncement of Enthymemic Law

Cecelynes laws are all-encompassing, her declaration of new taboos and obligations absolute. With the Primordial War, it became clear that some did not believe this, and with her surrender, she joined their sceptical ranks. The Auspicious Judge still inflicts her legalistic whims on the population of Malfeas, but they are flaunted by any with the strength to avoid punishment. Such hypocrisy empowers her, generating whispering sandstorms of hollow and fleeting Essence.

Upon learning this Charm, the warlock gains an Overdrive pool with a capacity of ten motes. Initially empty, she may fill it by targeting a single opponent she can perceive and outlawing a specific action. Valid bans include specific combat actions (such as Move, Jump, Attack, Cast Sorcery, or specific Miscellaneous Actions such as stanching bleeding), using Charms of a particular type (the banned action must be active; therefore, Permanent Charms are not valid targets), activating Charms with a particular Keyword, or more esoteric bans, none of which can be broader than a single specific combat action (such as reading? or trying to talk your way out of this?).

The warlock communicates the banned action to her target with a gesture or command that is elaborated by a flare of sharp blue anima, making this Charm unmistakably Obvious. The target, and anyone else watching the Exalt, immediately learns the details of the banned action. The Infernal might hold up her palm, the Old Realm for stop? etched onto it in glowing blue, and anyone watching (and the target) would immediately learn that she has banned the Move action, or she might spit out a rant against the impudence of using the elements of Creation to strike the angel of its creators, thus communicating that she has banned the target from using the Charm Elemental Essence Bolt.

The Infernal may target up to (Essence) separate characters with this Charm, but none of her targets can share the same ban, and she cannot target the same character

with multiple bans. The Infernal immediately gains one offensive mote whenever one of her targets breaks their ban, to a maximum of one mote per target per action. The warlock can reflexively change the nature of an individuals ban (or remove it outright) once per action, on her action tick, communicating it just as before.

Cecelyne is a hypocrite, but this is a state she has been led to by a cruel and arbitrary universe. She sneers at the laws she constructs, but they are still etched on the tablet of her soul, and her disregard wears its surface ever-thinner. Whenever the Infernal takes an action that she herself has banned, she loses a number of offensive motes equal to the number of actions she has currently banned. This may occur a maximum of once per action.

Source: Revlid

PREACH ISOLATION TO THE UNDESERVING

Cost: 3m; **Mins:** Essence 3, Cecelyne 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Anonymity Through Propriety

The Auspicious Judge recognizes that punishments must differ. For some, the best rebuke is an impersonal, harsh berating. For others, separation from that same crowd is a greater chastisement. For still others, it is best to flay off the skin and rub in a mixture of acrid salt and silver sand before binding them in muffling robes and sending them to wander on an endless redemptive pilgrimage through an infinite desert. The first two require much less effort, however.

This Charm can be used to enhance any mental influence that would affect everyone who perceived it without regard to the Infernals intentions. The most obvious example of such influence is Performance-based social attacks, but this Charms prerequisite would also qualify. The Infernal specifies a single group of Magnitude 1+, which can be as formal as Representatives from House Iselsi? or as informal as those thugs in red tunics?. Members of that group perceive the speech or display that carries the mental influence as normal, but are never themselves targeted or affected by it; it seems a distant matter, one that they should not to pay attention to. Whether this reaction is expressed through apathy, disdain, uncertainty or an entirely different other emotional filter is up to their player.

A second purchase of this Charm at Essence 4+ allows the Infernal to specify up to (Bureaucracy or Socialize) separate groups to be kept in isolation from her glorious sermons (or elevate above the hollow oratory directed at the common herd), at a cost of two additional motes per group.

Source: Revlid

INFINITE AUTHORITY DECLARATION

Cost: 3m; **Mins:** Essence 3, Cecelyne 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Indefinite

Prerequisites: , Demonic Primacy of Essence

Cecelyne claims whatever authority she needs, whenever she needs it, and lords that status over the less imbued. The Infernal may use this Charm to supplement a social attack. She defines an area of authority relevant to the social attack, which may be geographical or intellectual; a geographical area of authority might be used

for a guardsman discussing his patrol, a monarch talking about her country, or a deity speaking of her region of worship, while an intellectual area of authority might be used for a thaumaturge arguing over alchemy, a captain debating matters of war, seamanship and the blade, or a great scholar passing on wisdom on all manner of subjects.

The chosen area of authority need not be true, believed or even plausible. For as long as she commits motes to this Charm, the Infernal applies the MDV reduction granted by Demonic Primacy of Essence (if she would not do so already) while exploiting that authority in her social attacks.

The cost of this Charm is determined by the scope of this area of authority, as defined below; if the Infernal actually does possess authority within the chosen area, this cost is halved. When determining intellectual authority, ratings of 3+ in each of the chosen abilities (or a +2 bonus in the relevant specialty) is necessary.

One village or an area of knowledge equal to one Specialty = 2m

One city or an area of knowledge equal to one Ability = 4m

One country or an area of knowledge equal to five Abilities = 6m

One Direction (or Yozi World-Jouten) or an area of knowledge equal to ten Abilities = 8m

One Realm of Existence or an area of knowledge equal to fifteen Abilities = 10m

All of Existence or all areas of knowledge = 12m

”Example: Sulumor uses this Charm while preaching to a crowd, claiming that, as a learned sorcerer-priestess, they should trust her wisdom and join the Cult of Bleached Dunes. Since she actually possesses knowledge befitting that position, she halves the mote cost of this Charm to three motes. For as long as these motes are committed, she reduces the MDV of her opponents as appropriate, provided that her knowledge is relevant to her social attacks.”

Source: Revlid

QUIXOTIC BENEFACTOR SHINTAI

Cost: 10m, 1wp; **Mins:** Essence 5, Cecelyne 0; **Type:** Simple (Six Long Ticks)

Keywords: Combo-Basic, Form-type, Obvious, Shaping, Messianic (3)

Duration: Indefinite

Prerequisites: Miracle Gift Mastery, Draught of Sweet Infinity, Sand-Slip Trick

In the depths of Cecelyne, lost souls die. They waste away, bereft of water or food, stranded in a barren silver infinity, and their bleached bones are left to lie under a black sky.

But sometimes, salvation comes. It takes the form of something innocuous, innocent; a fair desert maiden with iridescent lips, a curious desert fox with silver-white fur and rubies for eyes, or a god the benighted fool prayed to, all its colour washed away, left in a spectrum of grey. This benefactor appears unto them, and offers them salvation. Sometimes they refuse, and then they die; the Endless Desert is not kind to idealists. Often, however, they accept, and are spared and healed, empowered, and guided from the wastes.

And then they see their benefactor again. And they will never be rid of it.

To become the Quixotic Benefactor, the Infernal must be in a place of desolation. Upon activating this Charm, she melts away into the shinmaic substrate of Nirupadhika, becoming scattered grains speckled in the hollows of that which is nowhere. For this Charm's duration, the Infernal dreams quixotic and separate, immersed in her

own infinite existence. Only a few scattered locations are worthy enough to draw her attention back to the world of the material, but such places see wonders and becomings unlike any other.

In this state, the Infernal effectively does not exist; she cannot be targeted by any effects short of a Miracle Shell, and similarly cannot affect the world in any way other than that dictated below. She respire motes as if sleeping, and recovers one point of Willpower for each eight hours she does not gaze upon Creation. However, spread thin as she is, she cannot heal any wounds (whether she received them before activating this Shintai, or through its duration).

The Infernal can only interact with the world in holy lands she has created, or within (Essence x 100) yards of an individual who is subject to a magically-enforced debt toward her (this includes characters who have yet to completely exhaust the supply of botches caused by breaking their word toward her). She can only focus on one of these areas at a time, requiring a miscellaneous action with a Speed of five long ticks to change her area of focus (or stop focusing entirely). Focusing on an area allows her to perceive anything within it as though she were there, watching from any angle she desires; she benefits from the effects of All-Encompassing Sorcerer's Sight ("Exalted" pp. 222) while doing so. Overlapping areas of focus can be switched to reflexively. The Infernal cannot focus on an area outside of the realm of existence in which she activated this Charm. Focusing on an area leaves her no more material than before.

In order to actually interact with the world, the Infernal must create an avatar body from the desert winds that blow through nonexistence, though such a form cannot hold any more than the faintest trickle of her numinous benevolence.

Creating this avatar costs a point of temporary Willpower and a number of motes equal to the total sum of its Attributes (therefore, it costs a minimum of nine motes).

Each of the avatars Attributes are capped at the Infernals own rating in that Attribute, or her Essence, whichever is lower. As such, Cecelyne can potentially build her emissaries with Attributes rated at 10; she seldom does, preferring to give them only what she feels is sufficient.

The avatar is effectively a puppet-body, limited only by its Attributes in how much of the Infernals infinitude can be reflected in it. It is directed by the Infernal in all things, as though it were her own body (she remains aware of the entire area she is focused on while doing so, however).

The avatar has the same Ability ratings and Health Levels as the Infernal (Cecelyne is treated as having a rating of 10 in every Ability for this purpose). It shares her effective Essence rating, but has no Essence pool and cannot itself use Charms; the Infernal may, however, use her own Charms through it. Permanent Charms such as Transcendent Desert Creature always affect the avatar, as though it were the Infernal herself. The Infernal cannot use Charms that facilitate a perfect defense, and all Charms used in this way suffer a surcharge of one point of temporary Willpower, with the exceptions of Verdant Emptiness Endowment and any Charm stemming from it, and Cecelynes Excellency. Sorcery cannot be used through the avatar.

The avatars form is defined by the Infernal, but always appears fairly harmless-looking, as defined by the local society of the area being focused upon. This harmless appearance is enforced by a Compulsion that prohibits violence against it, similar to those that sometimes protect merchant gods on business. Mortals must spend a point of temporary Willpower whenever they attempt to make an attack against

it. Essence-users suffer from the same restriction, but after spending five points of Willpower in this way, they are free to attack it without further cost for a year and a day.

If a character who attacks the avatar owes a debt to the Infernal, she may choose to treat this attack as a breach of their agreement, or (if she is feeling lenient) may simply remind them of their debt by inflicting a single point of Limit upon them (she may do this a maximum number of times per scene equal to the number of separate debts they owe her). Those who lack a Limit track do not gain Limit; they instead lose (separate debts owed x 2) motes, which are immediately transferred to the Infernal. This is not a Shaping effect.

However, this restriction of peace works both ways; the avatar body cannot make attacks itself, nor can offensive Charms be used through it. It is a saviour, not an assassin.

Should the avatar be killed, the Infernal immediately suffers one level of unsoakable bashing damage, while its body decays into silver sand over the course of one minute, after which even those paltry remains blow away into nonexistence. If the avatar is killed by an attack which can permanently kill spirits, its decay is instant and the Infernal instead suffers one level of unsoakable aggravated damage and gains a point of Limit. This Charm is forcibly deactivated unless she immediately spends (attacker's Essence) Willpower. In addition, the attacker and any character toward whom they have a positive intimacy immediately count as having fulfilled any debts they might have owed the Infernal; if the history of Creation proves anything, it is that violence has long been deemed an acceptable substitute for honest service.

The mote cost of the avatar remains committed for as long it exists. The Infernal may withdraw these motes as a miscellaneous action, causing it to immediately collapse and die (this does not provoke any damage to herself).

Upon deactivating this Charm, the Infernal reforms somewhere of her choosing within the same place of desolation that she activated it.

A second purchase of this Charm at Essence 6+ allows the Infernal to instead reform within (Essence) yards of anyone who owes her a debt in the same plane of existence. This variety of reconstitution takes five long ticks, and the Infernal cannot be targeted until she has fully reformed. This also counts as repayment for the debt; therefore, the individual may reflexively refuse to act as the locus of the Infernal's reformation (this causes them to suffer the usual consequences for refusal of payment).

A third purchase of this Charm at Essence 8+ allows the Infernal to use it to exist in all realm of existence. She may switch focus between (and reform in) valid areas as she wishes, no matter if they are in Creation, Yu-Shan, the Underworld, Malfeas, or even Autochthonia, if the Seal of Eight Divinities is lifted. This takes the usual amount of time, except when switching focus to (or reforming in) Malfeas from another realm, or vice versa, which takes five days rather than five long ticks.

Due to the bindings of her surrender oaths, Cecelyne cannot project an avatar into Creation for no more than one minute per month, or one hour per day during Calibration. Some claim that she could have been bound completely, but managed to acquire this small window by goading the Sun's Valor, questioning his faith in the integrity of those he had championed. Whatever the case, Infernals are not bound in this way.

Source: EarthScorpion

SANDS THROUGH FINGERS DEFENSE

Cost: 3m; **Mins:** Essence 2, Cecelyne 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Transcendent Desert Creature

This Charm allows an Infernal to perfectly "dodge" an attack, allowing unimportant bits of sand to be sheared off as the Exalt's true self remains unharmed. This Charm is subject to the Imperfection of the Endless Desert and is also vulnerable to attacks that can harm immaterial things. Source Manual of Exalted Power: Infernals, p. 123.

2.5erratasource=Scroll of Erratacost=8m

Attacks that are capable of affecting dematerialized characters must still contend with the Infernals dispersed sand-body, subtracting one die from their post-soak damage (minimum one die). Attacks that exploit the Imperfection of the Endless Desert are not affected.

Source: Manual of Exalted Power: Infernals

SOUL-SIEVE TRANSMUTATION

Cost: (5m, 1wp); **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Sands Through Fingers Defense

This Charm allows an Infernal to increase the cost of their Sands Through Fingers Defense so that she may Charms:Materializedematerialize for a short time, becoming immune to further attacks that do not exploit the Charm's specific weaknesses. Alternately, more powerful Exalts may cause their foe to become immaterial for a longer time, making it impossible for them to harm anyone unless they know the proper countermeasures. Source Manual of Exalted Power: Infernals, p. 123.

2.5errata source=Scroll of Erratacost=10m, 1wp

Source: Manual of Exalted Power: Infernals

SANDSTRIKE BLAST

Cost: 1m or 3m or 3m, 1wp; **Mins:** Essence 2, Cecelyne 0, Cult 1; **Type:** Simple (Speed 4, DV -0)

Keywords: Combo-OK, Messianic, Obvious, Shaping, Sorcerous

Duration: Instant

Prerequisites: Transcendent Desert Creature

With an aggressive gesture the Infernal inundates a foe with a deadly, spiritually draining outburst of sand. Source Manual of Exalted Power: Infernals, p. 124.

2.5erratasource=Scroll of Errata

The sandstrike blast has the Overwhelming tag, with minimum damage 3.

Source: Manual of Exalted Power: Infernals

INEVITABILITY OF LAW

Cost: -; **Mins:** Essence 5, Cecelyne 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Demonic Primacy of Essence

The Infernal may ignore the MDV if any First Circle Demon demon; this upgrades the effect of this Charms's prerequisite. Additional purchases of this Charm make resisting the commands of the Infernal more damaging to demons. Source Broken-Winged Crane, p. 14.

2.5erratasource=Scroll of Errata

¶ This Charm lowers the MDVs of demons to zero, instead of bypassing them completely.¶

Source: Broken-Winged Crane

SWALLOWED IN ETERNITY

Cost: 1m; **Mins:** Essence 3, Cecelyne N/A; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Shaping

Duration: One action

Prerequisites: Sand-Slip Trick

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

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/03/31/ink-monkeys-vol-7-hell-s-chosen.aspx> Ink Monkeys, Vol. 7

2.5erratasource=Scroll of Errata

¶ Ignore the innate power ability. Instead, using this Charm within the sands of Cecelyne or a region blighted by Holy Land Infliction allows the Infernal to enhance her activation roll with the Excellencies of Cecelyne.¶

Source: Ink Monkeys

WAYWARD DIVINITY OVERSIGHT

Cost: (+1m to +3m); **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Hellscry Chakra

This Charm enhances the Infernal's Hellsery Chakra, allowing it to pick out gods, elementals and even the Exalted. Source Manual of Exalted Power: Infernals, p. 118.

errata-fix edition=Secondsource=Scroll of Errata text=The 3rd purchase of Wayward Divinity Oversight is supposed to be at Essence 4+, but it does require that one already possess the Essence 4+ version that allows one to perceive and track elementals.

Source: Manual of Exalted Power: Infernals

ALTRUISM MOCKING DESSICATION

Cost: -; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Verdant Emptiness Endowment

The concept of pure altruism is alien to the Endless Desert, but this does not put a hole in her understanding of Creation. Even when people do not speak of an act of 'generosity', they are rewarded with their own feelings of self-satisfaction. And in the meantime, she is more than willing to let her sands into the hearts of those who would come before her asking for a gift for another. This Charm expands the scope of its prerequisite, allowing the individual who benefits from the wish to be a separate person to the one who asks for it. The possibly-unknowing supplicant must express a dislike for the condition or state of another individual, who they must have a positive Intimacy towards, but who need not be present. If the Infernal grants the wish, the Training effect is applied to the other individual, including the XP debt, while the favour is now owed by the supplicant. The target may reject the gift, for the usual cost, but if they do so, the supplicant still owes a favour, and furthermore loses any positive Intimacies they might have had towards the target, as the sands of Cecelyne scour away at their now-hollow heart. This Emotion effect can be resisted by spending 3 willpower.

Cecelyne may not understand pure altruism, but she certainly understands the use of foolish saps in her plans. This Charm only functions if the target for the wish does not know that the supplicant will express such a wish to the Infernal, and has not instructed them to do so. If they would knowingly want something from her, they should entreat with her and accept the costs of doing so. One exception exists; if the target has prepared a prayer strip towards the Infernal, and has another present her with the strip on his behalf, the wish will be granted, as a conventional one would, with the favour and the gift both falling on the head of the target. Cecelyne admits all into her wastes, no matter the path they take.

Source: EarthScorpion

SINS BORN IN BLOOD

Cost: -; **Mins:** Essence 3, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Counter-Pronouncement of Enthymemic Law

In the Age of Glory, it was found very soon that the many spirits they had made or which descended from them would mix their Essence with mortal races,

creating hybrids with some of the powers of their forefathers. After considering the question carefully, the Endless Desert declared that such hybrids would be classed with the source of their power in the eyes of the Primordials, and so was the question resolved. This Charm permanently upgrades Cecelyne Charms. When it would benefit the Infernal who knows this Charm, they may treat members of Primordial-created races (which includes beings with a human soul structure) with Enlightened Essence which comes from an inhuman parent, and who know at least one such Charm, as an example of that inhuman parent. For example, god-blooded with Enlightened Essence who know at least one Spirit Charm may be treated as gods for the purposes of Cecelyne Charms such as Sublimation of Ordained Purpose, and must carry out the same purpose as their divine parent would. The same applies for deva-blooded, elemental-blooded, demon-blooded, and so on, for the relevant Cecelynian Charms. Such individuals without Enlightened Essence, or who have not learned any non-Martial Arts or Sorcerous Initiation Charms (or in the case of empowered races like the pureblooded Lintha, their own Native Charms), may not be treated as such.

The existence of this Charm is the reason for the fact that Exaltations prefer pure human hosts. Exalts with inhuman heritage who know the Charms of their forefathers are subject to this effect, too; a compromised link in the Exalted Host in the case of demon-blooded or god-blooded who now find themselves subject to the Geas. However, they may reflexively roll (Essence), and take a number of points of Limit equal to the number of successes rolled, to be exempted for a scene. The first time they take Limit in this manner, they may choose to burn out their spirit-heritage Charms, converting them to XP, and flaring their anima to totemic as their Exaltation refuses to be so-bound. Spirit-blooded Exalts who retain no such Charms are not vulnerable in this manner, as mentioned previously.

Source: EarthScorpion

EROSION-OF-FREEDOM PATIENCE

Cost: -; **Mins:** Essence 5, Cecelyne 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Sublimation of Ordained Purpose

Oh, how the mighty have fallen. The creators of the universe are ensnared within their king, and their broken toys sit on thrones not made for them. And yet things can change. This is the secret hope that lies in Cecelyne's barren heart. She has eternity, and she is eternity, and the drop of one grain of sand every hundred years onto a stolen throne can grind it down to nothingness. The gods would believe themselves beyond her law? Her law is the strong over the weak, and if they are weaker than her, the old chains of law can come down again. This Charm upgrades its prerequisite, allowing the Infernal to treat any god or deva under the effects of Sublimation of Ordained Purpose as a demon and a native of Malfeas for the purposes of all her Infernal Charms and Spells. This lasts until the spirit in question fully resists the Servitude effect of Sublimation of Ordained Purpose, and functions regardless of whether or not the Infernal was the one who applied the effect.

Gods of Essence 7 or less are treated as First Circle Demons; gods with higher Essence are treated as Second Circle Demons. Devas are treated as if they are a demon of the corresponding rank; the spiritual castration of the ex machinae means

that all the devas of Autocthon count as First Circles, regardless of their Essence, with the exception of the Divine Ministers (and the Core) who count as Third Circles. Sorcerously bound gods and deva cannot spend Willpower to resist Sublimation of Ordained Purpose; however, they benefit from the same conditions as bound demons do under that Charm.

Source: EarthScorpion

Cost: -; **Mins:** Essence 4, Cecelyne 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Miracle Gift Mastery, Scoured Perfection of Form

All things come to Cecelyne, in time. Those who wander in her depths draw themselves in deeper with each gift they take. And those who ask for the wrong - or right - things, or who draw her attention, can never, ever escape, for she will give them immortality and potency beyond mortal might, all a mortal could ever wish for. And they will forever be hers, as she remoulds their hearts into silver glass. These demons are referred to as "varazslany" in certain Shogunate texts which talk of the blasphemous deals offered by the Anathema, and the need for an honourable soldier to be wary of even innocuous gifts; they are the holy warriors of Cecelyne, her missionary-champions. This Charm expands the scope of Verdant Emptiness Endowment, and allows the following option to be taken, either to grant the wishes of mortal, Enlightened Mortals, or other Primordial-created sentient races who ask for immortality or power, or as a task, which may be rejected normally with the usual consequences. The Infernal compresses the souls of the target, rendering them down into raw Essence before remaking them in the form of a wind-smoothed crystal about the size of a chicken's egg, which sits where their heart used to sit. This metamorphosis is tantamount to the death of the original, and so may not be undone as it would be akin to resurrection.

The body of the target remains as a Willpower 0 husk, akin to one of the dream-eaten. The egg-sized crystal is now the entire body and the repository of the mind of the target, who is now a special kind of First Circle Demon, which is naturally material, but a First Circle Demon in all other regards. The new "varazslany" sets their Essence to 4, and retains all their old Attributes and Abilities. They retain their old Intimacies and Motivation, but gain a new Intimacy of Reverence towards the Infernal which may not be removed by any means.

A "varazslany" created by this Charm gains the Charms Principle of Motion, Possession (usable only on Willpower 0 targets, but they may do so at a range of 2 yards rather than Touch, and they may possess their former body for no cost), and Measure the Wind. They have an innate ability to heal a single level of damage at a time in a body they possess, as a Miscellaneous action which costs 1m to repair a level of bashing damage, 3m for a level of lethal, and 10m, 1wp per level of aggravated or per Crippling injury. In addition, they gain a number of spirit Charms equal to (Infernal's Cult + their Highest Virtue + their Destiny), which should be thematically appropriate to their own personality fed through the lens of Cecelyne.

However, the "varazslany" is sessile and insensate when not using the Possession Charm on a Willpower 0 target (or any other appropriate Inhabiting Charm it learns later), which it does automatically on its former body upon its creation, with no

apparent gap in continuity of self. A "varazslany" may always use such a Charm if a valid target comes within range as long as they can pay the activation cost and are not Inactive. When using such a Charm on a target, the "varazslany" physically replaces the heart (or equivalent), and is naturally material; a called shot at a -3 External penalty allows the demon to be damaged directly, rather than its host. The "varazslany", as part of their existence, never count as being fully relaxed for the purposes of Essence respiration, and do not regain Willpower from rest. However, they regain one point of Willpower per scene they work towards an order given to them by their creator or an individual who knows the First Cecelyne Excellency. If reduced to 0wp, their Possession of a body automatically terminates, and they fall Inactive for a year and a day, regaining a single point of Willpower at the end of that time period.

Source: EarthScorpion

A DOZEN PATHS TO GLORY

Cost: None; **Mins:** Essence 3, Cyprian 0; **Type:** Permanent

Keywords: Permanent, Tenet

Duration: Permanent

Prerequisites: First Cyprian Excellency, Principles Before Preference

Faith is a complex thing, and cannot be broken down as easily as many people believe. Upon purchasing this Charm, the character comes to understand this, refining and improving on her philosophy. Upon purchasing this Charm, the character chooses three additional Tenets, which behave exactly as her original ones do. In addition, she now treats her Tenets as Virtues for the purpose of social combat, rather than as Intimacies. Finally, she may channel Virtues to support her Tenets by spending 2 motes instead of a Willpower if she so chooses.

However, this Charm further restricts the character's options. Whenever she wishes to act against one of her Tenets, she must roll her Essence. If the roll succeeds, she must spend a point of Willpower as though suppressing a Virtue. If two of her Tenets contradict, she must roll Essence for each one and follow the one with more successes (or spend a Willpower to suppress it).

This Charm may be purchased again at Essence 6. Doing so increases the number of additional Tenets that this Charm grants from 3 to (Essence), and allows her to list all of her Tenets in order of importance. If a lesser Tenet contradicts a greater one, she automatically must follow or suppress the greater one. This also enhances Principles Before Practice, causing it to only consider the most important Tenet when determining bonuses and penalties. However, she must now spend a Willpower to attempt to suppress a Tenet, and another if her suppression roll fails.

Source: FrivYeti

REMEMBER YOUR PURPOSE

Cost: 3 motes; **Mins:** Essence 2, Cyprian 0; **Type:** Simple

Keywords: Combo-OK, Compulsion

Duration: One Day

Prerequisites: Principles Before Preference

Above all else, Cyprian demands that those he interacts with have the mental and spiritual fortitude to hold to their beliefs, no matter what occurs. The character

targets any being that he is capable of interacting with, and reminds them of this, rolling (Charisma + Presence or Performance + Essence) against the target's MDV. If the mental attack succeeds, the target becomes a slave to her passions. For the duration of the Charm, she must always spend one Willpower to fail Virtue rolls, and she must spend 1 Willpower per scene to avoid acting in favor of her Motivation when given the opportunity, or 2 Willpower to act against it (even if the long-term benefits of doing so would be greater). Targets who spend a total of 5 Willpower over the course of the day end the Charm.

At Essence 5, the character may spend 1 Willpower to increase the duration of this Charm to (Essence) days.

This Charm may be purchased a second time at Essence 4. If the character does so, she may spend 1 Willpower and up to (Essence) additional motes when activating the Charm in order to have it affect a number of people with a Magnitude equal to the additional motes spent. Each person applies their MDV individually against the character's roll, with no bonus for group size or leadership. Individuals spending enough Willpower to end the effect end it only on themselves.

Source: FrivYeti

THE RIGHTEOUS TRIUMPH

Cost: 3 motes; **Mins:** Essence 3, Cyprian 0; **Type:** Simple

Keywords: Combo-OK, Emotion

Duration: Instant

Prerequisites: Remember Your Purpose

The true nature of righteousness is to be displayed, for if you are quiet in your faith none can see your glory. This Charm may be used on any target capable of hearing the Infernal's words, and who the Infernal can perceive. Upon activation of this Charm, the target receives one additional Virtue channel, which she may use to channel any of her Virtues rated at 3+. However, she may only use this additional channel to defend her Motivation or one of her Intimacies (or, if she has them, her Tenets). The channel remains until spent. Once a character uses their free channel, they may not receive another one for at least a day.

At Essence 4, the character may spend an additional four motes and a Willpower when activating this Charm to have it apply to a social unit with a Magnitude no greater than the Infernal's Essence rating.

If the character knows the Charm Charms:Voices of the Meek Voices of the Meek, she may use this Charm without it counting as a Charm activation on anyone who successfully prays to her.

Source: FrivYeti

REACH YOUR POTENTIAL

Cost: 10 motes, 1 Willpower; **Mins:** Essence 3, Cyprian 0; **Type:** Simple

Keywords: Combo-OK, Compulsion, Training, Tenet

Duration: Instant

Prerequisites: Remember Your Purpose

Focusing her will, the character pushes a target to achieve their true capabilities, regardless of whether they wish to gain such enlightenment. The character may use this Charm against any target who can hear her voice. If the target is willing,

no roll is required; otherwise, the character must roll her (Charisma + Presence + Essence) against the target's MDV.

Upon a successful activation, the character grants the target a Tenet, which may be anything the character wishes. Only targets with one or no Tenets can be affected in this manner. Such Tenets remain until the end of the story, at which time the target may spend 1 XP to retain them permanently. Alternately, the character may train the target in the specialty "While Defending My Tenet" for any Ability or Virtue. These specialties cost the usual 3 XP each. A given Virtue may only have one specialty of this kind.

If the character knows the Charm Charms:Voices of the Meek Voices of the Meek, she may use this Charm without it counting as a Charm activation on anyone who successfully prays to her.

Source: FrivYeti

UNITED IN DEDICATION

Cost: None; **Mins:** Essence 4, Cyprian 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: Reach Your Potential

The prayers of the faithful are songs of beauty to Cyprian, and he answers them with dedication. This Charm permanently enhances the Infernal, and affects anyone who asks him for help or who acknowledges him as a guide or mentor. For one month after seeking the Infernal's aid or declaring their support, any affected target doubles his MDV bonuses and penalties for Intimacies, Virtues, and Motivation. This is considered to be unnatural mental influence that cannot be resisted with Willpower, and does not count towards Charm die pool maximums.

Furthermore, when taking actions that run directly contrary to any of those traits, targets take an internal penalty of -1 for violating Intimacies, -2 for violating Virtues, or -3 for violating Motivation. These penalties do not stack - use only the largest. On the other hand, when the target channels their Virtues, they add a +1 die bonus to their rolls, and when they channel Virtues in support of their Motivation (or Tenets) they gain a +2 die bonus. Both penalties and bonuses are unnatural Emotion effects that can be resisted for one action by spending a Willpower, and count towards Charm maximums.

This power does not affect any being with a Cult rating - those who are worshipped cannot benefit from their own worship. The Infernal cannot turn the power off or choose who is affected - anyone who behaves appropriately gains all bonuses and penalties. Finally, if the Infernal knows the Charm Charms:Voices of the Meek Voices of the Meek, this Charm automatically affects anyone who takes part in a worship ceremony presided over by a successful prayer to the character. Again, this is not an optional effect.

Source: FrivYeti

PURPOSE-REINFORCEMENT PRANA

Cost: 6 motes; **Mins:** Essence 2, Cyprian 0; **Type:** Reflexive

Keywords: Combo-OK, Social, Tenet

Duration: Instant

Prerequisites: Principles Before Preference

Cyprian's ideals are everything to him, and no force can sway his judgment for any length of time. This Charm may be activated whenever the character is required to spend Willpower to resist mental influence of any sort. For every Tenet the character possesses that the mental influence is not in support of, the character is considered to have spent one point of Willpower, up to a maximum of (Essence) Tenets. This counts towards the amount of Willpower required to end Charms, and to render yourself immune to further social attacks in social combat.

Source: FrivYeti

HIDDEN FACETS OF TRUTH

Cost: 3 motes, 1 Willpower; **Mins:** Essence 3, Cyprian 0; **Type:** Reflexive

Keywords: Combo-OK, Emotion, Tenet

Duration: Indefinite

Prerequisites: Purpose-Reinforcement Prana

With reflection, a cunning philosopher can find the truth at the heart of all things. The character applies this principle to the world around her, seeing her enemies' truths as her own, if only for a moment. The character may activate this Charm at any time, provided that she is currently being affected by unnatural mental influence. When she does so, she immediately transforms the action that the influence compels her to do into a Tenet, with all of the advantages and disadvantages that this brings. New ideas are less important than core ideals, however, and so the character may completely ignore the unnatural mental influence whenever it conflicts directly with one of her normal Tenets.

The character may activate this Charm repeatedly, for each influence affecting her. All unnatural mental influence is treated as an equally-valid Tenet when contesting each other. If the character possesses Charms: A Dozen Paths To Glory A Dozen Paths To Glory, she may rank her unnatural mental influences against each other, but all must rank below her normal Tenets.

Source: FrivYeti

UNWORTHY SOUL STRUCK DOWN

Cost: 3 motes; **Mins:** Essence 2, Cyprian 0; **Type:** Supplemental (Step 1)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Inspirational Being Stance

Compared to the power of the soul, the mind is as nothing. The character angles her blow through reality, striking at her opponent through the raw power of the soul, and allowing only the soul to defend against her. This Charm may enhance any physical attack. If the attack is successful, it ignores all armor soak and Stamina-based soak on the target. However, the target adds her highest MDV to any sources of natural magical soak she has to determine her soak.

Source: FrivYeti

FURY OF THE FAITHFUL

Cost: 5 motes; **Mins:** Essence 3, Cyprian 0; **Type:** Supplemental

Keywords: Combo-OK, Tenet

Duration: Instant

Prerequisites: Unworthy Soul Struck Down

When witnessing events that go against the faith, a true believer is overcome by holy fury. This Charm may be activated to enhance an attack whenever the character is attacking someone whose current actions, behaviour, or state are directly opposed to one or more of the character's Tenets. If the attack strikes successfully, it increases its raw damage by the number of Tenets violated, and its minimum damage by half that level (to a maximum of double its original minimum damage). Furthermore, the damage becomes Aggravated in Step 10.

Source: FrivYeti

ABOVE THE MASSES

Cost: 3 motes; **Mins:** Essence 2, Cyprian 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: One Action

Prerequisites: Inspirational Being Stance

The slings and arrows of the masses are as nothing to Cyprian, who treats such angered attempts to slay him as merely another form of worship. So it is with the character. Upon activation of this Charm, her form blurs and shifts, twisting in several directions at once to respond to each attack that is directed towards her without regard for the others. As long as this Charm is active, the character takes no penalties from onslaught or coordinated attack penalties.

At Essence 3, the character may spend an additional 3 motes and a Willpower when activating this Charm, extending its duration to One Scene.

At Essence 4, this Charm may be purchased a second time. If so, the character may spend an extra 2 motes when activating it in order to transform penalties from onslaught or coordinated attacks into DV bonuses.

Source: FrivYeti

SWORDS FALL BEFORE TRUTH

Cost: 4 motes; **Mins:** Essence 3, Cyprian 0; **Type:** Supplemental

Keywords: Combo-OK, Emotion

Duration: Instant

Prerequisites: Unworthy Soul Struck Down, Above The Masses

When the character raises her weapon to strike, those that she is striking recognize that their defeat is inevitable and surrender to the impending inevitable. This Charm inflicts unnatural mental influence on the subject of the character's attack. Unless the target spends a Willpower to resist the effect, it becomes unblockable and undodgeable. There is no limit to how much Willpower must be spent in a scene resisting this effect.

At Essence 4+, the character may spend an additional Willpower to have this Charm affect every attack in a flurry. In such a case, a target spending a total of three Willpower may shrug off the effect for every attack in the flurry.

Source: FrivYeti

TRUTH IS ETERNAL

Cost: 4 motes; **Mins:** Essence 2, Cyprian 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Above The Masses

Mere wounds have no power compared to the raw chorus of the Resonant Liturgy. This Charm may be used in response to any attack of which the character is aware. It acts as a perfect parry against that attack, even if the attack is unblockable. To observe, the character parries with the raw force of her certainty, letting off a burst of sound and light that takes whatever form the character sees fit. This Charm bears the Imperfection of the Resonant Liturgy. This Charm may never be used against attacks aimed at other people, even if the character somehow makes herself the target of the attack.

At Essence 4, the character may purchase this Charm a second time. Doing so allows her to spend 1 Willpower when activating the Charm to extend its duration to one tick. If so, the character may extend the duration to one action by increasing its total cost to 8 motes and a Willpower once she reaches Essence 5.

Source: FrivYeti

EYE FOR FAITH'S FETTERS

Cost: 3 motes; **Mins:** Essence 2, Cyprian 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Indefinite

Prerequisites: Inspirational Being Stance

To the keen eye of the Liturgy, the faintest trace of prayer leaves a mark that can be easily studied. Upon activation of this Charm, the character gains the same ability. For the duration of the scene, he can automatically tell when looking at anyone what their Cult rating is, as well as knowing how many formal prayers or worships they have taken part in during the last week. By focusing on a character and taking a Miscellaneous action to study them, the character can learn quite a bit more. If studying a character with Cult, the Charm user learns what their Cult rating is, and what emotional context they are worshipped to in (such as 'hero worship', 'reverent awe', or 'matter-of-fact business'). If studying a character who has taken part in a worship, the Charm user learns exactly when the targets' worships took place, any sacrifices made as part of the worship, and the emotional context of the prayer. They also learn the name of the being worshipped, although only the name that the worshipper knows the being as. Finally, if the prayer was answered with a magical effect, they learn the full effect of that response.

This Charm automatically succeeds. However, if a target is using magic to conceal their true identities, it will also conceal any Cult rating or prayers they have made as part of their true person. In such situations, Eye For Faith's Fetters does not apply any bonus to the resulting Charm roll-off.

Source: FrivYeti

FEELING WORSHIP'S STRANDS

Cost: None; **Mins:** Essence 3, Cyprian 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Eye For Faith's Fetters

It is a simple thing to sense flowing power. It is a harder thing to follow it, but for Cyprian, such a difficulty is no difficulty at all. This Charm permanently enhances

Eye Of Faith's Fetters. While that Charm is active, the character may commit three additional motes whenever she is looking at someone with a Cult rating or who has performed a prayer towards an individual in the last week. This allows her to follow the strands of Essence flowing between them and their cult or beneficiaries, tracking them to their source.

This acts as a form of supernatural tracking. When used on someone with a Cult rating, it allows the Infernal to unerringly follow the thread to the nearest cultist of that person. When used on a worshipper, it allows the Infernal to unerringly follow the thread to the object of worship. The power lasts for a full week of tracking, but requires Eye For Faith's Fetters to remain active for the entire duration. This is a perfect effect; if opposed by supernatural concealment, it applies (Essence) successes to the ensuing Charm roll-off.

Note that the Infernal may not study themselves. However, they may study any of their allies if said allies can learn a proper worship ceremony to any given target, and follow that thread.

Source: FrivYeti

SUBORDINATION OF PURPOSE

Cost: 3 motes, 1 Willpower or 1 mote; **Mins:** Essence 3, Cyprian 0; **Type:** Simple

Keywords: Combo-OK, Shaping

Duration: Indefinite

Prerequisites: Eye For Faith's Fetters

Worship is a beautiful thing. It grants hope, strength and love to those who believe. But Cyprian intended it for the purpose of power, and that power can be stolen.

This Charm has two uses. First, the character may use this Charm while in the presence of any being in order to usurp their Cult for her own purposes. She must roll (Essence + Performance) at a difficulty of her target's Essence rating. For every two net successes, she steals one dot of Cult from her target. These stolen dots provide the character with a new Cult rating of equal value. A character with multiple Cults does not stack their benefits; however, if her two highest Cults are at the same rating, she treats her effective Cult as one dot higher than this (maximum 5). The character may, however, steal Cults from as many beings as she wishes.

The second purpose of this Charm interrupts prayers. This mode costs only one mote, and must be activated while at a worship ceremony to any being. The character rolls (Charisma + Essence), at a difficulty of the worshipped being's Essence rating. If she is successful, every net success provides her with one mote for every Resources dot sacrificed at the worship (maximum five net successes). A failed ceremony provides only half this many motes. In addition, the prayer completely fails to reach its intended target, regardless of whether it succeeded or not.

Source: FrivYeti

FAITH SHINES FORTH

Cost: 4 motes, 1 Willpower; **Mins:** Essence 3, Cyprian 0; **Type:** Simple

Keywords: Combo-OK, Social, Emotion, Tenet

Duration: Instant

Prerequisites: Eye For Faith's Fetters

Organized religions can develop new philosophies in a moment, leading to schisms and new holy writ as they wrestle with their theology. Using this Charm, the character promotes such a schism. The character may target any social group with Magnitude 1+. She chooses any Magnitude worth of that social group (choosing individual members if she wishes), and rolls (Charisma or Manipulation + Socialize). Subtract an external penalty equal to the Magnitude of the group being targeted, plus half the MDV of the group's leader. If the roll is successful, a splinter faction forms.

The character chooses one of her Tenets, which may not be in opposition to the Policy of the splinter faction. The splinter faction adds this Tenet to their Policy. In addition, they will automatically choose a new leader from their new group. Splinter units must spend one Loyalty per day to act against their adopted Tenet or to join any social group that does not include it. When they have spent 10 Loyalty in this manner, the Tenet subsides (although many splinter groups retain the Tenet as general policy if it does not conflict with their natures).

Source: FrivYeti

FRIENDSHIP FALLS TO DUTY

Cost: 5 notes; **Mins:** Essence 3, Cyprian 0; **Type:** Simple

Keywords: Combo-OK, Emotion

Duration: One Scene

Prerequisites: Faith Shines Forth

Every true devotee knows that no friendship, however strong, is as important as their faith in their cause. The character takes advantage of this to incite close friends and allies to seek their own pathways to success, ignoring each others' achievements.

The character may target up to (Essence x2) individuals, or a single social or mass combat unit with a Magnitude of up to (Essence). She must roll her (Charisma + Socialize + Essence) against the targets' MDVs. In the case of a social unit, use the leader's MDV plus half the unit's Magnitude. If the character is successful, the group dissolves as a cohesive whole - although they may still have respect and friendship to one another, they cannot work together towards a common goal.

Against individuals, this power has two effects. First, all affected individuals do not consider each other to be 'allies' for the purpose of any Charms or effects that affect or do not affect allies. Secondly, any attempt to organize the individuals tactically (such as organizing co-ordinated attacks or aiding each others' rolls) suffers an external penalty equal to the Infernal's Essence rating. Any affected individual may spend one Willpower per action to ignore both of these effects; once someone spends four Willpower, they are immune to the effects for the duration of the scene.

Against social units, this effect causes mass confusion and lack of co-ordination, causing the unit's effective Magnitude to be reduced by the Infernal's Essence (to a minimum of 0) when calculating bonuses and penalties from Magnitude. A unit's leader may spend one Loyalty per action to ignore this penalty, up to four Loyalty in a scene to become immune.

Finally, mass combat units are still present, but become disorganized and self-focused. They reduce their Drill rating by the Infernal's Essence rating, to a minimum of 0. Mass combat units may spend one Willpower per action to resist this effect, up to four Willpower over the course of a scene.

Source: FrivYeti

VOICES OF THE MEEK

Cost: None; **Mins:** Essence 4, Cyprian 0; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisites: Faith Shines Forth

A true bastion of faith must be able to hear the voices of the faithful. Upon learning this Charm, the character automatically develops a new thaumaturgy ritual, which allows those who learn it to pray to her as per the rules for the Beckon God rituals in the List of Second Edition Thaumaturgical ArtsThe Art of Spirit Beckoning Art of Spirit Beckoning. This ritual can be learned by anyone for 1 XP, or for free by any Adept of the Art of Spirit Beckoning. The character can hear the prayers of any being who worships properly, and can respond if she so chooses. In addition, many of Cyprian's Charms may be used on someone who properly enacts this worship ritual.

Source: FrivYeti

INSPIRATIONAL BEING STANCE

Cost: 5 motes; **Mins:** Essence 2, Cyprian 0; **Type:** Simple

Keywords: Combo-OK, Emotion, Obvious

Duration: One Scene

Prerequisites:

Whether angered, or simply wishing to make a point, the character channels the raw Primordial divinity of her patron. Upon activation of this Charm, the character is surrounded by a raw display of power, usually in the form of prismatic sprays of Essence and harmonic choirs, which renders stealth impossible. However, the display fills onlookers with the certainty that they are watching a being of power, and inflicts a reluctance to attack. Any character who wishes to attack or approach the character suffers a penalty to the roll equal to (5 - her Conviction). This penalty also applies to the targets' MDVs against social attacks. Targets may spend one Willpower per action to ignore this penalty; once they spend 3 Willpower, they are immune to this Charm for the scene. Alternately, targets who can justify it based on the situation may channel any Virtue rated at 3+ (for the usual one Willpower) to end the Charm's effects on them immediately.

Source: FrivYeti

PRINCIPLES BEFORE PREFERENCE

Cost: None; **Mins:** Essence 1, Cyprian 0; **Type:** Permanent

Keywords: Permanent, Tenet

Duration: Permanent

Prerequisites:

When defending your principles, no price is too high to pay. Whenever a character with this Charm channels a Virtue on a die roll that supports one of her Tenets, she adds one automatic success to the roll. In addition, once per day the character may channel a Virtue in defense of one of her Tenets without spending Willpower or a Virtue channel. Finally, whenever the character must roll to suppress a Virtue to take an action that supports one of her Tenets, she removes two dice from the Virtue roll (this applies only to the roll itself, not to determining if a roll is needed).

However, such dedication to the character's philosophy comes at a price. The

character may never channel Virtues on actions that oppose any of her Tenets. Furthermore, whenever the character attempts to suppress one of her Virtues in order to take an action that opposes any of her Tenets, she adds two dice to the Virtue roll.

If an action the character attempts supports one or more Tenets and opposes another one or more, this Charm has no effect either way - Virtues are rolled normally.

Source: FrivYeti

FIRST CYPRIAN EXCELLENCY

Cost: 1 mote per die; **Mins:** Essence 1, Cyprian 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

The Litany of Faith is *righteous*, believing above all else in the *triumph* of Truth over adversity. He is *inspiring* even to his enemies, *dogmatic* and *driven* in his own choices, and pushes his opponents and allies to *schismatic devotion* to their own ideals.

Characters may apply this Charm to any action that is *focused* on the character's philosophic goals, or on any action designed to *encourage* or force others to stand up for their beliefs. The Cyprian Excellency may not be used for any attempt to spread chaos or doubt without offering a clear, superior path to the one being attacked, nor may it be used on actions whose outcomes solely benefit an individual (for example, defending oneself in a random brawl is not allowed, nor is saving someone's life simply because they are in danger, but defending oneself during a war or a battle with your cause or nation's fate living or dying with you is perfectly acceptable, as is saving someone because doing so will turn their village to your worship).

Source: FrivYeti

CYPRIAN MYTHOS EXULTANT

Cost: -; **Mins:** Essence 3, Cyprian 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: First Cyprian Excellency

Cyprian has an endless store of faith in the rightness of his actions. When an action enhanced by a Cyprian Excellency succeeds, the character may recover a spent Virtue channel of any sort in place of a Willpower reward. Source uFrivYeti

Source: FrivYeti

SORCEROUS INITIATION OF CYPRIAN

Cost: -; **Mins:** Essence 3, Cyprian 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: First Cyprian Excellency

Cyprian inspires and demands reverence, if not always obedience. Spells that obviously enhance social attacks or force others to love or reverence do not cost Willpower. This does not cover summoning spells that summon mindless creatures or creatures that do not love the caster, or spells that force obedience (unless they do so entirely through love). Valid spells include Commanding Presence of Fire, Curse of

Slavish Humility, The Sacred Tongue, Slave-Spawn Summons, Silent Words of Dreams and Nightmares, Summoning the Minions of the Eyeless Face, Threefold Binding of the Heart, Unity of Dreams, and Unity of the Closed Fist. Cyprian cannot cast spells that spread chaos as their primary effect or take total control of a target, such as Paralyzing Contradiction, Shadowy Simulacrum of Smoke, Sorcerer's Irresistible Puppetry, Hideous Confusion of Tongues, Insidious Tendrils of Hate, Summoning the Heart of Darkness, or Winds of Confusion. Source uFrivYeti

Source: FrivYeti

STEPPING BETWEEN MOMENTS

Cost: 5 motes, 1 Willpower; **Mins:** Essence 2, Cytherea 0; **Type:** Simple

Keywords: Combo-OK

Duration: One Scene

Prerequisites: Indulgent Ear Attitude

It is a small step from shrouding your beliefs to shrouding your body. By wrapping herself in a lack of desire, the Infernal steps out of sync with the rest of the world, fading from sight. As long as this Charm is active, any Perception or Awareness rolls made targeting the Infernal suffer an external penalty equal to the character's Essence rating, and the character suffers no penalties to her Stealth rolls for using Stealth in wildly inappropriate situations (for example, walking down the middle of a sunny street). The character's words fade, her feet leave no footprints, even her scent vanishes like smoke.

However, stepping out of the world requires one to actually step out of the world. If the character takes any action that has an impact on the world, from attempting to open a door to speaking to someone, the Charm instantly ends, and cannot be activated again in the scene. If the Charm is cancelled, it also cannot be activated again in the scene. Actions taken that cause the Charm to end do not gain any benefits of either the character's mundane or magical stealth.

Source: FrivYeti

BETWEEN ILLUSION AND TRUTH

Cost: None; **Mins:** Essence 3, Cytherea 0; **Type:** Permanent

Keywords: Permanent

Duration: Permanent

Prerequisites: Reality-Evading Defense

Upon stepping out of reality, the character does not appear in the manner she should. This Charm permanently enhances Reality-Evading Defense. Upon activating that Charm, the character may spend an additional three motes in order to attempt to re-establish surprise reflexively against her attacker. If she does so, roll the attempt as usual, as though the character were properly able to re-establish surprise - do not apply bonus dice to the attacker. If the character succeeds, any further attacks in the attacker's flurry cannot take place, as the character is hidden.

At Essence 5, the character may enhance this Charm further. By spending an additional four motes and a Willpower, instead of three motes, she may reflexively activate Stepping Between Moments as a part of Reality-Evading Defense.

Source: FrivYeti

REALITY-EVADING DEFENSE

Cost: 3 motes; **Mins:** Essence 2, Cytherea 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites: Stepping Between Moments

As harm approaches her, the character fades silently away, vanishing from all of reality for a fraction of a second as she effortlessly avoids harm. This Charm acts as a dodge, perfect evading any attack with a physical component. The character may use Reality-Evading Defense as a dodge against undodgeable attacks - however, it suffers from the Imperfection of the Mother of Creation.

⌋⌋Imperfection of the Mother of Creation:⌋⌋

At her core, Cytherea still believes that her children love and want her, even when presented with all evidence to the contrary. As such, any Charm bearing this Imperfection may not be used to defend against a character to which the user has a positive Intimacy, or one who is a positive focus of the Infernal's Motivation or Urge. If the Infernal has an Intimacy or Motivation towards an organization, only critical people are affected. This applies equally to mystically imposed Intimacies (such as the one created by the Solar Charm Charms:Husband-Seducing Demon Dance Husband-Seducing Demon Dance).

In addition, if the character does not have any positive Intimacies or Motivation towards an individual or group, she may not activate this Charm. If she possesses only one or two such Intimacies or Motivations, she must spend an additional two motes to activate it.

Note that this limitation is based on the Infernal's perceptions, not the truth. If the Infernal believes she is fighting a loved one, she cannot defend, even if the 'loved one' is a stranger in disguise. Similarly, if fighting a loved one disguised as a stranger, she may defend normally.

Source: FrivYeti

WHAT DOESN'T KILL YOU

Cost: 1 or 2 motes per level, 1 Willpower; **Mins:** Essence 2, Cytherea 0; **Type:** Simple

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisites: Gift Of Hope

All injuries are simply life's way of teaching children a lesson, and thus Cytherea finds it a simple thing to change one sort of lesson into another. The character targets any injured character within (Essence x5) yards. She must then spend 1 mote per level of Bashing damage that she wishes to repair, or 2 motes per level of Lethal damage, as well as one point of Willpower. The affected injuries are healed completely. However, the target immediately develops a number of points of negative mutations equal to the number of levels of damage taken, chosen by the Infernal. These mutations typically reflect the circumstances under which the target was injured. These negative mutations heal as though they were levels of damage of the appropriate type and level healed, and heal after all true injuries, starting with the most severe mutation. Effects that cure Crippling effects may cure these mutations, as can effects that alter healing rates, but effects that instantly cure damage cannot.

If used against a target that the character has a positive Intimacy towards, this

Charm has no Willpower cost. If the Infernal inflicted the wounds herself, or if they were inflicted by her allies while she was in battle with the target, the Charm costs double the usual number of motes. The Infernal may not heal more than (Essence) levels of damage from a single target per day. A child can only learn so much.

A second purchase of this Charm at Essence 4 allows the healing of aggravated damage at a cost of 5 motes per level.

Source: FrivYeti

CHILDREN FEAR DARKNESS

Cost: 5 motes, 1 Willpower; **Mins:** Essence 2, Cytherea 0; **Type:** Simple

Keywords: Combo-OK, Emotion

Duration: Instant

Prerequisites: Gift Of Hope

The world is a frightening and dangerous place, and children must understand this if they are to be safe. This Charm allows the character to send such fears radiating out from herself, through the world's geomantic network and directly into the souls of her people. It affects every person within (Essence x100) yards of the character, as long as their Essence ratings are lower than the character's. The character defines an Intimacy of Fear towards any person, place, object, or thing, and rolls her (Charisma + Performance). Anyone whose MDV is lower than the successes develops the Intimacy, and must spend one Willpower per scene in order to deliberately approach or interact with the thing in question. This Intimacy persists until the target spends a total of three Willpower to resist it.

This Charm cannot affect anyone who already has a positive Intimacy towards the thing in question. If the Infernal has a positive Intimacy towards her targets, she adds her Essence in automatic successes to the roll. If she has a negative Intimacy towards her targets, she suffers an external penalty on the roll equal to her Essence.

Source: FrivYeti

SAFE IN MY ARMS

Cost: 15 motes, 1 Willpower; **Mins:** Essence 3, Cytherea 0; **Type:** Simple

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisites: What Doesn't Kill You

Cytherea's power flows from within, and reaches out to protect those who she cares about. Upon activating this power, the character targets a subject within (Essence x5) yards, and rolls her (Charisma + Essence), applying an external penalty equal to her target's Essence. If she is successful, she reshapes her target's nature, removing what seems dangerous in favor of safer blessings. The character removes dots of Willpower or Virtues from her target, up to a total number equal to (successes rolled). She may not remove more than her own Essence in dots, nor may she reduce Virtues below 2 or Willpower below 1. Finally, she may not affect a character's Primary Virtue.

For every dot of Willpower or Virtue removed, the character must apply one dot of cosmetic or positive mutations to the target. These mutations remain for as long as the attached Virtue or Willpower dots are lost. For mortals, this effect lasts permanently. Essence-users may roll their Essence once per day, restoring a number of dots of Willpower and Virtues equal to the successes, and losing that many mutations.

If the Infernal has a positive Intimacy towards her target, the cost of this Charm drops to 10 motes, 1 Willpower.

Source: FrivYeti

INFLECTION OF LEARNING

Cost: 2 motes; **Mins:** Essence 3, Cytherea 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Crippling

Duration: Instant

Prerequisites: What Doesn't Kill You

Cytherea hates to harm her children, but there are many ways to teach a child a lesson. This Charm supplements any attack against a living being. If the attack succeeds, the character may spend a Willpower in Step 10 after damage is rolled to convert all levels of damage into points of negative mutations. These mutations can be healed magically as per the rules for Charms: What Doesn't Kill You What Doesn't Kill You. Failing that, Bashing mutations heal at a rate of one point per four hours, lethal mutations heal at a rate of one point per day, and aggravated mutations heal at a rate of one point per two days. Mortals double these healing times.

Source: FrivYeti

WITHDRAWAL OF CONCEPTION

Cost: 10 motes; **Mins:** Essence 3, Cytherea 0; **Type:** Simple

Keywords: Combo-OK, Sorcerous, Compulsion

Duration: Indefinite

Prerequisites: Children Fear Darkness, Subordination Of Dreams

Once, Cytherea revelled in the wonders her siblings brought to her, but now she is more cautious. After all, it is dangerous for children to play where their mother cannot see them. This Charm targets any individual that the character is capable of speaking to. The character explains to her target what course of action is dangerous, and the target stops considering whether to do it.

The character names a goal or project with the scope of an Urge, and rolls her (Charisma + Socialize) as unnatural mental influence, adding bonus dice equal to her Essence if she has a positive Intimacy towards her target. If she succeeds, the target develops a negative Urge towards this project. In order to take actions that promote the negative Urge, they must spend one Willpower per scene. A target who spends a total of five Willpower in this way shakes off the effect and recovers.

If a target's negative Urge conflicts with her Motivation, she does not need to spend Willpower to overcome it. This Charm is simply not powerful enough to restrain Cytherea's loved ones in this manner.

A second purchase of this Charm at Essence 4+ allows the character to spend (10 motes per dot) to affect a number of people with a Magnitude of up to (Infernal's Essence). The character may name only one goal, and applies a single roll to all targets' MDVs.

Source: FrivYeti

SUBORDINATION OF DREAMS

Cost: 6 motes, 1 Willpower; **Mins:** Essence 3, Cytherea 0; **Type:** Simple

Keywords: Combo-Basic, Compulsion

Duration: One Project

Prerequisites: Gift Of Hope

With Cytherea's aid, the Primordials created vast wonders, and yet no savant can point to something that she crafted alone. This is because to work for herself was never in Cytherea's nature - instead, she modified and twisted the desires of her siblings to create the things that she loved.

This Charm enhances a Crafts-based roll made by anyone within (Essence x5) yards of the Infernal at the time that they begin crafting. It exerts unnatural mental influence on the target to change her project to suit the Infernal's needs. The Infernal rolls (Charisma + Socialize), adding bonus dice equal to her Essence if she has a positive Intimacy towards her target. If the target resists the effect, the Charm has no further effect, and may not be reactivated targeting the same crafting project.

If the Charm succeeds, it has three effects. First, the target may accomplish (Essence) hours of work for each hour that passes. Secondly, she must spend two Willpower for every day that she does not work on the project. Finally, the project twists and warps to the desires of the Infernal. Upon activating this Charm, the Infernal names exactly (Essence) minor differences between what the target intended to create and what will be created, or fewer major differences.

* Minor differences include a single point of a weapon or armor's statistics, a single cosmetic feature, a slight change to an object's magical function (such as altering a sword to require regular bathing in wine instead of blood), a single dot of Resources worth of value from a mundane item, or similar changes.

* Major differences include a modification of one dot of Artifact in the object's effect, a massive change in what a magical object will do within its existing category (constructing a daiklave instead of a grimcleaver, for example). Each major difference requires the expenditure of four minor differences.

Targets may resist the changes, but only by committing one Willpower per minor change or four Willpower per major change for the duration of the project, but each Willpower spent in this way reduces the character's effective Essence when determining construction speed by 1. Instead of adding more changes, the Infernal may require the same change multiple times, effectively increasing the Willpower cost to resist including it.

If targets of this Charm have their own effort-speeding Charms, this Charm increases the total multiplier by (Essence -1) rather than multiplying it. Multiple Infernals may not use this Charm on the same target.

A second purchase of this Charm allows the Infernal to spend an additional mote to allow the target to use the Infernal's own die pool for the crafting, if it is higher than the target's. If she does this, and is able to activate an Excellency in conjunction with this Charm (through Combos or effects that render the Excellency not a Charm use), the Infernal may also use her Excellency to enhance the target's Crafting rolls, using her own die limit or the target's (whichever is higher). These dice count as dice granted by Charms for the purpose of any die adder Charms the target possesses.

Source: FrivYeti

DANGER PASSES UNNOTICED

Cost: None; **Mins:** Essence 3, Cytherea 0; **Type:** Permanent

Keywords: Permanent

Duration: Permanent

Prerequisites: Reality-Evading Defense, Soft Words Whispered

Cytherea's energy is infinite - it washes out from her, wrapping those she loves in safety and hiding them from what would bring them to harm. This Charm permanently upgrades Reality-Evading Defense, allowing the character to spend an additional three motes to activate it targeting any being within (Essence x5), protecting them from one attack against them. However, this momentary fracture in reality also washes over the target, applying unnatural mental influence - they must spend one Willpower in order to recognize that an attack took place, and that they were defended. Once a target has spent a total of three Willpower in one scene, she may recognize all future attacks. A target may also spend one Willpower to refuse this defense, in which case she defends normally. Willpower spent in this way adds to the three required to be immune to this Charm.

If the character possesses other upgrades to Reality-Evading Defense, she may activate them as though her target was herself, but doubles the mote cost of these upgrades.

Activating this Charm does not count as affecting the world for the purpose of Stepping Between Moments.

Source: FrivYeti

FALSE NEGOTIATION APPROACH

Cost: 3 motes; **Mins:** Essence 2, Cytherea 0; **Type:** Reflexive

Keywords: Combo-OK, Illusion, Social, Counterattack

Duration: Instant

Prerequisites: Indulgent Ear Attitude

When her siblings insist on a path, Cytherea considers and offers compromises. Only after the fact do they realize that her concessions were no concessions at all. The character may activate this Charm in response to a social attack, making a social attack of her own in response. If the target spends Willpower to resist this social attack, it is counted as spent by the Infernal to resist the target's social attack as well. The target decides whether or not to spend Willpower to resist this counter-attack before the Infernal decides whether to spend Willpower to resist the original social attack.

Source: FrivYeti

DREAMERS TAKE FLIGHT

Cost: 20 motes, 1 Willpower; **Mins:** Essence 4, Cytherea 0; **Type:** Simple

Keywords: Sorcerous, Shaping, Combo-Basic

Duration: Indefinite

Prerequisites: What Doesn't Kill You

The power of Cytherea warps and transforms everything around her, providing the Essence that allows it to grow and prosper. This growth takes place partially within the mind of Cytherea, and partially within that of her subjects. Upon activating this Charm, the character chooses a single target within (Essence x10) yards. Both Cytherea and the target roll their Essence + Willpower three times, unmodified by Charms.

After each roll, the winner of the roll applies up to (half the Infernal's Essence) points of mutations to the target, after which the loser must apply a single mutation

point to the target. At least one point of mutations must be negative, and no more than half of the mutations (rounding up) may be negative. Mutations may not be added that contradict previous mutations, nor may mutation points be used to remove mutations from previous rolls. If a target has prior mutations from another source (such as size mutations), mutations from this source may counteract them one for one.

At Essence 5+, the character may purchase this Charm a second time. If she does, she may spend an additional Willpower when activating this Charm to make its Duration Instant, and its mutations permanent. Doing so applies a -2 die penalty to her Essence + Willpower rolls to control the outcome of the Charm.

Source: FrivYeti

PERFECTED AFFECTION ATTITUDE

Cost: None; **Mins:** Essence 3, Cytherea 0; **Type:** Permanent

Keywords: Permanent

Duration: Permanent

Prerequisites: False Negotiation Approach

Nothing can force a mother to harm her children. This Charm permanently enhances the characters' positive Intimacies. Any mental influence that would force the character to cause direct harm to a person or thing that she has a positive Intimacy towards is considered an unacceptable order. However, this effect is total. If the character causes direct harm to someone that she has a positive Intimacy towards, either deliberately or by accident, she gains a point of Limit. Both of these effects apply even if harm is needed to prevent a greater harm in the future, and apply to any degree of harm.

This Charm may be purchased a second time at Essence 5. At that point, any mental influence designed to weaken or remove a positive Intimacy that a character possesses is also considered an unacceptable order. However, if the character ever loses a positive Intimacy, she gains a point of Limit.

Source: FrivYeti

LOST TO THE WORLD

Cost: 5 motes, 2 Willpower; **Mins:** Essence 4, Cytherea 0; **Type:** Simple

Keywords: Shaping, Sorcerous

Duration: Indefinite

Prerequisites: Stepping Between Moments, False Negotiation Approach

There are truths that adults conceal from children, because they are not ready to know them. Cytherea conceals many of these truths. She has concealed so many, in fact, that most people hardly remember who she is anymore.

The character chooses one fact about herself when activating this Charm. This can be something as simple as "I am skilled with swords", or as complex as "I was present at the Blue Lotus Inn in Gem on the 17th of Resplendent Wood, R.Y. 767." Whatever the fact that the character chooses to conceal, she reaches into the fabric of the world, and causes it to vanish.

All beings with an Essence rating lower than that of the character forget the information in question. This is a mental Shaping effect. In addition, any physical evidence of the information is muddled, lost, or altered, with the exception of that

contained within artifacts or similar magical devices with ratings equal to or greater than the character's Essence (for this purpose, consider Artifact N/As to be Artifact 8). Any attempt to learn the information fails automatically. If this effect is opposed by a perfect effect, the Infernal adds her Essence in automatic successes to conceal the effect.

There is, however, a major weakness to this power. If the Infernal does anything to reveal this hidden fact (engaging in swordplay while claiming to be unskilled with a sword, expressing familiarity with a location she should not have been to), the effect shatters with regards to everyone who witnesses the revelation. These beings can spread the information in question without penalty, and anyone they spread it to also becomes immune. This immunity is permanent - the Infernal may never conceal this fact from those people again, even by using other applications of this Charm that overlap. Furthermore, this Charm cannot be casually dismissed. If the charm is dispelled, it is still considered to be in effect for one week, during which time there is no mystical protection over the knowledge, but the contagious immunity to reactivation of others learning it still lingers. As such, those who learn this Charm are generally very, very careful about what they hide, and how they stop hiding it.

Source: FrivYeti

GEOMANTIC BODY UNDERSTANDING

Cost: None; **Mins:** Essence 2, Cytherea 0; **Type:** Permanent

Keywords: Permanent

Duration: Permanent

Prerequisites: Unity Of Desire

All power flows outwards, and must be shaped into proper channels to be used. The character reshapes her body under these principles, transforming her own chakras into Essence patterns. The character's body becomes a Cytherean demesne, with a rating equal to her (Essence /2), rounding up. As long as the character is in a location in which she may recover motes properly, she recovers (demesne rating x4) motes per hour. This recovery rate does not stack with hearthstones, or with actually being in a demesne or manse.

However, when a person reshapes their soul according to geomancy, they run certain risks. Essence buildup is far less devastating to the character than it would be to a true manse, but it still has risks. Whenever the character gains or loses an Intimacy (including magical ones), raises or lowers her Virtues, or alters her Motivation or Urge (including through completion of it) she takes (Demesne rating halved) levels of Bashing damage that cannot be prevented by any means, and cannot recover motes until the next day. The character can only take such damage once per day - once her geomancy is disrupted, it does not disrupt her again.

Source: FrivYeti

NURTURING ESSENCE SHINTAI

Cost: 5 motes, 1 Willpower; **Mins:** Essence 4, Cytherea 0; **Type:** Simple

Keywords: Form-Type, Obvious, Shaping

Duration: Indefinite

Prerequisites: Geomantic Body Understanding, Dreamers Take Flight

The truest nature of the Mother of All is to shape and direct the formation of her children. Although her presence is rarely recognized, its effects are easily felt, and

this Charm is no exception. When the character purchases this Charm, he chooses a number of mutation sets equal to the demesne rating of his Charms:Geomantic Body Understanding Geomantic Body Understanding. Each set is made up of one point of negative mutations and two points of positive mutations, and must relate in some thematic way to the character's Motivation or Urge. Negative mutations typically take the form of Derangements, especially Obsessions, but this is not a blanket rule.

Upon activation of this shintai, the Essence patterns in the character's body expand outwards, infecting her surroundings with terrible might. The character spontaneously forms a Cytherean demesne with a rating equal to her Geomantic Body Understanding, stretching (Essence x100) yards in all directions. All beings within that radius may recover Essence normally from the demesne. Furthermore, the demesne is terribly mutational, creating changes at a pace that outstrips the staid demesnes of Creation by an order of magnitude. When the character activates the Shintai, she chooses what order her mutation packages will apply in. The first applies after one scene in the Infernal's presence, the second after one day, and all future packages two days apart until targets are fully mutated. These mutations are considered to be permanent Training effects, which apply as normal demesne mutations (and thus are not considered Wyld mutations).

Targets who do not wish to be mutated can resist instinctively. This requires a (Stamina + Integrity + Essence) roll, at an external penalty equal to the character's Essence rating - if the target has a positive Intimacy towards the subject of the Infernal's Motivation or Urge, this external penalty is increased by 1. If successful, mutation does not occur - but must be tested again each interval. Intervals do not increase in time until the subject fails (so a character would have to test every scene until she was mutated once).

The character's demesne is Obvious, but she is not Obvious as the source unless some form of Essence-sight is used against her. Essence sight does not gain any bonuses to find the character.

Starting at Essence 5, the character can develop more flexibility. She may pay an additional two experience to create a new mutational set, giving her more options when this Shintai is activated. The character may have up to (Essence + positive Intimacies) worth of mutational sets, and each new one must be tied to a specific Intimacy. If that Intimacy is lost, the mutational set cannot be used until a new Intimacy is formed that approximates the old one.

If the character possesses Charms:Stepping Between Moments Stepping Between Moments, Nurturing Essence Shintai does not count as an action that affects the world for the purposes of the limitations of Stepping Between Moments.

Source: FrivYeti

UNITY OF DESIRE

Cost: 5 motes, 1 Willpower; **Mins:** Essence 2, Cytherea 0; **Type:** Simple

Keywords: Combo-OK, Emotion

Duration: One Story

Prerequisites: Gift Of Hope

Cytherea understands that her own goals are not those of her fellows, but she doesn't see why this should be the case. This Charm exerts unnatural mental influence on every being within (Essence x100) yards of the character whose MDV is equal to or lower than her Essence. Extras reduce their MDVs by 1 when resisting

this Charm. The character redefines the Motivations of all of these beings. This new Motivation must be positive in nature, and this Charm may not impart a new Motivation that is completely opposed to the targets' original Motivations.

Heroic targets may choose to spend 1 Willpower per action to resist their new Motivation. If so, spending a total of 5 Willpower causes the effect to end.

Source: FrivYeti

SOFT WORDS WHISPERED

Cost: 4 motes; **Mins:** Essence 3, Cytherea 0; **Type:** Simple

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: Stepping Between Moments

Although Cytherea's siblings were focused on their own dreams and goals, their attitudes slowly shifted after spending time in her presence. This Charm enhances an attempt at mental influence which the character makes. The target must roll her Perception + Integrity against a difficulty of the character's (Manipulation + Stealth, halved). If she fails, the social attack is unexpected. Either way, the target must spend two Willpower to realize that the social attack came from the Infernal.

If a character is under the effect of Stepping Between Moments, she may pay one Willpower when activating this Charm in order to have her mental influence not count as affecting the world.

Source: FrivYeti

EMBRACING DREAMS PRANA

Cost: None; **Mins:** Essence 3, Cytherea 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Soft Words Whispered

When Cytherea meets her siblings and children, she speaks idly, but her words often serve to create new ideas and loves in her targets, who seem something in a new light. This Charm permanently enhances Soft Words Whispered. Upon activating that Charm, the character may spend an additional two motes to make an attempt at unnatural mental influence instead of her usual social attack. If she does so and the attack succeeds, the target develops a positive Intimacy of the Infernal's choosing. Acting against this Intimacy costs one Willpower per scene - once a target spends two Willpower in this way, the Intimacy ceases to be magical and may be removed normally.

This Charm cannot implant positive Intimacies that counteract or further support existing Intimacies, or which contradict the character's Motivation. Only new concepts may be implanted by Cytherea's divine spark.

At Essence 4+, the character may spend an additional two motes when activating this Charm to fortify her Intimacy. If she does so, it applies double the usual bonus and penalty to MDV for as long as it remains magically charged.

Source: FrivYeti

CONSUMPTION OF PURPOSE

Cost: None; **Mins:** Essence 2, Cytherea 0; **Type:** Permanent

Keywords: Permanent, Overdrive

Duration: Permanent

Prerequisites: Gift Of Hope

The Divine Ignition draws her own strength from her allies, and finds that this strength gives her power to act without regard for her own fate. This Charm grants the character an Overdrive pool of 10 motes. It is initially empty, but whenever one of the character's allies spends five or more motes of Essence in a single tick, this pool increases by one mote. The pool may not increase by more than (Essence) motes per action, regardless of how many allies spend motes.

The character may use motes from her Overdrive pool to power Gift of Hope as though it were an offensive Charm, with all benefits thereof.

Source: FrivYeti

MOTHER KNOWS BEST

Cost: 3 motes; **Mins:** Essence 2, Cytherea 0; **Type:** Supplemental

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: Indulgent Ear Attitude

Once your child trusts you, it becomes easier to convince them, through a touch of cajoling and a dollop of authority, that you know better than them and thus that they should do as you say. This Charm may be applied to any attempt at natural mental influence. If the influence is successful, it costs 2 Willpower to resist, rather than one. This additional Willpower counts towards the maximum that must be spent in a scene to resist social combat.

At Essence 4+, the character may purchase this Charm again. If so, she may spend an additional two motes when activating it to have the additional Willpower not count towards the maximum that must be spent in a scene.

If the character knows (a Charm that I haven't technically written yet, but it'll be awesome, trust me), she may activate it with this Charm without them being in a Combo, despite the latter being unnatural mental influence.

Source: FrivYeti

FIRST CYTHEREA EXCELLENCY

Cost: 1 mote per die; **Mins:** Essence 1, Cytherea 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

The Mother of All is *subtle* and *stubborn*. She *pushes* others ahead, *sacrificing* her own needs in order to make them successful, while *quietly ignoring dissent* against her ideas and plans. She is filled with deep *love* for all, even her enemies, and will *support* them regardless of their attitudes even as she *alters* their plans. She *hates* the spotlight, and much prefers to be a *hidden benefactor* to others, being happiest when they believe their success to be *their own doing*. Cytherea also loves to *encourage* new life, allowing it to grow to a certain amount before *pruning* as needed to keep it perfect. She is a *boundless fount* of energy, which spills into the world around her, and *freely provides* resources to help the world become a more beautiful place.

Characters may apply this Charm to actions in which someone else benefits directly from their success, regardless of whether such a benefit is desired, or to trick others into taking part in the character's plans. Cytherea's Excellency also assists any actions her Exalts take to hide their natures from those around them in order to blend in or simply go unnoticed. The Cytherean Excellency may never be used on a flashy, showy action, or one that will make the character the center of attention in the current encounter (if they are already the center of attention, they may only use their Excellency on attempts to escape that state).

Source: FrivYeti

GIFT OF HOPE

Cost: 2 motes; **Mins:** Essence 1, Cytherea 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

A mother knows to give her children food when they are hungry. This Charm may be activated to target any being that the Infernal is touching. It allows her to transfer up to (Essence x3) of her own motes to the target. It may only be activated targeting a given person once per scene.

If the character has a positive Intimacy towards her target, the cost of this Charm drops to 1 mote, and she may reflexively give the motes to her target as long as she is within (Essence x50) yards of her.

Source: FrivYeti

INDULGENT EAR ATTITUDE

Cost: 1 mote; **Mins:** Essence 2, Cytherea 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Indefinite

Prerequisites:

The first step to gaining people's trust and love is to pretend that you care about the same things as them. Of course, with so many people, actually caring may prove difficult, and so the character finds a shortcut.

Upon using this Charm, the character chooses any Intimacy she possesses, and shrouds it behind a false Intimacy that she creates, which must be positive. Any attempt to read her motivations, either mundane or supernatural, will return the false Intimacy as one belonging to the character, and no attempt may return the true one. If opposed by a perfect Charm, the character adds her Essence in automatic successes to the roll-off. If the character takes actions demonstrably against her supposed Intimacy, onlookers will assume that she is simply acting against a desire, which people do sometimes do.

At Essence 3, the character may expand the scope of this effect. By spending 2 motes instead of 1, she may have the above effect apply to any Virtue, causing it to read as though it were a totally different rating than it is. At Essence 5, the character may spend 4 motes in order to do the same with her Motivation.

This Charm may be purchased a second time at Essence 3. At this time, a character activating this Charm may commit an additional one mote to conceal up to (Essence) Intimacies at once (or a mix of Intimacies, Virtues, and Motivation if she has spent the

additional motes required to conceal those). Alternately, she may spend an additional four motes to conceal all of those traits behind a false shell.

Source: FrivYeti

FIRST CYTHEREA EXCELLENCY

Cost: 1 mote per die; **Mins:** Essence 1, Cytherea 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

The Mother of All is *subtle* and *stubborn*. She *pushes* others ahead, *sacrificing* her own needs in order to make them successful, but is also *smothering* and *refuses* to accept dissent with her ideas of where her beneficiaries should be going to. She is filled with deep *love* for all, even her enemies, but is not above *sabotaging* their own attempts to succeed in order to show to them that they will always need her help. She *hates* the spotlight, and much prefers to be a *hidden benefactor* to others, almost reveling in their *protestations* that they *do not* want her help. Of course, she's just as happy when others have *no* idea that she helped them, believing their success to be *their own doing*. Cytherea also loves to *encourage* new life, allowing it to grow to a certain amount before *pruning* as needed to keep it perfect.

Characters may apply this Charm to actions in which *someone else* benefits directly from their success, regardless of whether such a benefit is desired, or to *convince* others to take part in the character's plans. Cytherea's Excellency also assists any actions her Exalts take to *hide* their natures from those around them in order to *blend in* or simply *go unnoticed*. The Cytherean Excellency may never be used on a flashy, showy action, or one that will make the character the center of attention in the current encounter (if they are already the center of attention, they may only use their Excellency on attempts to escape that state).

Source: FrivYeti

BUBBLE AGAINST THE WORLD

Cost: - (+4m); **Mins:** Essence 3, Cytherea 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Reality-Evading Defense

A mother cannot stand by while her children are in danger. This Charm permanently enhances Reality-Evading Defense, allowing the character to activate it to allow any target within (Essence x5) yards to dodge an attack at a cost of +4 motes per attack. If the target has an Intimacy towards Danger (Fear), it costs only +2 motes per attack.

Children who are protected also learn to avoid conflict. Each use of this Charm to protect a person counts as a scene spent building an Intimacy towards Danger (Fear) in them. Targets may choose not to be protected, in which case the Intimacy is not built. Any power used to prevent the Intimacy from forming also cancels the use of the perfect defense.

Source uFrivYeti

Source: FrivYeti

CYTHEREA MYTHOS EXULTANT

Cost: -; **Mins:** Essence 3, Cytherea 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: First Cytherea Excellency

When Cytherea is successful, her children prosper. After a successful action, the character may forgo her usual stunt rewards, instead adding dice to a special stunt pool. This pool may hold only three dice at a time. When the Infernal witnesses an action that she approves of, she may grant it stunt dice. These dice do not increase the reward of the action, and cannot stack with the action's existing stunt past three dice. Source uFrivYeti

Source: FrivYeti

FLICKERING FLAME

Cost: 1m; **Mins:** Essence 1, Dodge 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites:

Like the flicker of a flame, the Exalt can twist and bend her body around the attacks of her foes. This Charm restores defensive advantage to an overextended fighter and is used in response to an attack. Mechanically, it functions just as the Solar Charm Charms:Shadow Over Water Shadow Over Water, found on page 227 of the Exalted Second Edition Core rulebook.

Source: Bodhisattva

WIND-BLOWN LEAF METHOD

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

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisites: Flickering Flame

Infernal Exalts are not known to even exist to most of the inhabitants of Creation, and they'd like to keep it that way. They are as real as a nightmare and as elusive as a fleeting emotion. Mechanically, it functions just as the Solar Charm Charms:Leaping Dodge Method Leaping Dodge Method, found on page 227 of the Exalted Second Edition Core rulebook.

Source: Bodhisattva

SPIRITED EVASION

Cost: 6m; **Mins:** Essence 3, Dodge 5; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Fourfold Demon Dodge

The Infernal seems to go semi-transparent as an attack lands upon him, becoming solid again after the danger has passed. This Charm allows the Infernal to perfectly dodge any one attack without a roll, including those with an area effect and regardless of whether or not the Infernal is expecting the attack. This does not allow the character to dodge attacks that are undodgeable.

This Charm has one of the Four Flaws of Invulnerability found on page 194 of the Exalted Second Edition Core rulebook.

Source: Bodhisattva

MOTION OF THE DERVISH

Cost: 8m, 1wp; **Mins:** Essence 4, Dodge 5; **Type:** Simple

Keywords: Obvious

Duration: One Scene

Prerequisites: Fourfold Demon Dodge, Precision Flow

Attuning themselves to the Essence of their Yozi masters, the Infernals become like the whirling dervishes of legend. For the remainder of the scene, the Infernal can make a number of perfect dodges in response to expected attacks equal to (Essence + 1), provided that the attack is able to be dodged without making any rolls. This Charm cannot be used in response to unexpected attacks. Once the Infernal exhausts their pool of perfect dodges, the effect of this Charm ends. While this Charm is active, the Infernal may use no other dodge Charms.

This Charm has one of the Four Flaws of Invulnerability found on page 194 of the Exalted Second Edition Core rulebook.

Source: Bodhisattva

FOURFOLD DEMON DODGE

Cost: 3m; **Mins:** Essence 2, Dodge 4; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Flickering Flame

Just as the fastest demons are nothing more than a blur to the eye, so are the Infernals. Mechanically, it functions just as the Solar Charm Charms:Seven Shadow Evasion Seven Shadow Evasion, found on page 227 of the Exalted Second Edition Core rulebook.

This Charm has one of the Four Flaws of Invulnerability found on page 194 of the Exalted Second Edition Core rulebook.

Source: Bodhisattva

PRECISION FLOW

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

Keywords: Combo-OK

Duration: Until next action

Prerequisites: Any Dodge Excellency

Yozi are creatures of infinite patience and power. Their Infernal servants aspire to the same perfection as their Yozi masters and as such train themselves to know when the perfect time for action comes. This Charm allows the Infernal to move preternaturally fast. The Infernal spends three motes to add her Temperance rating to her Dodge DV until her next action.

Source: Bodhisattva

MELDING EVASION

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

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisites:

Against the Chosen of the Yozi, the slings and arrows of Creation falls flat. This charm shapes the area around the Exalt so that an unexpected attack becomes expected and can be defended against normally.

Source: RRimmel

SINUOUS BEARING

Cost: 6m, 1wp; **Mins:** Essence 3, Dodge 5; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Any Dodge Excellency, Fourfold Demon Dodge, Melding Evasion

The power of demons of wind and motion flow through the Infernal and suffuse her limbs with preternatural agility. For the remainder of the scene, on each action this Charm negates the onslaught and coordinated attack penalties that others' attacks impose on the Exalt's DV, transferring one half of that value (rounded down) into a bonus to attack on the Exalt's next action due to her opponent overextending herself for the attack.

For example, if Immortal Agony, Crown of the Fifth Layer is fighting against a Terrestrial warrior who levies five attacks against her, she would have a -0 to her DV on each of the five attacks, and on her next action, she would have a +2 bonus to her attack.

Source: Bodhisattva

WRATH OF WIND AND FIRE

Cost: variable motes, +1wp; **Mins:** Essence 4, Dodge 5; **Type:** Reflexive (step 9)

Keywords: Combo-OK, Counterattack, Unholy

Duration: Instant

Prerequisites: Fourfold Demon Dodge, Wind-Blown Leaf Method

Fools that attack the Chosen of the Yozi will feel their wrath! If an Infernal successfully makes a dodge versus any attack they may expend Attacker's Essence motes of essence and one willpower to cause one health level of lethal damage to their attacker. A horrible brand of green fire erupts on their attacker showing the wound that they would have caused to the Green Sun Prince. Additionally, fierce desert winds batter the attacker forcing them to make an athletics check at a difficulty of Essence or be unable to continue attacking the Infernal for the remainder of their action. The attacker may attack again normally on their next action and this ability is only good against flurries and extra action charms.

This damage may be soaked only through perfect soak charms such as Adamant Skin Technique. The damage is unholy and against creatures of creation, including most chosen, it causes aggravated damage. Extras who are subject to this branding are prime targets for demon's seeking to find a host and the difficulty for such a possession is reduced by one.

Source: RRimmel

DEFIANT STAND

Cost: 2m per TN increase; **Mins:** Essence 1, Dodge 2; **Type:** Reflexive

Keywords: Combo-OK

Duration: ?

Prerequisites: —

Sneering in the faces of those who have sinned, the Chosen of Yozi faintly move, if at all away from the blows of their enemies. He can increase the target number to succeed to hit him up to a maximum of ten.

Source: Deadpool

FOE VOIDING STANCE

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

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisites:

The Chosen of the Yozi are patient. They let the fools attack only to twist around their paltry efforts. Mechanically this charm is only effective during an onslaught, upon invoking it the onslaught penalty is reduced to 0 and the penalty is reversed and applied as an attack causing a number of dice equal to the onslaught penalty to the attacker. If this charm causes at least one health level of damage, the attacker's flurry ends.

Source: RRimmel

FOURFOLD DEMON DODGE

Cost: 3m; **Mins:** Essence 2, Dodge 4; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Flickering Flame

Just as the fastest demons are nothing more than a blur to the eye, so are the Infernals. Mechanically, it functions just as the Solar Charm Charms:Seven Shadow Evasion Seven Shadow Evasion, found on page 227 of the Exalted Second Edition Core rulebook.

Source: Bodhisattva

PRECISION FLOW

Cost: 2m per Dodge DV; **Mins:** Essence 2, Dodge 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Any Dodge Excellency

Yozi's are creatures of infinite patience and power. Their Infernal servants aspire to the same perfection as their Yozi masters and as such train themselves to know when the perfect time for action comes. This Charm allows the Infernal to move preternaturally fast. For every two motes of Essence the Infernal spends, she raises her Dodge DV by one, and can raise her DV up to a maximum of her Dodge rating.

Source: Bodhisattva

SHADOW SPITE CURSE

Cost: 3m per -1; **Mins:** Essence 1, Ebon Dragon 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant (One scene)

Prerequisites: First Ebon Dragon Excellency

The Ebon Dragon lacks a Charms:Second (Yozi) Excellency Second Excellency for his Infernal Chosen to use, but instead imposes poor luck and failure on his foes with this Charm. Source Manual of Exalted Power: Infernals, p. 148-149.

Source: Manual of Exalted Power: Infernals

LOOM-SNARLING DECEPTION

Cost: 0-8m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Illusion, Shaping

Duration: Indefinite

Prerequisites:

This Charm allows an Infernal to easily and skillfully disguise herself as nearly anyone. Even fate is fooled, and the Exalt can insert strange and abnormal signs in her destiny to send messages to others through astrology. Source Manual of Exalted Power: Infernals, p. 149.

Source: Manual of Exalted Power: Infernals

ELDRITCH SECRETS MASTERY

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: Illusion

Duration: Permanent

Prerequisites: Loom-Snarling Deception

This Charm enhances the Infernal's Loom-Snarling Deception, allowing it to mask even the essential, supernatural nature of the Exalt. She can appear as a mortal or even other kinds of Essence users, like other Exalted. Source Manual of Exalted Power: Infernals, p. 149.

Source: Manual of Exalted Power: Infernals

WITNESS TO DARKNESS

Cost: ; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites:

This Charm allows an Infernal to see perfectly through darkness, though she becomes sensitive to sunlight. Source Manual of Exalted Power: Infernals, p. 149.

Source: Manual of Exalted Power: Infernals

INNER DEVILS UNCHAINED

Cost: 20m, 1wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple (Speed 7, DV -4)

Keywords: Combo-OK, Desecration, Obvious, Shaping, Sorcerous

Duration: Five days

Prerequisites: Loom-Snarling Deception, Witness to Darkness

This Charm painfully transforms a target into a First Circle demon similar in some way to the original target. Eventually, the demon will change back into the original target, but powerful Infernals may use this Charm to permanently transform a person into a demon. Source Manual of Exalted Power: Infernals, p. 149-150.

Source: Manual of Exalted Power: Infernals

CORNERED TITAN DESPERATION

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Witness to Darkness

This Charm allows an Infernal to use other Ebon Dragon Charms to enhance close combat attacks under certain circumstances. Source Manual of Exalted Power: Infernals, p. 150.

Source: Manual of Exalted Power: Infernals

WICKEDNESS BEYOND LIFE

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Witness to Darkness

This Charm allows an Infernal to apply his Ebon Dragon Charms just as well to unliving things as to living things. Source Manual of Exalted Power: Infernals, p. 150.

Source: Manual of Exalted Power: Infernals

ULTIMATE DARKNESS INTERNALIZATION

Cost: 1m; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Simple

Keywords: Shaping

Duration: Instant

Prerequisites: Wickedness Beyond Life

This Charm painfully transforms the Infernal, altering her enlightenment so that she may use necromancy in place of the sorcery she has learned. Source Manual of Exalted Power: Infernals, p. 150.

Source: Manual of Exalted Power: Infernals

SEEING IS BLINDNESS

Cost: 3m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Shaping, Sorcerous

Duration: One scene

Prerequisites: Witness to Darkness

This Charm blinds the Infernal's foe; permanently, if the Exalt is powerful enough. Source Manual of Exalted Power: Infernals, p. 150-151.

Source: Manual of Exalted Power: Infernals

DAMNING PETULANCE TECHNIQUE

Cost: 3m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Reflexive

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisites: Seeing Is Blindness

This Charm makes the tasks of others harder, though it fails in the face of true spirit and power. Source Manual of Exalted Power: Infernals, p. 151.

Source: Manual of Exalted Power: Infernals

KILL FEINT CLEVERNESS

Cost: (1wp); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Damning Petulance Technique

This Charm allows an Infernal to "take back" a Charm used to enhance an attack that fails, recouping the resources that would have been lost had it truly been used. Source Manual of Exalted Power: Infernals, p. 151.

Source: Manual of Exalted Power: Infernals

SELFISHNESS IS POWER

Cost: 1m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Shaping

Duration: One day

Prerequisites: Witness to Darkness

This Charm enhances both the Infernal's awareness and exploitation of advantageous situations. More powerful Exalts may endow others with this same selfish acumen. It becomes painfully difficult for those under this Charm's effects to act in a selfless manner. Source Manual of Exalted Power: Infernals, p. 151-152.

Source: Manual of Exalted Power: Infernals

HOLLOWING ECHO VENOM

Cost: (+1wp); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: Poison

Duration: Permanent

Prerequisites: Life-Blighting Emptiness Attack

This Charm inflicts an insidious secondary damage on those who have been successfully afflicted with Life-Blighting Emptiness Attack. Source Manual of Exalted Power: Infernals, p. 152.

Source: Manual of Exalted Power: Infernals

LIFE-DENYING HATE

Cost: 8m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple (Speed 4)

Keywords: Combo-OK, Sorcerous

Duration: One scene

Prerequisites: Life-Blighting Emptiness Attack

Those the Infernal inflicts this Charm on can not recover from their wounds. More powerful Exalts impose longer-lasting or more resilient curses. Spirits slain

under the inauspices of this Charm do not reform normally, but are banished to a place of darkness from which they can never escape. Source Manual of Exalted Power: Infernals, p. 153.

Source: Manual of Exalted Power: Infernals

EVER-HUNGRY SHADOW AFFLICTION

Cost: 10m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Sorcerous

Duration: One scene

Prerequisites: Life-Denying Hate

Those the Infernal inflicts this Charm can only recover motes through stunts. More powerful Exalts impose a longer-lasting curse. Spirits slain under the inauspices of this Charm do not reform normally, but are banished to a place of darkness from which they can never escape. Source Manual of Exalted Power: Infernals, p. 153.

Source: Manual of Exalted Power: Infernals

DESPAIR-CHOKED SPIRIT MAIMING

Cost: 8m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Sorcerous

Duration: One day

Prerequisites: Ever-Hungry Shadow Affliction

Those the Infernal inflicts this Charm can only recover Willpower through stunts. Spirits slain under the inauspices of this Charm do not reform normally, but are banished to a place of darkness from which they can never escape. Source Manual of Exalted Power: Infernals, p. 153.

Source: Manual of Exalted Power: Infernals

SPITE-FED WOUNDING NIMBUS

Cost: ; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Life-Blighting Emptiness Attack

With this Charm the Infernal's Life-Blighting Emptiness Attack inflicts surer damage. Source Manual of Exalted Power: Infernals, p. 153.

Source: Manual of Exalted Power: Infernals

NEMESIS SELF IMAGINED ANEW

Cost: 1m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Shaping

Duration: Indefinite

Prerequisites: Witness to Darkness

This Charm allows the Infernal to adopt an antithetical Motivation and Intimacy Intimacies to that of someone else, becoming their arch-enemy. Source Manual of Exalted Power: Infernals, p. 153.

Source: Manual of Exalted Power: Infernals

SOUL CRACK EXPLOITATION

Cost: 1m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites:

This Charm makes it much easier to influence those the Infernal has targeted with her Nemesis Self Imagined Anew. Source Manual of Exalted Power: Infernals, p. 153-154.

Source: Manual of Exalted Power: Infernals

PUISSANCE MIMICRY INTUITION

Cost: 3m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Stackable

Duration: Until Calibration

Prerequisites: Nemesis Self Imagined Anew

This Charm allows the Infernal to temporarily copy and use the Attributes, Ability Abilities and even Charms of a target of Nemesis Self Imagined Anew. Apart from copying the trait, it becomes easier for the Exalt to learn the copied trait normally. Source Manual of Exalted Power: Infernals, p. 154.

Source: Manual of Exalted Power: Infernals

BLACK MIRROR SHINTAI

Cost: 5m, 1wp; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Simple

Keywords: Shaping, Sorcerous

Duration: One scene

Prerequisites: Shadow Spite Curse, Seeing Is Blindness, Soul Crack Exploitation, Puisseance Mimicry Intuition (x3)

With this Charm the Infernal transforms herself into a nearly exact duplicate of any other character, including magical traits such as Charms that she could not normally know. In turn, she loses access to her normal Infernal Charms. More powerful Exalts can perpetrate the masquerade for extended periods of time. Source Manual of Exalted Power: Infernals, p. 154-155.

Source: Manual of Exalted Power: Infernals

CRACKED CELL CIRCUMVENTION

Cost: 2m or 2m, 1wp; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive (Step 1 or Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites:

This Charm makes an attempt by the Infernal to escape constraints easier, from attacking a guard blocking his way to squirming out of rope bindings. Source Manual of Exalted Power: Infernals, p. 155-156.

Source: Manual of Exalted Power: Infernals

FATE-RENDING DESPERATION

Cost: 5m, 1wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Reflexive

Keywords: Combo-OK, Shaping Sorcerous

Duration: Instant

Prerequisites: Loom-Snarling Deception, Cracked Cell Circumvention

This Charm makes any immediate tasks the Infernal must carry out easier, but later exacts a price by making any tasks she carries out harder for a day. Source Manual of Exalted Power: Infernals, p. 156.

Source: Manual of Exalted Power: Infernals

UNFAIR EXCELLENCE ENDOWMENT

Cost: 5m per target, plus 1wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Sorcerous, Touch

Duration: One day

Prerequisites: Fate-Rending Desperation

This Charm allows an Infernal to bestow the effects of Fate-Rending Desperation on others, making immediate tasks easier while suffering difficulty later. More powerful Exalts may set up delayed triggers for this Charm. Source Manual of Exalted Power: Infernals, p. 156.

Source: Manual of Exalted Power: Infernals

BROODING RESENTMENT DEFENSE

Cost: 5m (+1-5wp); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-Basic

Duration: Instant

Prerequisites: Cracked Cell Circumvention

This Charm allows an Infernal to discern and resist magical influence on himself. Source Manual of Exalted Power: Infernals, p. 156-157.

Source: Manual of Exalted Power: Infernals

ABUNDANT SOUL-MATE FORFEITURES

Cost: 15m, 1ahl; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-Basic, Shaping, Sorcerous

Duration: Indefinite

Prerequisites: Extraneous Soul Sacrifice

When one is rich, sacrifice is as unpalatable, or even more so, than when one is poor. But at times it is necessary. The Infernal activating this Charm gives birth to (Essence) superfluous souls similar to the one created by Extraneous Soul Sacrifice. These souls have the same basic traits as those created by this Charms prerequisite, except that they are preemptive sacrifices, created in case of emergency. These tiny buds of soul remain attached to the Exalts true, original soul, and can be detected as extra souls by magic capable of uncovering such things. This may be perceived by observers as some form of possession, though multiple spirits can not normally inhabit a single body at the same time.

Whenever one of those effects that is shed by Extraneous Soul Sacrifice would be inflicted on the Exalt, he may sacrifice one of his supernumerary souls to perfectly defend against the effect, unless that effect is also Holy. This slays the soul in the same way as using Extraneous Soul Sacrifice. The Exalt may also give up one of these souls to gain the same benefits as a normal activation of Extraneous Soul Sacrifice,

and like its prerequisite this effect can be used to shed ongoing Holy impedimenta. As with its prerequisite, this Charm is resistant to countermagic based on the Infernals own Essence, and each soul must be countered individually.

As the Infernal transcends mortality, his soul grows too large to be singular. At Essence 6+ the Exalt may purchase this Charm again to gain both of the following benefits. First, he has a single, natural supernumerary soul that functions just as one created with this Charm would, although countermagic cant destroy it. It does not require activation of the Charm to extrude, but instead grows (or regrows) over a months time. Secondly, this Charm gains the Stackable keyword, allowing the Exalt to benefit from its effect a number of times at once equal to half his own permanent Essence. At Essence 8+ the natural extraneous soul regrows in five days.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

A WORLD OF FOOLS

Cost: 1m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Supplemental

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisites: First Ebon Dragon Excellency, Witness to Darkness

At the heart of every mote that makes up existence, there lies a seed of wickedness. Infernals use this Charm to enhance Attribute-based actions, replacing the Attribute normally used in that actions dice pool with Manipulation for all purposes, including dice limits for Charms. This Charm is a Shaping effect in the same way as (Yozi) Inevitability Technique; it does not directly affect others and so is not defended against by them. Instead, it is susceptible to large area anti-Shaping effects.

Purchasing this Charm again at Essence 4+ allows the Exalt to activate it as if it were not a Charm for the purposes of other Charms and Combos. A third purchase at Essence 6+ reduces the Charms mote cost to zero.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

CRACKED MIRROR INCITEMENT

Cost: (+1wp); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: Emotion

Duration: One scene

Prerequisites: Soul Crack Exploitation

The Ebon Dragon twists the desires of others to suit his own needs. A careful word is all it takes to turn lovers against each other and spur nations to war. When activating Soul Crack Exploitation, the Exalt may pay an additional Willpower to enhance its potential effect. If the social attack is successful, the most relevant Intimacy of the target that the Infernal exploited becomes inverted as through Nemesis Self Imagined Anew. The Intimacy must have been capable of penalizing the targets MDV (or even increasing it, with a second purchase of Soul Crack Exploitation), even if they suffer a higher penalty due to their Virtues or Motivation. A target may spend two Willpower to throw off this unnatural emotion and come to their senses. If the target does not resist, the emotion remains altered for at least the rest of the scene, though the target may choose to adopt this new version of the Intimacy as a

replacement. After adopting it as a replacement, it becomes a normal Intimacy which may be manipulated in the usual fashion.

A second purchase of this Charm allows it to change the Intimacy into one of love, respect or trust for the Exalt, as long as this makes sense in the context of the social attack and is still in some way antagonistic to the original Intimacy subject.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

EXTRANEOUS SOUL SACRIFICE

Cost: 10m, 11hl; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive

Keywords: Combo-OK, Shaping, Sorcerous

Duration: Instant

Prerequisites: Witness to Darkness

Foremost in the Ebon Dragons mind is his personal safety and survival. He even gladly offered up one of his souls to the triumphant rebels at the end of the War so that what was left of him could live on unscathed. Taking this lesson to heart, the Infernal uses this Charm to metastasize undesirable parts of his soul, budding a new, secondary soul that he sacrifices to rid himself of his ailments. For the brief instant that this newborn soul exists, it has all of the Exalts own memories, thoughts and mental traits, including Virtues, but it is a fleeting Essence 1 construct that evaporates. As the soul born to die dissipates, it takes with it any ongoing magical Poison, Sickness or Shaping effects that troubled the Infernal. It also removes with it any Crippling effects that alter the Exalts Willpower, Virtues or magical traits (like Essence). Unlike other Sorcerous Charms, instead of the Charms minimum Essence, the difficulty to counter it is based on the Exalts own permanent Essence.

As the Infernals mastery over Essence and his own soul increases, it becomes easier to birth sacrificial selves. At Essence 4+ this Charms mote cost falls to five, and at Essence 6+ the mote cost is further reduced to one.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

ONLY SHADOWS REMAIN

Cost: (+3m, 1wp); **Mins:** Essence 5, Ebon Dragon 0; **Type:** Permanent

Keywords: Obvious

Duration: One action

Prerequisites: Bloodless Murk Evasion

When the Infernal activates Bloodless Murk Evasion, he may increase its cost by three motes and one Willpower to extend its duration to the rest of the action. He then perfectly dodges all attacks of which he is aware, even undodgeable ones, subject to the Imperfection of the Shadow of All Things. Unfortunately, the Exalt must concentrate on defense more than escape when using this Charm, so he may only move (temporary Willpower) yards once per attackers flurry, on any attack of his choice.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

PIERCING DARKNESS FINGERS**Cost:** 3m (+4m, 1wp); **Mins:** Essence 2, Ebon Dragon 0; **Type:** Extra Action**Keywords:** Combo-OK**Duration:** Instant**Prerequisites:** Witness to Darkness

The Ebon Dragon is strongest when others are weakest. As his shadow stretches to consume the world, the righteous can never tell which threat is most dire. By paying three motes the Infernal attempts to establish surprise against a foe ("Exalted", p. 155), gaining three extra successes on his roll to do so. If successful, he may then pay an additional four motes and one Willpower to make (Stealth 2) ranged attacks against the target, all of which benefit from being unexpected. If the attempt to surprise the target is unsuccessful, the Infernal makes a single attack and may retreat up to his maximum Dash speed as a reflexive action for one tick. These actions suffer no multiple action penalties, and only the highest of any one actions DV penalty applies, but this flurry does not ignore Rate. If the Exalt is in sunlight, he receives no extra successes to establish surprise and even if successful he may only make two attacks at most, though he may also retreat as if he had failed.

A second purchase of this Charm at Essence 4+ increases the bonus successes on the attempt to establish surprise to equal the Infernals Essence. Another purchase at Essence 5+ allows the flurry to ignore a weapons Rate at no extra cost.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats**RESPLENDENT SHADOW HEART****Cost:** ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent**Keywords:** Stackable**Duration:** Permanent**Prerequisites:** A World of Fools

Personifying subtlety, the Ebon Dragon overwhelms with his cleverness, conquers with his calumnies and crushes his foes through scheming. This Charm increases the maximum rating of the Exalts Manipulation by one, and also increases the trait by one dot. This acts as a natural increase in all ways. When the character raises the Attribute with experience normally, he purchases dots as if those that came from this Charm were not there (so, if one purchase granted him Manipulation 3, he would pay eight experience for Manipulation 4). An Infernal may learn this Charm again at each of the following thresholds: Essence 4, 6, 8 and 10.

The sly-mindedness this Charm grants the Exalt is weakened by direct exposure to righteousness. When in direct sunlight, the Infernal suffers a -1 external penalty to all Manipulation-based actions. When the Exalt contends with a Holy effect, he must spend a point of Willpower or he is treated as not having any of the extra dots of Manipulation that this Charm grants.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats**SHADOW PANOPLY APPROPRIATION****Cost:** 4m or 4m, 1wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Supplemental**Keywords:** Combo-OK**Duration:** Instant

Prerequisites: Selfishness Is Power

What falls in shadow the Ebon Dragon claims as his own. In direct sunlight and at a cost of four motes, this Charm merely adds (Essence) successes to a standard Larceny action to pick locks, pickpocket or perform sleight of hand ("Exalted", p. 128), or to a Stealth action. If he and his target are in shadow, the Infernal may activate this Charm at a cost of four motes and one Willpower to pickpocket or pick a lock up to (Larceny + Essence) yards away in addition to garnering extra successes on the attempt.

The Infernal may also slip through the shadow realm that is his home, spending four motes and one Willpower to enhance a Jump Miscellaneous action. Instead of actually leaping through the air, the Exalt leaps into a shadow and emerges from another shadow that he can see up to (Essence x 5) yards away. If the destination is warded against teleportation, the Exalt receives (Essence) extra successes on any contesting roll.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

SUCCULENT FRUITS OF SELF-DECEPTION

Cost: 4m or 2m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Supplemental

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: What I've Always Wanted

The needs of others make them delectably susceptible to the machinations of the Ebon Dragon. Even, or especially, when those desires are the same that spur the Shadow of All Things. This Charm enhances a Manipulation-based social attack that incurs a penalty in the target due to an Intimacy they hold. If these conditions are met, this Charm makes the targets Dodge MDV inapplicable. If the target and Exalt share the Intimacy, this Charms cost is only two motes; otherwise, it is four. This Charm provides no knowledge of what Intimacies a target has.

A second purchase at Essence 3+ allows the Infernal to play upon the targets Motivation. If the attack resonates with the targets Motivation, the Exalt may pay an additional Willpower when activating this Charm to make the attack both unblockable and undodgeable.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

TO LOVE IS TO DESTROY

Cost: 15m, 1wp; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Simple (Speed 4 in long ticks)

Keywords: Combo-OK, Servitude, Social

Duration: One week

Prerequisites: Cracked Mirror Incitement

Before a potential servant can be truly free to serve the Ebon Dragon, they must destroy that which chains them to their past. This Charm is a Manipulation + Presence social attack against a single character, encouraging them to betray their Motivation. Unlike mundane attacks of this nature, the target is not obligated to spend Willpower to resist this influence. If the attack is successful, the targets Mo-

tivation is twisted into an antagonistic opposite of itself, as if they had made use of Nemesis Self Imagined Anew. Ignoring this unnatural servitude for one scene costs one Willpower, and after spending five Willpower in this way the Charm ends.

If a target performs a stunt that resonates with this new, evil Motivation or regains Willpower for accomplishing significant progress in its pursuit, they may choose to adopt it as their real Motivation, ending the Charm but retaining their antagonistic mission.

An Essence 6+ Infernal may use this Charm to alter another Green Sun Princes or akumas Urge, though the antagonistic Urge must still be somehow compatible with the Yozi patrons overarching goals. No matter their stunts or accomplishments, an Infernal can not permanently adopt a new, inverted Urge; these subverted Urges always fade with this Charm. The Ebon Dragon uses this Charm sparingly on the akuma of other Yozis. It is a useful tool for manipulating his own servants, but overuse elsewhere would result in too much of his peers displeasure.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

WHEN A PLAN COMES TOGETHER

Cost: ; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Selfishness Is Power

The bigger they are, the more satisfying their fall. At the culmination of his schemes, the Ebon Dragon breathes deep his victory and relaxes in his power. At the end of a scene in which the Infernal has unambiguously thwarted or put at a disadvantage someone, he regains one temporary Willpower. This Willpower may exceed the normal maximum, though he may only have one excess Willpower due to this Charm at any one time. If the Exalts unfortunate target has an Intimacy that is clearly tied to and dependent on the success of whatever they were thwarted in, and the Exalt knows of it, he regains two Willpower (both of which may exceed the maximum, are not stackable, etc.). This Charm only provides the single greatest reward available in a scene; the scope is unimportant, only the depth of villainy truly matters.

The Exalt may choose to make this Charm Obvious at the culmination of the scene. This usually involves respiring clouds of noxious fog, crackling with dark energy or similarly ostentatious displays of power.

A second purchase of this Charm allows the Exalt to bolster his spirit even further when thwarting a targets Motivation. If successful, he regains (targets Essence) Willpower, or two if that would be a greater reward.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

WHAT I'VE ALWAYS WANTED

Cost: 2m (1wp); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Social

Duration: One scene (One story)

Prerequisites: Selfishness Is Power

Whatever it is he wants, the Ebon Dragon has wanted it ever since he crystallized his selfdom from the formless chaos. Just ask him. This Charm modifies the Infernals emotional needs, adding a new Intimacy or modifying an appropriate existing one to reflect his desire for something relevant to the current scene. Such an Intimacy can not be eroded or removed, and any influence that directly contests it is treated as an unacceptable order. At the end of the scene the Exalt may pay one Willpower to extend this Charms duration to the rest of the story.

While the Exalt has such altered desires, it becomes impossible to detect that they are new, and any falsehood the Infernal utters in accord with his desire is perfectly successful. Being in accord with a desire includes lies that, if they are or could be social attacks, would benefit from lowering a targets MDV if the target had the same Intimacy. In addition, any lie that the Storyteller judges directly aids the Exalt in coming closer to attaining his new desire also qualifies. In the face of Charms that contest these lies, the Exalt receives (Essence) extra successes to his contesting roll.

A second purchase of this Charm allows the Exalt to increase its cost by two motes and one Willpower. Doing so, he may gain a second Motivation instead of gaining or altering an Intimacy; this otherwise functions the same as a normal activation of the Charm. At Essence 4+ this Charm may be purchased a third time, adding the Stackable keyword and allowing up to two instances to be active at once. At Essence 6+ the limit automatically increases to (Essence - 2).

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

THE MIRROR IN THE SHADOWS

Cost: 3m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple (Speed 4 in long ticks)

Keywords: Combo-OK, Emotion, Social

Duration: Indefinite

Prerequisites: Soul Crack Exploitation

The Ebon Dragon revels in his monstrous misdeeds, and the most satisfying of them all is to drag others down to his own level. Sometime during a scene in which the target has spent Willpower to suppress one of their Virtues or has worked against their Motivation, the Infernal may activate this Charm to make a mocking but disturbingly accurate comparison of the target to himself. This is a Manipulation + Presence social attack. If successful the target carries within them the seeds of their own corruption, having paid too much heed to the words of fiends.

Thereafter, during any later scene in which the target suppresses a Virtue or works against their own Motivation, or erodes one of their positive Intimacies directly related to their Motivation, they become a little crazier. Each such scene accumulates a point towards purchasing a derangement, which when purchased should be appropriate to both the suppressed or betrayed value and the situation at hand. Deficiency-level derangements are worth 2 points, debility-level derangements are worth 4 points and deformity-level derangements are worth 8 points. Once the derangement has actually been purchased, further points accumulated from betrayed values build up separately to buy a higher-level version of the same derangement to replace the current one. For instance, it would take two scene to acquire a deficiency, and then four more scenes to acquire a debility. See "The Compass of Celestial Directions, Vol. II The Wyld", p. 148-150 and "The Manual of Exalted Power Lunars", p. 209-210 for

more on derangements. The target may suppress his growing insanity at the end of an applicable scene by spending two Willpower to temporarily ignore this Charm's unnatural influence, accumulating no points toward a derangement for his actions in that scene.

A second purchase of this Charm at Essence 4+ allows the Infernal's words to cause deeper corruption, not simply driving the target mad but driving the target to agree with his own enemies. Any scene in which the target accumulates a point towards madness also counts as a scene eroding one of their positive Intimacies inimical to the basic values of the Ebon Dragon (selfish motive, corruption, otherness, darkness, etc.). Once any such Intimacies are gone these scenes begin eating away at the target's core value, until (target's Integrity + Conviction) scenes later when their Motivation is stripped away and replaced by one antagonistic to whatever Motivation they had when they were initially targeted with this Charm. This antagonistic Motivation mirrors its predecessor in the same fashion as a Motivation opposed by Nemesis Self Imagined Anew.

If the target is not yet mad, suppressing the accumulation of points towards a derangement also suppresses the erosion of Intimacies or Motivation. Should the target already possess even a deficiency-level derangement because of this Charm, it costs three Willpower to ignore the erosion of his core values.

A third purchase of this Charm at Essence 6+ increases the Willpower cost to suppress the growing madness to three, and if the target already suffers from the madness the Willpower cost to resist the erosion of their values rises to five per scene.

Source: Plague of Hats

BROTHER ENEMY DEFILEMENT

Cost: (1wp or 2wp); **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: Desecration

Duration: Permanent

Prerequisites: The Mirror in the Shadows, Selfishness Is Power (x2)

The Ebon Dragon frees others from their petty moral restraints only to chain them to his own nature, wallowing in iniquity, peasants in the vast realm of darkness over which he alone is master. When a target of The Mirror in the Shadows first acquires a derangement from that Charm, the Infernal may pay one Willpower if he is present and witnesses the corruption or two Willpower if he is elsewhere to grant a dark gift to the target. The Exalt may attempt to inflict this gift on the target each scene their madness deepens and they would acquire one more point towards a more severe derangement. The target may refuse this gift by paying one Willpower.

A target who accepts or can not resist acquires the "Creature of Darkness" deformity and becomes a native of Malfeas. If they were already a Creature of Darkness, they become a native of Malfeas (if they were not already) and instead acquire the "Eyes of the Dragon" blight. The effects of this mutation are identical to those described by the first two paragraphs of Witness to Darkness.

If the target has acquired "Eyes of the Dragon" and is driven by The Mirror in the Shadows to adopt an antagonistic Motivation, the Infernal may employ this Charm again to draw the target deeper into the shadows. This inflicts the "Witness to Darkness" abomination, replacing "Eyes of the Dragon" with the full effects of the Charm Witness to Darkness. This mutation has one important, extra weakness: It provides no bonus to MDV or to rolls to pierce deceptions if the social attack or

deception came from or was enhanced by Ebon Dragon Charms.

Characters who have learned the Charm Witness to Darkness are immune to the effects of this Charm, and those who learn Witness to Darkness after suffering the effects of this Charm overcome and ignore the limitations of the Witness to Darkness abomination, removing the mutation.

Source: Plague of Hats

WORLD-SHROUDING DARKNESS FOOTSTEP

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Bloodless Murk Evasion

The Ebon Dragon moves across the world like an eclipse of the sun, flying through the sky and creeping along the ground at the same time. An Infernal with this Charm may activate Bloodless Murk Evasion in the absence of an attack to replace his Move or Dash action on a given tick with the shadowy retreat of Bloodless Murk Evasion. Since he is replacing his normal movement action with this Charm, he can necessarily do so only once per tick, but he may do so on any tick in which he takes a Move or Dash action. The Exalt moves the full (temporary Willpower) yards even if his Move or Dash action would cover less ground than normal, as when climbing or swimming.

Source: Plague of Hats

DEFINITION IN OPPOSITION

Cost: 10m, 2wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple (Dramatic Action)

Keywords: Obvious, Touch, Training

Duration: One week

Prerequisites: Nemesis Self Imagined Anew

The Ebon Dragon can be found lurking in and living in the negative space around all things. Except as noted, this Charm duplicates the Solar Charm Harmonious Academic Methodology. Unlike the Solar magic in question, however, this Charm can train any trait. However, the Infernal must select a second target, in addition to the group he has selected to train, though this second target does not need to be proximate to him. The second target, the "negative example", must have (highest member's Essence+magnitude) greater than that of the group the Infernal is training and the group being trained must have a negative intimacy towards the negative example.

The character is then only limited in that he may only train using this Charm in such a way as would make the target of training less like the negative example, but the character cannot train a target in traits the negative example does not have.

For example, assume the Infernal used as his negative example "The dominion of Lookshy". The dominion of Lookshy possesses Awareness 2. As such a trained target (subject to the previous stipulations) could be trained in Awareness, if the trained character had Awareness 2, but not if the character had Awareness 1, as training that character would make his Awareness more similar to that of the dominion of Lookshy. Parenthetically, the character could also not train the target in Melee using

Lookshy as a negative example, as Lookshy has no Melee score for the Charm to use as a reference.

This Charm does not exist in RY 768, except in foreshadowings in the pages of the Broken Winged Crane, which suggest that one among the Green Sun Princes will create the Charm at some point in the future.

Source: Ghosthead

MOTHER-SEDUCING DEVIL EYES

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Soul Crack Exploitation

The Ebon Dragon sinks his claws into the vulnerable weaknesses of his foe, poisoning and tormenting everything and everyone they hold dear to cut at their hearts. This Charm permanently upgrades Nemesis Self Imagined Anew. If the Infernal gains an antagonistic Intimacy towards a character, he may treat the object of that Intimacy as if they were the target of Nemesis Self Imagined Anew for the purposes of any other effectshe may seduce his nemesiss beloved with Soul Crack Exploitation, take on their forms with Black Mirror Shintai, or any other depraved plot he can concoct. However, he may only do so if it resonates with the antagonistic Motivation granted by Nemesis Self Imagined Anew.

Source: The Demented One

EXQUISITE CORPSE CHARADES

Cost: 10m, 1wp; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive

Keywords: Combo-OK, Illusion

Duration: Indefinite

Prerequisites: , Witness to Darkness

The Ebon Dragon hides himself in the greater darkness of Oblivion, escaping death by becoming one with it. Whenever the Infernal suffers lethal or aggravated damage, he may activate this Charm, dropping to the ground in an over-elaborate death pose. This Charm exerts unnatural mental influence on all who perceive the Infernal, causing them to believe that he is dead. Any Charms or powers that would be triggered by the Infernal's death do not occur, although the unnatural mental influence compels all characters to believe that they have. This unnatural mental influence may be resisted for three points of Willpower, and any character who resists it is immune to any further uses for the rest of the scene. While the Infernal is faking death, he need not breathe, eat, or drink, but he cannot take any actions without ruining the illusion, rendering him effectively Inactive. At Essence 3, this Charm may be activated as an innate power, which does not count as Charm activation.

Source: The Demented One

ILL OMEN MIEN

Cost: (3m, 1wp); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Shadow Spite Curse

The Ebon Dragon cheats heroes of all hope of victory, ensuring their doom. This Charm enhances Shadow Spite Curse. Whenever the Infernal invokes it, he may choose to pay 2 motes and one point of temporary Willpower instead of its normal cost. With a maniacal laugh or a dismissive gesture, he causes his enemy to fail utterly, reducing the number of successes from the roll to 0. When used against an attack, this effect occurs in Steps 3 and 4 of attack resolution, though Shadow Spite Curse is invoked in Step 2. When used to negate attacks, this Charm does not suffer the Flaw of the Shadow of All Things; however, some Charms allow attacks to succeed even without rolling successes.

Source: The Demented One

GLUTTONOUS CRUELTY GOURMET

Cost: (+1wp); **Mins:** Essence 3, Ebon Dragon (+1wp); **Type:** Permanent

Keywords: Shaping, Sorcerous

Duration: Permanent

Prerequisites: , Life-Blighting Emptiness Attack

Once the Ebon Dragon has discovered the pleasure of tormenting another, he cannot stop until he has taken his fill. Whenever the Infernal activates Life-Blighting Emptiness Attack, he may pay a surcharge of one point of Willpower. If the enhanced attack is successful, the warlocks shadow rends and tears that of his victim, sinking its claws deep into his shadow. For the rest of the scene, the Infernal may waive the base mote cost of activating Life-Blighting Emptiness Attack to enhance attacks targeting that character. He must still pay any surcharges to enhance it with other Charms, and activating it still counts as his Charm activation for the action. If the Infernal's victim has no shadow, then this Charm instead fuses his own shadow to his victim, forging an umbral tether between the two of them. In addition to the base effects of this Charm, the Infernal instead gains a single additional mote with each successful activation of Life-Blighting Emptiness Attack against such a victim. The benefits of this Charm are lost if the Infernal attacks a different character.

Source: The Demented One

MOCKING ZEALOUS FOOLS

Cost: ; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Kill Feint Cleverness

The Ebon Dragon playfully pretends that he cannot overwhelm his foes defenses, letting them think that they stand a chance against the Shadow of All Things. Whenever an attack made by the Infernal is successfully defended against by any Charm that has a Flaw of Invulnerability, the Infernal may activate Kill Feint Cleverness to recover the mote cost of all Infernal Charms used to enhance the attack, not just one.

Source: The Demented One

CRAVEN COWARDICE RETREAT

Cost: 2m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Witness to Darkness

The Ebon Dragon may be a coward, but his cowardice has kept him alive. So long as he keeps his allies close, he has no need to defend himself. The Infernal may activate this Charm in response to any attack which he is aware of, in an attempt to trick that character into interposing himself between the attacker and the Infernal. He may choose any character who is within valid range to perform a Defend Other action to ward him, rolling (Manipulation + Dodge) against his target's Dodge DV if he is unwilling to protect the Infernal. Charms that allow an automatic defense can negate this effect normally. Should the Infernals roll succeed, his target is treated as having taken a reflexive Defend Other action to defend the warlock, and must apply his Parry DV against all attacks made against the Infernal. The Infernal cannot affect a character who is already using a Defend Other action.

A second purchase of this Charm at Essence 3 allows the Infernal to pay a surcharge of four motes and a point of Willpower when activating it to extend its duration to one scene. So long as the Infernal stays within range of his target, he gains the benefits of being defended by them. This benefit recedes if the Infernal moves out of range, or if the target of this Charm takes a Defend Other action, but this does not cancel the Charms duration. Once the Infernal is back in range, or his target ceases his Defend Other action, he regains its normal benefits.

Source: The Demented One

EVERYONE'S ENEMY UNDERSTANDING

Cost: ; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Nemesis Self Imagined Anew

The Ebon Dragon's hatred is a cosmological constant. There is nothing that he does not despise, nothing that he does not revile, nothing that he does not ever plan to corrupt and consume. The Infernal gains a magical Intimacy of spite towards everything. This Intimacy is all-inclusive, ranging from the least crawling insects that burrow through soil to the titanic Yozis themselves. It also happens to include the Infernal. This Intimacy is utterly inviolable, incapable of being eroded, broken, or changed by any means, and it does not count towards the maximum number of Intimacies the Infernal may sustain. In addition, the spite of the Ebon Dragon is much more than any mean passion. The Infernal receives a +3 bonus to his MDV against any influence that opposes this Intimacy, but suffers a -3 penalty against any influence that preys on his spite. At the end of any scene that would normally count towards building or repairing this Intimacy of spite, the Infernal may recover a single point of Willpower. The Willpower recovery of this Charm does not stack with other sources, such as the Willpower reward for pursuing ones Motivation.

Source: The Demented One

SPITEFUL CONTRADICTION GRIN

Cost: 3m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: Everyone's Enemy Understanding

The Ebon Dragon is ultimately contrary, ever-willing to do whatever is needed to spite his friends and foes alike. This Charm can be invoked in response to any social attack or mental influence, whether natural or unnatural. It completely inverts the nature of the social attack: attempts to build or erode Intimacies instead achieve the opposite effect, and attempts to compel some behavior from the Infernal instead cause him to perform the exact opposite. The Infernal may also invert other forms of mental influence, if the Storyteller approves for instance, influence that causes him to feel sad and miserable would instead produce elation and joy. If the influence cannot be meaningfully inverted, this Charm affords no defense against it. This Charm is vulnerable to the Flaw of the Shadow of All Things.

Source: The Demented One

ENSLAVED BY SPITE

Cost: (+3m or +8m, 1wp); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Cracked Cell Circumvention

The Ebon Dragon is nothing if not reliable in his spite. He can always be counted on to refuse any order made of him, to shirk all responsibilities that might obligate him. This Charm upgrades Cracked Cell Circumvention. If any character forbids the Infernal from taking an action, or else asks him to refrain from it, then the Infernal may use Cracked Cell Circumvention to enhance that action for the rest of the scene, paying a surcharge of three motes to do so. Likewise, if he is commanded or beseeched to take some action, he may use Cracked Cell Circumvention to enhance any action that achieves the opposite effect. If the command is enforced on the Infernal by successful unnatural mental influence, he may waive the surcharge when using Cracked Cell Circumvention to enhance actions that defy it, should he somehow subvert or circumvent the influence.

This Charm can be used to even in response to commands that are made insincerely, but doing so is more difficult. If a character makes a demand or request of the Infernal that they do not sincerely intend or desire him to obey for instance, should his allies mockingly beg him not to slaughter their foes in battle the Infernal may still use Cracked Cell Circumvention to benefit actions that disobey this hollow order. However, to do so, he must pay a hefty surcharge of eight motes and a point of Willpower, a decidedly undesirable cost. Note that this surcharge may not be waived, even if the command is enforced on the Infernal with unnatural mental influence. The Infernal is not made aware of the added cost he must pay until he activates Cracked Cell Circumvention. If he cannot or does not wish to pay this added cost, he may choose to cancel his activation of the Charm, paying nothing, although it still counts as his Charm activation for the action.

However, this predictable contrariness runs both ways. The Ebon Dragon can always be relied on to defy all orders, but so too can he be trusted to never accept a command. Whenever the Infernal willingly obeys any command or request made of him, he gains a single point of Limit. This only applies to commands that are made sincerely in order for the Infernal to gain Limit from obeying an order, the character who issued it must have sincerely wished for the Infernal to comply. Note that the Infernal never gains Limit from actions compelled of him by unnatural mental influence, as such acts cannot truly be considered willing. Characters who are aware

that the Infernal possesses this Charm, and know its limitations, can try to use this as a leash to control his actions, but they must still make sincere requests, even knowing that the Infernal will most likely disobey. Devising a cunning plan to exploit this vulnerability by coming up with the perfect command to give the Infernal is an epic and heroic task; arbitrarily penalizing the Infernal by shouting out farcical requests is not.

Source: The Demented One

SHADOW AMID SHADOWS

Cost: (+1m); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Bloodless Murk Evasion

None match the Ebon Dragon when it comes to fleeing from danger. Wherever darkness falls, the Shadow of All Things will find a way out. This Charm upgrades Bloodless Murk Evasion. The Infernal may pay an additional mote when activating it to increase the distance he may travel to (points of temporary Willpower remaining x 10) yards. So long as both the Infernal and his destination are not in direct sunlight, this distance increases to (Manipulation + points of temporary Willpower remaining x 10). The latter value may be enhanced by the Excellencies of the Ebon Dragon as though the dice pool were a combination of (Attribute + Ability).

Source: The Demented One

SEEPING BLACK STAIN

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Bloodless Murk Evasion

The Ebon Dragon despises nothing more than being cornered or caged. It riles him, not being free to spread his wickedness wherever he pleases, and so he tries his utmost to worm his way out of whatever prison he might be caught in. This Charm upgrades Bloodless Murk Evasion. The Infernal may activate it reflexively at any time, without needing to do so in response to an attack, so long as any of the following conditions are met. He may do so no more than once per tick.

No character is capable of seeing the Infernal.

The Infernal is using Bloodless Murk Evasion to travel to a destination that he otherwise could not reach due to any obstacle or restraint deliberately put in place to prevent him from doing so.

The Infernal is using Bloodless Murk Evasion to travel a destination that he has been sincerely commanded or instructed not to go to by any other character in the same scene.

It is Calibration.

Source: The Demented One

INEFFABLE VANISHING MENACE

Cost: (+5m); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Shadow Amid Shadows

Children see shadows, and think them monsters. Fools see monsters, and think them shadows and the Ebon Dragon lives in a world full of fools. This Charm enhances Bloodless Murk Evasion. Whenever the Infernal uses it to dodge an attack, he may spend five motes to reflexively roll to re-establish surprise.

Source: The Demented One

GREATEST VILLAIN PRESTIGE

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Bloodless Murk Evasion

The Ebon Dragon's ultimate enemy is Virtue. Even an elderly grandmother could beat back the Shadow of All Things with her trusty straw broom, if her heart was steeled with compassion for her grandchildren. But the Ebon Dragon knows that all things have their opposite. Virtue may always trump his darkness, but against a hollow heart, empty of all virtue, the Dragon must be invulnerable. This Charm upgrades Bloodless Murk Evasion. Whenever the Infernal activates it to dodge an attack, its cost is reduced by three motes, to a minimum of zero, if his attacker has suppressed any of his Virtues in that scene, or if he has taken any action that would require suppressing a Virtue that he does not have rated at 3 or above.

Source: The Demented One

WICKEDNESS GIVEN VOICE

Cost: 5m, 1wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Sorcerous

Duration: Indefinite

Prerequisites: , Inner Devils Unchained

The Ebon Dragon's nature is in all things. Every man has wickedness in his heart, a darkness as black as the Shadow of All Things. All they need is a little help listening to their inner darkness, a friendly voice to whisper encouragements in their ear. The Infernal may activate this Charm to grant any character he can see five dots of the Unwoven Coadjutor background. This sorcerous corruption does not grant a true demonic coadjutor, not the bound and fused companion that Infernals possess, but instead gives voice to the inner darkness of its victims, letting their base and wicked nature speak to them. It helpfully guides them in wickedness, whispering bits of infernal trivia or pointing out opportunities for crime and villainy. While their inner darkness can aid them, as per the normal benefits of Unwoven Coadjutor, it has no potential to corrupt them or force them into evil action. If they choose to follow its suggestions, then they do so of their own free will.

However, while this Charm grants five dots of the background, characters do not benefit from all of them normally. A target of this Charm only benefits from the effects of a single dot of Demonic Coadjutor, plus an additional dot for each Virtue he has rated at 1. If he pays a point of Willpower to suppress a Virtue, he gains access to an additional dot for as long as it remains suppressed. This background does not stack with any existing dots; characters who already possess a Unwoven Coadjutor

use the higher of their two ratings. Targets of this Charm experience no Obvious effects, but they can feel a sudden wash of negative emotion as their suppressed passions and dark thoughts burst forth. If they choose to embrace this, they may accept the granted background dots permanently as a Training effect, taking on a commensurate experience point debt. They still may only access as many dots as this Charm normally allows, and does not give access to the effects of any Charms that upgrade Wickedness Given Voice if it is dispelled or otherwise cancelled.

Source: The Demented One

NOTHING IS FORBIDDEN

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Wickedness Given Voice

Virtuous men are slaves, fettered by conscience and ideology. Only the wicked are free. This Charm upgrades Wickedness Given Voice. If a character under its sorcerous effects suppresses one of his Virtues, he may choose to keep it suppressed indefinitely, rather than merely until the end of the scene. However, if a character does suppress a Virtue for longer than a scene thanks to this Charm's effects, he must pay a point of Willpower in order to reassert it. In addition, if the character knows the corruption of the Great Curse, he no longer gains Limit for suppressing his primary Virtue. It is easier to ignore the voice of righteousness, now that he has the Ebon Dragon to show him the way. On the other hand, paying Willpower to reassert his primary Virtue does cause him to gain a point of Limit, as he suddenly realizes the full extent of what he has done.

Source: The Demented One

SIN IS SATISFACTION

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Wickedness Given Voice

The Ebon Dragon need not waste his time corrupting the mortals beneath him. Simply pointing out the opportunity to do evil is all that it takes to debase their pathetic souls. This Charm upgrades Wickedness Given Voice. As the Infernal curses a character with it, he may name any act of depravity that amuses him. In this case, acts of depravity include any act that would cause shock, outrage, or scandal according to the common mores of Creation's dominant culture, namely the Realm, or the standards of the culture that the target belongs to. The character's inner darkness is especially eager in encouraging him to commit the chosen act, pointing out the chance to indulge in it at every opportunity. That character may regain a single point of Willpower at the end of any scene in which he commits the chosen act of depravity. If he accepts the Willpower, the scene counts as one spent building an Intimacy of selfish indulgence towards the chosen act.

Source: The Demented One

WICKED HEARTS BEAT NO MORE

Cost: 2m, 1wp; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Reflexive (Step 7)

Keywords: Combo-OK, Poison

Duration: Instant

Prerequisites: , Hollowing Echo Venom

The Ebon Dragon darkens all of existence with his hatred, poisoning and corroding everything that is. Only the light of righteousness can rebuke his venomous presence, and where it wanes, his corruption cannot be stopped. If any attack enhanced by this Charm deals any levels of damage, the Infernal poisons his victim with a venom brewed of his own wickedness. The poison has traits of Damage 20L (4/tick), Toxicity (Manipulation), Tolerance /, Penalty -1. Rather than inflicting a single die of damage at each interval, the poison actually inflicts four dice of lethal damage each tick. However, for each Virtue the target has rated at 5, one die of damage is prevented at each interval. Dice that are negated this way still count towards the total damage of the poison. For this reason, characters who have every Virtue rated at 5 cannot be harmed by this poison. However, if the victim has suppressed such a Virtue, it does not count against the damage of this Charm.

Source: The Demented One

OUR LITTLE SECRET

Cost: 4m; **Mins:** Essence 2, Ebon Dragon N/A; **Type:** Reflexive

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

Duration: Indefinite

Prerequisites: Witness to Darkness

The surest way for Creation to fall into the state of wicked depravity that is most pleasing to the Ebon Dragon is for good men to do nothing, and the Shadow of All Things is more than ready to promote such inaction. To use this Charm, the warlock must touch a witness to an act of depravity, or to evidence of such an act. Henceforth, the targets mind is filled with paralyzing shame and horror when she considers relating what she has seen to any other character, either through speech or writing, forcing her to ultimately remain silent. This unnatural mental influence costs 3 Willpower to resist. The warlock must be aware that the witness has beheld a specific depravity, and may not blindly 'guess' when activating Our Little Secret. Multiple activations of this Charm may be placed on the same witness, to force silence on the subject of multiple valid acts.

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

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

Sorcerous effect.

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/03/31/ink-monkeys-vol-7-hell-s-chosen.aspx> Ink Monkeys, Vol. 7

Source: Ink Monkeys

FRIENDS BECOME FOES

Cost: 6m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisites: , Craven Cowardice Retreat

The Ebon Dragon invented betrayal, and it amuses him to see it put to good use. But sometimes, when noble heroes unite against him, he must give them a little nudge to set treachery in motion. The Infernal may activate this Charm in response to any attack that they successfully dodge. They may redirect the missed attack to any valid target within (Manipulation) yards of them, applying the initial attack roll against the new target as if the attack had been against them all along. If the new target of the attack is currently protecting the Infernal with a Defend Other action, this Charm costs only three motes to activate.

Source: The Demented One

GOLDEN YEARS TARNISHED BLACK

Cost: 8m, 1wp; **Mins:** Essence 2, Ebon Dragon N/A; **Type:** Supplemental

Keywords: Combo-OK, Emotion, Illusion, Social

Duration: Instant

Prerequisites: Witness to Darkness

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

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

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

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

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

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/05/11/ink-monkeys-vol-12-the-fiendishness-of-fiends.aspx> Ink Monkeys, Vol. 12

Source: Ink Monkeys

WANT BECOMES NEED

Cost: (+1m); **Mins:** Essence 2, Ebon Dragon N/A; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Golden Years Tarnished Black

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

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/05/11/ink-monkeys-vol-12-the-fiendishness-of-fiends.aspx> Ink Monkeys, Vol. 12

Source: Ink Monkeys

WEAK MINDS BELIEVE ANYTHING

Cost: ; **Mins:** Essence 2, Ebon Dragon N/A; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Golden Years Tarnished Black

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/05/11/ink-monkeys-vol-12-the-fiendishness-of-fiends.aspx> Ink Monkeys, Vol. 12

Source: Ink Monkeys

BIBLE OF BROKEN TRUTHS

Cost: ; **Mins:** Essence 3, Ebon Dragon N/A; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: Golden Years Tarnished Black

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

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/05/11/ink-monkeys-vol-12-the-fiendishness-of-fiends.aspx> Ink Monkeys, Vol. 12

Source: Ink Monkeys

MEMORY POISON MASTERY

Cost: ; **Mins:** Essence 3, Ebon Dragon N/A; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Golden Years Tarnished Black

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

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

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

* Upon overhearing a non-extra speaking of a treasured memory, the Infernal must use his next available action to attack the memory with Golden Years Tarnished Black unless he can't pay the cost to do so. He may use the Charm any way he knows how (such as creating an addiction via Want Becomes Need) and needn't stick to just

ruining memories. If he doesn't attack the memory in question, he gains a point of Limit unless he has already gained Limit this way previously in the day. This mad need to taint others doesn't apply if the Infernal has no opportunity to react that way. Limit is not gained from hearing a memory relayed by an s Infallible Messenger sent halfway around the world. Likewise, Limit isn't gained if the Infernal can't make social attacks for any reason, such as due to being bound and gagged. Ultimately, the Storyteller is the final arbiter, but should consider whether the character made a good faith effort to attack a cherished memory when given a reasonable chance to do so.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/05/11/ink-monkeys-vol-12-the-fiendishness-of-fiends.aspx> Ink Monkeys, Vol. 12

Source: Ink Monkeys

TWISTED YESTERDAYS CURSE

Cost: (+2m); **Mins:** Essence 3, Ebon Dragon N/A; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: Memory Poison Mastery

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/05/11/ink-monkeys-vol-12-the-fiendishness-of-fiends.aspx> Ink Monkeys, Vol. 12

Source: Ink Monkeys

UNREASONING PREJUDICE INFLICTION

Cost: ; **Mins:** Essence 3, Ebon Dragon N/A; **Type:** Permanent

Keywords: Emotion, Servitude

Duration: Permanent

Prerequisites: Memory Poison Mastery

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

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

a perfectly normal non-magical Intimacy.

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

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/05/11/ink-monkeys-vol-12-the-fiendishness-of-fiends.aspx> Ink Monkeys, Vol. 12

Source: Ink Monkeys

GLORIES THAT NEVER WERE

Cost: (+1m); **Mins:** Essence 3, Ebon Dragon N/A; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Unreasoning Prejudice Infliction

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

If the victim doesn't already have a positive Intimacy to a particular memory, whitewashing the recollection with Glories That Never Were instantly creates such an Intimacy with a Storyteller-approved emotional context chosen by the victim's player. An existing positive Intimacy becomes enchanted by the Charm. Healing memory damage and Intimacy gain inflicted by Glories That Never Were generally requires the same process as the basic function of Golden Years Tarnished Black (as

modified by Unreasoning Prejudice Infliction). However, victims also add half their Willpower rating as an MDV bonus to resist all external attempts to weaken or remove the Intimacy associated with an idealized memory. This bonus reflects the way minds doggedly cling to delusions of better times in the bleak world that is Creation. Hope is often all people have, however false.

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/05/11/ink-monkeys-vol-12-the-fiendishness-of-fiends.aspx> Ink Monkeys, Vol. 12

Source: Ink Monkeys

DARK CLAWS SEIZE DARK HEARTS

Cost: 6m; **Mins:** Essence 3, Ebon Dragon N/A; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Unreasoning Prejudice Infliction

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/05/11/ink-monkeys-vol-12-the-fiendishness-of-fiends.aspx> Ink Monkeys, Vol. 12

Source: Ink Monkeys

BLACK SPITE EXPECTORATION

Cost: 1m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Sorcerous, Obvious

Duration: Instant

Prerequisites: , Witness to Darkness

The Infernal breathes deep of the sinful world around him, causing shadows to

lengthen and stretch towards him as he respires their tenebrous essence. The warlock then breathes out a writhing mass of shadows. The Infernal rolls (Manipulation + Occult) as an attack against any opponent within (Essence x 50) yards, with a base of (Manipulation) lethal damage. If the attack is unexpected, any extra successes on the attack roll are counted twice for the purpose of determining raw damage. At Essence 4, the base damage of this Charm increases to (Manipulation + Essence).

Source: The Demented One

PRIMARY CIVIC ENMITY DISSONANCE

Cost: None (+1W); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Nemesis Self Imagined Anew

The Ebon Dragon is not solely the nemesis of individuals; even organizations, even nations must fear his black-hearted spite. This Charm enhances its prerequisite, making organizations valid targets for Nemesis Self Imagined Anew. To mirror an organization, the Fiend must activate Nemesis Self Imagined Anew as normal, while targeting a member of that organization. He must spend one additional Willpower to activate Nemesis Self Imagined Anew in this way, and he cannot mirror an organization with Magnitude higher than his Essence. His Motivation changes to become antagonistic to the unit's Policy rather than any individual's Motivation, and Intimacies change to become antagonistic toward the unit.

Source: Octopoid

THEFT OF NOBLE VICTORY

Cost: 6 motes; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Shaping, Sorcerous

Duration: Indefinite

Prerequisites: , Loom-Snarling Deception, Witness to Darkness

The Ebon Dragon is the ultimate liar and trickster, the ultimate deception, and even those who defeat him have to think twice before they can sleep easily.

This Charm is activated in response to an attack, and it takes effect after that attack is fully resolved. When this Charm is activated, the Fiend appears to drop dead, felled by wounds dealt by the righteous heroes who have "slain" him. Anyone who wishes to penetrate this disguise must roll Perception + Medicine, opposed by the Fiend's Manipulation + Medicine (to which the Fiend adds his Essence as automatic successes). Success for the Fiend indicates that observers cannot distinguish the subtle, tiny patterns of life nestled still within the Fiend.

This Charm can be maintained as long as the Fiend commits the Essence (or until dispelled), but this Charm provides no way to stave off starvation or thirst, provides no immunity to environmental hazards, and does not count as rest for purposes of regaining Essence or alleviating fatigue.

Should this Charm be used in a Combo with Bloodless Murk Evasion, the Fiend may opt to leave a phantom "double" in his place, presuming he can teleport to a location of concealment. In this case, observers get a chance to spot the Fiend, though he does add his Essence in successes to his Stealth roll. However, should someone observe the "corpse" left behind, the Fiend does not add his Essence in successes to

his Manipulation + Medicine roll. The Fiend can activate this aspect of the Charm multiple times, but any new activation dispels the previous false corpse.

Source: Octopoid

SHADOW-FOLDING ELUSION

Cost: None; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Bloodless Murk Evasion

The Ebon Dragon is the master of darkness, and as his Green Sun Princes mastery grows, they find the holes in the fabric of reality through which he can travel. This Charm is a permanent enhancement to Bloodless Murk Evasion, allowing it to be activated as a Reflexive action, removing the need for it to be activated as a defense. However, it can only be activated to move from one area of shadow to another, or while confined in a manner that Bloodless Murk Evasion could help escape. As a general guideline for shadow,? assume that if the Fiend would suffer a penalty from Witness to Darkness, he is not sufficiently in shadow.

Source: Octopoid

WORLD-SPANNING UMBRAGE

Cost: 10 motes, 1 Willpower; **Mins:** Essence 5, Ebon Dragon 0; **Type:** Simple (Speed 5, DV -2)

Keywords: Combo-Basic, Obvious

Duration: Instant

Prerequisites: , Charms:Bloodless Murk Evasion Bloodless Murk Evasion

The Ebon Dragon does not permit himself to be limited, even by such realities as space and distance. Why, then, should his spite? When activated, this Charm teleports the Infernal (Willpower/2) miles, rounded up, subject to the same mechanics as Bloodless Murk Evasions teleportation effect. At Essence 6+, it automatically upgrades to teleport the Infernal (Willpower) miles.

Source: Octopoid

FEEDING ON FAILURE

Cost: 3 motes; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisites: , Charms:Shadow Spite Curse Shadow Spite Curse

Shadows are tricky things, difficult to pin down and often surprising. The Shadow of All Things is all that and more. This Charm may be activated in response to any roll made by both the Infernal and an opponent (such as contested rolls or Join Battle rolls, as examples). The Infernal exchanges the result of his roll with the result of the opponents roll as a Shaping effect. This Charm can only function if the exchange benefits the Infernal or causes harm to the opponent. As with all things Ebon Dragon, his foes failure is his success.

Source: Octopoid

LIES LEFT UNSPOKEN

Cost: 5m, 1wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Supplemental

Keywords: Combo-OK, Social, Sorcerous

Duration: Indefinite

Prerequisites: Bible of Broken Truths

If the Ebon Dragon was able to hold anything holy, his sacred scripture would be an empty page. This Charm can supplement any written social attack, laying a sorcerous enchantment upon the words the Infernal writes. If the writing is erased or destroyed, the insidious influence of the Infernal lingers on in a sorcerous enchantment. If a character looks upon the surface that the writing was originally placed on, they suffer the effects of the written attack as if they had read the original. Even destroying the surface is often insufficient, as characters who look at the single largest physical remnant of it still suffer the influence. Characters are not vulnerable to the social attack if they only give the surface a passing glance. They must spend at least five minutes looking at the erased-over surface for this influence to take effect. Once a character has been exposed to this subtle influence, the nature of the sorcerous effect becomes Obvious to them. If the writing is destroyed by a Holy attack, then this effect is broken, as if dispelled by countermagic.

Source: The Demented One

FALSE HERO GLORY

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: Illusion

Duration: Permanent

Prerequisites: , Eldritch Secrets Mastery

Just as the sun's light annihilates darkness, so too does the truth wither the Ebon Dragon with its touch. He must hide behind a sheathe of lies and deceptions, keeping his true nature hidden so that he might not be found out. This Charm upgrades Loom-Snarling Deception. Whenever the Infernal activates an Obvious Charm while Loom-Snarling Deception is invoked, he may warp the Obvious aspects of the Charm. While he cannot disguise its function, he may change its visual appearance however he pleases, allowing him to mask the Charm's Infernal nature, or emulate the Charms of other Exalted. Only characters capable of seeing through the Loom-Snarling Deception can pierce this secondary Illusion.

Source: The Demented One

OLD GRUDGE VENOM

Cost: (+3m); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: Poison

Duration: Permanent

Prerequisites: Black Spite Expectoration

The Ebon Dragon is himself the oldest poison, worming his way into the heart of the world. Lesser strains of venom boil and denature at his touch, subsumed into his own overwhelming hatred. This Charm upgrades Black Spite Expectoration. Upon activating it, the Infernal may pay a surcharge of three motes to purge his body of any poison currently affecting him, curing him of its effects. He breathes out the poison in his Black Spite Expectoration, suspiring a noxious vapor of shadows. If the target of his attack suffers at least one level of lethal damage, they are exposed to

the same poison the Infernal cured himself of. The Infernal cannot purge his body of poison when using Black Spite Expectoration if he does not have a victim to attack, as it is his spite that educes the poison to flee his body. Such malice offers no room for lesser venoms.

Source: The Demented One

FRAUDULENT COMMODITY INCEPTION

Cost: 5 motes (or 5 motes, 1 Willpower); **Mins:** Essence 3, Ebon Dragon 0;

Type: Simple

Keywords: Combo-OK, Illusion, Shaping

Duration: Indefinite

Prerequisites: , Loom-Snarling Deception

The Ebon Dragon's lies can fool even Heaven. What challenge, then, is simple bureaucracy? This Charm creates a forgery of a mundane (i.e. non-magical) item, whether that is a sword, a document, or a priceless jewel. Upon activation, the Infernal rolls (Manipulation + Larceny) and adds his Essence as successes to the final roll. He requires no materials or tools, though he must in some way obfuscate that he is crafting the object in that instant (such as by sticking his hand in a pouch or even just behind his back). Finally, if the Infernal spends a point of Willpower when activating this Charm, the final forgery is considered to have one net success over any roll to pierce its falsehood. This is an Illusion effect that explicitly cannot be pierced via Willpower expenditure, though appropriate non-Excellency Charms allow a roll-off as with Loom-Snarling Deception.

Items created by Fraudulent Commodity Inception last as long as the Infernal keeps the motes committed to them. While they may mimic any mundane item, no matter how fine its quality, these items are never mechanically more useful than common representations of their type. A forgery of a perfect slashing sword functions as a common sword, for example. Should the Infernal give the item away, however, it will fail catastrophically the first time it is used. Treat this as though the user of the "cursed" item suffered one botch as if from breaking an Eclipse-caste oath. This botch invariably involves the destruction of the item.

Source: Octopoid

UNRAVELING WOVEN STRANDS

Cost: (5m, 1wp); **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Fate-Rending Desperation

The Ebon Dragon set the machinations of destiny in motion, stringing the Loom of Fate in an act of ultimate malice that reached into the past and future. The Loom's intricate and elegant patterns no longer lie in his claws to control, but he takes some small satisfaction in watching those who have usurped it from him struggle and fail to turn destiny towards any purpose other than his own black malevolence. This Charm makes Obvious to the Infernal's senses all effects that increase or decrease the target number of a roll. Such astrological meddling manifests as a sharp sensation of irksome pain, as if a string wound around one of the warlock's teeth were being tugged at annoyingly. If the Infernal wishes, he may pay five motes and a point of

Willpower to tug back at the strings of fate, reversing the effects of the target number manipulation. If the effect would have increased the roll's target number, it is instead decreased by the same amount, and vice versa. Note that this cannot reduce a roll's target number below 4, or increase it above 9, in addition to any limitations possessed by the initial effect. Furthermore, it cannot reverse effects that set the target number of a roll to a given value, rather than increasing or decreasing it.

Source: The Demented One

ONE HUNDRED EBON TONGUES

Cost: ; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Eloquence in Unspoken Words, Witness to Darkness, Light-Swallowing Shadows

The boundary between the Ebon Dragon and his shadow is thin, even after they were riven apart in his imprisonment. Whenever the Warlock activates the capability of Light-Swallowing Shadows to blot out light, she can bend the darkness within it to her will in the form of sinuous tentacles of semisolid darkness extending from shadowed surfaces. The infernal can produce an arbitrary number of tentacles in this fashion, but their mechanical effect is unrelated to the number manifested.

Whenever the Infernal can manifest tentacles, he may take a single action with them (not a flurry) on every action tick. It does not contribute to, or suffer from, multiple action penalties, and it does not affect his DVs. Use of this bonus action prohibits the use of Extra Action charms, and vice versa.

The tendrils can only sprout from a surface in complete darkness that is not on the body or equipment of any creature, but they can extend to (and affect) targets up to (Essence) yards from the shadow so long as they are anywhere within his Light-Swallowing Shadows that isn't in direct sunlight. The tendrils use the Infernal's traits, but they can only take Athletics, Larceny, Martial Arts, and Stealth actions. Any die-pool for an action taken by the tendrils has the (Attribute) contribution capped by Manipulation and the (Ability) contribution capped by (Larceny).

The tentacles may not wield weapons, but they can strike any enemy the Infernal can clearly visually perceive. As weapons, they have the tags D, N, and R. They have Accuracy +(Essence), Damage +0B, and cannot be used to parry, being insufficiently substantial. They cannot clinch on their own, but can assist in a grapple as a Miscellaneous Action, levying a -1 external penalty to a victim's attempts to control a clinch for the duration of that action.

A second purchase of this charm at Essence 5 allows the tentacles to be used to parry with Defense +(Essence), and relaxes the limitations on the origin point of the tentacles so that the Infernal's body or equipment are valid surfaces for them to sprout from. Additionally, the tentacles become sensory organs rather than numb instruments, allowing them to take Awareness actions based on touch - or taste.

Source: Kukla

ONE HUNDRED EBON TONGUES

Cost: ; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Eloquence in Unspoken Words, Witness to Darkness, Light-Swallowing Shadows

The boundary between the Ebon Dragon and his shadow is thin, even after they were riven apart in his imprisonment. Whenever the Warlock activates the capability of Light-Swallowing Shadows to blot out light, she can bend the darkness within it to her will in the form of sinuous tentacles of semisolid darkness extending from shadowed surfaces. The infernal can produce an arbitrary number of tentacles in this fashion, but their mechanical effect is unrelated to the number manifested.

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Source: Kukla

ONE HUNDRED EBON TONGUES

Cost: ; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Eloquence in Unspoken Words, Witness to Darkness, Light-Swallowing Shadows

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Source: Kukla

HOLLOW HEART TRANSCENDENCE

Cost: -; **Mins:** Essence 4, Ebon Dragon null; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , Witness to Darkness

This Charm (re)defines the Willpower and Virtues of those who master it. Source Return of the Scarlet Empress, p. 210.

Source: Return of the Scarlet Empress

NOON AS NIGHT EVOCATION

Cost: 5m; **Mins:** Essence 3, Ebon Dragon null; **Type:** Simple

Keywords: Combo-OK, Sorcerous

Duration: One scene

Prerequisites: , Seeing Is Blindness

This charm enables the creation of a large, unnatural region of darkness that resists natural sunlight. It may be combined with Life-Denying Hate, Ever-Hungry Shadow Affliction or Despair-Choked Spirit Maiming to harm others; this can be resisted by Shaping defences. Source Return of the Scarlet Empress, p. 210.

Source: Return of the Scarlet Empress

EXILED BY WICKED HATE

Cost: -; **Mins:** Essence 4, Ebon Dragon null; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: , Life-Denying Hate

This horrid Charm leaves those slain under the aegis of Life-Blighting Emptiness

Attack trapped in eternal suffering. Source Return of the Scarlet Empress, pp. 210-211.

Source: Return of the Scarlet Empress

MERE WOUNDS MOCKED

Cost: - (+3m, 1wp); **Mins:** Essence 4, Ebon Dragon null; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , Damning Petulance Technique

This Charm enhances and amplifies the effects of Damning Petulance Technique, making non-heroic actions improbable in the wielder's presence. Source Return of the Scarlet Empress, p. 211.

Source: Return of the Scarlet Empress

EGO SHELL ASCENDANCY

Cost: -; **Mins:** Essence 3, Ebon Dragon null; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , Nemesis Self Imagined Anew

This Charm permanently removes Motivations of the wielder and prevents mental influence that creates positive Intimacies or opinions of beings outside of the wielder's own self. Source Return of the Scarlet Empress, p. 211.

Source: Return of the Scarlet Empress

ENEMY OF ALL

Cost: -; **Mins:** Essence 5, Ebon Dragon null; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , Nemesis Self Imagined Anew

This Charm enables the wielder to increase the range of its prerequisite charm to 1 mile and permits it to work on multiple targets simultaneously. Source Return of the Scarlet Empress, p. 211.

Source: Return of the Scarlet Empress

HATRED IS THE DRAGON'S HEART

Cost: ; **Mins:** Essence 10, Ebon Dragon 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: Ebon Dragon Pantheon Unfurling

The Ebon Dragon's essential nature is hollow, a meaningless cipher of identity that is incapable of holding meaningful beliefs or forming real emotions. Only by fracturing and extending his consciousness in a descending hierarchy of souls is he capable of attaining the complexity needed to feel the hate and bitterness that are the core of his nature. This Charm upgrades Ebon Dragon Pantheon Unfurling, permanently altering the way in which the Infernal gains Intimacies from his demonic souls. Instead of gaining an Intimacy of commitment to each of his Third Circle

demons's Motivations, he instead gains a negative Intimacy that is appropriately resonant with their Motivation. As an example, Erembour's Motivation of "Celebrate the darkness and oppose the plans of Ligier and the Unconquered Sun" manifests as an Intimacy of "Sunlight (Frightened Hatred)." As a rare exception to the Ebon Dragon's spiteful nature, characters with this Charm are capable of forming positive Intimacies that resonate with the Motivations of his lesser souls, but only if they are directed towards something that is decaying, dying, or otherwise doomed to end in tragedy, and only if the Intimacy does not conflict with an existing negative Intimacy.

The Infernal automatically defends against all mental influence that is opposed by an Intimacy derived from a lesser soul, and adds +5 to his MDV against any influence that does not exploit one of these Intimacies. In consequence, however, the penalties he suffers to his MDVs against attacks that exploit one of them is increased by five, to a total of -6. In addition, the first time in a scene that the Infernal takes an action that would count towards building one of these Intimacies, he may regain a single point of Willpower. Should one of the Infernal's Third Circle souls be permanently destroyed, the consequences can be cataclysmic. He loses the Intimacy granted by that soul, but suffers a more permanent damage. He can never create a Third Circle soul whose Motivation would instill in him an identical Intimacy, or one so similar in its context as to be functionally identical, at the Storyteller's discretion. The Infernal does not suffer this consequence if a Third Circle soul's Motivation is changed.

Source: The Demented One

LIMINAL MARCHES OF SHADOW

Cost: 6m,1wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple

Keywords: Social

Duration: Indefinite

Prerequisites: Witness to Darkness

The Ebon Dragon is self serving, but what is self? It is a facet of The Ebon Dragon's nature to be an empty shadow imitative of and corrosive towards the notion of identity and its bedrock, the Shinma Nirvishesha.

While this Charm is active, any attempt made by the Infernal to perform mental influence that relies on blurring the boundaries of identity (such as convincing a target that the Infernal is another person, convincing the target that she is not who she believes she is, asking that she picture herself in the Infernal's position, etc.) becomes unnatural mental influence costing one willpower to resist, as the Infernal suppresses and corrodes the principle of identity.

A side consequence is that the Infernal finds it increasingly difficult to distinguish between himself and others. When presented with an opportunity to act in the interests of another person, in a fashion that is not directly automatically harmful to himself (under the definition of harmful that would make the consequences of that action an attack under the rules outlined in Unstoppable Force, Immovable Object on p179 of the Exalted Core), he must roll his Essence against a difficulty of 2. Unless he fails this roll he is compelled to take that act. He may spend one willpower to suppress this effect and act freely for a scene.

At Essence 5, the Exalt may choose to purchase this Charm a second time to render this effect Permanent, avoiding the mote and willpower cost.

This Charm is the creation of a Green Sun Prince.

Source: Ghosthead

FLAWED HEART MASTERY

Cost: ; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: First Among Evils

The Ebon Dragon best deceives those who partake of his own flaws. This Charm upgrades First Among Evils. Creatures of darkness must pay an additional point of Willpower to resist any social attack the Infernal makes, to a maximum of five points of Willpower. Furthermore, the Infernal himself reduces the Willpower cost to resist any mental influence exerted on him by a creature of darkness, to a minimum of one point. On the other hand, the Willpower cost the Infernal must pay to resist any Holy mental influence is increased by a single point, to a maximum of five points. Having proclaimed himself the greatest of villains, he must ever fear the castigation of heroes.

Source: The Demented One

OVERSHADOWING SHRIVELED SOULS

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: First Among Evils

Where Virtue fails, the Ebon Dragon's darkness triumphs. The Infernal may consider characters that have any Virtue rated at 1 to be creatures of darkness for the purposes of his Ebon Dragon Charms.

Source: The Demented One

PURLOINED IPSEITY CREDENCE

Cost: None (+1 Willpower); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: Illusion

Duration: Permanent

Prerequisites: , Loom-Snarling Deception

When the Ebon Dragon adopts a new persona, even the Loom of Fate is fooled. How can mortal organizations hope to resist? This Charm is a permanent enhancement of its prerequisite. Whenever the Infernal activates Loom-Snarling Deception, he may choose to pay a one Willpower surcharge. If he does so, Purloined Ipseity Credence grants the Infernal the illusion of a place within mortal society. He may choose up to (Essence) points of social Backgrounds, such as Allies, Backing, Contacts, Influence, Mentor, or Resources. Until he ceases to commit notes to Loom-Snarling Deception, all those fooled by his disguise believe he has those Backgrounds. He gains the benefits of the Background in question so long as he maintains his disguise, but it is only an Illusion. The Infernal does not actually possess any Allies, but those he seeks to impress will believe he does. He does not hold a place of rank within an organization, but he can fool even the organization into believing otherwise.

These Backgrounds are subject to the normal rules for losing Backgrounds (subject to Storyteller discretion), though the Infernal cannot alter them without dropping the disguise and re-activating it. Thus, an Infernal with fake Backing could be demoted, while an Infernal with fake Resources could well spend all her "credit." As soon as the disguise is removed, the Illusion retroactively fails, usually eliciting a cry of disgust

and shock from those the Infernal has fooled. These cries are delicious to the Ebon Dragon, and he savors them like fine wine.

Source: Octopoid

SCORNED SHADOWS GATHERED

Cost: 5m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple (Dramatic Action)

Keywords: None

Duration: Instant

Prerequisites: Selfishness Is Power

All shadows hate and fear the light, and who better than the Ebon Dragon to gather the shadows in every heart, ready to march on the sun? The Infernal selects one target toward whom he has a negative intimacy, and rolls (Manipulation+Investigation) as a dramatic action taking two hours. For every success, he becomes aware of the location and identity of one other character with a negative intimacy toward the target. This Charm will identify such characters in the following order; First, characters who have a negative intimacy toward the target, and once had a positive intimacy toward them. Second, characters who have a negative intimacy toward the target and no negative intimacy toward the Infernal. Third, characters who have a negative intimacy toward the target. This Charm will always identify those characters the Infernal is not aware of first, before moving on to those he is aware of but does not know the location of. It excludes those the Infernal is aware of and knows the location of. If the target is actively trying to hide their location or identity, a roll-off may be necessary. This Charm is blocked by any effect that blocks scrying.

Source: Revlid

SUBORDINATION IS SELF

Cost: -; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Selfishness Is Power

The Ebon Dragon's nature is to serve only himself. However, what are his demon souls but an extension of the Ebon Dragon's self? Certainly, says the Dragon, they have no value, meaning or independence of their own! This Charm explicitly allows the Fiend to treat Akuma and demons which descend from himself, but not Green Sun Princes, as if they were himself, for the purposes of Ebon Dragon Charms such as the Ebon Dragon Excellencies that require the Fiend to take actions in his own self interest or that enhance his ability to do so. However, every assertion of their independence, alienness and personhood, separate from him, within that scene adds a 1m surcharge to the cost of these uses of the Charms.

This Charm may be the creation of a Green Sun Prince and does not necessarily exist in RY 768, although it has certainly has not and never will be invented by the Ebon Dragon himself.

Source: Ghosthead

STARING INTO DARKNESS

Cost: 1m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites: First Among Evils

The Ebon Dragon knows his own darkness even when it hides in the hearts of other's. Using this Charm, the Infernal becomes able to see the stains of shadow that mark those hated by the Unconquered Sun, revealing the nature of all creatures of darkness he can perceive as Obvious to his senses. With Essence 3, the Infernal can also detect the presence of characters that know and are capable of using Holy Charms. Such characters shine with a terrifying radiance, and detecting their presence causes the Infernal to suffer a -1 penalty on all Valor rolls for the rest of the scene. With Essence 4, this Charm manifests as a permanent enhancement to the Infernal's senses, allowing him to discern creatures of darkness and Holy essence users with no need for any activation. It is removed from any Combos the Infernal has, and he is refunded the experience cost paid to place it in them. However, detecting the presence of a character capable of using Holy Charms now causes the Infernal to treat his Valor rating as being 0 for calculating all dice pools that relate to it for the rest of the scene.

Source: The Demented One

LURKING IN THE SOUL'S DARK CORNERS

Cost: (1m); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Nemesis Self Imagined Anew

Nothing is safe from the depredations of the Ebon Dragon, not even the past. He worms into the memories of his enemies, sullyng their happiest moments with his voyeuristic gaze. This Charm upgrades Nemesis Self Imagined Anew. Whenever the Infernal copies one of his chosen enemy's Intimacies, he can pay one mote to steal their memories, his eyes briefly fluttering closed in a vision. Shadowy images flicker in his sight, replaying the memories of his nemesis in pantomime. This vision does not let the Infernal read his foe's memories, not fully, but it does inform him of all significant details of the relationship between his enemy and the object of the copied Intimacy. He knows how they first came together, the general history of their relationship, and any significant information about the object of the Intimacy that is relevant and not magically concealed. Only information known to chosen nemesis can be revealed by this Charm.

If the Infernal also knows Black Mirror Shintai, copying another character also allows him to tap their memories of any of their Intimacies for one mote each. However, he can only pay to do so at the moment of transformationonce the change occurs, he no longer has access to this Charm. Furthermore, an Infernal who knows Golden Years Tarnished Black gains a single automatic success on rolls made to corrupt a memory if he has gained knowledge of it through this Charm.

Source: The Demented One

CROOKED WORDS DECEIT

Cost: 3m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: , Witness to Darkness

The Ebon Dragon speaks not with his own voice, but steals the shadows of others's words, the falsehoods born from every truth. This Charm may enhance any statement told by the Infernal, including those made as part of a social attack. Any effect that would reveal whether the statement is true or not is negated, and the Infernal may choose what result it reveals. Most use this to make their lies seem true, but it is sometimes just as pleasing to make a truth seem a falsehood. If another Charm contests this effect, the Infernal adds his (Essence) in automatic successes to the opposed roll. With Essence 3, the cost to active this Charm is reduced to a single mote. So stained with lies is the soul of the Infernal, though, that truth sound paltry and pathetic on his tongue. The penalty imposed on his Charisma-based rolls by Witness to Darkness increases to his (Manipulation) if that is higher than the normal penalty. With Essence 8, the penalty imposed by Witness to Darkness becomes external rather than internal.

Source: The Demented One

LABYRINTH BUILT WITH LIES

Cost: 6m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Supplemental

Keywords: Combo-OK, Compulsion, Emotion, Illusion, Social

Duration: Instant

Prerequisites: , Crooked Words Deceit

The Infernal tells lies within lies, spinning deceptions that have no end. As he weaves more and more mistruths into his masquerade, the world itself seems to become his very own realm of misrule. This Charm can supplement any Manipulation-based social attack that targets a single character. If enhanced attack overcomes its target's MDVs, they gain an Intimacy of belief for the Infernal's lie. Should the Infernal subsequently make a social attack that exploits this Intimacy, it is rendered undodgeable. Manipulation-based social attacks that exploit the Intimacy are also considered to be unnatural mental influence. If a character successfully defends against a social attack enhanced by this Charm, they are immune to any further uses that would cause them to believe the same lie for the rest of the scene, although the Infernal can attempt to use new deceptions. Furthermore, the character strives their best to justify the Infernal's lie to themselves, and will interpret events they witness in a way that supports the deception. If the Infernal told a nobleman that a rival had set an assassin on him, the duped aristocrat would suspect strangers of being the killer in disguise, and see any danger that befalls him as being part of the assassin's schemes. As a result, any scene in which events seem to support the Infernal's lie counts as a scene of building the Intimacy of belief in the lie, as well as a scene spent building an Intimacy of trust for the Infernal. The character can spend a point of Willpower to negate this Emotion effect, but it does not count towards resisting this influence. If the noble's servants were to present him an unsatisfactory meal, he might think it a poisoning attempt by the assassin, strengthening his trust in the Infernal and his lie.

This unnatural mental influence costs two Willpower to resist, preventing the Intimacy from forming at all. Once this Illusion has taken hold of a character's mind, they can only be freed of it by eroding the Intimacy of belief created by this Charm. In order for their actions in a scene to count towards eroding the Intimacy, they must spend a single point of Willpower. The same magical resilience is not extended to Intimacies of trust toward the Infernal that are created by this Charm. With Essence

3, the Infernal can use this Charm to enhance social attacks that target multiple characters for a surcharge of one Willpower.

Source: The Demented One

ALL THE WORLD IN THE DRAGON'S SHADOW

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Soul-Darkening Semblance (x2)

The Infernal purges everything that is true from his soul, spitting it out like a mouthful of foul-tasting ashes. Only shadows remain. This Charm imposes a -2 external penalty on any action that would seek, reveal, or communicate true information about the Infernal. This obscuring Shaping conceals the Infernal's nature throughout the universe and all realms of existence, a cosmological veil that shrouds him from the hateful touch of truth no matter where it may fall. Examples of penalized actions would include a social attack made to persuade others to believe something about the Infernal, academic knowledge rolls made to recall information about him, or rolls made to read his motives. Sensory rolls made to notice the Infernal or traces of the Infernal are not penalized. Note that this penalty applies regardless of whether a character actually believes the information is true or not; rather, it is the objective truth that is used in assessing whether an action is penalized. Storytellers should not inform players of the penalties imposed on their actions by this Charm, so that it does not reveal the truth. With Essence 5, the external penalty imposed on rolls increases to the Infernal's (Essence/2). With Essence 7, all penalized actions become Obvious to the Infernal's senses. He can pay three motes to beguile those who seek to uncover the truth of his nature, causing their efforts to reveal a result chosen by him as an Illusion effect unless they spend one Willpower to resist. On the other hand, if a character speaks the truth about him, he can spend three motes to shroud their words in lies, causing them to appear false to magical detection as an Illusion. Observers can spend one Willpower to resist, allowing them to detect the true nature of the statement. Both forms of deception are unnatural mental influence, rather than Shaping effects, but they are dependent upon the initial penalty levied by this Charm. If a character negates it through the use of a Shaping defense or a Charm that negates penalties, the Infernal cannot impose further torment upon them.

Source: The Demented One

EVERYTHING GETS WORSE

Cost: ; **Mins:** Essence 2, Ebon Dragon N/A; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Golden Years Tarnished Black

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

* The Charm can target memories that don't have a meaningful positive component to them. There's not much silver lining to "That day you watched your little girl die in

front of your eyes.” When a bad memory is made worse this way, every pain associated with that memory becomes accentuated and exaggerated. A soldier remembers the fateful day his legion fell in battle against the Anathema as if it happened only yesterday. He remembers the sound of his friends’ screams, the awful crunch of their bones and the shocked look as the newest recruit tried vainly to stuff his entrails back into his body after the monster eviscerated him with a backhanded slap. He remembers the stink of blood and offal and rancid sweat. Absence of a negative Intimacy creates one in the victim with a Storyteller-approved emotional context picked by the victim’s player.

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/05/11/ink-monkeys-vol-12-the-fiendishness-of-fiends.aspx> Ink Monkeys, Vol. 12

Source: Ink Monkeys

CORROSIVE PATTERN INFLICTION

Cost: 2-10m, 1wp; **Mins:** Essence 3, Ebon Dragon N/A; **Type:** Simple

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

Duration: Instant

Prerequisites: Loom-Snarling Deception

The Primordials built Creation. Compared with this feat, the transubstantiation of one object into another is relatively trivial. This Charm can only target non-magical inanimate objects. The Infernal pays one Willpower plus motes equal to twice the targets Resources value, then his player rolls (Manipulation + Lore) roll at a difficulty of the objects value. If this roll fails or botches, the target transforms into something unexpected and abhorrent of the Storytellers choosing. The misshapen

prodigies of such accidents aren't valid targets for this Charm and rarely have any monetary value or practical use, save perhaps as ugly decorations or random occult ingredients. Success envelops the object in coils of caustic energy, gruesomely melting and realigning its motonic structure to become any other non-magical inanimate object of equal or lesser Resources cost. Dissolving an opponents weapon into goo or turning a suit of armor to dust (resulting in Resources 0 items) is a valid use of this Charm. Infernals can't make Resources 1+ objects they aren't familiar with, defined as spending a minimum of one scene studying or using such an item.

Although casual inspection reveals nothing unusual about transformed items, trained savants can recognize subtle hints of Yozi aesthetics in the objects with a difficulty 5 (Perception + Occult) roll. Furthermore, the objects lose stability after a number of months equal to their new Resources value, warping as per a failed activation roll. If countermagic dispels this Charm's effects prior to this dissolution, the object returns to its original state.

Infernals with Essence 4+ may simultaneously warp any number of valid targets within a radius of (Essence) yards around themselves without needing actual touch, provided they own all of those items. The difficulty for this feat is the highest difficulty for any targeted object. Small groups of related items may be changed together as a single item with Storyteller permission, such as transmuting one outfit into another. Further explanation on the limits of what is considered an object may be found on page 213 of Exalted.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/20/ink-monkeys-vol-36-hell-s-chosen-part-ii.aspx> Ink Monkeys, Vol. 36

Source: Ink Monkeys

FERVOR-DRIVEN ANTAGONISM TECHNIQUE

Cost: 10m, 2wp; **Mins:** Essence 3, Ebon Dragon N/A; **Type:** Simple (Speed 6 in long ticks)

Keywords: Combo-OK, Emotion, Servitude, Social

Duration: Instant (one month)

Prerequisites: Witness to Darkness

The worst cruelty the Exalted inflicted on the Primordials was forcing the humiliated titans to pay attention to their conquerors and care about them in the ways that they never thought about vermin. Turnabout is fair play. This Charm is an unnatural and unblockable social attack directed at a single target using a dice pool of (Manipulation + Presence + Essence). No actual communication takes place, as the magic reaches directly into the target's soul to poison her heart without regard for language barriers. Conventional senses cannot detect this assault, though victims with the power to perceive Charms (such as through Essence sight) understand exactly what the warlock is attempting and the attack is not unblockable for them. Even victims who remain unaware of the curse levied against their souls can apply their Dodge MDV as a passive instinct, but do not know they have done so.

If the attack succeeds, the target can pay three Willpower to reject the unholy influence. Doing so does not grant awareness of the magic she avoided, though she feels inexplicably tired. Fortunately, paying this Willpower also immunizes her against all applications of this Charm for the rest of the scene. Victims who fail to pay Willpower against a successful attack suffer as follows:

? The victim must avoid the Infernal warlock for a full month to break the Charms

magic (defined in subsequent bullets). Any scene of social interaction resets this countdown, whether hostile or cordial.

? If the victim harbors an existing Intimacy toward the warlock when the Charm takes hold, the Infernal learns that fact and understands the nature of those feelings. Moreover, that Intimacy becomes enchanted as an Emotion effect. If eroded or removed, the Intimacy returns at full strength each day at sunset until the magic ends. Effects that change the emotional context of the Intimacy are permissible and don't get reversed; the redefined Intimacy reasserts itself normally with its new context.

? If the victim has no Intimacy toward the Infernal at the time of activation, the Infernal realizes this and chooses an emotional context. The victim then gains an Intimacy toward him with the chosen context. The enchanted Intimacy continually reasserts itself as explained in the previous bullet.

? The victim feels drawn to seek out the Infernal, finding him to be irresistibly fascinating. This Servitude effect doesn't actually compel her in any way. Instead, the forced attention gnaws at her dreams. For every five days that pass without spending a scene socially interacting with the warlock, the victim suffers a cumulative -1 internal penalty on Conviction rolls to regain Willpower from rest. This penalty can reduce the pool to zero dice, forfeiting any gain. A scene of interaction with the warlock resets the penalty to zero (but resets the month countdown).

A second purchase of this Charm requires Essence 4+, but permits a Performance-based attack as an alternative to the standard Presence-based method described above. Compare the attack roll to the MDV of all listeners, each of whom resist separately as though individually targeted. All new Intimacies formed this way must have the same emotional context. The Storyteller may assume that no one resists unless they are naturally wary and untrusting or harbor personal animosity toward the warlock. Players choose whether to resist or not as normal.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/20/ink-monkeys-vol-36-hell-s-chosen-part-ii.aspx> Ink Monkeys, Vol. 36

Source: Ink Monkeys

DRAGON FLEES THE SUN

Cost: -; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Bloodless Murk Evasion

No matter how he might scheme, the Ebon Dragon himself can never do anything but flee the light of Sol. Sometimes, this is enough. This Charm upgrades its prerequisite. Bloodless Murk Evasion may now be used with a one-mote discount against any attack with the Holy keyword. This does not circumvent the Imperfection of the Shadow Of All Things, as using it in this fashion removes its ability to perfectly dodge, so the Infernal must still rely on his normal DVs. However, after the attack has been resolved, the Infernal may move away from her attacker as specified in Bloodless Murk Evasion. If Bloodless Murk Evasion is used in this way, the Infernal changes the maximum distance he can move to (full Willpower+Essence) yards. A second purchase of this Charm at Essence 5+ increases the discount it provides to two motes, and stops Bloodless Murk Evasion from counting as a Charm activation if used against an attack with the Holy keyword. In addition, the maximum distance the Infernal can move with Bloodless Murk Evasion is increased by another (Essence)

yards, regardless of how it is used.

If the Unconquered Sun is dead, an Infernal with this Charm doubles the maximum distance they may flee using Bloodless Murk Evasion. In addition, the Infernal is made aware whenever anyone uses a Charm, attack, or effect with the Holy Keyword within (Essence) miles, appearing to his senses as tiny flashes of light in a world of darkness.

Source: Revlid

SCRATCHING SHADOW CLAWS

Cost: -; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Bloodless Murk Evasion

This Charm upgrades its prerequisite. Whenever the Infernal uses Bloodless Murk Evasion and moves at least one yard, he may pay one mote to make the path he travelled on into an environmental hazard, causing (Essence)L damage per tick with a Trauma of (Essence). This lasts until the end of the next action of the character who attacked him, causing him to use Bloodless Murk Evasion. If no character caused him to use Bloodless Murk Evasion, it lasts (Essence) ticks. If this Charm is used when the Unconquered Sun is dead, its damage becomes Piercing, and the area of the hazard is increased to one square yard per yard travelled, centered on the path the Infernal took. The Infernal may pay one further mote when activating Bloodless Murk Evasion to increase this area to (Essence) square yards per yard travelled.

Source: Revlid

LEERING INNER FACE PHILOSOPHY

Cost: 20m, 1wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple (Dramatic Action)

Keywords: Enlightening, Training

Duration: Instant

Prerequisites: Soul Crack Exploitation

This Charm may be used to enlighten a mortal, or enhance an already-enlightened mortal. The Infernal spends a dramatic action of an evening and a night, instructing his student in the dark virtues of living unfettered and free from conscience. As the evening goes on and the night grows darker, the (possibly unwitting) student is met with silken whispers offering nothing that he cannot take for himself, if he would only put aside the foolish restrictions of morality. If at any point in the evening the student agrees wholeheartedly with the Infernal's teaching, then at the end of the dramatic action the student gains an additional dot of Essence and, if he was not already enlightened, becomes an enlightened mortal with the normal mote pool (and restricted access to such). This costs no experience.

From this point on, the character gains a diabolical inner face. This alternate personality has all its Virtues set to 1, and constantly suffers from the effects of the controlled versions of the Overindulgence and Deliberate Cruelty Limit Breaks. Its intimacies and Motivation remain the same. The inner face gains control whenever the enlightened character spends temporary Willpower to actively suppresses his virtues, or is reduced to 0 temporary Willpower. Upon gaining control, the inner face regains all of its temporary Willpower, and remains in control until it is reduced to

0 temporary Willpower or falls asleep. The character does not retain memories of their other halves actions, although the inner face does. This Charm may never be applied to any character more than once. If the character in question ever ascends to godhood, his two personalities will either be split into two separate spirits, or the inner face will remain inside the newborn god.

The inner face may be excised if the character has at least two Virtues higher than four. He must spend a full day in intense meditation, internalizing the uncomfortable truths of his other half. He must pay the xp cost of the permanent Essence he gained from this Charm. Upon the end of the day, the influence of his inner face is removed and he loses all his temporary Willpower.

At Essence 4+, the Infernal may choose to alter the intimacies and Motivation of the flipped personality upon applying this Charm. If he does so, the inner face does not suffer from the effects of any Limit Breaks. Instead, its intimacies and Motivation are flipped, as though it were an Infernal who had used Nemesis Self Imagined Anew on the enlightened character.

At Essence 5+, the Infernal may apply the effects of this Charm to any character with an Essence rating at least two dots lower than him, be they god, demon, elemental or Exalt.

Source: Revlid

INCESSANT INSECURITY INCITEMENT

Cost: 3m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Social, Emotion

Duration: Instant

Prerequisites: Witness to Darkness

The Infernal rolls (Manipulation+Presence, Performance or Investigation), pointing out one of his targets flaws. This need not be an actual existing flaw, or even a physical trait the Ebon Dragon can mock the oversized head of a perfectly normal child, the shaggy hair of someone wearing a hat, or something as insubstantial as a poor childhood. If his rolled successes exceed the targets Dodge MDV, the target gains a supernatural negative intimacy toward that aspect of their own character. They will react "extremely" negatively to it being brought up (in any context) and will likely go to some lengths to try and hide (or, if possible) change it. This unnatural mental influence may be suppressed for a day by paying a single point of Willpower, but may only be removed by eroding the intimacy for (Infernal's Essence) scenes. However, the only way the intimacy can be eroded is for someone the target has an intimacy of love or admiration toward to spend the requisite number of scenes complimenting or reassuring the character regarding the affected aspect.

Source: Revlid

DRAGONS LAIR OBTENEBRATION

Cost: (+10m); **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Noon as Night Evocation

The Ebon Dragon would choose almost any end to a conflict over a glorious last stand. Though he loathes putting himself at risk, he knows the price of surrender. This Charm allows a Fiend to modify Charms:Noon as Night Evocation its

prerequisite, paying an extra 10 motes upon activation to set the stage for a terrifying showdown. The Infernal must activate this effect in an enclosed space no larger than (Essence x 10) yards in radius. Enclosed means four walls, a ceiling (or other substantial overhead cover, such as a dome), and a floor. The Storyteller should not be overly precise in interpreting these parameters: the presence of windows, doors, or holes in the structure do not disqualify the use of this Charm. Before the sun's birth, the Ebon Dragon dwelt in cracks and the spaces between things, and he still holds dominion in these places. Characters wishing to bolt themselves into deep cracks or caves may gain this Charm's effects in spite of the gaping entrance which fronts one side of the enclosure. The Storyteller should follow the spirit of this Charm more than the letter.

Nothing is so dangerous as a dragon in its lair. This is especially true of the Ebon Dragon. The pitch black field within the enclosure has all the same statistics as the prerequisite, with the following additional effects: the darkness within this enclosure cannot be penetrated by natural light. Magical light sources strobe unnaturally, giving a hollow white effusion that produces only half the usual intensity. Shadows thrown by such light are always horrific, menacing intruders in the Dragon's Lair. But enemies of the warlock should be thankful to ever see them.

For the duration of the effect, the Fiend is aware of the exact position of anyone standing in the pall of Dragon's Lair Obtenebration, and may strike them at any distance, so long as both the warlock and his targets remain within the confines of the shadow. The Fiend may attack such targets as if he were standing right beside them, and may pick any angle for the attack, making cover completely impossible. Additionally, the first time any character emerges into the field of darkness, the Fiend is aware of it and may make an immediate unexpected reflexive attack against that character.

The Essence 6+ range expansion of Noon as Night Evocation does not apply to Dragon's Lair Obtenebration until Essence 8.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

SECOND CHANCES SAVORED

Cost: ; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Kill Feint Cleverness

If the character has an Overdrive pool, he may purchase this Charm to enhance its prerequisite. Whenever the Infernal uses Kill Feint Cleverness to regain motes, he may place those motes into his Overdrive pool. As the Ebon Dragon is a masterful cheater, this Charm places an additional offensive mote in the pool each time it is used.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

THE FACE IN THE DARKNESS

Cost: 5m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Reflexive

Keywords: Compulsion, Crippling, Emotion, Native, Overdrive, Shaping, Touch

Duration: Instant

Prerequisites: Our Little Secret, First Ebon Dragon Excellency

The Ebon Dragon Ultimate Darkness knows no greater pleasure than to shatter the mighty, break the hearts of heroes, and bring mortality to those who seemed invincible. Upon learning this Charm, the character gains an Overdrive pool with a capacity of ten motes. Initially empty, the Fiend may only fill it by acting as the architect of another mans ruin.

In order to use this Charm against a particular target, the Infernal warlock must first mark at least one character to whom the target has a positive Intimacy with the effect of Our Little Secret (see <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/03/31/ink-monkeys-vol-7-hell-s-chosen.aspx> Ink Monkeys, vol. 7). The Intimacy must have a strong emotional context, such as love or friendship, and the effect of the warlocks trigger of Our Little Secret must still be intact (the target has not spent Willpower or used Charms to break their silence about the horror they have witnessed).

The Infernal touches his target and pays five motes to activate this Charm. The target immediately intuits that some great harm has befallen each affected loved one as an Obvious effect. This does not reveal the details of Our Little Secret or the exact nature of the harm that has been done to each victim. At this juncture, the character also understands that he may allow full knowledge of what has transpired to enter his consciousness. By doing so, he explicitly agrees to allow the effects of this Charm through his Shaping defenses (if any). If he chooses not to allow this dread knowledge to reveal itself to him, he must spend one Willpower to resist immediately running from the scene to fly to the aid of his loved ones. Spending Willpower to resist this unnatural Compulsion always grants characters with the Great Curse a point of Limit, even if they have already gained Limit for resisting unnatural mental influence during the scene.

If the target does allow himself to see The Face in the Darkness, he witnesses each and every depravity the warlock has forced his loved ones to endure in silence. This tragic and horrifying sequence of sounds and images plays through the targets mind instantly, but he experiences it in painstaking detail, standing helplessly and intangibly by as each of his loved ones are victimized. This cruel and deliberate show of atocity has the following side effects:

The target gains an Intimacy of hatred to the Infernal on the spot.

If the target had any Overdrive motes, he loses a number of them equal to the number of victims revealed to him. The warlock adds five times this number of offensive motes to his Overdrive pool.

The target feels emasculated by the harm done to his loved ones, and is unable to channel his Virtues for the rest of the scene as a Crippling effect.

For the rest of the scene, if the target gains offensive motes to his Overdrive pool, any gains are reduced by a single mote, to a minimum of zero. Motes lost enter the warlocks Overdrive pool on the same tick.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

WICKED VOID REVERSAL

Cost: ; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Permanent

Prerequisites: Seizing Coil Atemi

The Ebon Dragon abides his imprisonment with thoughts of becoming his captors warden. This Charm creates an Overdrive pool with a capacity of ten motes. Initially empty, the warlock may fill it any time he uses Seizing Coil Atemi to capture a target that has snared or successfully clinched him in the last week, or a target who has ever imprisoned him in his entire life. For each action the warlock maintains a successful clinch on valid targets with Seizing Coil Atemi, he gains offensive motes: one mote per unenlightened victim, and (victims Essence / 2, rounded up) motes from all Essence-channeling victims coiled in his shadows. When used by the Ebon Dragon, Wicked Void Reversal considers all non-Infernal, non-Alchemical Exalted as valid targets for this Charms effect.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

NAKED WICKED SOULS

Cost: 5m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Indefinite

Prerequisites: Witness to Darkness

This Charm grants the Infernal insight into evil, allowing him to sense and understand when another character denies their Virtues. If the character in question was a nemesis of theirs, they even gain sustenance from their lapse in morality. Repurchases increase the range, allowing the Infernal to sense sin across miles. Source Broken-Winged Crane, p. 30-31.

Source: Broken-Winged Crane

VICTORY IN DEFEAT

Cost: 2m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites: Brooding Resentment Defense

The Infernal acquiesces to the demands of his enemies, regaining Willpower for biding his time, while his foe is punished for pressing his suit. Source Broken-Winged Crane, p. 31-32.

Source: Broken-Winged Crane

MOCKING MURMURS RETORT

Cost: 6m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Brooding Resentment Defense

The Infernal mockingly parrots his opponents, providing a defense against their words that decreases in cost every time it is used against the same character. Source Broken-Winged Crane, p. 32-33.

Source: Broken-Winged Crane

REBEL WITHOUT A CAUSE

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Selfishness Is Power

The Ebon Dragon laughs at all misfortune, but the most amusing by far is the failure of those in power. Directors and generals alike wring their hands, knowing that responsibility for their terrible failure must fall on them, and the Shadow Of All Things smirks as food aid is misdiverted and brutal policing measures taken. All authority will crumble, and he will revel in the mad darkness of anarchy.

This Charm permanently enhances its prerequisite, expanding the range of actions it can enhance the stunt rating of. Actions meant to rebel against or directly attack an established organisation in its place of power count as selfish actions for the purposes of being enhanced, as the dragons dark delight at the frustration of those in authority skews his perception of benefit. This could range from organising a riot against the Guild in a place they control, to assassinating a Sidereal within Yu Shan, to drunkenly sneering at guardsmen within their area of jurisdiction. The action does not benefit if it is taken from outside of the place of power of the organisation; shadows grow longer the closer one draws to the light, and to flee into the darkness is to remove all sport from the torment.

It should be noted that actions that aid such organisations do not result in mote drain; nothing prevents the warlock from turning in freedom fighters to the local secret police, or informing Peleps Deled of the location of a Solars hidden camp.

Source: Revlid

SEIZING COIL ATEMI

Cost: 2m; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Sorcerous

Duration: Until the clinch ends

Prerequisites: Dragon's Lair Obtenebration

The Shadow of All Things spreads his darkness so that he might know all things and that all things might know him. The character may use this Charm to supplement any attack made against characters standing within the pall of Noon as Night Evocation. If the attack accrues any post-soak damage, a massive torrent of black Essence wells up around the victim, dragging them into the air no more than ten yards off the ground. Gigantic characters (such as the Ebon Dragon) may raise their captives higher, to just below eye level. If the victim is an Exalt, this utter darkness strangles their anima as it binds them in powerful coils of shadow. This is an automatically successful clinch which will maintain itself using the Infernals (Wits + Essence), with a number of automatic successes on every renewal of the clinch equal to the post-soak damage of the initial attack. The coils have a base damage of the Infernals (Essence + Willpower)B, and will attempt to crush an opponent

into submission so long as the Infernal maintains this effect. Characters lacking counter-magic spells may physically attack shadow coils in order to free their allies. Shadow coils have the same DVs and soak as their creator, and must suffer three or more levels of damage from a single attack to disrupt them.

The Infernal may not attack a victim caught in his Seizing Coil Atemi without the use of free reflexive attacks. However, he may continue to attack other opponents within the shadows, and may capture (Essence) foes simultaneously using this Charm. Unlike most Sorcerous Charms, the Infernal must keep motes committed to Seizing Coil Atemi for the duration of the effect typically until the clinch is broken, a relevant counter-magic spell is cast, or he chooses to release a victim from his coils. If the pall created by Noon as Night Evocation is dispelled, all coils immediately release their victims as the effect terminates.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

GLOATING OVER BAUBLES

Cost: (+1wp); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: Reactor

Duration: Permanent

Prerequisites: Selfishness Is Power

The Ebon Dragon claims he will take any excuse to undermine the good and just, accepting piteous as payment for his misdeeds. What does payment matter to him? His spiteful hate is reason enough to damn the world; the spoils of his plots are irrelevant. The Ebon Dragon claims he will do anything for suitable compensation, committing nauseating atrocities out of cosmic avarice. It matters little to him what the consequences of his actions are. He will grin over his hoard of smuggled joys as the world slips into darkness. The Ebon Dragon claims much, and always lies.

This Charm permanently enhances its prerequisite, allowing the Infernal to pay an additional point of temporary Willpower when activating it in order to draw power from his reckless greed. If he does so, then he ignores all mote drain that stems from his actions benefiting others over himself, provided he was offered some kind of reward in exchange for his supposed selflessness. This reward must be material in nature ("friendship" is unacceptable), and the Infernal must genuinely believe they will receive it. The Infernal cannot willingly turn down this reward after taking the action; modesty ill-becomes the majesty of a Primordial. Finally, the reward must be of some actual value, no matter how small - twigs and dirt are not appropriate tribute to the Ultimate Darkness.

In addition, whenever the warlock is offered a material reward (as above) for taking an action that would already benefit him enough to avoid any mote drain (before considering the effects of this Charm), he immediately respire a number of motes equal to the Resources value of the reward, minus his Temperance rating; the dragon revels in the gifts of a village all the more for knowing that he never planned on wasting his time on it in the first place. If the offered reward is an Artifact, its Resources value is treated as double its Artifact rating. These motes may be placed in either of his mote pools, as well as the pool created by Sweet Agony Savoured. The warlock may respire no more than (Essence \times 4-Temperance) motes this way in a single scene.

Source: Revlid

AGONY OF UNWISE ADVERSITY

Cost: 3m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Crippling, Sorcerous, Stackable

Duration: Instant

Prerequisites: Seeing Is Blindness

This Charm inflicts great penalties on the Infernal's target. Repurchases increase the applicability of these penalties, reduce the cost, and allow this Charm to be used as a special counterattack. Source Broken-Winged Crane, p. 31.

Source: Broken-Winged Crane

SPITTING CURSES FROM OBLIVION

Cost: ; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Witness to Darkness

Even if the Ebon Dragon should someday die, his back broken and head severed by those he sneered at from the darkness, he will spit out one last curse as his soul spirals down to the Underworld. Upon purchasing this Charm, the Infernal mentally records one last spiteful message, to be played upon his death. The message may be altered or entirely re-recorded as a miscellaneous action at any point. It may be of any length the Infernal desires, but may only encompass a maximum of one social attack. If he wishes to enhance a social attack conveyed by this message with a Charm or Combo, he must commit the necessary motes or Willpower to this Charm (at a discount of (Essence) motes to the total cost, to a minimum of zero), and have them still committed at the moment of his death. This message may be conveyed in one of the following ways. The message is conveyed telepathically to everyone within (Essence⁵) yards of the Infernal, up to (Essence) ticks after his death.

The message is conveyed telepathically to one specific target, named at least an hour before the Infernal's death, within (Essence) miles. If he is not in range, the Charm fails and the message is wasted.

The message is conveyed telepathically to the first person to touch the Infernal's corpse or one of his possessions after his death.

Source: Revlid

BLACKEST TEMPTATION BECKONS

Cost: 5m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive

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

Duration: Indefinite

Prerequisites: , Our Little Secret

All the world is an oyster; a helpless creature with a delicious squirming centre, protected only by a thin shell of propriety. To use this Charm, the Infernal must touch his target, and specify (out loud or otherwise) a single act of depravity (as defined in Our Little Secret). This applies a Sorcerous Compulsion effect which can only be removed through countermagic, and activates whenever the target would have the opportunity to commit the act of depravity in question, compelling them to do so

regardless of the consequences. This unnatural mental influence can be resisted for one scene at a cost of two points of temporary Willpower, or one point of Willpower if the character would have to suppress one of their Virtues to commit the act in question.

The chosen act can be as specific or broad as the Infernal desires; murder? is as valid an act of depravity as murder Nara-O in sight of Luxana?. Multiple activations of this Charm can be placed on the same target, to tempt them with multiple transgressions against the moral order of the world. This Charm becomes Obvious to Essence-sight whenever its Compulsion is triggered and for the duration of the act, as a shadowy blot-thing wisps into existence over the victim's left shoulder.

At Essence 3+, mortals afflicted by this Charm are compelled to actively seek out opportunities to commit the specified act of depravity, unless committing the act in question would force them to suppress one of their Virtues.

At Essence 6+, the Infernal may purchase this Charm a second time, allowing him to use it at an increased cost of ten motes to target any object, person or structure that could be subject to the act of depravity he specifies. This version of the Charm is constantly Obvious to Essence-sight, as the object is coated in an immaterial swarm of the Things That Lurk in Corners, drifting around anyone nearby. Anyone who witnesses the target and would not have to suppress one of their Virtues in order to commit the act in question is immediately affected by a Compulsion to commit it, costing only one point of temporary Willpower to resist for the rest of the day. If a character commits the act in question, they become relieved, and the Compulsion no longer affects them.

Source: Revlid

WRETCHED VILE LIES

Cost: 10m, 1wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Supplemental

Keywords: Instant

Duration: Combo-OK, Illusion, Social

Prerequisites: Soul Crack Exploitation

This Charm aids the character in convincing others of something that is untrue. Source Return of the Scarlet Empress, p. 211.

Source: Return of the Scarlet Empress

TALENT THEFT INTERNALIZATION

Cost: -; **Mins:** Essence 5, Ebon Dragon 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , Puissance Mimicry Intuition x3

This Charm upgrades its prerequisite, allowing the character to mimin multiple traits with a single activation. Source Return of the Scarlet Empress, p. 211.

Source: Return of the Scarlet Empress

ALL-SHADE MOCKERY

Cost: -; **Mins:** Essence 7, Ebon Dragon -; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , Puissance Mimicry Intuition x3

This Charm upgrades the range to which the character can copy Charms to one mile and allows them to copy Charms whose prerequisites they do not know. Source Return of the Scarlet Empress, p. 211.

Source: Return of the Scarlet Empress

SHADOW SLAVE EXTRACTION

Cost: - (20m, 1wp); **Mins:** Essence 6, Ebon Dragon 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Black Mirror Shintai

The character uses this Charm when activating its prerequisite to cause the target's shadow to coalesce into a perfect copy of them. Source Return of the Scarlet Empress, p. 211.

Source: Return of the Scarlet Empress

DRAGON WHO SWALLOWED THE SUN

Cost: -; **Mins:** Essence 8, Ebon Dragon 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Tenebrous Apotheosis Shintai

This Charm causes the character to expand into the form of the Ebon Dragon when activating its prerequisite. Source Return of the Scarlet Empress, p. 212.

Source: Return of the Scarlet Empress

TENEBOUS APOTHEOSIS SHINTAI

Cost: 35m, 1wp; **Mins:** Essence 8, Ebon Dragon 0; **Type:** Simple

Keywords: Blasphemy, Form-type, Obvious

Duration: One scene

Prerequisites: Mere Wounds Mocked, Exiled by Wicked Hate, Black Mirror Shintai, Bloodless Murk Evasion

The character gains the Greater Imperfection of Ultimate Darkness and the effects of Charms:(Yozi) Worldshaper Assumption Ebon Dragon Worldshaper Assumption and Charms:(Yozi) Epic Panoply Ebon Dragon Epic Panoply. Their base form also becomes hardier. Source Return of the Scarlet Empress, p. 212.

Source: Return of the Scarlet Empress

GLINTING BAUBLE AVARICE

Cost: 3m (+2m, 1wp); **Mins:** Essence 4, Ebon Dragon 0; **Type:** Supplemental

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisites: Selfishness Is Power

The Ebon Dragon does not hesitate to snatch those trinkets that amuse him, especially those treasured by others. This Charm supplements an attempt to pick-pocket, shoplift, or otherwise steal an item, adding automatic successes to the Infernal's roll equal to the base difficulty needed to steal the item. In addition, the Infernal

doubles his threshold successes on the roll for determining if other character's noticed his theft. He cannot steal anything that is in active use, including attuned artifacts, unless he does so from an extra.

In addition, if one of the following conditions is met, the Infernal may pay a surcharge of two motes and a point of Willpower to steal items even if they are in active use, such as weapons, armor, and attuned artifacts (attempts to steal armor suffer a -2 external penalty). Doing so is treated as a disarm attempt, using Larceny in place of the appropriate combat Ability. This Charm does not add its usual automatic successes, but instead negates the external penalties for disarming a foe. Stealing items in active use is Obviously magical. With Essence 5, stealing an attuned artifact breaks its owner's attunement to it, and with Essence 6, the Infernal may instantly attune to a stolen artifact by paying the usual cost. The conditions this Charm can be used under are:

Stealing the item aligns with the Infernal's Motivation.

The possessor of the item has an Intimacy towards it.

The item has been used to deal damage or cause harm to the Infernal in that scene.

It is Calibration.

Source: The Demented One

FIRST AMONG EVILS

Cost: ; **Mins:** Essence 1, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites:

The Ebon Dragon considers it a chief honor that he was the first thing to know the hatred of the Unconquered Sun. He is most ancient and most powerful of Creation's foes, and so all newcomer evils must heed his authority. Social attacks made by the Infernal impose a -1 external penalty to the MDVs of creatures of darkness, and he adds +1 to his MDVs against social attacks made by creatures of darkness. With Essence 3, this Charm instead applies a -2 penalty against the MDVs of other creatures of darkness, and adds +2 to the Infernal's MDVs. However, so steeped in his own wickedness is the Infernal that he considers all Holy social attacks against him to be unnatural mental influence, and must cower before the words of the righteous. All characters who know this Charm are considered to be creatures of darkness, and nothing can revoke this status. Even if the Unconquered Sun wished to forgive the Ebon Dragon, the Shadow of All Things could never allow it.

Source: The Demented One

FLEE TO THE SUN

Cost: 5m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Supplemental

Keywords: Combo-OK, Touch, Social, Emotion, Stackable

Duration: Varies

Prerequisites:

This Charm was either a stepping stone towards or a logical consequence resulting from the Ebon Dragon's realisation of the necessity of the creation of the Unconquered Sun and the parts of himself that could contribute to the creation of

such a being while remaining fundamentally true to himself. Certainly, the Dragon forgets which, if he bothers to make such a distinction.

All flee the shadow of all things in disgust, hoping to embrace the light, but little do they understand that the Dragon drives them and the light burns!

This Charm is an unnatural mental influence which may be used against characters who are making a Virtue roll or may do in the future. The Charm has an Indefinite duration if accompanied by a Touch and a One Scene duration if not. If the influence succeeds then the target's Virtue rating is enhanced by 2, even beyond normal limits, but only for the purposes of actions for which to fail the Virtue roll would either be in some way more desirable to that character or which would enhance the Fiend's self-interest. One invocation of this Charm can affect (Essence) of the target's rolls before elapsing. The Fiend can stack two invocations.

An example of a Virtue roll to which this would apply would be when a great hero who opposes the Fiend is faced with the opportunity to fight a duel, which he will certainly lose and his death from which would leave his lands weak, leaderless and unable to oppose the Fiend.

Since characters targeted by this Charm are embracing Virtue and fleeing the touch of the Ebon Dragon, attitudes towards those who knowingly attempt to deny or avoid the Charm's effects vary and can be complex.

Source: Ghosthead

VIRTUE IN SHADOW FACADE

Cost: 6m,1wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Emotion, Social

Duration: Indefinite

Prerequisites:

The Ebon Dragon is the antithesis of all virtue. It pleases the Dragon that some would believe the corrosive, useless lie that beneath the tissue of shadows is the nobility that befits a being of Primordial power, a nobility that all but they have failed to comprehend. By stoking this belief he debases the arrogance of the believer, the nature of Compassion and allows himself the pleasure of another's pain and confusion while exulting in their enrapturement by an ultimately futile lie. Some might say that all this is itself merely one of the Dragon's infinitely recursive falsehoods and that this Charm truly is the expression of the spark of the Dragon's self loathing and desire to be free from his own darkness, but, among those known not to have been affected by this Charm this view is uncommon.

This Charm is a form of unnatural mental influence. The target gains an additional Motivation - "To redeem (the Fiend)". Actions such as killing attacks which would render the achievement of this goal impossible are treated as an Unacceptable Order. In addition, if the Fiend performs a normally unacceptable action to the knowledge of the target, the target of the Charm must fail a Compassion roll not to see this as merely a cry for help by an individual sadly suffering inner turmoil and self hatred, but who can change, because the Fiend is really like just them beneath all appearances.

At Essence 5 this Charm has a 3m cost when being used against a spouse. If simplified and translated from pure essence construct and understanding into High Realm, the sutra encoding the understanding is referred to as the "But I Can Change Him Mother!" sutra and is spoken in a petulant and mocking imitation of wilful self delusion.

Source: Ghosthead

UNQUESTIONABLE GUILT OF THE SCAPEGOAT

Cost: 6 motes; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Illusion, Shaping

Duration: Indefinite

Prerequisites: , Loom-Snarling Deception

When the Ebon Dragon needs a scapegoat, he does not go looking for one; he makes one. To do so, the Fiend must accuse a victim he can see of some action while activating this Charm. While the action need not be a crime, it usually is. This Charm applies the effect of Loom-Snarling Deception to that individual, creating a false identity that perfectly fits the accusation. This includes all the usual effects of Loom-Snarling Deception (and can include the benefit from Eldritch Secrets Mastery if the Fiend knows that Charm as well). The accusation need not be explicit; an implicit suggestion that You might want to return this coin dropped by Ol Blind Jake,? is just as effective at creating the persona of Ol Blind Jake as blatant allegations.

At Essence 4+, he may disguise the target as a specific individual with whom the warlock is familiar (often the warlock himself). The Illusion effect of this Charm applies to anyone viewing the disguised individual exactly as if the target had used Loom-Snarling Deception, save that the warlock is never fooled by his own lies.

Source: Octopoid

RED TAPE TINTED BLACK

Cost: 4 motes; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple (Dramatic)

Keywords: Combo-OK, Sorcerous

Duration: Indefinite

Prerequisites: , Nemesis Self Imagined Anew, Selfishness Is Power

The Ebon Dragon hates you, personally. With this Charm, his hate infects an organization. This Charm functions as the Solar Charm Indolent Official Charm with the following exceptions: *This Charm can only be activated while the Infernal is under the effects of Nemesis Self Imagined Anew.

*The affected bureaucracy only slows projects that would be beneficial for the target of the warlocks Nemesis Self Imagined Anew.

*If the project would be harmful to the target of Nemesis Self Imagined Anew, this Charm instead functions as the Solar Charm Speed the Wheels.

*Projects that do not affect the target of Nemesis Self Imagined Anew (or that affect him neutrally without benefit or harm) may not be affected by this Charm.

Source: Octopoid

KNOWING IS SUFFERING

Cost: None (+3 motes or +3 motes, 1 Willpower); **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: Obvious, Shaping, Sorcerous

Duration: Permanent

Prerequisites: , Seeing is Blindness

The Ebon Dragons spite diffuses from all his actions. It is spread not only by clumsy strikes meant to injure, but also through mere exposure to his subtler hate-

filled musings. This Charm is a permanent upgrade to its prerequisite, allowing it to be activated to enhance a single target social attack for a three-mote surcharge. In this case, the victim is affected by Seeing is Blindness if (and only if) he spends Willpower to resist a successful social attack. At Essence 5, it automatically upgrades to allow activation to enhance multiple target social attacks. In this case, Knowing is Sufferings surcharge must be paid for each dot of Magnitude the Infernal wishes to affect, beginning with those listeners in closest proximity. He may not choose to exempt allies from this effect; the Ebon Dragons spite is all-encompassing. A repurchase, also at Essence 5, allows it to be activated to enhance written social attacks for an additional one Willpower surcharge. Doing so enchants that particular written attack, affecting anyone who reads it so long as it exists.

Source: Octopoid

SHADOWED HALLUCINATION PRANK

Cost: None (+2 mote or +5 motes, 1 Willpower); **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: Illusion

Duration: Permanent

Prerequisites: , Bloodless Murk Evasion, Loom-Snarling Deception

It behooves the Ebon Dragon to keep his lies hidden behind yet more lies, building his shadow from prevarication and treachery. When the Infernal activates Bloodless Murk Evasion, he may add a two mote surcharge to remove the Obvious Keyword. This Charm replaces that Keyword as an Illusion effect. Observers feel befuddled, thinking that the Infernal was never where he appeared to be, that they are confused and their perceptions are incorrect. Effects that cannot have been achieved without magic are passed off as misconceptions or errors on the part of the observer, a disconcerting effect that leaves the victim feeling subtly betrayed, perhaps by their own senses or perhaps by the universe at large. This Illusion effect costs two Willpower to ignore for the remainder of the scene. At Essence 4, this Charm automatically upgrades to become applicable any time the Infernal uses an Ebon Dragon Charm with the Obvious Keyword.

A repurchase, also at Essence 4, expands the use of the Charm as it applies to Bloodless Murk Evasion. When the Infernal activates that Charm, he can add a 5 mote, 1 Willpower surcharge to make a reflexive (Manipulation + Dodge) roll. If the successes rolled exceed a targets MDV, the Infernal is considered to have re-established surprise against that target. This unnatural mental influence is an Illusion effect that costs three Willpower to ignore. This cost drops to one Willpower if someone draws the targets attention to the Infernal.

Source: Octopoid

CROWDED SOUL EXPECTORATION

Cost: 5m per Magnitude, 1wp, 1hl; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple (Speed 7, DV -3)

Keywords: Combo-OK, Obvious, Shaping, Social, Sorcerous, War

Duration: One scene

Prerequisites: Abundant Soul-Mate Forfeitures

There is safety in numbers. The Infernal activates this Charm by shearing off a

piece of his soul and vomiting forth a veritable crowd of himself, a social group or mass combat unit with a Magnitude equal to his Essence or less. Producing a group with Magnitude 5 or greater is a Blasphemy effect. Each one of these beings has the same basic traits as the Exalt, including Attributes, Abilities, Virtues, Willpower and thoughts, though they are all Essence 1 extras with no magical items or powers. Each one is a creature of darkness. They are all bound to the Infernals will completely, treating any persuasion to betray him as an unacceptable order unless it comes from the Exalt himself. This Charm is only Obvious at its activation, and when it ends, as the crowd moans slightly in pain before oozing back into the Exalts mouth. In direct sunlight, the Infernal may only produce units with Magnitude less than (Essence - 2), though once conjured sunlight does not hinder the simulacra.

Each member of the group appears as the Infernal does, even if the Exalt disguises himself, though there are minor variations to each facsimile based on the piece of the Exalts soul they once were. Should the Infernal also know Loom-Snarling Deception, he may pay one additional mote per Magnitude to make every member of the group a distinct-looking individual. Without such disguise, it is immediately apparent on a face-to-face encounter that each member of the group is the same as every other member, but this isnt relevant in mass combat.

The group created through this Charm can be used in social and mass combat as if it were a normal group made up of people with traits identical to the Infernals. In mass combat the group has Drill equal to the Exalts Temperance and Might 0. There are plenty of other uses, too, such as concealing oneself in a crowd of duplicates.

This Sorcerous Charm is only susceptible to countermagic when it is activated. However, the simulacra it creates are susceptible to sorcerous banishment like First Circle demons ("The Books of Sorcery, Vol. II The White Treatise", p. 44, 80, 87). As a final vulnerability, every member of the group counts as an Arcane Link to the Infernal for the purposes of any and all spells, even those that normally require more specific components.

At Essence 4+ another purchase of the Charm makes the simulacra as resistant to banishment as Second Circle demons and extends the Charms duration to one day. A third purchase at Essence 6+ reduces its mote cost to three per Magnitude, or four per Magnitude if the Exalt wishes for each fake to look like a separate individual.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

FEAR ITSELF EMBODIMENT

Cost: (+1wp); **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Black Mirror Shintai

The wise fear themselves; only the petty and foolish think to posit another as their nemesis. The Ebon Dragon learned pettiness in his Torment, and will lower himself to such childish scare-tactics if he must. This Charm permanently enhances its prerequisite, allowing the Infernal to increase its activation cost by one point of temporary Willpower to transform himself into an exact copy of any character that his target has an intimacy of fear toward, rather than the target themselves. This version of the Charm still suffers from the usual restrictions on the power of the character the Infernal transforms into, but does not provide an inverted Motivation

and intimacies.

Source: Revlid

LIFE-SCORNING PUPPETRY

Cost: ; **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Life-Denying Hate, Ultimate Darkness Internalization

All that lives is but a doll for the Ebon Dragon to play with. He sees no reason why the dead should be any different. This Charm permanently enhances Life-Denying Hate. If any character capable of leaving a ghost dies while under that Charms curse, their shadow squirms and flickers, as though buffeted by their final breath. It then crawls up their body in defiance of natural law, constricting around the cooling limbs before dragging them upward, directing the carcass in jerky movements that are akin to a puppet dangling on a string. The character rises five ticks after they died, as a zombie ("Exalted", pp. 314). Such creatures lack shadows, are considered native to Malfeas (to the Demon Tyrants disgust), and are loyal to the Infernal in the same manner as a bound demon. Within the meat-puppets lifeless and jet-black eyes lie its former hun and po souls, bound like flies in the web of their own shadow. They can only watch as their dead form ravages the living, and upon its destruction will (absent some other effect) be sent directly to Oblivion. The Infernal may cut the zombie loose from his command, upon which it will simply wander, mindlessly seeking out former intimacies to slay and devour.

If the Infernal has inverted their Essence through Ultimate Darkness Internalization, he may instead inflict a different torment, chosen at the moment he placed the curse; the shadow directly consumes both the hun and po of the target, leaving the body motionless. Once the corpse has gone five ticks untouched by sunlight, the shadow rises as a ghost with a jet-black silhouette for a corpus, instantly putrefying the body with its passage. This ghost retains the intimacies of its former self, but they are all twisted into a negative context, if they were not before, and it may never bear a positive intimacy under any circumstances. Such ghosts are also considered natives of Malfeas, and are bound to the Infernal as though he had summoned them through Summon Ghost ("Black Treatise", pp.34-35).

This version of the Charm has no effect on the Exalted; their third soul resists the consumption even as it flies free to a new host. Corrupting and twisting an Exaltation with deathly ebon Essence would be a far greater challenge, though hardly (as the Abyssal Exalted demonstrate) impossible.

Source: Revlid

BLEAK LIVES ONCE LOST

Cost: (+1m); **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Golden Years Tarnished Black, Wickedness Beyond Life

The past is the Ebon Dragons playground, and nothing can keep him from wrecking it; not the peaceful bleach of Lethe, and certainly not the myopic fumbings of Lytek. This Charm was developed by a Green Sun Prince to undermine the Past Life memories of his Circlemate; he was not aware that his invention of it allowed

the Ebon Dragon the same powers. This Charm permanently enhances Golden Years Tarnished Black, allowing the Infernal to use it to taint the targets memories of their past life by paying a surcharge of one mote. This can be done in a number of ways.

If the target has the Past Life Background, then the Charms effects are applied as normal, but to the memories of the Past Life in question, twisting the nascent First Age personas recollection of their life. This adds an intimacy (or twists an existing one) to the Past Life in question, as normal, but has no effect on the living character who actually bears that Past Life; only when their former incarnation actually takes over do the effects of Golden Years Tarnished Black apply. However, any scene in which the target channels their Past Life counts as a single scene spent building a mundane version of one of the negative intimacies created in the Past Life by Golden Years Tarnished Black.

If the target is an Alchemical with the Eidolon Background, the memories of his past mortal incarnations are tainted, overlaid with a veneer of cruel despair, futile hatred and inevitable madness. The mental influence can be resisted as normal, but until the Exalt does so, every time he channels his Eidolon memories counts as a scene spent eroding one of his positive intimacies. If all of his positive intimacies are eroded in this way, he immediately contracts Gremlin Syndrome.

If the target lacks the Past Life or Eidolon backgrounds, and therefore has nothing more than fleeting visions of their past incarnations life (if that), they gain the mechanical effects of a one-dot rating in the Past Life background, as the shards of memory are melded into a more cohesive whole, the gaps filled with an unhealthy black Essence. This Background requires no xp, and lasts only as long as the Illusion does. Although the Past Lives identity remains the same, the intimacy attached to it must be negative, and its Motivation should be similarly tainted. Once this Past Life has been established, it functions just as an ordinary tainted Past Life, detailed above. This version of the Charm has no effect on Dragon Kings, as they treat their past life memories as being their own for all intents and purposes, and cannot be used to target characters who lack past lives entirely, such as spirits.

Source: Revlid

LIFE-BLIGHTING EMPTINESS ATTACK

Cost: 3m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Witness to Darkness

This Charm allows an Infernal to inflict additional damage on someone with a successful attack, and recoups motes depending on the amount of pain inflicted. Source Manual of Exalted Power: Infernals, p. 152.

2.5erratasource=Scroll of Errata

The additional damage of this Charm has minimum damage equal to that of the supplemented attack. Any motes granted by this Charm must be added to the Infernals Overdrive pool as offensive motes. If he does not have an Overdrive pool, they are lost.

Source: Manual of Exalted Power: Infernals

SWEET AGONY SAVOURED

Cost: ; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: Life-Blighting Emptiness Attack

The Infernal gains an additional Peripheral Essence pool, which he can only refill using this Charm's prerequisite. Source Broken-Winged Crane, p. 31.

2.5erratasource=Scroll of Errata

The Infernal can convert the offensive motes granted by Life-Blighting Emptiness Attack into peripheral motes to refill the Essence pool granted by this Charm.

Source: Broken-Winged Crane

BLOODLESS MURK EVASION

Cost: 4m; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

Prerequisites: Cracked Cell Circumvention

This Charm allows an Infernal to perfectly avoid an attack, sliding through inky shadow to evade her foes. This Charm suffers the Imperfection of the Shadow of All Things. Source Manual of Exalted Power: Infernals, p. 157.

2.5errata source=Scroll of Erratacost=8m

Source: Manual of Exalted Power: Infernals

WOMB DARKNESS RETENTION

Cost: 7m, 1wp; **Mins:** Essence 3, Ebon Dragon 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Touch

Duration: Instant

Prerequisites: Corrosive Pattern Infliction

The Immaculate Order says "Give me a child for the first seven years, and you may do what you like with him afterwards." The Ebon Dragon disagrees. Within the tenebral darkness of the womb, the parasitic unborn is kin to him, and with but one touch they express that fully. The Order may do what they like with the child once it has been born; they are his forever. To use this Charm, the Infernal must make skin contact with a pregnant being; mortal, animal, god, demon, elemental or Exalt - all are susceptible. The Charm does nothing to the mother; it targets the unborn child. Prior to their First Breath, though, the unborn infant is protected by any defences that the mother may have against this. The child, when born, will be a Creature of Darkness, which is an innate property, and may not be removed as a mutation, but will require the personal intercession of the Unconquered Sun to resolve. The child receives bonus points equal to those given by the Creature of Darkness negative mutation, to be spent on likewise-innate mutations which fit within the thematics of the Ebon Dragon. The touch of the Ebon Dragon flays away the restraining bonds of kinship; the child will not metaphysically descend from their parents, but will instead count as being descended from the Infernal, but only in circumstances which benefit the Infernal. When it does not benefit them, the child is left alone in the darkness unbonded to anything.

In addition, the Shadow of All Things is a creature of antagonistic anti-Virtue, and so are the children who have seen his darkness while still unformed. The Infernal chooses one Virtue of the child, which may never be raised above 1. This grants the

child a free dot of Willpower, and increases the cap on Willpower by 1.

This Charm is not Obvious, but the mother may, with a successful (Perception + Stamina) roll at a difficulty of the Infernal's Essence, detect the nauseating tingle of Ophidian Essence, and if she does so, she may spend 3wp to resist the alteration. Infernals who are themselves pregnant (who will usually be female) may use this on their own pregnancies for free, and it does not count as a Charm activation to do so. If the child ever Exalts, all the consequences of this Charm, save their status of a Creature of Darkness and the permanent loss of the metaphysical bonds of descent, are removed, though no free dots of Virtue are granted.

At Essence 5, the Touch keyword is removed from this Charm, and the Infernal may limit any number of Virtues to a maximum of 1; each one so limited gives them an extra dot of Willpower. With a repurchase at Essence 5, it may be used on women who are not pregnant and men, as a Sorcerous effect, which affects any child they conceive.

Source: EarthScorpion

THE LITTLE BEAST

Cost: - (+2m); **Mins:** Essence 5, Ebon Dragon 0; **Type:** Permanent

Keywords: Combo-OK, Compulsion, Counterattack, Social, Sorcerous

Duration: Permanent

Prerequisites: Womb Darkness Retention, Inner Devils Unchained

The Ebon Dragon has transcended all propriety and all laws of decency. That one's child is the same species as their parents is but one of those laws. This Charm permanently enhances Womb Darkness Retention for an extra 2 motes. Instead of altering the child as described, the Infernal may instead transmute the child into a demon that they could create using Inner Devils Unchained.

The demon-child is not a normal example of their species. Although they are born with all the traits and virtues of a typical demon of that kind, they appear to be a demon-blooded of their parent species, despite their inhumanity, and grow and mature as a normal child would until they reach an age chosen by the Infernal, whereupon they no longer age. They are a First Circle Demon of their species in all other aspects, and so can be summoned, bound, banished and so on. An agata-in-the-shape-of-a-man will still be heartbreakingly attractive, and possess in some form the wings and stinger of his kind, though they will be able to be hidden under clothing. The Ebon Dragon takes much pleasure in granting such... gifts to the self-righteous.

A mother pregnant with a demon is wracked by nightmares, suffering a -1 to their Conviction roll to regain Willpower after sleep. Each time they fail this roll counts as a scene of building an Intimacy of Paranoia towards anything that they are slightly suspicious of or which they are concerned about, whether that is the funny taste of the well water ("Is it poisoned?"), the behaviour of their neighbour ("They're demon-cultists, yes, spying for their vile masters?"), or, indeed, anything save their unborn child.

Source: EarthScorpion

THE DRAGON THAT NEVER WAS

Cost: (+6m); **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: Illusion

Duration: Permanent

Prerequisites: Joy in Violence Approach, Eldritch Secrets Mastery

Snatching one shade out of his endless gullet, the cosmic darkness that contains all shadows, the Ebon Dragon can fashion a false self, a person who never was, and wear them like an exquisitely tailored suit. This Charm upgrades Loom-Snarling Deception. Upon activating it, the Infernal may commit five additional motes to compose a brief history of the fictitious individual he seems to become, dictating whatever facts of their fictional biography are relevant as he pleases. The Infernal's player may add more details to this narrative if they later become relevant, so long as they are consistent with the rest of the illusion's biography. This narrative remains fixed for each instance of Loom-Snarling Deception, but canceling it and activating it again allows the Infernal to create a new false biography. Even if he resumes the same disguise, he may create an entirely different or even contradictory story. Would one expect the Ebon Dragon to be consistent in his lies?

Upon the first time a character sees or interacts with the disguised Infernal, this Charm exerts unnatural mental influence upon them. If that character's Dodge MDV is less than the Infernal's (Manipulation + Presence/2), then this Charm warps their memories, making them consistent with the Infernal's false biography in all ways. The Infernal adds his (Essence) in bonus dice to this pool before halving it. If the Infernal decides that his false self is the husband of a woman, then her memories will warp to match his account of their wedding. Only memories from before the character met the disguised Infernal can be changed by this influence. Characters who would have no reason to have memories of the Infernal's disguise are not subject to this influence. Resisting this unnatural mental influence costs only a single point of Willpower. If a character does not resist this unnatural mental influence immediately, they cannot do so unless they have some reason to question their memories, at the Storyteller's discretion.

Of course, no matter how many points of Willpower a character spends resisting this influence, they are not able to see through the actual Illusion effect of Loom-Snarling Disguise itself. Only the memory-warping influence of this Charm is resistible. And what's worse, even those who do resist it may not realize that their memories have been altered. Mortals, animals, and magical beings with Essence 1 do not realize that they have overcome this memory-warping influence, even after they have spent Willpower to resist it. Instead, they believe the false memories were simply a trick of their mind, and will not assume any sinister implications. Spending a further five points of Willpower allows them to see through this sub-illusion, and recognize that their memories have been tampered with. This effect always applies to First Circle demons, regardless of their Essence. The Ebon Dragon has long practiced his deceit upon the lesser demons, and finds it an easy trick.

Source: The Demented One

THE DRAGON THAT NEVER WAS

Cost: (+6m); **Mins:** Essence 4, Ebon Dragon 0; **Type:** Permanent

Keywords: Illusion

Duration: Permanent

Prerequisites: Joy in Violence Approach, Eldritch Secrets Mastery

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Source: The Demented One

SOUL-DARKENING SEMBLANCE

Cost: 1m; **Mins:** Essence 2, Ebon Dragon 0; **Type:** Reflexive

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: Crooked Words Deceit

Of the Ebon Dragon, no true thing can be said. His nature is hollow and empty, an assemblage of lies and vices that only seem to be a self. The Infernal can activate this Charm to perfectly defend against any effect that would reveal his information about his Motivation, Urge, Virtues, Intimacies, or his intentions. The character attempting to understand him learns nothing, glimpsing the hollowness that is the true nature of the Ebon Dragon. With Essence 3, using this Charm becomes an innate

power, which does not count as Charm activation. In addition, this Charm's cost is reduced by one mote (to a minimum of zero) when defending against non-magical effects. However, the Infernal must use this Charm whenever a non-extra character attempts to understand his social traits, unless he is unable to do so for some reason.

A second purchase of this Charm at Essence 3 allows the Infernal to pay a surcharge of one mote to twist an attempt at reading him. Rather than simply negating the attempt, the Infernal dictates what it reveals, letting him supply a false Motivation or other traits. This deception is an Illusion effect that costs a single point of Willpower to resist, allowing the beguiled character to realize they know nothing of the Infernal's true nature.

Source: The Demented One

GAIA MYTHOS EXULTANT

Cost: ; **Mins:** Essence 3, Gaia 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , First Gaia Excellency

Gaia's power brings forth renewed life. At any time the Exalt could receive a Willpower as a stunt reward, she may heal one bashing health level of damage instead. Alternately, she can 'store up' the reward, receiving no immediate benefit; however, the next time she could receive a Willpower as a stunt reward, she may heal one lethal health level instead.

Source: Vultur10

FIRST GAIA EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1, Gaia 0; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , None

Gaia is the "principle of evolution", the master of "growth, development and increase". Her nature is to "foster life and test it", so that "all weakness is removed". Gaia is caring and "compassionate in the grand scheme, but rarely to individuals"; she cares for "the greatest variety and diversity of life and potentiality in Creation", considering this to be "a greater good than order or safety"; she values humans no more - and no less - than the plague that slays them or the jackals that eat the corpses. However, Gaia also has a "loving side", though this is primarily shown only to Luna. Gaia's "only hate is directed toward the Underworld and its creatures of stasis". Stasis is abominable to her, and she "seeks beyond," straining "against the inherent limitations of her existence".

Gaia's Excellency can be used to enhance any action involving caring for, enhancing or creating living things, surviving in harsh conditions, engaging in one of the elemental Crafts, or interacting socially with elementals. It can also be used for any action that will destroy or harm creatures of death; create new, or propagate rare or disfavored, beings, lifeforms, ideas, wonders or modes of thought; or encourage a person or group to adapt to changing conditions. It can enhance violent actions against non-creatures of death if they are directly in service of a greater good to

life as a whole, or taken in self-defense against an aggressor who initiated hostilities. It is explicitly incapable of enhancing any action involving nonviolent dealings with creatures of death, attempts to kill, attack, or physically harm elementals or Dragon-Blooded, or any action that will eliminate a variety of creature, idea, artifact, or the like from Creation.

Source: Vultur10

VITALITY-FORGING CRUCIBLE

Cost: 15m 1wp; **Mins:** Essence 2, Gaia 0; **Type:** Simple

Keywords: Emerald, Obvious, Touch, Training

Duration: Instant

Prerequisites: , None

Adversity forges adaptation; this is one of Gaia's chiefest maxims. The Exalt can increase the resilience of a mortal by searing away its weakness. This Charm inflicts three unsoakable lethal health levels of damage, but increases either the Strength, Dexterity, or Stamina of the mortal, as the Exalt using the Charm chooses, by one dot.

Source: Vultur10

HEATING THE SOUL-CRUCIBLE

Cost: (+5m); **Mins:** Essence 4, Gaia 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Vitality-Forging Crucible

This Charm permanently enhances Vitality-Forging Crucible, allowing it to affect soul as well as body. The Exalt may spend a five-mote surcharge when that Charm is activated to replace its normal effect with the following: The targeted mortal must make a (Stamina + Resistance) roll at difficulty 3. If the roll succeeds, the mortal gains Enlightened Essence, and a mote pool of 10 motes; 3 always available, and 7 which must be unlocked for the scene by spending one temporary Willpower. If the roll fails, the mortal loses two dots of Stamina as a Crippling effect (creatures reduced to Stamina 0 die). A botch on the roll kills the mortal.

Perfected Adversity Mastery does not allow this Charm to be used on any Essence-user except enlightened mortals with Enlightened Essence but not Awakened Essence; in this case, a successful roll gives the enlightened mortal Awakened Essence.

Source: Vultur10

PERFECTED ADVERSITY MASTERY

Cost: ; **Mins:** Essence 4, Gaia 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Vitality-Forging Crucible

This Charm permanently enhances Vitality-Forging Crucible. This Charm allows the Exalt to use Vitality-Forging Crucible on Essence-users.

Source: Vultur10

HEARING THE COUNTLESS VOICES

Cost: (+10m); **Mins:** Essence 4, Gaia 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Vitality-Forging Crucible

Gaia, though distant, is compassionate, and hears the cries of those in Creation. This Charm allows the Exalt to hear prayers made to her (presuming the prayer roll is successful) from anywhere within Creation. In addition, she may respond by using any Charm with the Emerald Keyword on the being praying to her (if that being is within Essence x 5 miles), waiving the Touch Keyword or range limitations of any such Charms, though using Charms in this manner imposes a ten-mote surcharge. Exalted supplicants may reject the Charm's effects automatically if they so choose. Only one Emerald-keyworded Charm may be used per successful prayer to the Exalt.

At Essence 5, the range of response expands to Essence x 10 miles; at Essence 7, to Essence x 100 miles. A repurchase at Essence 8 allows the Exalt to respond via Emerald-keyworded Charms anywhere in Creation.

Source: Vultur10

LAST STAND INSPIRATION

Cost: 2m/die; **Mins:** Essence 4, Gaia 0; **Type:** Simple

Keywords: Combo-OK, Emerald

Duration: One scene

Prerequisites: , None

Gaia can grant a burst of heroic inspiration at the last ditch. This Charm may be used on any being except the Charm's user within 50 yards which has suffered lethal or aggravated health levels of damage. The Exalt chooses a single Attribute and commits up to (Essence) motes, and the creature inspired gains a one-die bonus per two motes committed on rolls of that Attribute for the remainder of the scene. A creature cannot simultaneously benefit from more than one application of Last Stand Inspiration; such inspiration is inherently singular in nature.

Source: Vultur10

QUELLING THE ELEMENTAL DRAGONS

Cost: (2m); **Mins:** Essence 2, Gaia 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , None

In the Time of Glory Gaia bound two of her souls, the Elemental Dragons Hesiesh and Pasiap, so that human civilization could arise and endure. This Charm improves the Exalt's ability to endure natural disaster, permanently adding (Essence / 2) dice to any (Stamina + Resistance) roll to resist environmental hazards, and allowing the Exalt to spend 2m reflexively (as a non-Charm activation) to ignore the effects of any one environmental hazard for one action.

Source: Vultur10

SHIELD OF THE WORLD'S LIFE

Cost: 5m; **Mins:** Essence 3, Gaia 0; **Type:** Simple

Keywords: Combo-OK

Duration: One scene

Prerequisites: , Vitality-Forging Crucible

Gaia's power is mingled with the very lifeblood of Creation. This Charm adds (Essence + number of creatures currently affected by the Exalt's Emerald Charms), to a maximum of (Essence x 2), to the Exalt's bashing and lethal soak. In addition, while this Charm is active, the Exalt can heal bashing health levels reflexively at a cost of 3m per level.

Source: Vultur10

DROSS-SCOURING ATTACK

Cost: 2m; **Mins:** Essence 2, Gaia 0; **Type:** Reflexive (Step 1)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , None

Gaia's power cleanses the dross of death so that life may be renewed. This Charm enhances an attack, causing it to deal aggravated damage to creatures of death, or bashing damage which does not roll over to lethal to other creatures.

Source: Vultur10

SERENDIPITOUS COMMAND OF (ABILITY)

Cost: 4m per success; **Mins:** Essence 3, General 4; **Type:** Reflexive (Step 4 or 6)

Keywords: None

Duration: Instant

Prerequisites: Any (Ability) Excellency

Sometimes Sinners just have a way of making things go just the way they want them to. This Charm is that way. This Charm allows the Infernal's player to convert any die that rolls a failure into a success at a cost of 4 motes per die. Any die that comes up as a 1 cannot be converted in this way, only dice that show a 2 through a 6 on this roll. This effectively converts the failed die to a success die (as a 7). The Infernal cannot convert more dice in this way than he has dots in the relevant Ability.

Source: Bodhisattva

FIRST (YOZI) EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1, General 0; **Type:** Reflexive (Step 1 for attack, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisites:

This General CharmThe Three Basic Excellencies Excellency allows the Exalt to add dice to a roll. Unlike the Excellencies of other beings, Yozi Excellencies rely heavily on themes instead of specific traits, allowing the user to enhance nearly any roll as long as the Charm's use can be justified by the power of the Yozi in question.Source Manual of Exalted Power: Infernals, p. 105-107.

Source: Manual of Exalted Power: Infernals

(YOZI) INEVITABILITY TECHNIQUE

Cost: (1wp); **Mins:** Essence 3, General 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Appropriate First (Yozi) Excellency

The Exalt forces reality to bend to his will, lowering the target number of a roll enhanced by the First (Yozi) Excellency. Source Manual of Exalted Power: Infernals, p. 108.

Source: Manual of Exalted Power: Infernals

SORCEROUS INTEGRATION OF (YOZI) PRINCIPLES

Cost: (1wp); **Mins:** Essence 4, General 0; **Type:** Permanent

Keywords: Shaping, Sorcerous

Duration: One scene

Prerequisites: Sorcerous Enlightenment of (Yozi)

By manipulating the underlying strata of reality that he occupies at the moment, the Infernal can make it much easier to alter that reality as he wishes. This Charm is a collection of Charms, each based on one of the Yozis and requiring the associated Sorcerous Enlightenment of (Yozi). By spending a point of Willpower the Exalt harmonizes local existence with himself; for the rest of the scene, as a Shaping effect, this contests with any other locational Shaping within ten yards. The Exalt receives (Essence x 2) bonus successes on contesting rolls.

As long as the inflicted state of reality remains in strength, the sorcerer finds it much easier to manipulate, reducing the number of Shape Sorcery actions necessary to cast sorcery spells by one. In the case of Emerald Circle sorcery, this means that such spells can be cast immediately with a Cast Sorcery action. This Charm does nothing to speed the casting of spells requiring dramatic rituals.

This Charm relies on an understanding of reality particular to each Yozi, just as its prerequisite does. As such, the Infernal may only benefit from its effect when casting sorcery through that understanding. An Exalt who casts spells according to the strictures of the Sorcerous Enlightenment of Cecelyne could not reduce the Shape Sorcery actions necessary to do so with Sorcerous Integration of Malfeas Principles.

At Essence 6+ this Charm may be purchased again to make its effect indefinite. Buying the Charm a third time at Essence 7+ allows the Exalt to reduce the number of Shape Sorcery actions to cast spells by two, to a minimum of zero. Upon reaching Essence 10 a fourth purchase allows him to reduce the number of necessary Shape Sorcery actions by three, to a minimum of zero.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

SORCEROUS ENLIGHTENMENT OF (YOZI)

Cost: ; **Mins:** Essence 3, General 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: , Appropriate First (Yozi) Excellency

This Charm is the unique way in which akuma and Green Sun Princes initiate into sorcery. There is a version of this Charm for each Yozi, with each granting

certain benefits and drawbacks based on that Yozi when the initiate utilizes their version of sorcerous initiation. Additional purchases of this Charm at later Essence (trait) Essence grant access to Sapphire Circle Sorcery Sapphire and Adamant Circle Sorcery. Source Manual of Exalted Power: Infernals, p. 164-165.

Source: Manual of Exalted Power: Infernals

THIRD (ABILITY) EXCELLENCY (INFERNAL)

Cost: 4m; **Mins:** Essence 1, General 1; **Type:** Reflexive (Step 4 for attacker, Step 6 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisites:

This Excellency allows the Exalt to spend Essence Pool Essence to reroll a roll with the Ability for which this Charm is purchased. By paying the cost for this charm, the so enhanced dice pool can be rolled again, with the player choosing whichever result he prefers.

This Charm is incompatible with the First or Second Excellency.

Source Manual of Exalted Power: Infernals, p. XXX

Source: Bodhisattva

FIRST (ABILITY) EXCELLENCY (INFERNAL)

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

Keywords: Combo-OK

Duration: Instant

Prerequisites:

This Excellency allows the exalt to spend motes to enhance a roll with the ability for which this charm is purchased. This adds an equal number of dice to the roll up to a maximum of the character's Attribute + Ability used for the roll.

Source Manual of Exalted Power: Infernals, p. XXX

Source: Bodhisattva

SECOND (ABILITY) EXCELLENCY (INFERNAL)

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

Keywords: Combo-OK

Duration: Instant

Prerequisites:

This Excellency allows the Exalt to spend motes to add automatic successes to a roll with the ability for which this charm is purchased. For every two motes spent an automatic success is added, up to a maximum of the character's Attribute + Ability, divided by 2 and rounded down.

Source Manual of Exalted Power: Infernals, p. XXX

Source: Bodhisattva

(YOZI) ESSENTIAL ARCHETYPE

Cost: ; **Mins:** Essence 3, General Permanent; **Type:** Permanent

Keywords: None

Duration: One scene

Prerequisites: First (Yozi) Excellency

It is the irrevocable nature of the Yozis to exist as they are. The Infernal may ignore up to (Essence) in penalties on his actions that are imposed by another character's Charms, or similar supernatural powers, so long as the penalized action is one that could be enhanced by the chosen Yozis Excellencies. This reduction applies to external penalties first, and then to internal penalties. If such an effect increases or enhances a penalty the Infernal suffers, he may apply the reduction to the increased penalty, although this cannot reduce it below its base value.

Source: The Demented One

(YOZI) PRIMORDIAL PRECEPTS

Cost: (+1wp); **Mins:** Essence 3, General 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: First (Yozi) Excellency

In the ancient aeons of bygone glories, the Primordials seared their will onto the foundations of existence, ordering inchoate chaos with principles and axioms, authoring the laws of the world. The Infernal may pay a point of Willpower to perform any thaumaturgical procedure whose activation roll could be enhanced by the chosen Yozi's Excellency, even if he does not know the procedure he wishes to perform. He must still possess the minimum Occult rating needed to know the procedure. For purposes of any needed calculations, he is treated as having the minimum degree needed to know the procedure. In addition, if he performs a known thaumaturgical procedure that the chosen Yozi's Excellency could enhance, he adds (Essence) bonus dice to the activation roll, without needing to pay any cost. However, if he ever attempts to perform a procedure that the Yozi's Excellency would be unable to enhance, the difficulty to do so increases by one.

Source: The Demented One

(PRIMORDIAL) JOUTEN EXTRUSION

Cost: 500m, 1wp; **Mins:** Essence 10, General 0; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisites: , Charms:(Yozi) Epic Panoply (Primordial) Epic Panoply

By activating this charm, a primordial buds off a second jouten. By paying the cost of a shintai charm as a surcharge, a jouten can be created with that shintai charm active. Unless modified by charms or other magic, multiple jouten use the following rules:*Permanent charms affect all jouten equally.

*All jouten share motes and health levels.

*All jouten share a single mind, but take actions as separate characters.

*Physical amputation and crippling effects only affect a single jouten.

*Physical transformation charms and other magic only affect a single jouten unless otherwise specified, and must be activated and paid for separately for each jouten.

*Non-physical effects, such as Charms:Effortless (Yozi) Dominance Effortless

(Yozi) Dominance and Charms:Nemesis Self Imagined Anew Nemesis Self Imagined Anew, affect all bodies equally.

*Form-type charms and non-permanent shintai charms can only affect a single jouten at a time. When one jouten has such a charm active, it has no effect on other jouten. For example, if one Ebon Dragon jouten uses Black Mirror Shintai, that jouten uses the traits defined by Black Mirror Shintai, while other jouten would continue to use their normal traits.

*While two jouten are toching eachother, one can reabsorb the other as diceless miscellaneous action. Any ongoing effects on the absorbed jouten are transferred to the absorbing jouten, if two effects are mutually exclusive, such as two form-type charms, the primordial's player decides which effect to terminate.

Additionally, this charm permanently enhances all sorcerous form-type charms, preventing them from being ended with countermagic. This charm can be purchased multiple times, each purchase allows an additional jouten to be maintained. Some primordials have charms which allow multiple jouten to use the same shintai, or more specialized versions of this charm, each of which create a jouten which cannot be reabsorbed and always has a specific jouten active.

Source: Gordon Ecker

ASCENDANCY MANTLE OF (YOZI)

Cost: -; **Mins:** Essence 5, General 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: First (Yozi) Excellency

The Infernal can increase their Essence rating higher than their age should permit. Each version purchased carries a different drawback depending on the Yozi from which the character drew their enlightenment. Source Broken-Winged Crane, p. 9.

Source: Broken-Winged Crane

(YOZI) CONCEPTUAL HARMONY

Cost: -; **Mins:** Essence 10, General 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: (Yozi) Cosmic Principle

Requiring the "Ebon Dragon Cosmic Principle", this Charm-a general Yozi charm of which only the Ebon Dragon version has been published to date-defines the Charmset of the Dragon. Learning this refunds an Exalt's previously known Combos as experience and prevents the learning of future combos.

Source Return of the Scarlet Empress, p. 209.

Source: Return of the Scarlet Empress

(YOZI) ETERNAL ESSENCE

Cost: -; **Mins:** Essence 7, General 0; **Type:** Permanent

Keywords: Blasphemy

Duration: Permanent

Prerequisites: , Two purchases of Charms:(Yozi) Yozi-Body Unity (Yozi) Yozi-Body Unity

This Charm-a general Yozi charm of which only the Ebon Dragon version has been published to date-defines the unkillable nature of the Yozi, leaving him open only to Charms that can turn him into a ghost, although an Exalt with the appropriate (Yozi) Cosmic Principle will instead transform him into a Neverborn.

Source Return of the Scarlet Empress, pp. 208-209.

Source: Return of the Scarlet Empress

(YOZI) GLORY INCARNATE

Cost: -; **Mins:** Essence 10, General 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , (Yozi) Cosmic Principle

This Charm-a general Yozi charm of which only the Ebon Dragon version has been published to date-defines the Attributes and Abilities of the Ebon Dragon. It also provides a Perfect Defense against undesired Shaping effects.

Source Return of the Scarlet Empress, pp. 209-210.

Source: Return of the Scarlet Empress

(YOZI) WORLDSHAPER ASSUMPTION

Cost: -; **Mins:** Essence 10, General 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: , (Yozi) Eternal Essence and (Yozi) Glory Incarnate

This Charm-a general Yozi charm of which only the Ebon Dragon version has been published to date-defines the Yozi body of the Ebon Dragon, including its health levels and movement speed.Source Return of the Scarlet Empress, p. 210.

Source: Return of the Scarlet Empress

DARK POWER MASTERY (FOURTH EXCELLENCY)

Cost: 1m/DT Reduction; **Mins:** Essence 3, General 4; **Type:** Reflexive (Step 3, 5 or 9)

Keywords: Doubling Threshold

Duration: Instant

Prerequisites: Any (Ability) Excellency

The Chosen of the Yozi tap into the hatred of their masters to accomplish their bidding. For every mote spent lower the DT (Doubling Threshold) of the roll by one to a three mote maximum.

Source: Deadpool

DARK POWER SUPREMACY (FIFTH EXCELLENCY)

Cost: -; **Mins:** Essence 4, General 5; **Type:** Permanent

Keywords: Doubling Threshold

Duration: Instant

Prerequisites: All (Ability) Excellencies

Those Chosen of the Yozi who have proven themselves powerful, competent servants are infused with a larger portion of their masters' strength. This charm makes the Chosen's successes more powerful. All doubled successes count as tripled.

Source: Deadpool

INFERNAL MASTERY (FOURTH EXCELLENCY)

Cost: 2m per point of reduction; **Mins:** Essence 3, General 3; **Type:** Simple

Keywords:

Duration: One Scene

Prerequisites: Any (Ability) Excellency

Infernal Mastery grants a phantom pool of Essence equal to the amount of Essence committed to this Charm, which is available to the Infernal each action. These "phantom motes" can be used in place of actual motes, reducing the cost of Charms to 0.

Source: RRimmel

INFERNAL VIRTUE (FIFTH EXCELLENCY)

Cost: 2m per point of Virtue; **Mins:** Essence 3, General 4; **Type:** Simple

Keywords:

Duration: One Scene

Prerequisites: Infernal Mastery (Fourth Excellency)

Infernal Exalted are more closely tied with their Virtues and can use them to destroy their enemies in creation. Using this charm grants an Infernal a number of bonus successes on any attack or defensive rolls when using an Ability equal to the Virtue selected. This Charm is incompatible with the First and Second Excellency, though dice may be rerolled normally with the Third Excellency. When this Charm is first chosen, a Virtue is selected. Any additional Abilities with this Charm use the same Virtue. A wise Celestial Exalt may be able to force an Infernal to question his Virtues, at which point this Charm cannot be used and fails if it is currently in use.

Source: RRimmel

DEMI-SOUL ADOPTION

Cost: -; **Mins:** Essence 3, General 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites:

Upon purchasing this Charm, the Infernal chooses one First Circle Demon with whom he is familiar, and who has consented (while unaffected by any unnatural mental influence, and within his presence) to being adopted by the Green Sun Prince. The demon in question is immediately bound to his soul, linked like a bud to a tree. The demon immediately acquires an intimacy (if they did not already have one) toward the Green Sun Prince; this intimacy may not be broken, removed or eroded under any conditions. The Green Sun Prince gains a similarly unbreakable intimacy toward the demon. The demon cuts its spiritual ties with its progenitors, and they have no further ability to influence it (including the Yozi's direct possession ability). The

warlock may reflexively spend one mote at any point to gain a rough sense of the demon's location.

The demon is considered a Citizen within Malfeas if it was not already, and is guaranteed to reform after death (unless killed with Ghost-Eating Technique or a similar ability) days, doing so in the Malfean location they most consider home (their sanctum, if they have one), or in any Infernally-aspected Manse owned by their patron warlock, or next to him if he is in Malfeas. When the demon dies, reduce its mote pool and temporary Willpower to zero. These are refilled during its convalescence at a rate of (Infernal's Essence) motes and one temporary Willpower per week; the demon reforms the moment both are completely refilled. The Infernal may speed this reformation by paying his own motes or Willpower into the demon's pools; provided he is willing and able to spend enough motes and Willpower, this can make the demon's revival near-instantaneous. Should the warlock ever die, the demon dies too, falling apart and dissipating over the course of an hour. Therefore, they may treat any influence to harm or betray their patron as an unacceptable order, as though it were a command to commit suicide.

The warlock may purchase this Charm a number of times equal to his (Essence). At Essence 4+, this Charm may be used to adopt willing gods or elementals, provided they are considered natives of Malfeas and have a lower permanent Essence rating than the Infernal. At least one Yozi has used a special enlightenment Charm to turn a mortal he was impressed with into a god, immediately adopting them into his soul pantheon. At Essence 5+, this extends to fae and ghosts, although no existing Yozi bar perhaps the Ebon Dragon would even consider adopting a ghost. No character may be affected by this Charm more than once - they are tied to their patron's Essence as long as they live.

If the demon chosen upon purchasing this Charm is the warlock's Familiar, the xp cost of this Charm is reduced by two per dot in that background. This cannot reduce the cost below zero, nor does it offer an xp refund if the warlock's rating in that background increases after the fact. However, the actual, permanent destruction of the chosen demon does refund the xp spent on this Charm.

Upon learning Charms:(Yozi) Pantheon Unfurling (Yozi) Pantheon Unfurling or Charms:The Path of a Thousand Whispers The Path of a Thousand Whispers, the effects of this Charm change, and the Infernal is refunded the xp for all purchases of it after the first. Now, he may apply the effects of this Charm as a diceless miscellaneous action, adopting any chosen demon, god, elemental, fae or ghost who has consented to their adoption within the presence of the Infernal, without being affected by unnatural mental influence. This costs (adoptee's Essence) points of temporary Willpower, and slots the adoptee directly into the Infernal's soul pantheon, turning him into one of his souls with all the effects defined in (Yozi) Pantheon Unfurling or The Path of a Thousand Whispers. This fills a hole left by a slain or nonextant Second or Third Circle Soul, so the Infernal cannot use this Charm to increase his number of souls past his normal limits. The strength of the adoptee's Essence generally defines which Circle they enter (5-7 for a Second Circle, 8+ for a Third Circle), though the Infernal may place them into a Circle they are unqualified for, immediately raising their Essence to the minimum required level at a cost of (new dots of Essence x100) motes. This Charm may not adopt a Third or Second Circle Soul of another Primordial without that Primordial's consent, although it may be used to instantly adopt such a soul upon the Primordial's death.

¶ Adorjan: The Infernal can manifest the flensing wind only when she receives a stunt reward. ¶

¶ Ebon Dragon: The Infernal may choose to convert any stunt dice he receives to automatic successes. Each die converted lowers his next stunt reward by one mote (minimum zero). He cannot choose a Willpower reward if he has converted any dice with this Charm. ¶

Source: Manual of Exalted Power: Infernals

EFFORTLESS (YOZI) DOMINANCE

Cost: ; **Mins:** Essence 4, General 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Appropriate First (Yozi) Excellency

Every time the Exalt makes use of the First (Yozi) Excellency, this Charm lowers the subsequent mote cost of using that General CharmThe Three Basic ExcellenciesExcellency for the rest of the scene, to a minimum of 0.Source Manual of Exalted Power: Infernals, p. 108.

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¶ Zero-mote activations of Yozi Excellencies do not trigger the discount of this Charm. No matter how many times the Infernal activates an Excellency, the discount cannot increase by more than three motes during any single action. ¶

Source: Manual of Exalted Power: Infernals

SO SPEAKS (YOZI)

Cost: 3m, 1wp; **Mins:** Essence 4, General 0; **Type:** Simple

Keywords: Combo-Basic

Duration: One scene

Prerequisites: Appropriate First (Yozi) Excellency

While this Charm is active, the Exalt may make use of First (Yozi) Excellency as if it were not a Charm for the purposes of activating other Charms or Combos.Source Manual of Exalted Power: Infernals, p. 108.

2.5erratasource=Scroll of Erratacost=-min=0essence=5type=Permanentkeywords=Noneduration=the text of the Charm with the following.”

¶ This Charm permanently alters the cost of the chosen Yozi's Excellency. The First Excellency now grants two dice for every mote spent on it, while the Second Excellency allows successes to be purchased for one mote each. (Yozi) Inevitability Technique can be activated for a cost of four motes instead of a point of Willpower. ¶

¶ So Speaks (Yozi) is incompatible with any other Charm that provides cost discounts to the Excellencies, such as Effortless (Yozi) Dominance. ¶

Source: Manual of Exalted Power: Infernals

(YOZI) YOZI-BODY UNITY

Cost: -; **Mins:** Essence 5, General 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: First (Yozi) Excellency

This Charm-a general Yozi charm of which only the Ebon Dragon version has been published to date-defines the basic body and abilities of the Ebon Dragon. A second purchase at Essence 7+ boosts those to match the Dragon's sublime form.

This Charm may not be learned through the Eclipse anima power or equivalent effects save for Primordial Principle Emulation (see Glories of the Most High: The Unconquered Sun, pp. 3031).

Source Return of the Scarlet Empress, p. 208.

Source: Return of the Scarlet Empress

(YOZI) COSMIC PRINCIPLE

Cost: -; **Mins:** Essence 10, General 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: First (Yozi) Excellency

This Charm-a general Yozi charm of which only the Ebon Dragon version has been published to date-defines the spiritual power of the Dragon, as well as his Greater Imperfection. Learning this charm strips a character of all non-Ebon Dragon Charms and of his or her Exaltation and redefines the character as no longer human.

This Charm may not be learned through the Eclipse anima power or equivalent effects save for Primordial Principle Emulation (see Glories of the Most High: The Unconquered Sun, pp.30-31).

Source Return of the Scarlet Empress, p. 209.

Source: Return of the Scarlet Empress

(YOZI) PANTHEON UNFURLING

Cost: (Essence x100)m; **Mins:** Essence 10, General 0; **Type:** Simple

Keywords: Blasphemy, Shaping

Duration: Instant

Prerequisites: (Yozi) Conceptual Harmony

This Charm-a general Yozi charm of which only the Ebon Dragon version has been published to date-defines the Third Circle souls of the Yozi and their behaviors, including his Fetich soul and the result of the death of this soul.Source Return of the Scarlet Empress, pp. 209-210.

Source: Return of the Scarlet Empress

(YOZI) EPIC PANOPLY

Cost: -; **Mins:** Essence 10, General 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: (Yozi) Worldshaper Assumption

This Charma general Yozi charm of which only the Ebon Dragon version has been published to datedefines the combat statistics of the Ebon Dragon.Source Return of the Scarlet Empress, p. 210.

Source: Return of the Scarlet Empress

ETERNAL (ABILITY) ESSENCE**Cost:** -; **Mins:** Essence 4, General 5; **Type:** Permanent**Keywords:****Duration:** Instant**Prerequisites:** Any (Ability) Excellency

The Essence of the Yozi flow through the Infernal and brings their cruel intentions and dark sense of purpose into harmonic accord as the Infernal opens herself up to her Yozi masters. Purchasing this Charm allows the Infernal to replenish their Essence whenever they use any appropriate (Ability) Excellency they have purchased. This includes Combos that use the appropriate (Ability) Excellency. For each success on any roll made using the First, Second or Third Excellencies, the Infernal gains 1 mote of Essence back, up to a maximum of the Infernal's permanent Essence rating. This Charm cannot increase the Infernal's Essence pool past its normal maximum.

Source: Bodhisattva**(YOZI) ARTS EXTERNALISED****Cost:** -; **Mins:** Essence 5, General 0; **Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** , Sorcerous Enlightenment of (Yozi) (x3), (Yozi) Mythos Exultant

The Primordials are masters over their own mythos. How could they not be? And so that all-encompassing existence, scribed against the shinma, exists within them and without. Even if sorcery may tap those aspects, it will never compare to their own mastery. This Charm permanently enhances Sorcerous Enlightenment of (Yozi) and its repurchases. Spells cast which directly invoke the Yozi or their souls by their very nature, such as a Malfean use of s Total Annihilation, or a use of s Narrative Shredding Bolt by the Dragon Beyond the World, receive a 5m, 1wp discount, to a minimum of 5m, 1wp. This explicitly stacks with any discounts which may be granted by the Sorcerous Initiation of (Yozi) to the spell in question. Use of s Slave-Spawn Summons, s Fiend-Vassal Conscription, and s All-Commanding Oversoul Beckoning only provides the discount when summoning a demon from the soul hierarchy of the appropriate Yozi.

Source: EarthScorpion**FIRST HEGRA EXCELLENCY****Cost:** 1m per die; **Mins:** Essence 1, Hegra 0; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)**Keywords:** Combo-OK**Duration:** Instant**Prerequisites:** , None

The Typhoon of Nightmares is *always excited*, a *manic* being who *revels* in the *sensuous*. Her *erratic moods* are *constantly shifting* through the *spectrum of emotions*, and she is *subject only* to her *whim*. Hegra *clings* to her *dreams* because they are *more pleasing* than *reality*, and *wishes* to *share* her *vision*. She brings both *inspiration* and *terror*, *disturbing* the sleep of dreamers with *unwanted revelations*. Her wrath is less deadly than her *carelessness*, as

her catastrophic storms cause massive collateral damage, without her knowing. Despite the exuberant rejoicing that her aimless passage through Malfeas brings, her mercy is just as unintended as her malice. She enjoys all that she does as if giving an artistic performance or playing a game, because she will not do anything which does not please her.

Characters may apply this Charm to actions that resonate with their emotions and passions, or acts of flamboyant and over the top vivacity. Actions that focus on style over substance or seem heroic are always better than those that are merely effective, as Hegras form is nothing but dreams and gossamer, shaped into her own self-image. Socially, she arouses passions and incites revolutionary changes, upsetting systems of oppressive control or restraint with out of control emotion. She exploits the feelings of others, using them to achieve her own satisfaction. This Charm can never enhance any action that conflicts with the Infernals own emotions or Intimacies, as Hegra values fantasy over reality and cannot place necessity above what she wants.

Source: The Demented One

HEGRA MYTHOS EXULTANT

Cost: ; **Mins:** Essence 3, Hegra 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , First Hegra Excellency

Hegras rains bring madness, washing away the harsh realities of the world with their downpour. The Infernal may forgo the mote or Willpower awards of a stunt to cause a single character within (Essence x 10) yards to lose a point of Willpower, as a shaping effect. Characters with awakened essence may choose to instead spend motes equal to (stunt rating x 3).

Source: The Demented One

SORCEROUS ENLIGHTENMENT OF HEGRA

Cost: ; **Mins:** Essence 3, Hegra 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: , First Hegra Excellency

The passage of the Typhoon of Nightmares warps and twists emotions. Spells create, alter, or influence emotional states, desires, or memories cost an additional point of Willpower to resist when cast with the Sorcerous Enlightenment of Hegra, if they normally require Willpower to resist. If the mental influence must be resisted multiple times, this increase only applies to the first such time any given character resists it. Hegras taboo bans the creation of material things, adding one Willpower to the cost of any spell that does so. If this is an ancillary effect of the spell, the Infernal may warp it away to avoid this ban, but she cannot do so if creation is the primary purpose of the spell. Summoning does not count as creating a thing, so the Infernal may freely bind demons and other beings to her will.

Source: The Demented One

ECSTATIC PASSION KALEIDOSCOPE**Cost:** 5m; **Mins:** Essence 2, Hegra 0; **Type:** Reflexive**Keywords:** Combo-OK, Emotion**Duration:** One scene**Prerequisites:** , None

Hegra subsists entirely on emotion, the whole of her being coalescing around her hysteric passions. Activating this Charm, the Infernal may instill herself with any emotion, passion, or feeling, exerting unnatural mental influence upon herself. The Infernal may add (Essence/2) dice to any action which resonates with that emotion, which does not count as dice added by Charms. This Charm also exerts the usual penalties of an Emotion effect: a -1 internal penalty on any action that does not resonate with the emotion instilled, or a -3 internal penalty on any action that directly opposes that emotion. The Infernal must spend a point of Willpower to cancel this Charm before its duration ends, or if they activate it again to change the emotion it creates.

A second purchase of this Charm allows the Infernal to re-activate it as an innate ability. So long as it is already active, activating it a second time to change the emotion it creates does not count as Charm activation, and they need not pay a Willpower surcharge to do so. A third purchase of this Charm at Essence 5 allows the Infernal to waive its mote cost when activating it, and it extends its duration to Indefinite. However, they can never voluntarily cancel the effects of this Charm; they may change the emotion it instills with a subsequent activation, but cannot simply end its effects.

Source: The Demented One**SOUL-CRUCIBLE DIABOLISM****Cost:** (1m); **Mins:** Essence 2, Hegra 0; **Type:** Permanent**Keywords:** Emotion**Duration:** Permanent**Prerequisites:** , Ecstatic Passion Kaleidoscope

The poisoned souls of the Infernal Exalted overwhelm any mere venom. This Charm permanently upgrades Ecstatic Passion Kaleidoscope. Whenever the Infernal would be affected by any form of poison while it is active, she may pay a single mote to absorb it into her system, consuming it harmlessly. The resultant backwash of toxins produces a slight euphoria, and the Infernal must change the emotion instilled in her by Ecstatic Passion Kaleidoscope, though this does not count as canceling its effects.

Source: The Demented One**EXTRAVAGANT REVELRY CARNIVAL****Cost:** (+1wp); **Mins:** Essence 2, Hegra 0; **Type:** Permanent**Keywords:** Emotion, Social**Duration:** Permanent**Prerequisites:** , Ecstatic Passion Kaleidoscope

Hegras rains slick the streets of the Demon City with alien passions and vivid memories, fomenting sensual hallucinations. This Charm permanently upgrades Ecstatic Passion Kaleidoscope. Whenever the Infernal activates it, she may pay a surcharge of one Willpower to roll (Charisma + Performance) against the Dodge MDV of all characters who can see her. Any character whose MDV is exceeded succumbs to

the same Emotion effect as the Infernal, a form of unnatural mental influence that can be resisted for two points of Willpower. This Emotion effect lasts for one scene. They do not gain the bonuses of Ecstatic Passion Kaleidoscope; only the base penalties of the Emotion effect.

In addition, while Ecstatic Passion Kaleidoscope is active, the Infernal may enhance any social attack that would rouse the same emotion it instills. Doing so costs a point of Willpower for Performance-based attacks, or two motes for Presence-based attacks, and inflicts the same unnatural mental influence as above if the social attack is successful. The character must resist this influence separately from the social attack if the Infernals roll overcomes their MDVs. Enhancing a social attack in this way does not count as Charm activation.

Source: The Demented One

RED RAGE INCITEMENT

Cost: (+6m); **Mins:** Essence 4, Hegra 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: , Extravagant Revelry Carnival

Blood flows when Hegras rain falls. This Charm upgrades all Extravagant Revelry Carnival. Whenever the Infernal activates it to inspire anger, rage, or hatred, she may pay six motes to append an additional Emotion effect. All characters who fail to resist the initial mental influence gain a single bonus die on all combat-related actions and Valor rolls. In addition, if multiple characters are affected, the Infernal may organize them into an unordered military unit. The Infernal may choose to take command of this mob, or leave it to its own rampaging hatred. This additional unnatural mental influence may be resisted for a single point of Willpower, but otherwise lasts for as long as the initial Emotion effect. Once the Emotion effect ends, mass units created by this Charm will dissolve and wander off.

Source: The Demented One

YELLOW-BELLIED COWARDICE INFLICTION

Cost: (+6m); **Mins:** Essence 4, Hegra 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: , Extravagant Revelry Carnival

Cowardly hearts quail at the thunderous roar of Hegra, succumbing to the countless exotic terrors of her rains. This Charm upgrades all Extravagant Revelry Carnival. Whenever the Infernal activates it to inspire fear, panic, or cowardice, she may pay six motes to append an additional Emotion effect. All characters who fail to resist the initial mental influence are overcome with fear, and must make a Valor roll each action. They may act normally if they succeed, but are left cowering and cringing if they fail, forced to take a Guard action. Mass combat units that succumb to this influence must instead check for rout each action, at a difficulty of 1. This additional unnatural mental influence may be resisted for a single point of Willpower, but otherwise lasts for as long as the initial Emotion effect.

Source: The Demented One

VIRGIN-EATING SERAGLIO ARTS

Cost: ; **Mins:** Essence 3, Hegra 0; **Type:** Permanent

Keywords: Social

Duration: Permanent

Prerequisites: , Extravagant Revelry Carnival

To revel in the rains of Hegra is beyond all other pleasures. Having danced beneath the Typhoon of Nightmares and known the glories of her half-dreams, who can deny her? This Charm upgrades all Infernal Charms with the Emotion keyword, so long as exert the usual penalties for an Emotion effect on their victims. If the subject of such an effect attempts to exert his MDVs against mental influence when doing so would be at odds with the imposed emotion—that is, if he would suffer a -3 penalty to his MDV dice pool from doing so—that mental influence is considered unnatural, regardless of its source. This includes even Emotion effects that target the Infernal herself. A second purchase of this Charm at Essence 4 increases its scope. Subjects of Emotion effects created by the Infernals Charms treat mental influence as unnatural if resisting it does not align with the emotion imposed on them, suffering the corresponding -1 penalty to their MDV dice pool.

Source: The Demented One

SPIRIT-CRACKING BEDLAM

Cost: ; **Mins:** Essence 4, Hegra 0; **Type:** Permanent

Keywords: Compulsion, Emotion, Social

Duration: Permanent

Prerequisites: , Virgin-Eating Seraglio Arts

The Typhoon of Nightmares thunders in the minds of the mad, bidding them dance to her own strange passions. This Charm upgrades Virgin-Eating Seraglio Arts. Any mental influence that it would render unnatural now costs two points of Willpower to resist, rather than one. Exalts and other characters with a Limit Track may instead gain a single point of Limit for resisting it even if they have already done so in that scene (this does not stack with the base Limit an Exalt gains for resisting unnatural mental influence for the first time in a scene). Even Exalts who are free of the Great Curse, and who do not normally gain Limit from resisting mental influence, still gain Limit from resisting valid exception. The Alchemical and Abyssal Exalted are notable exceptions to this rule. Alchemical Exalts instead lose a point of temporary Clarity whenever they resist any valid mental influence, while the Abyssal Exalted are unaffected.

In addition, whenever a character enters Limit Break or Torment while subject to an Infernal Emotion effect that exerts the stand penalties, their normal Break or Torment is instead replaced with the effects of any Solar-type Limit Break that resonates with any one of the emotions that is imposed on them, chosen by the Storyteller. If there is no existing Limit Break that matches any of the emotions, the Storyteller may either create a suitably similar effect, or simply deem that the character enters their usual Limit Break or Torment, at his discretion. A character may spend a single point of Willpower to resist this unnatural mental influence, allowing their Limit Break or Torment to occur normally. Exalts who have been freed from the Great Curse are never subject to this effect.

Source: The Demented One

STORM-HEART TEMPEST INFLECTION**Cost:** 15m, 1wp; **Mins:** Essence 5, Hegra 0; **Type:** Simple**Keywords:** Combo-Basic, Compulsion, Emotion, Social**Duration:** Instant**Prerequisites:** , Spirit-Cracking Bedlam

Hegra exists in unfeeling bliss, because she cannot bear to face her suffering. She wishes that all things were just as decadent and ecstatic as she is, that she might not have to be reminded of her true state. Activating this Charm, the Infernal rolls (Charisma + Presence) against her targets Dodge MDV. If she succeeds, her target succumbs to an eruption of cathartic passion unless he spends two points of Willpower to resist this unnatural mental influence. An Exalt immediately enters Limit Break, and must spend a point of Willpower if they wish to exert partial control over their actions. However, this spontaneous Limit Break resets their Limit to zero, just as if it were a natural one. Infernals instead suffer Torment. Un-Exalted characters targeted by this Charm instead suffer a Solar Limit Break selected by the Storyteller from among those associated with the targets highest Virtue. Mortals cannot partially control this Limit Break, and characters of awakened essence must still spend a point of Willpower to do so.

An Exalt who is not subject to the Great Curse may resist this effect without needing to spend any Willpower. However, he may choose to enter into Limit Break, choosing one from among those associated with his highest Virtue. If he does, he may partially control his actions without needing to spend any Willpower, and his Limit track is reset once it ends. The Alchemical and Abyssal Exalted are exceptions to this rule. An Alchemical who succumbs to this influence loses all points of temporary Clarity or Dissonance, his veneer of transhuman dispassion torn away in a torrent of strange emotions and cathartic release. The Abyssal Exalted cannot be affected by this Charm at all, as not even Hegras fantasies can wash away the darkness of Oblivion.

Source: The Demented One**IGNORING SENSELESS BABBLE****Cost:** 5m; **Mins:** Essence 2, Hegra 0; **Type:** Reflexive (Step 2)**Keywords:** Combo-OK, Social**Duration:** Instant**Prerequisites:** , Ecstatic Passion Kaleidoscope

Hegras bright passions numb her to the world outside, letting her dream away the absurdities of her imprisonment. This Charm may be activated in response to any form of mental influence, allowing the Infernal to perfectly dodge it. This Charm may defend against undodgeable mental influence. If the Infernal has Ecstatic Passion Kaleidoscope active, she may activate this Charm for a reduced cost of three motes against any mental influence that does not align with the emotion created by it, or for one mote against influence that is directly opposed to that emotion.

Source: The Demented One**SKY-CRISIS STRIKE****Cost:** 2m; **Mins:** Essence 2, Hegra 0; **Type:** Simple**Keywords:** Combo-OK, Obvious**Duration:** Instant

Prerequisites: , Ecstatic Passion Kaleidoscope

Blizzards of fancy and lightning bolts of erotic passion rain down from Hegras storm fronts, disasters as wonderful as they are destructive. Activating this Charm, the Infernal rolls (Charisma + Presence) as she hurls a bolt of prismatic lightning, a burst of gossamer ice, or some other form of emotional weather at a character within (Essence x 50) yards. Strong emotions draw down Hegras wrath, and the Infernal receives a single automatic success on the attack roll if she attacks a character who is subject to an Emotion effect that exerts unnatural mental influence. The base damage of this is attack depends on the stunt awarded to the Infernals attack, equal to (Stunt Rating x 5) lethal piercing damage. Attacks not awarded a stunt at have a base damage of only (Essence), to a maximum of 5L piercing.

Source: The Demented One

FIRMAMENT-SHAKING CATAclysm

Cost: (+2m per effect); **Mins:** Essence 2, Hegra 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: , Sky-Crisis Strike

Both Hegras anger and her passion shake the sky, cracking its very foundation. The Infernal may channel a Virtue to enhance Sky-Crisis Strike without needing to spend a point of Willpower. In addition, upon purchasing this Charm, the Infernal may choose any of the following upgrades to Sky-Crisis Strike. Additional upgrade may be learned for a cost of one experience point each, or one bonus point for two. An Infernal may choose to employ any of the upgrades she has learned when activating Sky-Crisis Strike, for a cost of two motes each. At Essence 3, the Infernal may pay 5 motes and a point of temporary Willpower to append all of the upgrades she knows to an attack.

⌋Blinding Rainbow⌋: Lashing ribbons of prismatic light emanate from the Infernals presence, too bright to behold. If the attack successfully hits, the target must succeed on a (Wits + Dodge) roll to avert her eyes or be dazed, suffering a -2 external penalty on all non-reflexive actions until her DV next refreshes, as a Crippling effect. If she succeeds on the roll, she suffers only a -2 internal penalty.

⌋Blood Sirocco⌋: Shimmering waves of oppressive heat distort through the air, charring the flesh of the Infernals victims. If the attack is successful, it inflicts a single additional level of post-soak damage.

⌋Eldritch Rime⌋: Countless flecks of diamond ice fly from the Infernal, numbing and freezing the flesh of those who struggle against the blizzard. If the attack is successful, its victim delays his next action for (Essence) ticks, to a maximum of 5 ticks, as a Crippling effect. This effect is non-cumulative, and does not stack with other similar effects.

⌋Lightning Scourge⌋: Shimmering lightning arcs from the Infernals fingers to her victim. Rather than merely halving the soak from her targets armor, the Infernal reduces it to a third of its original value.

⌋Whirlwind Strike⌋: A roaring wind blows from the Infernals own breath, buffeting down all who stand against her. If the attack successfully hits, the target must roll to resist knockdown or fall prone.

Source: The Demented One

ONE HUNDRED COLORS STAIN

Cost: ; **Mins:** Essence 4, Hegra 0; **Type:** Permanent

Keywords: Poison

Duration: Permanent

Prerequisites: , Firmament-Shaking Cataclysm

Hegras rains are tintured with mortals dreams, and those who dance beneath them revel in alien visions. This Charm upgrades Sky-Crisis Strike. Whenever the Infernal deals damage to an enemy with it, they are drenched in streams of colorful rain, exposing them to a poison called Psychedelic Rain, with traits of Damage 2B, Toxicity 3, Tolerance /, Penalty -2. Each time a character suffers damage from the poison, he also loses a point of Willpower. If a character is reduced to zero temporary Willpower as a result of this, they gain a derangement of the Storytellers choice at the strength of a debility, often delusions or hallucinations.

In addition, the Infernals flesh itself becomes toxic. Any character that has prolonged contact with any of her bodily fluids is also exposed to the toxin. Touch is not enough to transmit the poison normally, but the Infernal may reflexively pay four motes to render physical contact with her of any sort including being struck by an unarmed attack, or successfully hitting her with an unarmed attack sufficient vector for it. Likewise, she may pay four motes whenever she activates any Infernal Charm that creates food, drugs, or any other ingestible substance to lace its products with poison and she must succeed on a Compassion roll to avoid doing so whenever she activates a valid Charm, if she has the motes available. However, when transmitted through any of these secondary vectors, the poison has a Tolerance rating of the targets (Stamina + Integrity)/1 hour. Each incident of exposure counts as only a single dose.

Source: The Demented One

WORLD-DROWNING CLOUDBURST

Cost: (+6m, 1wp); **Mins:** Essence 3, Hegra 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Sky-Crisis Strike

The Infernal raises her hands up to the sky, calling down bolts of lightning or crushing rain. This Charm upgrades Sky-Crisis Strike. The Infernal may pay six motes and a point of Willpower when activating it to call down the attack from the sky, allowing them to target up to (Essence) enemies. He makes only a single attack roll for these, but calculates and rolls damage separately for each of them. At Essence 4, the Infernal may add additional targets for a cost of three motes each, in addition to the base surcharge of this Charm. Individual Extras may be added as targets for no mote cost. There is no limit to how many additional targets she may add this way, but the Infernal cannot target any character with more than (Essence) attacks, or (Essence x 3) attacks for mass units of Magnitude 3+.

Source: The Demented One

VIBRANT RAINBOW CHORUS

Cost: 5m, 1wp; **Mins:** Essence 3, Hegra 0; **Type:** Simple

Keywords: Combo-OK, Sorcerous

Duration: Indefinite

Prerequisites: , Ecstatic Passion Kaleidoscope

The Infernal experiences emotion as a synesthetic chorus of music, from the violet strains of love to the bright red cacophony of anger. This perception allows her to know the dominant emotion of all characters she can perceive, and she may place any characters emotions in context within the scene, if applicable. In addition, if any of a characters Intimacies or their Motivation resonate with their current emotional state, they are made Obvious to the Infernal. The Infernal may perceive this with any of her senses, allowing her to benefit from this information even if she is blinded or deafenedshe might taste the different flavors of emotion on the air, or feel their psychic vibrations. This does not allow her to ignore any of the usual penalties for sensory impairment, however.

A second purchase of this Charm grants the Infernal (Essence) automatic successes on all Awareness-based actions to perceive any character whose emotions he can detect with this Charm. However, he suffers an equal external penalty on all Awareness-based rolls to perceive things without emotions or whose emotions he cannot read. In addition, even if blinded or deafened, he may still use the synesthetic perception of this Charm in place of his lost senses, allowing him to visually or audibly perceive characters without the usual penalties of his impairment, so long as he can sense their emotions. He still suffers the normal penalties for perceiving anything with no emotions, or whose emotions he cannot detect. The perception granted by this Charm extends to (Essence x 100) yards when used in this way as an independent sense.

Source: The Demented One

ERSATZ ADVENTURE IMAGINATION

Cost: ; **Mins:** Essence 2, Hegra 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , None

Sometimes Hegra never realizes she was ever in the Wyld, as her own fantasies and daydreams bring her just as much pleasure. Whenever the Infernal would suffer mutation from exposure to the Wyld, the Shaping effect is converted into an Illusion effect that exerts unnatural mental influence on her. She rolls to avoid mutation as normal, but may spend a single point of Willpower to resist it entirely. If the Infernal does gain any mutations, they function normally, as the chaos of the Wyld reacts to their hallucinated transformations. However, upon leaving the Wyld, all such illusionary mutations are terminated, bubbling away into kaleidoscopic essence as they are exposed to stark reality.

A second purchase of this Charm at Essence 3 extends its protection against any shaping effect used by a raksha. Though they still function normally, they may be resisted for a cost of one Willpower, and their duration is terminated as soon as the Infernal leaves the Wyld. If the Infernal is not in the Wyld when the raksha attempts to shape them, then any Shaping effect the employ is terminated at the end of the scene.

Source: The Demented One

EPIC SAGA PLAYGROUND

Cost: ; **Mins:** Essence 3, Hegra 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Ersatz Adventure Imagination

Hegra's presence suffocates all dreams lesser than her own, quashing them beneath the weight of her superior imaginative vision. This Charm upgrades Ersatz Adventure Imagination, extending its benefits to all Creation-born characters within (Willpower x 10) yards of the Infernal, allowing them to treat valid Shaping effects as Illusions if they please. However, they must either be subject to an Emotion effect created by one of her Infernal Charms, or have an Intimacy towards her, to receive this benefit. A second purchase of this Charm at Essence 5 extends its range to an entire waypoint, so long as the Infernal is within it. However, this does not function while the Infernal is within a freehold she does not control within such a sub-reality, this Charm only provides its benefits within its base range.

Source: The Demented One

EXUBERANT DREAM-WISP STYLE

Cost: ; **Mins:** Essence 2, Hegra 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Ersatz Adventure Imagination

Hegras storm clouds are a condensate of mortal dreams, pregnant with the gossamer of a thousand fantasies. The Infernal gains a pool of (Essence) gossamer, which is replenished at the beginning of each story. This gossamer is cumulative with other sources, but leftover gossamer is wasted when the Infernals pool is replenished. Whenever the Infernal takes an action that is enhanced by Infernal Charms, she may spend gossamer in place of Willpower to add automatic successes or channel a Virtue. Doing so renders the action Obviously magical, as the Infernals surreal fantasies bleed into reality. Any action taken in the Wyld can also be enhanced by spending gossamer.

Source: The Demented One

BROOD OF NIGHTMARES

Cost: 5m, 1wp; **Mins:** Essence 3, Hegra 0; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Shaping

Duration: Instant

Prerequisites: , Exuberant Dream-Wisp Style

Hegras nightmares birth monsters strange and beautiful. The Infernal may activate this Charm only when she sleeps, entering into a fitful nightmare that imposes a -1 penalty on her roll to recover Willpower. However, the Infernal may shape her nightmares into an imaginary monster. This functions exactly as creating a living artifact with Craft (Genesis), except that the Infernal rolls her (Willpower + Essence), and the crafting interval is only eight hours. This action may be enhanced by Excellencies of Hegra as though the dice pool was a combination of (Attribute + Ability). All threshold successes gained are banked towards creating the Infernals nightmare monster. They are lost if the Infernal goes an entire season without activating this Charm to craft the nightmare, or if the Infernal begins crafting a different nightmare. No materials or facilities are needed for this form of crafting, other than the Infernals own mind, and she may ignore the normal Ability minimums needed for artifact crafting. This dream-crafting is fully compatible with other Charms and effects that

alter or create dreams, though excessive use of them may flavor the appearance of the Infernals nightmare.

Once the Infernal has finished creating her nightmare monster, she must complete it by spending gossamer equal to its artifact rating, which takes the place of the exotic components needed to craft the artifact. However, these dream-things are real only to the Infernal, existing as hallucinatory companions. If she wishes to give one its own reality, she must commit two motes per dot of Artifact rating to it as a miscellaneous action, which does not count as Charm activation. Doing so causes the monster to appear, fully real, for the rest of the scene. This mote cost is waived in the Wyld. If a monster created by this Charm is killed, the Infernal cannot manifest it again until they have spent gossamer equal to its Artifact rating. However, any other form of harm or damage inflicted to a beast does not carry over between manifestations. Monsters manifested by this Charm are fully real constructs of essence and dreamstuff, not the petty glamour of the Fair Folk.

Source: The Demented One

SCRUMPTIOUS DELIRIUM BANQUET

Cost: 5m, 1wp per point of gossamer; **Mins:** Essence 4, Hegra 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Touch

Duration: Instant

Prerequisites: First Hegra Excellency, Exuberant Dream-Wisp Style

Hegras storm-body abounds with wisps of dreams and gossamer lightning, a delectable treat for the Fair Folk. In the days before Creation, she would laugh and laugh as the raksha gorged themselves to death on her primordial essence. The Infernal may use this Charm to bestow gossamer upon a character, paying a single point of Willpower for each point of gossamer granted. She may choose to pay gossamer she personally possesses in place of Willpower. Characters incapable of using gossamer cannot benefit from this Charm at all.

Unfortunately for the Fair Folk, all the gossamer made by this Charm is flavored with primordial essence. A little is a tasty treat for them, but too much of it will corrode their essence flows from the inside-out. If the Infernal bestows an amount of gossamer on a raksha exceeding half the rating of their highest feeding grace with a single activation of this Charm, the raksha explodes in a conflagration of prismatic light and synesthetic fantasies, dying instantly. Non-heroic raksha explode if fed even a single point of gossamer by this Charm. The rainbow-slick residue left behind the explosion can be consumed by a single character, allowing them to recover a single point of Willpower or gossamer as they enjoy the delicious remains of the fae.

Source: The Demented One

EXCESSIVE SPLENDOR WONDERLAND

Cost: 15m, 1g+; **Mins:** Essence 4, Hegra 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Sorcerous

Duration: Indefinite

Prerequisites: , Scrumptious Delirium Banquet

The Wyld once roiled and bubbled as Hegra passed through it, twisted into the strange fantasies of her dreaming. Activating this Charm, the Infernal invests up to (Essence) points of gossamer into a waypoint, staining the chaos of the Wyld with primordial energies. Waypoints that are part of a freehold the Infernal does

not control, or that are part of an Unshaped, cannot be targeted. The saturation of gossamer turns the waypoint into a sensual paradise for the raksha. They may sense the transformed waypoint from (Essence) waypoints away, and must succeed on a Temperance roll to avoid journeying to it, and must likewise do so to leave it. Within the transformed waypoint, raksha double the rate at which they respire essence, and add dice equal to the amount of gossamer spent on this Charm to all shaping actions they make. These dice count as being added by Charms.

Little do the Fair Folk realize that the sorcerous paradise created by this Charm is actually a death trap. A raksha within the waypoint suffers an unsoakable level of aggravated damage at a certain interval, as poisonous gossamer corrodes his essence patterns. The interval for this damage is determined by the amount of gossamer invested by the Infernal: once a month for one gossamer, once a week for two gossamer, once a day for three gossamer, once at the start of each scene for four gossamer, and once each action for five gossamer. With ten gossamer invested, this damage occurs once per tick. Raksha killed by this Charm dissolve into shimmering residue, as with Scrumptious Delirium Banquet. Even as the raksha realize that the waypoint tears them apart, they must still suppress their Temperance to leave it.

Source: The Demented One

BREATH OF QUICKSILVER

Cost: ; **Mins:** Essence 2, Hegra 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Ersatz Adventure Imagination

Hegras dreams are not all her own. She breathes deep the constant fog of dreaming that arises from Creations mortal peoples, from the fantasies of the Wyld, from the slumber of her own fellow titans. The Infernal adds (Essence/2) automatic successes to all rolls made to recover Willpower after sleeping, as she experiences countless dreams in which she is many people. However, she still cannot ever regain more than (Conviction x 2) Willpower from any one roll. In addition, any effect that would prevent the Infernal from dreaming is of no use even if she cannot dream, she can still revel in the dreams of others.

Source: The Demented One

MIST-SUBLIMATION DEFENSE

Cost: 5m; **Mins:** Essence 2, Hegra 0; **Type:** Reflexive (Step 5)

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

Prerequisites: , Breath of Quicksilver

Melting into a burst of colorful wisps, the Infernal flows around an attack even as it strikes them, reforming as it passes through. This Charm is a perfect dodge against any attack the Infernal is aware of, even undodgeable attacks. This defense occurs in Step 6, allowing her to dodge attacks that would otherwise have hit her.

This Charm is vulnerable to the Imperfection of the Typhoon of Nightmares. It may be used at any time, but the Infernal must pay a surcharge of two motes whenever they defend against an attack made by a character with more than three points of temporary Willpower remaining, or a surcharge of five motes when defending against a character with more than seven points of Willpower.

Source: The Demented One

FIGMENTS AND CHILDISH THINGS

Cost: 6m; **Mins:** Essence 3, Hegra 0; **Type:** Simple

Keywords: Combo-OK, Illusion

Duration: One scene

Prerequisites: , Breath of Quicksilver

Hegras mists cloud perception, staining it with her colorful whimsies and make-believes. The Infernal rolls (Manipulation + Presence) against the Dodge MDV of any character she can perceive within (Essence x 10) yards. If she succeeds, she has free reign over her victims perceptions. She may create intangible illusions that deceive any of the senses, and it is equally easy for her to simply shut down the victims senses, stripping him of sight or hearing. A character may resist this unnatural mental influence for a cost of two Willpower, and may disbelieve an illusion if he is presented with definitive proof that is is false. The Infernal may choose to target additional characters with this Charm for a cost of two motes each, rolling (Manipulation + Performance). If he targets multiple characters, any illusion he creates is perceived by all of themhe cannot give each one their own individualized fantasies. At Essence 5, the range of this Charm increases to (Essence x 100) yards.

Source: The Demented One

NIGHTMARES REIGN

Cost: ; **Mins:** Essence 4, Hegra 0; **Type:** Permanent

Keywords: Social

Duration: Permanent

Prerequisites: , Eerie Phantasm Apparition

Should Hegra ever become lucid enough to contemplate her own defeat and mutilation, all Malfeas would fall into nightmares. When the Infernal activates Eerie Phantasm Apparition, she may choose not to direct her dream-message to any one character. Instead, she rolls a single Performance-based social attack, an influence that is conveyed to all characters within (Essence) miles of her when they next sleep. This functions just as with a normal Eerie Phantasm Apparition, although the Infernal does not suffer penalties for sending dreams to characters they do not know. No character can be excluded from this sending, including the Infernal herself. A second purchase of this Charm at Essence 7 extends its range to (Essence x 100) miles, while a third purchase at Essence 9 extends its range to (Essence x 1,000) miles, allowing her to haunt entire directions with nightmares.

Source: The Demented One

EERIE PHANTASM APPARITION

Cost: 10m, 1wp; **Mins:** Essence 3, Hegra 0; **Type:** Simple (Speed 6 in long ticks)

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: , Breath of Quicksilver

Hegras thundering disturbs the sleep of the Demon City, loosing clutches of nightmares and terrifying fantasies. The Infernal makes a Presence-based social attack, but does not actually speak aloudindeed, her intended target need not even be

there to hear her. Instead, the next time the target of the social attack sleeps, he is haunted by a phantasmagoria of bizarre dreams, conveying the social attack the Infernal made. He may only defend against the influence with his Dodge MDV, and suffers a -2 internal penalty to the pool used to calculate it. Using this Charm to target characters that the Infernal does not know is difficult she suffers a -5 external penalty on the social attack roll if she has never met her target, or a -3 external penalty if she has only seen him or met him in passing, without any actual interaction. Making a social attack into a characters dreams renders it unnatural mental influence, with a cost of one Willpower to resist. The Infernal can shape the imagery and symbolism of the dream as he chooses, and may use this to either grant his target a bonus die on the roll to recover Willpower upon waking, or inflict a -1 internal penalty on the same roll if they do not resist the mental influence.

Source: The Demented One

EMERALD EGO CALCIFICATION

Cost: (+6m); **Mins:** Essence 4, Hegra 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: , Extravagant Revelry Carnival

Hegra is nothing but dreams and glamour, a knot of gossamer wrapped around itself. But she is not weak. At her core there is something stronger than dreams, stronger than bliss, stronger than chaos. Will. This Charm upgrades all Extravagant Revelry Carnival. Whenever the Infernal activates it to inspire confidence, determination, or resolve, she may pay six motes to append an additional Emotion effect. All characters who fail to resist the initial mental influence are filled with unshakable willpower. They double the bonuses they receive to their MDVs against mental influence that opposes an Intimacy, Virtue, or their Motivation. In addition, whenever they spend Willpower to enhance an action, they add two automatic successes, rather than one.

Source: The Demented One

INDELIBLE PRISMATIC STAINS

Cost: ; **Mins:** Essence 2, Hegra 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Ecstatic Passion Kaleidoscope

Hegras heart is as the storm clouds sometimes illuminated by brilliant lightning, sometimes choked with dark rains, and sometimes still and tranquil. Just as the storm, there is nothing that can bind or fetter her passions. This Charm upgrades Ecstatic Passion Kaleidoscope. While it is active, the Infernal may treat any mental influence that would cause her to feel or experience an emotion, or gain an Intimacy based on an emotional context, that is opposed or incompatible to the emotion she has inflicted upon herself as unacceptable orders. A second purchase of this Charm at Essence 4 extends its benefits to all Infernal Charms she knows that exert an Emotion effect, so long as they carry the usual penalties for such effects. Any character subject to the mental influence of such a Charm gains the benefits of Indelible Prismatic Eddies.

Source: The Demented One

ABUNDANT EUPHORIA APOTHECARY**Cost:** 1m or 10m, 1wp; **Mins:** Essence 3, Hegra 0; **Type:** Simple**Keywords:** Emotion, Obvious**Duration:** Instant**Prerequisites:** , Extravagant Revelry Carnival

The Infernal formulates a potent mind-altering drug within their body, secreting it in a consumable form. They might vomit up a clutch of candy-colored pills, weep tears of pungent liquor or acrid coffee, grow herbs amid their hair, or any other form of internal alchemy they wish. Any form of drug may be produced by this Charm. The Infernal chooses an emotion to instill the drug with, and any character who ingests it automatically succumbs to that passion as a form of unnatural mental influence, costing two points of Willpower to resist. Activating this Charm for one mote produces a single dose, while for ten motes and a point of Willpower, the Infernal may produce enough drugs for a mass unit with a Magnitude no greater than her Essence. Regardless of the activation chosen, this Charm incurs a surcharge of one Willpower if the Infernal does not have Ecstatic Passion Kaleidoscope active and instilling the same emotion she imbues the drugs with.

A second purchase of this Charm renders the Infernals drugs extremely addictive. Any character who consumes a dose must pay a single point of Willpower or become hopelessly addicted. Whenever they have an opportunity to consume more of the drugs, they must succeed on a Temperance roll or else become obsessed with doing so, suffering a -3 internal penalty on all actions until they have taken a dose. They may ignore this penalty for a scene by spending a point of Willpower, or may spend a point of Willpower to forgo the Temperance roll, succeeding automatically. The initial addiction constitutes unnatural mental influence and must be resisted separately from the Emotion effect of the drug, but subsequent Temperance rolls to resist temptation are a form of natural influence. At Essence 5, the difficulty of the Temperance rolls increases to (Essence/2).

Source: The Demented One**SEE THROUGH THE BLACKEST DARK****Cost:** 3 motes; **Mins:** Essence 2, Hemera 0; **Type:** Supplemental (Step 1)**Keywords:** Combo-OK, Obvious**Duration:** 1 scene**Prerequisites:** Eternal Light Stance

Even the blackest dark is as nothing compared to Hemera's light. When activating this Charm, the Infernal gains the ability to see perfectly in all forms of darkness for one scene. Observers see that his eyes are emitting a soft light, but note no other changes. This charm also allows the Infernal to see through magical darkness.

Source: PureMadness**BLINDING MAJESTY SHINTAI****Cost:** 5 motes, 1 Willpower; **Mins:** Essence 4, Hemera 0; **Type:** Simple**Keywords:** Form-Type, Obvious, Shaping**Duration:** Indefinite**Prerequisites:** Punish the Unworthy, See By Unrevealed Light

Hemera is a being of light, and so are those that are favoured to him. He is

majestic, and his light is blinding to those that behold it, and fills them with terrible awe. So, those that imitate his form also become beings of terrible and awesome grandeur.

Activating this charm, the Infernal grows six wings of shining tendrils of light, which he may use to fly, and ensures that he always has at least enough light to see by (this does not make an area well-lit for the purposes of the Imperfection of the Scorching Brightness). Light begins to shine from his eyes, and the Infernal becomes terrifyingly and inhumanly handsome and majestic. Observers require an (Integrity + Essence) role on a difficulty equal to the Infernal's Essence rating to not fall down in worship and fear at this being. This counts as unnatural mental influence.

Source: PureMadness

LIGHT IS INVINCIBLE

Cost: 4 motes; **Mins:** Essence 2, Hemera 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: See By Unrevealed Light

Light is invincible and eternal. This Charm may be used in response to any attack which the character is aware of. It acts as a perfect defence against that attack, even if the attack is unblockable. To observers, the character becomes as insubstantial as light itself for one infinitesimal moment. This charm bears the Imperfection of the Scorching Brightness. This Charm may never be used against attacks aimed at other people, even if the character somehow makes herself the target of the attack.

At Essence 4, the character may purchase this Charm a second time. Doing so allows her to spend 1 Willpower when activating the Charm to extend its duration to one tick. If so, the character may extend the duration to one action by increasing its total cost to 8 motes and a Willpower once she reaches Essence 5.

Source: PureMadness

FIRST HEMERA EXCELLENCY

Cost: 1 mote per die; **Mins:** Essence 1, Hemera 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

The Scorching Brightness is "radiant", believing in "his power and glory" above all. He is "proud" and "shining and glorious" in the midst of battle, and loves "perfection". He "hates" his enemies, but is willing to "perfect them" through battle.

Characters may apply this Charm to any action that is "focused on perfecting themselves and others" or on any action designed to "impress others or encourage them to seek perfection." It may not be used on actions that go against the character's highest Virtue, nor may it be used on actions that mar the character's perfection, as he/she sees it (for instance, fleeing from a battle when that character's view of perfection is martial prowess).

Source: PureMadness

HEMERA MYTHOS EXULTANT

Cost: -; **Mins:** Essence 3, Hemera 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites: First Hemera Excellency

Hemera is the very incarnation of shining ego, and is perfectly convinced that his actions are necessary. When an action enhanced by a Hemera Excellency succeeds, the character may recover a spent Virtue channel of any sort in place of a Willpower reward. Source uPureMadness

Source: PureMadness

XENOVOLTAIC PANEL ABSORPTION

Cost: ; **Mins:** Essence 3, Heretical 0; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: , Crystal-Fire Barrier Technique, Sun-Heart Furnace Soul

This Charm permanently enhances the barriers created by Crystal-Fire Barrier Technique, increasing their soak by (Essence) against purely energy-based attacks, such as Elemental Essence Bolts, beam weapons, or the Essence Vents of a Manse. In addition, if such a barrier successfully soaks such an attack, it momentarily flares with the same kind of energy as the attack itself, before converting and internalizing it to reset its duration to one full day.

A second purchase of this Charm at Essence 4+ allows such barriers to absorb the fluctuating Essence of the Wyld. If a barrier is placed in an area subject to Wyld Exposure, the difficulty of the roll to resist mutation is reduced by two within 100 yards of the barrier, and its duration becomes indefinite. If multiple barriers are placed within range of each other, this effect stacks, but if it would reduce the difficulty of the roll below zero, excess barriers do not benefit from the extended duration, as the ambient energy is too low to sustain them all.

Source: Revlid

BANNED IN THE KING'S HALL

Cost: ; **Mins:** Essence 3, Heretical 0; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: , Contraband Elimination Field

The Infernal's barriers shimmer with unfelt heat, hissing with emerald sparks as others pass through them. This Charm permanently enhances the selective barrier produced by Contraband Elimination Field. Any contraband object (or Artifact) that survives passing through the barrier is immediately superheated, as described in Rebuking Impudent Arms.

Category:Heretical Charms2eInfCharm

source=Revlid

trait=Heretical

name=Stilled Tongue Reinvigoration

cost=

min=0

essence=3

type=Permanent

keywords=Heretical

duration=Permanent

prereqs=Analytical Modeling Intuition (x2), Wickedness Beyond Life

text=The Ebon Dragon delves into the depths of mad necromancy, seeking an ever-greater darkness. In his lack of temperance, he has missed the minor tales that flit through the night like bats, instead focusing on the juiciest and most Primordial morsels of death he can find. The Whispering Flame, by contrast, misses nothing in her micromanagement; no matter how much she might desire to. This Charm permanently enhances the second purchase of Analytical Modelling Intuition, allowing the Infernal to use it to target a corpse (inanimate or otherwise). This produces the same limited, myopic information that would normally be produced for a least god, but can extend to events that occurred in the corpses life, as though seen through their then-living eyes. It is unknown precisely which murky force supplies this information; by all rights, the least god of a lifeless carcass should not have access to it, and this Charm remains effective long after any souls have departed.

Source: Revlid

CARELESS DIRECTIVE INSERTION

Cost: ; **Mins:** Essence 4, Heretical 0; **Type:** Permanent

Keywords: Heretical

Duration: Permanent

Prerequisites: , Counter-Pronouncement of Enthymemic Law, Hollow Mind Possession

The integration of whim and law exhibited by the Endless Desert frustrates She Who Lives in Her Name beyond belief; even belligerent Isidoros simply rejects the hierarchy, rather than nonchalantly mocking it through its own structure. Nevertheless, Cecelyne is the judge and lawmaker of the Primordials, so the Principle of Hierarchy must tolerate her groundless decisions and integrate them into her worldview as best she can. Others are not so capable.

This Charm permanently enhances any Cecelynian Charms that inflict an intimacy (or some other form of loyalty) toward a law as a Servitude effect. These effects can now be applied against characters the Infernal could target with Hollow Mind Possession (such as automatons, the dream-eaten, material intelligences, etc), if they could not before. Such targets acquire this intimacy even if they would not normally be capable of maintaining intimacies, and cannot erode it through mundane means. As normal, they treat this intimacy as being subordinate to their Motivation, but will generally try to accommodate both simultaneously, if possible.

In addition, such targets gain a Limit track, which they add one point to every time they take an action that contradicts this intimacy. Upon acquiring ten points of Limit, they suffer the uncontrolled version of the Deliberate Cruelty Limit Break for a single scene (regaining no Willpower from doing so), before removing all points of acquired Limit. If they undergo this insanity more than (Artifact or Manse or Essence rating) times, they replace their Motivation with the intimacy that triggered their last Limit gain, and constantly suffer from the controlled version of the Deliberate Cruelty Limit Break. There is no known cure for this state, but it is not yet believed to be contagious. Targets who already possess a Limit track are immune to this effect.

Source: Revlid

SORCEROUS ENLIGHTENMENT OF IKANII

Cost: None; **Mins:** Essence 3, Ikani 0; **Type:** Permanent

Keywords: Incomprehensible (1)

Duration: Permanent

Prerequisites: First Ikani Excellency

Spells that facilitate tactical retreat, use trickery to avoid conflict, create confusion or invoke non-direct applications of force are easily empowered by the enlightenment of That Which Reaps The Lost Time. Examples include Flight of Separation, Unconquerable Self, Malediction of the Distorted Compass, The Battles End, Enemy of Nature, Mirage of Protective Shelter and Winds of Confusion. Such spells have their cost reduced by 10m, 1wp to a minimum of 5m, 1wp. The Sorcerous Enlightenment of That Which Reaps The Lost Time cannot cast spells that have overt obvious effects that cannot be hidden by poor visibility. This explicitly applies to any spell that creates illumination as either a primary or secondary effect.

See Manual of Exalted Power: The Infernals, p.164 for additional details on Infernal Sorcery.

Source: thinker

FAR WANDERER ABSENCE

Cost: 20 motes, 1 Willpower; **Mins:** Essence 4, Ikani 0; **Type:** Simple (Speed 5 long ticks)

Keywords: Blasphemy, Incomprehensible(3), Obvious, Sorcerous

Duration: Five Days

Prerequisites: Nightmares Vanish By Day

In the Time of Glory on occasion That Which Reaps the Lost Time would draw its manifold tendrils together, until its jouten body was of smooth clean lines, and then vanish to places unknown even its siblings for a time. This Charm is a teleportation effect and is blocked by magic which prevents such effects. A successful activation flings the Infernal through Other Time. For five days they pass through a white void painted with insubstantial visions of things which never happened. During this period of time they are an invalid target for all actions, functionally they do not exist from the perspective of any other being. They are cut off from all external sources of Essence (or willpower) gaining nothing from Cult or Hearthstones during this period of time. They may not even respire Essence, though they may gain it from other internally generated sources such as Charms that dont rely on external factors. At the end of their lonely voyage they emerge from the Arch of Undreamt Eternities (Lords of Creation, p. XX). This passage cannot be tracked even by supernatural means of tracking, the character simply leaves no trail and this trip is an invalid target for tracking actions.

Use of this Charm is a violation of Ikaniis terms of imprisonment, and at present the Titan itself cannot activate it.

i/b

Source: thinker

MADNESS INSPIRING REVELATION

Cost: None; **Mins:** Essence 3, Ikani 0; **Type:** Permanent

Keywords: Emotion, Incomprehensible (2), Servitude, Social, Training

Duration: Permanent

Prerequisites: Nightmare Incarnate Mien

Those who contemplate Ikanii too long or even remain in his presence risk coming to learn things they wish they hadn't. This Charm enhances its prerequisite; while that Charm is active each scene in which a character studies the Infernal, interacts with them in a non-hostile fashion (being joined in social but not physical combat counts, however being in the same room by pointedly ignoring them doesn't), or remains physically within (Essence)yards of them counts as a scene building an Intimacy of mad devotion towards the Infernal and the incomprehensible secret she holds. This Unnatural Emotion effect can be resisted by spending two willpower points in each scene the subject meets the conditions (this includes the extra willpower required by the basic effect of Nightmare Incarnate Mien). The first time a character actually acquires this Intimacy they also gain a dot of Unknowable Truths as a Training effect, though Exalted can forgo this by accepting a point of Limit instead.

Source: thinker

INCOMPREHENSIBLE INVULNERABILITY

Cost: 5 motes; **Mins:** Essence 2, Ikanii 0; **Type:** Reflexive

Keywords: Combo-OK, Emotion, Obvious

Duration: Permanent

Prerequisites: Unnatural Drift Motion, Nightmare Incarnate Mien

Nothing can strike the unseen terror. This Charm causes any single attack against the Infernal to simply inexplicably fail. The specific reason for this failure is always vague and uncertain, but mechanically it is treated as a perfect dodge that can evade even attacks that cannot normally be dodged. The horrifying realization that the attack didn't connect for no reason the attacker can discern leaves the attacker reeling, any subsequent attacks made against the character on the same tick suffer an external penalty equal to the Infernal's Essence as an Emotion effect.

This Charm suffers from the imperfection of That Which Reaps The Lost Time.

Source: thinker

SHATTERED FRAGMENT INSIGHTS

Cost: 1 mote; **Mins:** Essence 2, Ikanii 0; **Type:** Reflexive

Keywords: Combo-OK, Incomprehensible (1), Social

Duration: Instant

Prerequisites: Unnatural Drift Motion

Ikanii does not deal in lies, but rather a truth that others simply do not understand. This Charm may be used in Social combat or simply in conversation when the Infernal makes any statement that can be classified as a half-truth. From the mad point of view of the Infernal the statement is completely true even if its contradictory with other statements she has made. The fragments of Other Time in which she partially exists allows for many things difficult to understand for those who cling to the illusion of linear causality. Charms that detect truth treat any such statement as the whole and complete truth. This only applies to Charms that detect if the Infernal is lying, Charms that are capable of divining the objective truth by some means detect the disparity as normal. If their questioner has even a single dot in the Unknowable Truths background then this Charm has no impact on their magical methods of interrogation as they are able to perceive events as the Infernal does.

Source: thinker

NIGHTMARES VANISH BY DAY

Cost: None; **Mins:** Essence 2, Ikanii 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: First Ikanii Excellency, Unnatural Drift Motion

The Infernal drifts through the world as a hint of something horrid. He is too alien to truly be a part of the world, therefore its inconceivable he should leave any trace of himself behind. This Charm enhances its prerequisite, as long as the Infernal is under the effects of Unnatural Drift Motion they leave no trail that others can follow, any attempt to track them automatically fails. In supernatural tracking contests they add their Essence in automatic successes to their Wits +Survival roll.

Source: thinker

OTHER TOWER SANCTUM

Cost: None (+30 motes); **Mins:** Essence 5, Ikanii 0; **Type:** Permanent

Keywords: Incomprehensible (5)

Duration: Permanent

Prerequisites: Far Wanderer Absence

Once before it became the broken thing it is now, the Hidden Titan occasionally wished to meditate upon its inscrutable insights or otherwise go about its unknown and unspeakable tasks it would withdraw to its bastion outside the reach of all others. This Charm enhances its prerequisite, the Infernal folds Elsewhere around himself as he enters Other Time slowing and ultimately stopping the voyage engendered by Far Wanderer Absence. This allows the Infernal to remain in that place, secure and outside of existence, with all the advantages and drawbacks that brings as long as they maintain the additional 30m this Charm calls for committed. Once they release these motes the normal effects of Far Wanderer Absence proceed and reach conclusion in their normal time frame.

Source: thinker

FAR DARKNESS DWELLER

Cost: 5 motes; **Mins:** Essence 5, Ikanii 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Shaping

Duration: Indefinite

Prerequisites: Nightmares Vanish By Day

The Infernal sees no difference between the vast heights of the Celestial Void, the deepest depths of Creations Ocean, Kimbery or even the earth itself. While under the effects of this Charm no natural phenomenon, including the passive manifestations of Primordials jouten, impairs the Infernals ability to see or move, nor does it inflict any form of environmental penalty upon them. This explicitly means they can effectively fly, pass (and see) through solid rock and the like. While this Charm allows the Infernal to effortlessly glide through the deeps of the earth or the skies of Creation it does not allow them to pass through stone walls, doors or other constructed obstacles that are not passive elements of the natural environment.

Invoking this Charm is considered an innate power rather than Charm use if the Infernal is already under the effects of Unnatural Drift Motion.

Source: thinker

REINTEGRATED FORM RESTORATION

Cost: 1 mote+; **Mins:** Essence 2, Ikani 0; **Type:** Reflexive (Step 10)

Keywords: Combo-Ok, Obvious

Duration: Instant

Prerequisites: Biomass Assimilation

At its most basic level both Ikani and Infernals who emulate him can sustain themselves on biomass they have absorbed, however this is the beginning of its uses not the end. Drawing upon their reserves the Infernal repairs damage to their body, reconstructing it cell by cell from biomass they have stored in Elsewhere. This Charm allows the Infernal to reflexively heal damage as well as any Crippling effect. Damage costs 1m per Bashing level healed, or 2m per lethal level, while removing a single crippling effect costs 3m. In any case each level healed or effect removed also costs the Infernal one Health Level / Day of biomass from their stores in Elsewhere, and if they are empty this Charm cannot be used. The Infernal cannot spend more motes empowering this Charm in any single Tick than their permanent Willpower.

Source: thinker

BIOCRISTAL REGROWTH TEMPLATE

Cost: None; **Mins:** Essence 3, Ikani 0; **Type:** Permanent

Keywords: Obvious, Stackable, Training

Duration: Permanent

Prerequisites: Reintegrated Form Restoration

The Infernal need not replace her weak human flesh with the same design as the Primordial created for a species intended to live in terror due to its inability to defend itself, instead they may re-grow their flesh according to the superior biocrystalline template that Ikani itself uses for its jouten. This charm enhances its prerequisite, when the Infernal regenerates lethal damage or removes a Crippling effect they may replace their human flesh with superior living crystal. This effect is both permanent and Obvious, though it does not affect the duration of Reintegrated Form Restoration, the motes are not committed the Infernal simply rebuilds her body in a superior fashion, after that its a perfectly natural expression of her body. Each use of the enhanced Reintegrated Form Restoration may apply any of the following permanent effects;

Ra*Raises the Infernals natural soak by 1L/1B.

Im*Improves the Accuracy, Damage, Defense or Rate of one of their natural attacks by 1(limit of +Essence in any one category).

Ca*Uses one of their natural attacks to deal lethal damage rather than bashing, this also allows them to parry lethal damage without a stunt (can only be done when recovering from an amputation Crippling effect).

Ca*Uses one of their natural attacks that already deals lethal damage to add the Ptag (Requires Essence 4+).

Re*Reduce the speed of one of the natural attacks by 1 to a minimum of 3 (Requires Essence 5+).

Though each invocation of Reintegrated Form Restoration enhanced by this Charm permanently upgrades the Infernals capabilities they can only benefit from a certain total number of improvements. When they first purchase this Charm this limit is 3. Each additional purchase of this Charm raises this limit by 3, and the Infernal may purchase this Charm a number of times equal to her permanent Essence. Separately

and in addition to its primary effects any use of this Charm may raise the characters Appearance by one dot to its normal maximum as a Training effect. Though Ikaniis peers might have expressed their doubt over their siblings sanity, none question the terrible alien beauty of its form. The Infernal may deliberately wound or cripple herself in order to rebuild her body in a superior fashion.

Source: thinker

HUNGER IN THE DARK

Cost: 1 Willpower; **Mins:** Essence 3, Ikanii 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites: Biomass Assimilation

The Infernal draws upon their reserves of biomass to fuel their spiritual needs rather than their physical ones, consuming their stores to fuel their strange and alien heart. This Charm allows a character to sacrifice up to their (Essence + Conviction) Health Levels / days of biomass stored in Elsewhere for a like number of motes, to a limit of their normal maximum. These motes are always restored to their personal Essence Pool first.

A second purchase at Essence 6+ doubles the amount of biomass that can be consumed (and thus the number of motes that can be produced) by a single activation of this Charm.

Source: thinker

BIOMASS CONTAINMENT EXPANSION

Cost: None; **Mins:** Essence 3, Ikanii 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Biomass Assimilation

Ikaniis has virtually limitless capacity to store biomass within his seldom glimpsed cavernous form. The Infernal expands their Elsewhere storage capacity for biomass allowing them to store up to (Essence x 10) Health Levels / Days of biomass rather than (Essence). A second purchase at Essence 5+ expands this to (Essence x 100) while a third purchase at Essence 7+ allows up to (Essence x1000), a fourth and final purchase at Essence 9+ allows the Infernal limitless capacity to store biomass in Elsewhere stasis for later use.

Source: thinker

DEMON-CREATING GENESIS ACCUMULATION

Cost: 20 motes; **Mins:** Essence 4, Ikanii 0; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Obvious, Sorcerous

Duration: Instant

Prerequisites: Biomass Containment Expansion

Drawing on their stores of biomass the Infernal creates a demon from a known template internally and extrudes it. Human sized Infernals generally create a tiny seed version of said demon that rapidly grows to full size over the course of the scene in which its extruded. In any case the amount of biomass required is each to the

total number of Health Levels the demon possesses. When this Charm is selected the Infernal selects a template they are familiar with, representing a single First Circle demon species. This can be an existent species or a new one of the players design with Storyteller approval. In either case the Infernal decides on the created demons Intimacies and Motivation at the time of generation, which is a dramatic action lasting roughly an hour. The Infernal may learn new templates to use with this Charm for a cost of 1xp each. Doing so requires a five day training period that must be spent studying (read; dissecting and assimilating) an existing member of the species the character wishes to master the template of. In the case that they wish to create a new unique template the training requirements are up to the storyteller.

Source: thinker

MASS CONSUMPTION

Cost: 14 motes; **Mins:** Essence 4, Ikani 0; **Type:** Simple

Keywords: Combo-OK, Obvious, Shaping, Sorcerous

Duration: Instant

Prerequisites: Biomass Assimilation

Ikaniis bio-crystalline tendrils are large enough to consume entire cities at a time, causing entire populations to vanish without a trace. The Infernal can only match a fraction of this power. As a Shaping effect, they may open their mouth disturbingly wide and absorb any un-owned, un-resisting biomass within an area of (Essence x 10) yards to a maximum of their normal storage capacity. If this is an area of forest or lush grasslands normally this represents roughly ten Health Level /days worth of biomass, a lifeless desert on the other hand may yield none. If the area is filled with corpses, or Inactive prisoners it could be considerably more, perhaps as much as one hundred Health Levels / days. Generally speaking an area yields (6 difficulty to hunt for food) x 2 Health Levels /days per activation.

A second purchase at Essence 5+ expands the area of effect up to (Essence x 100) yards, and the normal effect to (6 difficulty to hunt for food) x 10 Health Levels /days.

Source: thinker

HOSTILE ASSIMILATION ATTACK

Cost: None (+1 Willpower); **Mins:** Essence 4, Ikani 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Mass Consumption

In the Time of Glory, when Ikaniis half-glimpsed madness inducing form appeared from above or below no one escaped its hunger. This Charm enhances its prerequisite, by paying a surcharge of 1wp; the Infernal adds a second effect to Mass Consumption and reduces its speed to 5 short ticks. In addition to automatically absorbing all unresisting un-owned biomass in the area of effect the Infernal attempts to absorb even those who resist, drawing them with terrible force into his waiting maw. This effect is considered an attack on characters in the area who are not Inactive. This attack uses (Essence x2) dice for its total accuracy (this may always be augmented by the First Ikani Excellency) and deals (Essence)L damage if it hits successfully. Make a single attack roll and apply the results to everyone in the area. This attack cannot normally be blocked or dodged, but either Charms or stunt can allow it, even if they dont explicitly trump applicability. Typical stunts involve, digging ones

weapon into the ground to anchor yourself (parry) or clinging to nearby inorganic matter heavy enough to anchor you (dodge). Anyone killed by this attack has their biomass assimilated as though they were Inactive. Anyone who is not assimilated is not actually harmed, instead they are simply dragged towards the Infernal a number of yards equal to the levels of damage they would have taken; the damage done by the attack merely represents the strength of the Infernals spiritual and telekinetic force attempting to absorb the target.

Source: thinker

INTERNAL SOUL-CLUSTER STORAGE

Cost: None (+3 motes); **Mins:** Essence 5, Ikani 0; **Type:** Permanent

Keywords: Stackable, Training

Duration: Permanent

Prerequisites: Mass Consumption

When absorbing a living creature as Biomass via Mass Consumption the Infernal may spend 3m to reflexively store the subjects higher and lower souls as well as their raw biomass. This has no effect on souls which perfectly reincarnate, such as those of the Dragon Kings or the Mountain Folk, nor Exaltations of any form. As long as the motes remain committed the soul pair remains trapped and accessible to the Infernals internal soul-processing mechanisms. The Infernal may store as many souls with this Charm as they are willing to commit the motes to. This gives them the following benefits:

* They gain a phantom rating in the Mentor background equal to the Mentor rating that each stored soul would have granted had they served as a mentor in life. This allows them to learn any appropriate traits as a non-Training effect, just as though they had a tutor that knew them. This also expressly includes non-Trait related information such as passwords, personal knowledge and secrets.

* They understand and speak any language known to any soul they presently have stored.

* They may perfectly imitate the voice of any soul so stored, speaking with their natural idiom and manner.

* They may interact with the soul in a white room environment where only social combat or conversation may occur. They may supplement this interaction with other Charms that possess the Social keyword as desired.

The character can at any time release the commitment, choosing one of the following effects to handle the soul they are no longer storing;

Re*Release it; the soul moves on to the Lethe or the Underworld as it would if it had never been stored.

Co*Consume the Po soul; this causes the character to instantly gain an experience point and a point of experience point debt as a Training effect. The character cannot accumulate more experience this way than their (Essence x2) at any one time. They can continue to consume Po souls without benefit however. As a final restriction while they have any experience debt from the effects of this Charm they may not benefit from any other Training effect that would add to their experience point debt. The Hun soul automatically enters Lethe.

Tr*Transfer the soul; any other receptacle capable of storing it that the Infernal can touch is a valid target for this Charm, including another Infernal with this Charm, a Yasal Crystal etc.

If the character knows the Charm Demon-Creating Genesis Accumulation, they may use the soul as the basic framework for a new demon, effectively re-incarnating the subject into the Demon of the First Circle so created. This Demon retains all the original characters memories, Motivation, Intimacies and Virtues. It uses the higher the original trait or the appropriate trait from the demon template for Attributes, Essence, and Abilities. It uses the demons Charms and other supernatural traits. Because the new demon possesses the same soul, and has never died per se effects dependent on the identity of the original character treat the new demon as them. The Infernal has no special power over the demon once created.

When using any of the above options, the character may spend 1xp to retain any non-trait knowledge the soul possessed in life.

If the Infernal has Essence 6+, then the cost to use this Charm is reduced to 2m or 0m if the subject is an Extra. If the Infernal has Essence 7+ they may use this Charm to imprison even indestructible souls such as those of Dragon Kings or Mountain Folk. In this case there is no Po soul to consume but the Charm otherwise functions as written.

Source: thinker

WORLD-CONSUMING HUNGER

Cost: None; **Mins:** Essence 5, Ikani 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Internal Soul-Cluster Storage

The Infernal develops Ikaniis endless lurking hunger, which can only be sated by souls. This Charm enhances its prerequisite, the Infernal doubles the maximum experience point debt they can sustain from using Internal Soul-Cluster Storage to consume Po souls. However their endless hunger for souls requires that they consume at a minimum (Essence x3) per day regardless of if they gain any benefit from doing so. If they fail to meet this quota they lose all ability to spend experience points to improve or gain traits until they do so. The existence of this Charm is one of the primary reasons Ikani has joined the Reclamation. Mortal populations to consume are exceptionally rare in Malfeas and the Titan frequently hungers. The technology of the Infernal Exaltation that allows Ikani to automatically gain any new Charms created for his Charmset by Green Sun Princes however trumps the limitations of this effect, allowing the ancient being to grow once more.

If the Infernal has Essence 7+ then this Charm also removes the restriction against benefiting from other Training effects while in experience debt from Internal Soul-Cluster Storage, but not the limitations that this Charm itself provides.

Source: thinker

BLINDED SEER DREAD

Cost: 5 motes; **Mins:** Essence 3, Ikani 0; **Type:** Reflexive

Keywords: Combo-OK, Emotion, Obvious, Shaping

Duration: Permanent

Prerequisites: Obscured Glimpse Doubt

Nothing causes quite so much dread as the unknown and this is doubly true for those who are used to transcending such boundaries. It is Ikaniis nature to cause such dread. Much like its prerequisite this Charms activation is controlled by the Infernals

player rather than the character. It responds to attempts to magically divine information about the Infernal or scry on them, causing such effects to automatically fail. By its very nature this Charm always provokes a Charm conflict roll-off. This Charm does nothing to protect the character from direct observation or investigation, even if magically enhanced. It would not for example protect them from direct examination by a Solar using All-Encompassing Sorcerers Sight. It however would oppose a Side-reals attempts to glean information on the Infernals course of action with Charms such as Auspicious Prospects or Wise Choice. If this Charm successfully negates the opposing Charm it fills the character seeking information with a cold dread as their Charm returns nothing but a disturbing void of information and a sense of foreboding. This Emotion effect causes the subject to suffer a -1 internal penalty on their next Conviction roll to regain Willpower. If this Charm fails the seer, senses an attempt at interference with their magic, and is aware they have overcome it.

In the High First Age the Copper Spiders evaded this Charm and viciously humiliated and abused the Hidden Titan, summoning its component souls and stealing many of its secrets from them. Whatever truths and mysteries they may have gained insight into however were lost along with them during the Usurpation.

A second purchase at Essence 5+ causes the feeling of dread at the mere possibility their magic can be touched by an outside force to wash over the seer when this Charm is used against them. The Emotion effect applies regardless of if this Charm successfully negates the attempt at divination or not.

Source: thinker

BROKEN LIGHT HALO

Cost: 1 mote, 1 Willpower; **Mins:** Essence 2, Ikani 0; **Type:** Reflexive

Keywords: Combo-OK, Incomprehensible (1), Stackable

Duration: Indefinite

Prerequisites: Obscured Glimpse Doubt

The geomancy of Ikani causes demesnes to form on his miles-long jouten. These pools of energy glow upon his crystalline surface softly hinting at the bio-luminescent patches that some of Creations strangest aquatic creatures possess without quite confirming it. The Infernal activates this Charm whenever another effect causes them to emit light, most often their anima banner. This Charm causes the light to fracture and constantly shift in distorted and confusing patterns. The Charms effects persist as long as the effect it is obscuring does, generally until the Infernals animabanner fades naturally. While in effect the source of the strange light that surrounds the Infernal is impossible to identify, its not even recognizable as an anima banner (or whatever) much less the anima of a specific type of Exalt or particular individual. Furthermore the confusing shifting pattern of light hides the Infernal making them difficult to see clearly, providing a -1 external penalty to visibility. As a specific exception to the Imperfection of That Which Reaps The Lost Time this penalty make activations of Obscured Glimpse Doubt applicable, though it does nothing for other Charms which suffer from the Imperfection of That Which Reaps The Lost Time.

This Charm may explicitly be used in conjunction with a Shape Sorcery action, and allows the character to evade one of the normal restrictions of the Sorcerous Enlightenment of Ikani, they may use effects that generate light.

i/b

Source: thinker

BEHOLD THE DEAD LIGHTS

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

Keywords: Combo-OK, Incomprehensible (1), Emotion

Duration: Permanent

Prerequisites: Broken Light Halo

This Charm may only be used when the character is emitting light in some form, either due to a deliberate or incidental flaring of their anima banner, the alien geomancy of Ikani's jouten or some other effect. The light focused on a single visible target, entrancing them with a strange hypnotic pattern that compels them to simply stare and submit. The Infernal rolls Appearance + Presence and adds a number of automatic successes equal to their (Incomprehensible Truths). If this exceeds the target's Dodge MDV then they are filled with a desire to simply stop and stare, aborting their current Action if possible and taking an Inactive action when their DV refreshes and on every subsequent action until, either the Infernal leaves their presence, stops emitting light or they spend three Willpower points to shake off the compulsion. If the target's Essence is more than three points lower than the Infernal's, this becomes a Total Control effect, compelling the target not to resist even if this means their death. Mortals cannot resist this Charm if their Dodge MDV fails them, and may not spend Willpower to shake off its effects. Mortals who survive the use of this Charm upon them frequently suffer from insanity, and must roll Willpower + Integrity at a difficulty of the Infernal's (Incomprehensible Truths) or gain an deformity-level derangement, often amnesia or a form of abject terror best modeled by an obsession with never again witnessing the glimpse of Other Time this Charm provides.

A second purchase at Essence 5+ allows the Infernal to invoke this Charm for 12m, 1wp instead and roll Appearance + Performance rather than Appearance + Presence. When invoked this way the Charm affects anyone who can clearly witness the light the Infernal is generating.

Source: thinker

OTHER TIME GLIMPSE

Cost: 4 or 5 motes, 1 Willpower; **Mins:** Essence 4, Ikani 0; **Type:** Supplemental

Keywords: Combo-OK, Incomprehensible (3)

Duration: Permanent

Prerequisites: Behold The Dead Lights

Turning their eyes towards the Other Time the Infernal looks directly into the same madness they may unleash upon mortals within the dead lights and seeks a vision. Such visions frequently contain wisdom, but never truth. Invoking this Charm supplements a use of the second option for drawing on Incomprehensible Truths. For 4m the cap on the number of effective successes that a character may benefit from is removed, allowing them to count every success on their Perception + Incomprehensible Truths roll. For 5m, 1wp, they simply count every die in their dice pool as a success automatically. This roll may always be enhanced by the First Ikani Excellency.

Source: thinker

FRACTURED TIME SHINTAI

Cost: 15 motes, 2 Willpower; **Mins:** Essence 4, Ikani 0; **Type:** Reflexive

Keywords: Form-type, Incomprehensible(5), Obvious

Duration: One Scene

Prerequisites: Madness Inspiring Revelation, Nightmares Vanish By Day

Those who think they understand the nature of Other Time without truly exploring its mysteries often imagine that a being who exists partially there and partially here, would move in a strange flickering, strobe-like fashion. Nothing could be further from the truth. The motions of That Which Reaps The Forgotten Time are smooth, deceptively unhurried and alien. In fact the terrifying Yozi often seems to be moving in reaction to stimuli unperceived by those around it. To the horror of those who would face it, these inexplicable motions seem to place it one step ahead of any who try to battle it, rather than serving as a disadvantage. Of course, as with everything else regarding the Hidden Titan the facts of the situation remain questionable. If this Charm is invoked outside of battle, it inspires an immediate Join Battle roll from any witnesses. The player rolls Join Battle twice, and tracks their place in the combat order in two places. If they are already Joined in battle when this Charm is invoked they roll Join Battle again and compare the new result against the combat Reaction Count just like they were a new combatant, again tracking their place in the combat order in two places. With the following exceptions and clarifications the Infernal under the effects of this Charm is considered two separate characters joined in the same battle and may take separate actions, use different Charms or Combos in overlapping timeframes, etc.

* They remain physically a single character so any movement applies to the position of the Infernal in both action tracks the Infernal may interweave movement actions to their benefit however.

* Their DV is tracked in a single place, any penalty from their own actions applies to their DV against any attack, it fully refreshes however when either of their action tracks calls for it to do so. They may invoke any valid Charm from either action track to bolster their defenses even if they are responding to a counterattack against an action taken in one or the other.

* They draw from the same pool of motes and willpower. Similarly they have only one set of Health Levels. Time twisting perspective aside the Infernal fundamentally remains one being.

* Any Charm or effect that the character is under applies in both action tracks effects that are measured in some way by Actions including as a measure of duration consider the characters action to end each time their DV refreshes in each action track. This is not always an advantage.

While they are under the effects of this Charm, combat counts as studying the Infernal for purposes of Madness Inspiring Revelation.

Source: thinker

OBSCURED GLIMPSE DOUBT

Cost: 2 motes; **Mins:** Essence 2, Ikani 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

It is Ikaniis nature to provide a mystery, to keep others guessing, and never appear fully in the light. This Charm may be activated in response to any attempt to directly use Awareness, Occult or Investigation to learn about the Infernal. It reduces the maximum number of successes the observer can achieve past the basic difficulty of

the roll to 0. This does not cause the basic roll to fail, it simply removes any threshold successes, giving them only the minimum amount of information they could possibly learn and luring them on to take the next step in attempting to unravel the Infernals mysteries. Though the player chooses when to activate this Charm based on their out of character knowledge, the Infernal themselves does not do so as a deliberate choice.

This Charm is subject to the Imperfection of That Which Reaps The Lost Time.

Source: thinker

BIOMASS ASSIMILATION

Cost: None (+3 motes); **Mins:** Essence 2, Ikanii 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites:

The Infernal consumes any biological matter, their altered physiology sifting through a thousand useless cells for one that can be included in their body. Any biological matter may provide the Infernal sustenance in sufficient quantities. Each of an Extras health levels provides sustenance equal to a days worth of meals, as would a field of flowers, or a moderately sized oak tree. Consuming the large amounts of hardwood is no easier for the Infernal than it would be without this Charm requiring a significant investment of time. Additionally the Infernal may spend 3m to negate any poison or Poison effect that results from biological matter than have consumed.

Biomass assimilated does not have to be instantly integrated with the Infernals body. They may store up to their Essence in days of sustenance (roughly equivalent to one Health level consumed from a corpse, a medium sized hardwood, etc) for later consumption. Such biomass is held in stasis in Elsewhere until used.

Source: thinker

NIGHTMARE INCARNATE MIEN

Cost: 5 motes, 2 Willpower; **Mins:** Essence 2, Ikanii 0; **Type:** Simple

Keywords: None

Duration: Indefinite

Prerequisites:

The Infernal takes on the incomprehensible mien of Ikanii. While under the effects of this Charm any social attack or Emotion effect that invokes or uses terror, horror, insanity, confusion, or a certain bizarre form of mad devotion to Iknaiis incomprehensible truths costs an additional Willpower to resist and qualifies as Unnatural Mental Influence. While under the effects of this Charm however the Infernal cannot benefit from, or invoke any other emotion, emotional intimacy or any Emotion effect that draws on other emotions.

Source: thinker

UNNATURAL DRIFT MOTION

Cost: 4 motes; **Mins:** Essence 2, Ikanii 0; **Type:** Simple

Keywords: Obvious

Duration: Indefinite

Prerequisites:

The Infernal moves with the slow, steady gliding grace of their patron. Except as noted this Charm duplicates the effects of the Charm Graceful Crane Stance (Exalted, p. XX); while under the effects of this Charm the Infernals actions take on a clearly unnatural and deliberate grace, even sprinting as fast as they can their motion seems an unhurried effortless glide, the slow movements of their limbs scarcely related to their motion at all. This precludes the possibility of taking a Jump action, doing so immediately ends the Charms effects. While under the effects of this Charm the Infernal may apply their dodge DV without actually moving, attacks just seem to somehow not quite arrive where they should.

Source: thinker

FIRST IKANII EXCELLENCY

Cost: 1 mote per die; **Mins:** Essence 1, Ikani 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

Ikani is *terrifying* and *mysterious*, a half-glimpsed *horror* that waits in the dark or *glides hidden* within the furthest reaches of the sky, or the deepest depths of the ocean. Ikani is *patient* and *cunning*, he never attacks piecemeal instead circling until he is ready to cause *sudden losses* to his opposition and *vanish* leaving *no witnesses* and *few clues*. Whatever leavings the hidden titan does allow ultimately serve the purpose of *luring* those who think themselves strong into the *darkness* where it dwells so they may be *consumed*.

This Charm can always be used to enhance actions that inspire *terror*, *hide* the character, their goals and motives, or just *confuse* the facts of any situation. This Charm cannot be used to enhance overt activities, even deceptive ones. Out and out lies are no more Ikani's nature than full frontal attacks are. Socially Ikani is more likely to deal in *contradictory* half-truths than outright deception.

Source: thinker

MIND-SHIELDING TECHNIQUE

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

Keywords: Combo-OK

Duration: One day

Prerequisites:

In the ever-shifting landscape that is the City of Malfeas, Infernals learn how to protect their minds from the ever-changing reality that is their home. While such changes may drive others mad, Infernals learn to shield their psyches from the effects of apparent madness and lunacy. This Charm functions as the Solar Charm Integrity-Protecting Prana found on p. 199 of the Core rulebook.

Source: Bodhisattva

IMPERVIOUS HEART TECHNIQUE

Cost: 6m; **Mins:** Essence 1, Integrity 2; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Stackable, Social

Duration: One scene

Prerequisites: Any Integrity Excellency

No matter what works against the heart of the Infernal, she has seen far worse in the demon-realm. No demon can sway her, no faerie can charm her. Even the realms of the dead hold no fear for those chosen by the Demon Princes. This Charm functions as the Solar Charm Temptation-Resisting Stance found on p. 200 of the Core rulebook.

Source: Bodhisattva

TOWER OF IRON WILL

Cost: 5m; **Mins:** Essence 2, Integrity 4; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Social

Duration: Instant (Story)

Prerequisites: Impervious Heart Technique

Summoning up an image of an impenetrable fortress, the Infernal places their mind inside this fortress and blocks out all attempts at mental influence, be it natural or unnatural. This Charm functions as the Solar Charm Elusive Dream Defense found on p. 200 of the Core rulebook.

Source: Bodhisattva

MENTAL AMBUSH MEDITATION

Cost: 3m, 1wp; **Mins:** Essence 2, Integrity 3; **Type:** Reflexive (Step 2)

Keywords: Compulsion, Social

Duration: One scene

Prerequisites: Impervious Heart Technique

Infernal Exalted know how to keep attention focused on them when they so desire. They also know that the best way to convert someone to their cause is to attack from a different direction. This Charm is used in response to an attempt at natural mental influence. When the attacker makes an attempt at natural mental influence, the Infernal's player rolls (Manipulation + Integrity) against the attacker's Willpower. If the Infernal's player is successful, the attacker must focus on the Infernal for the remainder of the scene and may not withdraw from social combat unless physically attacked or the Infernal breaks off social combat. They may not make social attacks against any other character and their MDV is halved against other characters. This is a form of unnatural mental influence. The Infernal also gains +2 to all attempts to parry social attacks from the target for the remainder of the scene as the attacker will doggedly pursue any attempt to win the Infernal over to their side, even making weak and poorly formed arguments to hold the attention of the Infernal.

Source: Bodhisattva

PSYCHIC SENTINEL

Cost: 4m, 1wp; **Mins:** Essence 3, Integrity 5; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Social

Duration: Instant

Prerequisites: Tower of Iron Will, Mental Ambush Meditation

The mind of an Infernal is a cruel, twisted place, shaped by the will of the

Yozis struggling to be free of their prison-world and exact revenge upon the traitor-gods who placed them there. When an Essence-user makes an attempt at unnatural mental influence against the Infernal, his psyche rises up in defense against the interloper and strikes out. This Charm functions as a counterattack against unnatural mental influence. The Infernal's player rolls (Essence + Integrity) against the attacker's MDV. If the Infernal's player rolls more successes than his attacker's MDV, the attacker automatically suffers a number of health levels of bashing damage equal to the number of extra successes on the roll. This damage is unblockable, undodgable and unsoakable, and is resolved in Step 9 of Social Combat. This Charm cannot be used in response to a counterattack.

Source: Bodhisattva

MENTAL CLOAK TECHNIQUE

Cost: 5m per 1wp; **Mins:** Essence 2, Integrity 4; **Type:** Reflexive

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: Any Integrity Excellency

Broken to the will of the Yozis, the mind of an Infernal will brook no other to hold sway over it. This Charm functions as the Solar Charm Spirit-Maintaining Maneuver found on p. 201 of the Core rulebook.

Source: Bodhisattva

WILD HORSE DEFENSE

Cost: 4m; **Mins:** Essence 2, Integrity 3; **Type:** Reflexive (Step 2)

Keywords: Social

Duration: Instant

Prerequisites: Any Integrity Excellency

Bucking attempts at mental influence like a wild horse bucking the control of a rider, the Infernal makes herself resistant to attempts to influence her mind. The Infernal adds her Essence to her MDV against any single social attack.

Source: Bodhisattva

ATTITUDE OF STONY RESOLVE

Cost: 6m, 1wp; **Mins:** Essence 3, Integrity 4; **Type:** Reflexive (Step 2)

Keywords: Social

Duration: One scene

Prerequisites: Wild Horse Defense

Setting their resolve against mental influence, the Infernal adopts a stony demeanor. Upon activating this Charm, the Infernal automatically adds his Essence to his MDV for the entire scene, but suffers a +1 difficulty to all Charisma-based rolls for the remainder of the scene.

Source: Bodhisattva

PRIMORDIAL PREROGATIVE OBLIGATION

Cost: 15m, 1wp; **Mins:** Essence 4, Integrity 4; **Type:** Simple

Keywords: Combo-Basic, Obvious, Intrinsic

Duration: One Scene

Prerequisites: Tower of Iron Will

Pulling on the weight and majesty of contracts un-broken even after the Surrender, the Infernal reinvokes the clause wherein the Gods must not interfere with the agenda of their masters. When using this charm, the Exalt perfectly dodges any social attack originated by a God or Elemental of lesser essence. Furthermore, this protection extends to anyone actively carrying out a command issued by the Exalt, or working on a project under the Exalt's supervision.

Source: Tommathy

FORSAKEN ORDER DEFENSE

Cost: -; **Mins:** Essence 1, Integrity 3; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: —

There is nothing in this world or the next that can break the hold that the Yozis have over the minds and souls of the Infernal Exalted. This Charm functions as the Solar Charm Charms:Righteous Lion Defense (Solar) Righteous Lion Defense found on p. 199 of the Core rulebook.source uBodhisattva

Source: Bodhisattva

TRUTH IN DECEPTION

Cost: 2 motes; **Mins:** Essence 2, Isidoros 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Vagaries of Chance

When scrambling for a lie, a fortunate soul can hit on something that is perfectly reasonable to her target. Their luck becomes the bane of their victim, who has no reason to expect them to lie.

The character may activate this Charm before attempting to deceive her victim by telling them a falsehood. In telling their lie, if there is any random fact that they might hit on to make the lie more believable, the lie will spill easily from their lips. For example, a character trying to explain her presence in the kitchen of an enemy lord might say that she is the new cook, little knowing that the previous one was executed just that morning. Any fact might come out this way, as long as it is not reliant on a truth that has been magically hidden (for example, an assassin surprised by Mnemon and wanting to survive might claim that she was an agent of the Slug seeking an alliance, but will not say that the Mask of Winters sent her to look in on his new ally.) The information that the character says is chosen by the Storyteller, not the player. It is also worth noting that the Charm reveals information based on the beliefs of the target, not based on objective facts. If a cult leader believes that the Unconquered Sun is speaking to him directly, but his patron is actually a Sidereal in disguise, a character using this to be believed would claim to be a herald of the Sun rather than of the Bureau of Destiny.

Mechanically, this Charm applies a -1 external penalty to attempts to realize that the character is not truthful. However, most servants of Isidoros find it more useful in revealing information that will help their future deceptions than in its immediate

effects.

Source: FrivYeti

BOAR'S TUSKS PIERCE

Cost: 2 motes; **Mins:** Essence 2, Isidoros 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Infinite Pathways Unfold

The power of Isidoros is such that when he strikes, his victim will surely fall. An attack supplemented by this Charm increases its raw damage rating by the character's Essence rating, and its minimum damage is increased by 1.

Source: FrivYeti

LAUGHING AT OPPRESSION

Cost: 2 motes; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Infinite Pathways Unfold

The efforts of others are meaningless to Isidoros, and their attempts to pin him down only cause him to increase his pace. This Charm may be used to enhance any PDV or DDV use. It transforms penalties to the character's DV due to onslaught, co-ordinated attacks or external penalties inflicted directly by opponents into DV bonuses. These bonuses count towards normal Charm caps.

At Essence 4+, the character may purchase this Charm a second time. Doing so allows her to spend an additional 3 motes when activating this Charm to change its length to One Action.

Source: FrivYeti

IMPENETRABLE FORCE OPPOSES

Cost: 4 motes; **Mins:** Essence 3, Isidoros 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Laughing At Oppression

When force tries to stop the Black Boar, he simply shoves it to one side and continues his endless march. This Charm can be triggered against any attack, even one which cannot be blocked, as long as the character is aware of its existence. It allows her to parry the attack perfectly. This Charm suffers from the Imperfection of the Black Boar.

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;b;The Imperfection of the Black Boar;/b;

Isidoros scorns situations where his success is guaranteed, or even when the odds favor his victory. Charms that have the Imperfection of the Black Boar may not be used to oppose die pools that are lower than those of the Infernal activating the Charm. As usual, in the case of DVs, die pools lower than double the character's DV apply.

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Source: FrivYeti

ARGUMENT FROM POWER

Cost: – (2m); **Mins:** Essence 2, Isidoros 0; **Type:** Permanent

Keywords: Obvious, Emotion, Competition

Duration: Permanent

Prerequisites: Mountain Smiting Might

Isidoros's might is such that those who behold have no choice but to abase themselves before him. This charm allows the Exalt to use a demonstration of his might as a social attack. Whenever the Infernal breaks an object, he may spend motes to launch a social attack on all witnesses. The Infernal rolls the minimum (Strength + Athletics) required to break the item, adding his Presence in automatic successes. Anyone whose MDVs are lower than the Infernal's successes gain an Intimacy of Intimidated Awe if they could not naturally break the item or gain an Intimacy of Respectful Rivalry if they could, in which case the Infernal may regard such people as a Competitor for the remainder of the scene. These Intimacies may be dispelled by spending 2 willpower.

Source: JiveX

MOUNTAIN SMITING MIGHT

Cost: 4m; **Mins:** Essence 2, Isidoros 0; **Type:** Simple (Speed 4, DV -1)

Keywords: Combo-OK

Duration: Instant

Prerequisites: First Among the Mighty

This Charm allows the Infernal to break an object if he possesses the (Strength + Athletics) to do so as a combat action rather than a Dramatic Action. The Infernal may add his Essence to this Strength for the purposes of this Charm.

Source: JiveX

GLORIOUS FERANDS PURSUIT

Cost: – (+3m); **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords: Obvious, Competition

Duration: One day

Prerequisites: Tide of Joyous Rage

Nothing escapes the destructive will of Isidoros, for he may travel as fast as he needs to. This Charm enhances its prerequisite. The Infernal may spend an additional 3 motes when activating Tide of Joyous Rage. So long as the chosen Competitor and the Infernal remain within the same realm of Existence, the Infernal automatically knows her Competitor's location and adds the Competitor's Movement speed to her own while moving toward him. Additionally, she suffers no fatigue penalties from movement on foot while pursuing her Competitor.

Source: JiveX

ENDURE THE AVALANCHE

Cost: – (0wp or 1wp); **Mins:** Essence 4, Isidoros 0; **Type:** Permanent

Keywords: Competition

Duration: Permanent

Prerequisites: Tide of Joyous Rage, Tide of Joyous Rage

This Charm enhances its prerequisite. Whenever a non-Extra witnesses the In-

fernal in the throes of her aggressive passions, he must roll (Integrity + Essence), with a difficulty of the Infernals Essence. Failure imbues the character with an Intimacy of Awestruck Fear toward the Exalt. Extras automatically gain this Intimacy. Competitors are immune to the latent effects of this Charm, but the Infernal may spend one 1 willpower to taunt them with her strength. Competitors must make the usual roll, but on a failure they gain an intimacy of Aggressive Rivalry, joining the Infernal in her self-appointed competition. In all cases, those affected by this Charm may spend (6 victims Valor) willpower to ignore its effects and inure himself to further encounters for a month. At Essence 5+ this immunity lasts only a week; at Essence 7+ this immunity lasts only a day. A second purchase at Essence 7+ increases the willpower needed to resist this Charm to (Infernals Essence victims Valor) Willpower.

Source: JiveX

GLORY MUTING JUXTAPOSITION

Cost: – (+3m); **Mins:** Essence 4, Isidoros 0; **Type:** Permanent

Keywords: Obvious, Sorcerous, Shaping

Duration: One scene

Prerequisites: Unmade By Rage

Isidoros takes pleasure in the destruction of fate, the rending of Destinies and the sundering of those who which stand against him. Before his might, the greatest powers of Creation seem laughable, feeble things. His mere presence can strip a hero of all his glory, leaving him barely a man. This Charm upgrades its prerequisites. By expending three additional motes, the Infernals attack is further enhanced. Extras targeted by this Charm are automatically killed. All other characters have their heroic qualities diminished. For the remainder of the scene, those struck by this attack count 10s as 1 success and reduce the dice gained by all stunts by one. The total cost of any Charm or Combo the target uses is increased by a number of motes equal to the Infernals Essence. Spirits killed by this Charm are permanently destroyed. Used against inanimate objects, this Charm breaks all attunements and deactivates any magical powers. Mundane objects are shattered utterly.

Source: JiveX

PERIMETER OF THE LAWLESS REALM

Cost: 15m, 1wp; **Mins:** Essence 4, Isidoros 0; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Obvious, Shaping, Sorcerous

Duration: Instant

Prerequisites: Immutable Ego Sight, Immutable Ego Sight

The Infernal channels the unadulterated essence of Isidoros through her anima, twisting and distorting the world around her until reality itself bends, warps, and finally snaps. The character spends a scene rampaging through a region with a radius no larger than her Essence in yards. Natural plants are twisted into nonsensical, often obscene, shapes before dying. All natural animals flee within days or grow feeble and die. If any structure is left standing after the Infernals dance of destruction, it too is warped and its symmetry spoiled by disorder. Most disturbingly, the sky above becomes featureless during both night and day. Though no sun appears overhead, the region remains just as well lit; at night, it is often brighter than normal, illuminated an ambient violet hue as bright as a full moon.

After the Infernals rampage, the area is disassociated from the Loom of Fate and its equivalent in other realms of Existence. Destinies of all sorts, including the Background and those crafted by Sidereals, cease to provide any benefits for characters within this area. Additionally everyone within this area suffers from the effects of the Wrapped Fly Ritual (see Manual of Exalted Power Sidereals, p. 209) with the following exceptions: they may spend essence freely and regain essence at half their normal rate. Finally, within the Wyld, this region remains as stable as Creation and is treated as such for all effects that require a distinction between the Wyld and Creation though it not regarded as Creation either for effects that absolutely require being in Creation.

Source: JiveX

UNBRIDLED JUBILATION

Cost: 10m, 1wp; **Mins:** Essence 4, Isidoros 0; **Type:** Simple

Keywords: Combo-OK, Sorcerous, Stackable, Touch

Duration: Instant

Prerequisites: Racing the Feral Heart

With this Charm the Infernal Shatters magical bounds between living beings. Using this Charm on a Familiar or Familiar (Demonic) severs the ties between them. The Familiar becomes an independent entity; though they lose none of the benefits they received by their former status. Additionally, used against naturally sentient beings, this Charm diminish Backgrounds that represent metaphysical binding or ties to others by one, such as Acquaintances, Cult, Destiny, Solar Bond, or Unwoven Coadjutor. This reduced Rating for such backgrounds remain until this Charm is countered or until it is raised again by normal means.

A second purchase of this Charm allows the Infernal to permanently shatter Compulsion or Servitude effects on other beings.

Source: JiveX

UNSTOPPABLE METEORIC JOURNEY

Cost: 7m, 1wp; **Mins:** Essence 3, Isidoros 0; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Obvious, Sorcerous

Duration: One journey

Prerequisites: Where the Boar Treads

Isidoros stops for no one and may travel miles in a single stride. The Exalt treats 'Extreme' terrain as 'Difficult' and 'Difficult' terrain as 'Open' for the purpose of long distance travel. Additionally, the Infernal rolls (Stamina + Survival) and adds a +1/4 speed modifier for each success. At Essence 4+, he may extend this benefit to a unit under his command provided they travel on foot and their Magnitude does not exceed his Essence.

Source: JiveX

IMMOVABLE MOVER INVULNERABILITY

Cost: 4m; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive (Step 8)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Abrasive Hide Defense

Can one halt an earthquake with a punch? Can the course of a hurricane be altered by a sword? The Infernal shrugs off an attack and moves on. She perfectly absorbs an attack, negating all raw and post-soak damage. This Charm suffers from the Imperfection of the Black Boar That Twists the Sky. This charm, subject to normal charm usage rules, is a form of perfect soak and can be used against unexpected attacks as well as against environmental effects and falling damage.

Source: JiveX

REVERENCE SHATTERED LIKE GLASS

Cost: 8m, 1wp; **Mins:** Essence 3, Isidoros 0; **Type:** Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Obvious, Competition, Sorcerous, Compulsion

Duration: One scene

Prerequisites: Argument from Power

Before Isidoros's power even the staunchest of allies tremble, and where he travels, his rampages sow discord and upheaval. Standing before a Competitor who leads a social or military unit, the Infernal shatters an object of cultural or emotional significance to the unit, which he may do as if he had employed Mountain Smiting Might. Such items may include the Perfects Staff, the Scarlet Throne, a kings crown, a generals sword, etc. The import of this item must be represented by an intimacy, on the part of the leader, to an object that is widely associated with that leader by the general populace, or by an object which is integral to the Policy of a social unit. This demoralizing blow triggers rebellion, mutiny, and dissension within the unit. The leader of the of a military unit must check immediately for route with an external penalty equal to the higher of the units Magnitude or the Infernals Essence. The leader of a social unit must spend Loyalty equal to the lower of the units Magnitude or the Infernals Essence in order to avoid losing dissolution. Failure to spend the loyalty causes the unit to lose 1 dot of magnitude, if the unit has insufficient loyalty to meet the cost, they lose their remaining loyalty points and 1 point of magnitude (as a result of hitting 0 Loyalty). Any members of the unit lost in this way cannot rejoin unless the individual spends two willpower to do resist this unnatural mental influence.

Source: JiveX

TIDE OF JOYOUS RAGE

Cost: 1 Limit; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive

Keywords: Combo-Basic, Competition

Duration: One day

Prerequisites: First Among the Mighty

Though short lived, the anger of Isidoros is easily aroused and horrifying to behold. Thankfully directing his anger at a single person is generally beneath Yozi. When he deigns to, however, he becomes a terrible nemesis indeed. Demons quake in terror at the prospect of the Boars passage, their certainty of the potency of his rage, feeding his might.

This Charm creates an Intimacy of Aggressive Rivalry toward a perceived Competitor; if a character who would not typically be considered a Competitor has openly and successfully defied the Infernal this scene, he may be regarded as a Competitor

for this purpose. For the duration of the Charm, the Infernal gains a number of extra successes on all actions related to defeating the Competitor equal to half the higher of the Competitors Essence or the Magnitude of his unit, rounding down to a minimum of 1. This Intimacy is protected for the duration of the Charm as though under the auspice of Unwavering Boars Dismissal. The Infernal must spend 1 willpower in each scene she does not actively pursue her new Intimacy and even then suffers an internal penalty equal to the bonus successes she would normally gain as a result of this charm on those actions as a result of her distraction.

A second purchase at Essence 3+ allows the Infernal to ignore all fatigue and wound penalties while engaged with his selected Competitor and may fail or succeed at Virtue rolls has she chooses in such situations. Additionally, the Infernal may now evoke this Charm when a true Competitors name is mentioned in her presence, rather than just when she can directly perceive the Competitor.

At Essence 4+ this Charm automatically upgrades to grant the Infernal a secondary Motivation regarding the defeat of his Competitor. The Infernal may phrase the Motivation as she wishes, but typically Infernals seek crushing or humiliating defeats for their opponents rather than simple triumph for themselves.

Source: JiveX

FOE RENDING CHARGE

Cost: 2m or 4m; **Mins:** Essence 2, Isidoros 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: First Among the Mighty, Inexorable Juggernaut Progress

The Exalt charges at his foe with the same Wantonly Destructive Fury as the Black Boar. Moving in a blur of black shadowy essence, evocative of the Black Boars own bristled hide; the Exalt delivers a blow that carries with it the force of Isidoross earth shaking hooves.

This Charm adds a number of dice of raw damage to an attack equal to the number of yards he moved on foot this tick, up to double the raw damage of the attack. This damage becomes Lethal at Essence 3+ if it were not otherwise.

A second purchase of this charm allows it to be used without such a charge, doubling raw damage directly. The and essence 4 Infernal, who has purchased this charm the requisite number of times, may employ both effects simultaneously for four motes, in which case the dice from the charge are added after doubling.

Source: JiveX

PRIMACY OF MIGHT

Cost: 4m, 1wp; **Mins:** Essence 3, Isidoros null; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Obvious, Counterattack

Duration: Instant

Prerequisites: No Will But My Own

This Charm allows the Infernal to perform an social counterattack after successfully defending against Compulsion, Emotion, or Servitude effect. The Infernal makes an appropriate social attack roll, adding her unmodified Strength in extra dice. So doing, she cracks her knuckles intimidatingly or shatters a nearby object with her hands in a manner that indicates just how clearly powerful she is, and how ill advised disagreement with such a force would be. Should this counterattack overcome her

opponents MDV, he suffers the same sort of effect as he intended to inflict upon the Infernal, appropriately inverted so that the Infernal always appears in a position of strength and power. If the Infernal cannot twist the social attack back in such a way, she cannot employ this Charm against it.

”Example: Brave Khalim, the Sidereal Chosen of Secrets, attempted to use Impose Motivation on Blood-of-Conquest an Akuma of Isidoros. The Motivation she attempted to inflict was ”Serve Brave Khalim Faithfully Until the End of Your Life .” Resisting the Effect with a Perfect mental defense which he had placed in a combo with Primacy of Might, Blood-of-Conquest gripped the arm of his would be master and replied in a voice that rolled like distant thunder and was heavy with the promise of Violence, ”No, You will Serve Me.””

Source: JiveX

WHERE THE BOAR TRENDS

Cost: 3m, 1wp; **Mins:** Essence 3, Isidoros 0; **Type:** Simple

Keywords: Combo-OK, Obvious, Sorcerous

Duration: One scene

Prerequisites: Foe Rending Charge

The force of Gravity is no law, not in the face of the will of Isidoros. It has no power to restrict him. Those who possess his power ignore the so-called law of gravity, treading where they will. The Infernal may walk and run up walls and across ceilings. He may climb the steepest mountain without concern. This Charm ceases to work if the Infernal stops moving.

Source: JiveX

WORLD CRUSHER DURANCE

Cost: 4m, 1hl; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Sorcerous, Competition

Duration: One scene

Prerequisites: Inexorable Juggernaut Progress, Inexorable Juggernaut Progress

The Black Boar that twists the skies was only once defeated in battle. During the Primordial War, the treacherous Exalts cut his throat and laid him low, but even his death drowned the armies of his enemies in tides of blood. Isidoros remembers this hateful moment of defeat and vowed never to allow it again. When activated this charm coats the exalt in a coat thick twisted bristles of black Essence, when cut or bruised the Exalts blood hardens onto this strange hide, growing impossibly hard.

The first purchase of this Charm adds (Essence + current wound penalty) to the Infernals Bashing and Lethal soak. At Essence 3+, the Infernal also adds Bashing and Lethal Hardness equal to the number of wounded health levels he currently suffers, this value cannot exceed his Soak value. Against a Competitor, the Infernal adds her Competitors Essence to both soak and hardness bonuses.

A second purchase at Essence 4+, permits the Exalt to spend 2m in step 10 of attack resolution, reducing all Bashing and Lethal damaged rolls against the Infernal in Step 10 by an external penalty equal to his current, unmodified wound penalty. At Essence 5+, Aggravated Damage is also affected. This is an instant duration damage reduction effect which may only be invoked against Competitors.

Source: JiveX

BATTERED FAILURE DEFLECTION**Cost:** -(2m); **Mins:** Essence 3, Isidoros 0; **Type:** Permanent**Keywords:** Knockback, Counterattack**Duration:** Permanent**Prerequisites:** Immovable Mover Invulnerability

Isidoros has know patience for weaklings and pays them no heed. Whenever a close combat attack fails to inflict any damage on the Infernal as a result of Immovable Mover Invulnerability the attacker suffers an unblockable, undodgeable counterattack which has a number of successes equal to the Infernal's (Essence). This attack inflicts no damage but causes immediate knock-back as he is thrown away from the infernal a number of yards equal to the yards the Infernal moved this tick. At Essence 4 this Charm can be repurchased such that it may be employed against any attack which strikes the Infernal but fails to do damage. Furthermore, this second purchase prevents the normal counterattack penalty from affecting the infernal. At Essence 6+ This charm can be repurchased to reduce its cost to 0m and double the knockback distance. However, doing so requires that it be invoked whenever an attacker tries and fails to damage the Infernal.

Source: JiveX**BECOME THE RUNNING HURRICANE****Cost:** 4m; **Mins:** Essence 3, Isidoros 0; **Type:** Simple (Speed 5, DV -0)**Keywords:** Combo-OK, Obvious, Sorcerous**Duration:** Indefinite (until movement stops)**Prerequisites:** Inexorable Juggernaut Progress

It is the Black Boars nature, and indeed one of his greatest pleasures, that his passage should leave a trail of destruction. Whenever the Infernal moves or dashes while on foot, he inflicts (Essence) levels of bashing damage on all inanimate objects withing (Essence) yards, which ignores hardness. This effect ends when he stops moving. A second purchase of this Charm doubles the damage and makes it Lethal as well as casting objects aside (Essence) yards as a Knockback effect. When necessary, model this as an environmental effect with Damage:(Essence)B(or L) Trauma: (Essence)

Source: JiveX**FIRST AMONG THE MIGHTY****Cost:** 4m, 1wp; **Mins:** Essence 1, Isidoros 0; **Type:** Simple**Keywords:** Obvious, Sorcerous, Stackable**Duration:** One Scene**Prerequisites:**

The Black Boar is the strongest of all the Yozi. His might alone can avert the collision of two of Malfeas' layers. Though his strength is great, he so seldom wishes avoid causing undue collateral damage that, if he chooses for some reason to do so, he must exert effort to restrain himself. This charm confers a modicum of the Yozi's incomparable might to one of his Exalted. At Essence 1, this Charm confers all the benefits of the Large mutation. The enhanced Attributes constitute a natural increase to her dice-pool and thus do not count towards her dice limit, but neither do they affect her dice-adding cap. At Essence 2, a character can activate this charm twice to gain the Huge mutation. At Essence 3, three activations nets the Giant

mutation. Finally, at Essence 4, she may activate it four times notes to become Gargantuan. Only the first activation of this charm in a scene costs willpower. When the Exalt reaches the size Huge or greater he suffers a -3 internal penalty to all non-reflexive Dexterity dice-pools for interacting with objects built at human scale and which require fine manipulation.

A second purchase of this Charm at Essence 3 changes the duration to Indefinite, so that the Charm ends only when the Exalt wishes it. It also changes the cost of the charm to +4m, 1wp allowing the change in size to be executed without the need for multiple actions being spent activating the charm. The level of countermagic required to dispell this charm is calculated based on the Exalt's current Permanent Essence, rather than the Charm's Minimum Essence. Should the Exalt take Mountain Shattering Stature, and make the increase in size permanent, this charms effects invert and each activation removes one application of the Large mutation until the exalt is at his normal size.

Source: JiveX

WORLD-SHATTERING STATURE

Cost: -; **Mins:** Essence 4, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: One Scene

Prerequisites: First Among the Mighty

Isidoros' natural form is mountainous. He is vast, and powerful in his vastness. Mountains crack and crumble if he merely brushes against them when he passes. Exalts who learn this Charm internalizes this great stature and makes it a part of himself. This charm makes its pre-requisite permanently active at its highest level. Effectively making the Exalt Gargantuan permanently (as if First Among the Mighty were always active at the 16m level). Because of this inhuman size, when he enters mass combat he is treated as a magnitude equal to half his (Essence). But because of his great stature, he is also somewhat clumsy. He suffers a -3 internal penalty to all dexterity rolls against anything smaller 8-10 feet tall, this replaces the one imposed by First Among the Mighty and does not stack with it. Even day to day life is taxing to him and he finds himself leaving a wake of destruction just by virtue of his passing. He is incapable of interacting with things on normal scale and whenever he fails a roll to manipulate something with his hands, is likely to accidentally damage the object, or the general neighborhood around him. Because this stature makes stealth impossible except in mass combat where he may lay an ambush as normal for a unit of his magnitude, the Exalt may choose to use this charm's pre-requisite to reduce his size (it can no longer increase it), doing so negates all penalties to his dicepools resulting from size, but also eliminates the bonuses that came from being a giant. Returning to full size is as simple as terminating First Among the Mighty and waiting for his DV to refresh, during which time he rapidly expands to his previous stature.

At Essence 5+ this charm further modifies the Exalt's body, making it even larger still (by about 10 percent), and significantly more wild and feral in appearance. The Infernal adds (Essence) to his Strength and Stamina at all times unless he is suppressing his size below Huge. Furthermore, provided he is Huge or larger, he may wield warstrider weapons as if they were built to scale for him and may wield melee ranged weapons with the 2-tag with one hand and suffer no penalties to do so.

Source: JiveX

NOURISHING RUINATION

Cost: 5m; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Competition

Duration: One scene

Prerequisites: Tide of Joyous Rage

Like the Great Black Boar, the Exalt takes pleasure an the nourishment from the mayhem he causes. Whenever the Infernal inflicts damage on a Competitor, a being or object she has a negative intimacy towards, or which has an intimacy towards the competitor, she regains one more per level inflicted, to a Maximum of 10m per action. If she possesses a negative Intimacy toward the target, she may regain two motes. If the Infernal Has Essence 3+ and the target is a Competitor, she may regain one Virtue Channel, one willpower or four motes. These motes fill peripheral essence first then personal. This charm cannot be used to recover more motes than the Maximum Capacity of the Infernal's essence pool nor can any combination of Charms including Nourishing Ruination during allow her to recover more than (Essence x 2) motes per action. If the Infernal has Essence 6 a second purchase of this charm makes it permanent.

Source: JiveX

RAVENOUS TRIUMPH MASTERY

Cost: – ; **Mins:** Essence 4, Isidoros 0; **Type:** Type:

Keywords: Competition

Duration: One scene

Prerequisites: Nourishing Ruination

This Charm enhances its prerequisite. Whenever the Infernal inflicts enough damage to kill or destroy a target, he may recover 1 wp. If the target is a Competitor, she may choose to instead regain all willpower at the end of the scene as if she had just undergone limit break.

Source: JiveX

TUSKS THAT GORED THE SKY

Cost: 4m 1wp or 6m 1wp; **Mins:** Essence 3, Isidoros 0; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Obvious

Duration: One Scene

Prerequisites: First Among the Mighty, Inexorable Juggernaut Progress

The Infernal shapes her essence and her own destructive intent into terrible natural weapons. Her arms are wreathed in a semi-translucent sheath of essence that take the form of the tusks of a savage boar from the dawn of the world. This charm creates what amount to Khatars except that they have the following traits: Speed: 5 Accuracy: +2 Damage: +7L Defense: +2 Rate: 3 Tags: 2,C,M,R. this charm always manifests 2 tusks and the hands they form around cannot be used in any capacity other than as Khatars for the duration of the charm.

At Essence 4+ the Infernal can spend 7m 1wp to cause this charm to generate an entirely new natural attack called Gore and causes the tusks to form in the Exalts mouth. The Gore attack has the Clinch tag and may be used, in conjunction with

the arms, to establish a clinch against someone. This version of the charm marks the exalt as obviously inhuman but is not, itself Obvious. Indeed, the Exalt might well be a Lunar or nature spirit of some kind, or even a wyld mutant, for all an observer knows. The tusks created by this form of the charm are smaller, obviously, and solid, not obviously created of essence. The Traits for the Gore attack are identical to the traits for base effect except for the Clinch attack using Gore which has the following traits:

Speed: 6 Accuracy: +2 Damage: +5L Defense:– Rate: 1 Tags: C, M,R,P,N (Both the Clinch and Non-Clinching Gore attacks have the N tag)

Source: JiveX

FORCE WITHOUT REASON

Cost: –(6m); **Mins:** Essence 4, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: World Crusher Durance, Tusks That Gored the Sky

The Infernal has enormous mass and uses it to his advantage, indeed his strength is far out of scale with his actual size. Regardless of his actual stature, he receives the strength bonus of being Large, even when First Among the Mighty reduces him below that size. He does not retain any other benefits however. Additionally, the Infernal adds (Essence) to any attempt to maintain control of an already established grapple or to break free of (or take control of) one. His enormous, mass also makes it harder to throw him off balance, adding (Essence) successes to any knockdown check. As a final benefit of this charm, the infernal may commit 6m to it while he is in control of a grapple hurl the target to the floor and pin him there with a single limb, freeing him to use the rest of his body to act. Often this takes the form of a impossibly heavy boot pinning a foe to the earth while the Infernal deals with other assaileants. This provides two benefits and only one drawback. He may freely apply his Parry DV and make attacks using any limb or weapon, provided one of his limbs remains free to restrain the clinched victim. Furthermore, He rolls to maintain control of the clinch reflexively and needn't flurry it with other actions. However, he cannot move while restraining someone in this manner and if forced to move (such as by knockback) must immediately relinquish them. Furthermore, he may not apply his Dodge DV against any attack. Only one character can be restrained in this way. The infernal could, theoretically, clinch one target regularly and maintain a second clinch in this manner, however.

Source: JiveX

NO WILL BUT MY OWN

Cost: 4m 1wp; **Mins:** Essence 3, Isidoros 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Argument From Power

Isidoros is subject to no one but himself and beholden to nothing but his own whims. When confronted with an argument that threatens the free exercise of his own will, the Infernal may remind herself of the primacy of her own will by a demonstration of her own strength. This charm supplements a feat of strength to break an object (normally dramatic). Upon breaking the object the infernal rolls

the (Strength+Athletics) total required to break the object (adding half its Resource Value in successes). If the Infernal was subject to any Unnatural Mental Influence exerted by a being whose (Permanent Essence) is less than the rolled successes, that influence is terminated immediately. This may terminate multiple effects but must end all effects it can, the Infernal may not pick and choose to end some effects but not others. Regardless of how she chooses to manifest this Charm, it completely defends her against any unwanted mental influence. A second purchase at Essence 4+ likewise defends against Shaping effects.

Source: JiveX

STUBBORN PIG STANCE

Cost: 2m or 4m; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Competitor

Duration: Instant

Prerequisites: Argument From Power

With a crass word or rude gesture the Yozi flagrantly defeats the reasoned arguments of others with his own brutish, yet compelling manner. This charm provides two distinct social defenses. Against a non-competitor it is a social Dodge (against any Dodge-able Mental Influence) that manifests as the Infernal rudely, or callously, disregarding the comments of his opponent. This costs 2m. Against a competitor, who the Infernal must take note of, it functions as a perfect social Parry, even against mental influence which cannot be parried. This costs 4m. This charm suffers the Imperfection of the Black Boar, even when used in a way which would not normally warrant a Flaw of Invulnerability.

Source: JiveX

UNWAVERING BOARS DISMISSAL

Cost: 3m 1 Limit; **Mins:** Essence 3, Isidoros 0; **Type:** Simple (DV -1)

Keywords: None

Duration: One Day

Prerequisites: No Will But My Own

Nothing stops Isidoros because his mind is hidden behind an impenetrable wall of his own ego and he sees the world clearly only through the tiny chinks in that wall. By gaining one Limit the Infernal renders all Natural Mental influence from Competitors and all Mental influence of any type from non-competitors unacceptable orders. His intimacies are suspended temporarily as he loses himself in his own Ego. They cannot be eroded, and do not penalize or benefit his MDV's. He gains no benefit from having them whatsoever for the rest of the scene, as if, for a moment they simply didn't exist. He may not form new intimacies during this time either. When a charm would force him to do so this also becomes an Unacceptable order. His protective self involvement also prevents him from actively engaging in social combat with others while this charm is active except to defend himself.

Source: JiveX

IRRESISTIBLE FORCE SHINTAI

Cost: 8m, 2wp (4m); **Mins:** Essence 4, Isidoros 0; **Type:** Reflexive

Keywords: Obvious, Competition, Combo-Basic, Form-Type

Duration: One action

Prerequisites: Tide of Joyous Rage, Immutable Ego Sight, First Among the Mighty

The Black Boar That Twists The Skies is renowned for his strength, which surpasses, some whisper, even that of the Demon King. Certainly he acts with more conscious, deliberate, defiance than any other Yozi. He may not be as cunning as the Ebon Dragon or as fundamentally, randomly destructive as Adorjan, who seems to naturally embody the mindless, pure Freedom Isidoros consciously emulates, but he is utterly irresistible. It is for this reason alone that no other Yozi dares balk his violent rampages, or question his mad caprices. Isidoros alone among the Yozi can still claim to be utterly inviolate, though he knows that even that aspect of his nature is no longer absolute. When this charm is activated, black cords of barbed essence whip about the infernal's anima which distorts into a field of warped space and chaos of monstrous shape and proportion. This display is as visible as an Iconic Anima.

For the duration of this Charm the all attacks, social or physical, of any type Infernal makes against a Competitor are considered unblockable, provided they are congruent with the Themes of the excellency of Isidoros. Further, all actions which could functionally benefit from the Excellency of Isidoros, reduces its target number by -1 as Fate itself dares not gainsay the boar. While this charm is active, Isidoros Inevitability Technique may functionally reduces the target number of any roll it benefits by -2. This replaces, but does not stack with (as per the charm's text) the benefit provided by the Shintai.

The Infernal's DMDV rises to its maximum value as he fails to consider anything but his own power. while this charm is active he must either thwart or throw off any mental influence he is subject to unless it is directly congruent with his motivation. He can heed no authority but his own might nor serve no master but his will. He is functionally considered to be Ignoring any character who is not a Competitor, for the purposes of Social Combat. This also means, however, that any attacks directed at him by any non-competitor are automatically unexpected absent the use of surprise negation charms.

This charm may be reactivated on the Infernals next action for the cost of 4 motes. This consumes the Infernal's Charm activation as normal however. At essence 6 a repurchase of this charm provides further benefits. The Infernal's anima hardens about him and he achieves a magnitude appropriate to the Yozi Isidoros. His body swells and fuses with his flesh. He no longer flares his anima, but suffers all the benefits and drawbacks of World Shattering Stature, even if he has not learned the charm, for the duration of this charm's effect. If he knows world shattering stature, he is further augmented such that his body now counts as a (Essence) Magnitude unit in mass combat due to its size. Finally, the Essence 6 repurchase enables the success adder functionality to validly apply to contested rolls, rendering the Infernal able to

Source: JiveX

BORNE BY THE BOAR

Cost: ; **Mins:** Essence 1, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , None

Isidoros has strength to crush all opposition, strength to bear all burdens. An

Infernal with this Charm adds his Essence to his Strength for purposes of calculating his dice pool for feats of strength and the range of any thrown attack he makes with an improvised weapon (including throwing clinched opponents). This Charm may be purchased a maximum number of times equal to the Exalts Essence rating, with each purchase stacking to cumulatively increase the Infernals effective Strength rating.

Source: The Demented One

STRENGTH IS DESTRUCTION

Cost: ; **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Borne by the Boar

Isidoros cannot help but crush all things with his passage he cannot restrain the quaking of his footfalls, or the vastness of his strength. The Infernal may perform feats of strength as a miscellaneous action, allowing him to lift or break objects in combat. However, their own strength exceeds their power to control. Whenever they wield or use any item as a non-reflexive action, they must succeed on a (Dexterity + Athletics) check, or else unwittingly apply their full (Strength + Athletics) pool in a feat of strength to break that item. The difficulty of the roll is equal to the number of copies of Borne by the Boar that the Infernal knows. Succeeding on the roll allows the Infernal to wield or use that item safely for the rest of the scene. Attuned artifacts are exempt from this hapless destruction.

A second purchase at Essence 5 allows the Infernal to perform feats of strength as reflexive actions. There is no limit on how often he may attempt a feat of strength, but he may not make more than a single reflexive feat of strength against a given object in a single action. Whenever he touches an object, he must roll his (Dexterity + Athletics) to avoid accidentally breaking it, as above. Succeeding on the roll allows the Infernal to touch that object without any risk of it breaking for the rest of the scene, for worn objects, for as long as he carries it.

Source: The Demented One

SUPREME ABOVE ALL THINGS

Cost: ; **Mins:** Essence 4, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Strength is Destruction

Isidoros knows nothing he cannot overcome. Whenever the Infernal spends a point of Willpower to enhance a feat of strength to lift or break an object, he does not roll his Willpower as normal, instead adding his Willpower directly to the total. If he channels a point of Willpower through his Conviction, he may instead increase the effective rating of his (Strength + Athletics) up to the minimum necessary to accomplish whatever feat he attempts. If the task does not have a minimum, he instead adds (Willpower + Conviction) to his pool. This does not allow the Infernal to break otherwise indestructible objects.

This Charm also does not allow the Infernal to perform feats of strength to lift or break structures. Even if he gains that capacity, channeling his Conviction cannot raise his (Strength + Athletics) above the minimum required to lift a structure with

up to (Conviction) object-sized sections. If he tries to lift or break a larger structure, channeling his Conviction instead adds (Willpower + Conviction) to his (Strength + Athletics) pool. At Essence 6, this Charm allows lifting structures of up to (Conviction x 2) sections, which increases to (Conviction x 5) at Essence 8. At Essence 10, this limitation is removed, allowing the Infernal strength enough to bear up the Blessed Isle, or to crush the moon underfoot.

Source: The Demented One

INDOMITABLE GOD-BEAST RAMPAGE

Cost: ; **Mins:** Essence 8, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Conquering the Omphalos

The Black Boar once set the heavens trembling with his footfalls, and cracked stars beneath his hooves. He has strength beyond imagining, strength to shatter Creation and bring down the sky. This Charm permanently upgrades Borne by the Boar. Its bonus now applies to the Infernals Strength when calculating the raw damage of any attack he makes.

Source: The Demented One

FACE-CRUSHING HOOF

Cost: 2m; **Mins:** Essence 2, Isidoros 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Borne by the Boar

Isidoros crushes all opposition underfoot, not even noticing what he has done. This Charm enhances any Melee or Martial Arts attack. If the attack successfully deals at least one level of damage, then its victim is stunned until his next action.

A second purchase of this Charm at Essence 3 allows the Infernal to spend a single additional mote when activating this Charm. Doing so increases the penalty from being stunned to the Infernals Essence, and extends the duration of the stunning to (Essence) actions.

Source: The Demented One

BRUTALITY OF THE UNMATCHED BEAST

Cost: 7m; **Mins:** Essence 2, Isidoros 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Face-Crushing Hoof

The Black Boar knows nothing of restraint or mercy, committing atrocities with blissful ignorance. This Charm doubles the post-soak damage dice in Step 8 of any Melee or Martial Arts attack. If the attack deals any levels of damage to the Infernals enemy, they are knocked back one yard for each level of damage suffered, plus an additional yard for each purchase of Borne by the Boar the Infernal has.

A second purchase at Essence 4 allows the Infernal to activate this Charm reflexively in Step 8 of attack resolution. Doing so costs an additional point of temporary Willpower, and renders this Charms effects Obvious, as the Infernal brims with the

world-shattering strength of the Black Boar, cracking the earth beneath his feet. He may treat Brutality of the Unmatched Beast as a reflexive Charm for purposes of Combos.

Source: The Demented One

CONSTELLATION-SHATTERING SPITE

Cost: 5m (+1wp per astrological effect); **Mins:** Essence 4, Isidoros 0; **Type:** Reflexive (Step 8)

Keywords: Combo-OK, Ineffable, Shaping

Duration: Instant

Prerequisites: , Brutality of the Unmatched Beast

Isidoros is vast beyond destinys power to contain him. Its fetters strain and snap in futile defiance of the Black Boar. This Charm enhances a Melee or Martial Arts attack. If it successfully hits and deals at least one level of damage to its victim, all Sidereal astrology effects placed upon that character become Obvious to the Infernals senses. He may choose to shatter any or all of these astrological effects, spending a single point of Willpower for each one he chooses to negate.

At Essence 5, the Infernal is able to trample over even true Destiny. He becomes capable of stripping away the Destiny background from characters who possess it, for a cost of of one point of Willpower for each dot of the background removed. Furthermore, he may render the victim of his attack permanently outside of fate by spending an amount of Willpower equal to their Essence. The Infernal may activate any of these options simultaneously, so long as he has sufficient Willpower to spend on them.

Source: The Demented One

SKY-TWISTING GEOMETRIES

Cost: 1m; **Mins:** Essence 2, Isidoros 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Sorcerous

Duration: Instant

Prerequisites: , Borne by the Boar

With a threatening gesture or a shouted curse, the Infernal may shatter anything that offends his sight. This Charm enhances a feat of strength to break or lift an object, allowing the Infernal to make it from a range of (Essence + Strength) yards. He may not target items in active use, including attuned artifacts. If he successfully breaks an object, it shatters on the spot. If he successfully lifts it, he may either have it fly to his side or hand, or else move it up to (Essence + Strength) yards. He may choose to attack an enemy by flinging the object at them, in which case it is treated as a Thrown attack. The Infernal rolls his (Essence + Strength + Athletics) for the attack roll. At Essence 5, the range of this Charm is increased to (Essence + Strength x 5), while at Essence 7 it becomes (Essence + Strength x 10). At Essence 10, the Infernal may use it on anything within his sight, allowing him to truly twist the heavens.

Source: The Demented One

COSMOS-SHAKING STRIDE

Cost: 3m; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Sorcerous

Duration: One scene

Prerequisites: , Sky-Twisting Geometries

Isidoros carves a path wherever he wills to go, stamping his hoof-prints into the face of the moon or the dome of the sky. The Infernal may choose what direction is down? relative to his orientation as he wishes, allowing him to traverse any surface with ease. He may walk up walls, cross ceilings, or perform similar gravity-defying feats as he pleases. However, the Infernal must have stable footing on a solid surface in order to traverse it in defiance of gravity. Without that, he will fall to the ground as usual.

At Essence 5, the Infernal may walk with nothing beneath him, allowing him to tread on air itself. He does so in the same way and with the same ease he walks on ground. He can still suffer from unstable footing due to wind or other buffeting forces while walking on air, as normal, but does not lose the ability to do so because of unstable footing. However, if he is knocked prone while walking on air, he falls, and cannot avert his descent with this Charm. A second purchase of this Charm at Essence 4 grants the Infernal its benefits permanently.

Source: The Demented One

BROKEN ZODIAC CATASTROPHE

Cost: 15m, 1wp; **Mins:** Essence 4, Isidoros 0; **Type:** Simple

Keywords: Combo-OK, Ineffable, Obvious, Shaping, Sorcerous

Duration: Indefinite

Prerequisites: , Constellation-Shattering Spite

With one stamp of his mighty hoof, Isidoros can set the stars asunder in the heavens, cracking the firmament of the world. This Charm is a feat of strength performed to break reality. As the Infernal activates it, the sky above him shatters, black cracks spreading across the heavens to mark his domain. He may crack the reality of an area that spans up to one square mile for every five dice of his (Strength + Athletics) pool, though shattering reality in an area greater than ten contiguous square miles is a Blasphemy effect. Adjacent areas whose fates are shattered by this Charm combine to form a single collective territory.

Shattering the fate of a land immediately consigns ownership of it over to the Infernal, as he marks his territory with the destruction of destiny. He cannot contest the ownership of land possessed by a character of awakened essence, although the remainder of this Charms effects function normally regardless. All Charms with the Fate keyword cost a single mote more within the marked territory, and gain the Obvious keyword. Black cracks split the essence and anima of any Exalt who activates such a Charm, revealing their manipulations for the Infernal to see.

The land that lies beneath the shattered sky is considered outside of fate. All characters within it must make a (Essence + Willpower) roll each month, at a difficulty of the Infernals Essence, or be rendered outside of fate. Mortals and animals do not receive a roll to resist. Demons of the first circle are always considered to be outside of fate within the Infernals domain. Such characters return to fate if they spend a month or more outside of the Infernals territory.

Appropriate countermagic can dispel the Infernals machinations, returning the land to fates domain and revoking the warlocks ownership as the cracked sky is healed and mended. In addition, a character capable of crafting destiny may heal the rift

with an (Intelligence + Craft Fate) roll at difficulty 10, although doing so requires that they both know the precise location of the rift and have access to the Loom of Fate.

Source: The Demented One

BLIND CATAclysm TREAD

Cost: 5m, 1wp; **Mins:** Essence 3, Isidoros 0; **Type:** Reflexive (Step 10)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Brutality of the Unmatched Beast

Those caught in the path of Isidoros cannot hope to survive. The Black Boar is not without occasional mercy, but he cannot offer it to those too small to see. The Infernal may activate this Charm when he damages an opponent who is either stunned or knocked prone, converting all post-soak damage dice to levels of lethal damage as he gleefully maims them.

Source: The Demented One

WRATH ANSWERS FOOLS

Cost: 3m; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Social

Duration: Instant

Prerequisites: , Face-Crushing Hoof

Isidoros cannot be persuaded from his course. Pleas and entreaties only ever convince him to destroy whatever annoyance seeks to bargain with him. The Infernal may activate this Charm in response to any mental influence. He makes a Melee or Martial Arts counterattack against the character who exerted the mental influence, responding to their persuasion with violence. All characters who observe the attack roll Join Battle once the mental influence is resolved, ending the social combat, and shifting the scene into normal combat ticks.

Source: The Demented One

BROKEN WORLDS CRUMBLE

Cost: ; **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Borne by the Boar

Isidoros hurls about the mountains and towers of Malfeas with his passing, haphazardly crushing countless millions in his wake. The Infernal may treat any improvised weapon he wields as having Accuracy of +0, and reduces the (Strength + Athletics) pool needed to throw an object by one die for each purchase of Borne by the Boar he has. He may roll (Strength + Athletics) in place of (Dexterity + Thrown) for the attack roll with any improvised object, and may enhance any such attack with Isidoros Charms. A second purchase of this Charm at Essence 5 allows the Infernal to treat all improvised weapons as having an Accuracy of +3, and to multiply the base range of any Thrown attack he makes with an improvised weapon by ten.

Source: The Demented One

DEFIANT FORCE UNSWAYED

Cost: ; **Mins:** Essence 2, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Inevitable Colossus Ego

So long as the Black Boar can stand, he can never be shaken from his course. Whenever the Infernal would be knocked back, thrown, or otherwise forced to move against his will, he subtracts his (Strength + Athletics) from the total number of yards he would be forced to move. If this reduces the total to 0 or less, then the offending effect is negated entirely. The Borne by the Boar Charm increases the Infernals Strength rating for this calculation as if it were a feat of strength.

A second purchase allows the Infernal to negate any effect that would forcibly move him against his will by spending a single mote. Doing so is an Obvious effect, as the Infernal seems to become truly immovable, all force crushed against his unshakable will. This has no effect on supernatural means of movement, such as banishment or teleportation.

Source: The Demented One

EARTH-SHAKING STOMP

Cost: 3m; **Mins:** Essence 3, Isidoros 0; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: , Defiant Force Unswayed

Fools rush in where Isidoros treads. Activating this Charm, the Infernal stomps on the ground, causing it to quake beneath his footfalls. He rolls (Strength + Athletics) as an attack against all characters within (Essence x 2) yards, plus one yard for each purchase of Borne by the Boar he has. The attack has a damage of (Strength + Essence)L, and all characters damaged by it are knocked prone. However, a character must stand on the same surface as the Infernal to be hit by the attack characters who are airborne, or who are otherwise not in contact with the ground are unaffected. This attack may be enhanced by Isidoros Charms as if it were a hand-to-hand attack.

At Essence 4, the Infernal may spend an additional two motes when activating this Charm to unleashing a devastating force with a thunderous clap of his hands or a deafeningly loud shout. Doing so allows him to dispense with the need to stomp on whatever surface his enemies stand on. In addition, the minimum damage of the attack is increased to the Infernals (Essence x 2), allowing him to overwhelm even the mightiest foes.

Source: The Demented One

MAGNIFICENT INVINCIBLE BEAST

Cost: 5m; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive (Step 7)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: , Defiant Force Unswayed

Isidoros is the unstoppable force, the strength inevitable, the juggernaut that cannot be defied. Can any lesser force assail him? The Infernal may activate this Charm before the damage of an attack is rolled, reducing its raw and final damage to 0 after all other effects. Magnificent Invincible Beast is vulnerable to the Imperfection

of the Black Boar that Twists the Heavens. The Infernal must have stable footing on solid ground in order to activate it. While prone, on unstable footing or uneven terrain, or otherwise incapable of standing on a solid surface, he is defenseless.

Source: The Demented One

FIREBRAND OUTRAGE RETRIBUTION

Cost: ; **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Magnificent Invincible Beast

Strength brought against Isidoros only strengthens him, stoking the flames of outrage that make him invulnerable. Whenever the Infernal activates Magnificent Invincible Beast to defend against an attack, he may commit any or all of the essence spent to gain +1B/1L soak and 1B/1L Hardness for each mote committed, to a maximum of +10B/10L soak and 5B/5L Hardness. This is considered natural soak and Hardness. The soak stacks with that granted by armor, although the Hardness does not.

A second purchase at Essence 5 increases these maximums to (Essence x 4) additional points of soak and (Essence x 2) points of Hardness. A third purchase at Essence 6 increases the maximum bonuses to (Essence x 10) soak and (Essence x 5) Hardness.

Source: The Demented One

OBLIVIOUS TITAN UNSHAKEN

Cost: ; **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Magnificent Invincible Beast

Isidoros can scarcely notice his foes can he truly be blamed for not feeling their puny, ineffective wrath? This Charm upgrades Invincible Magnificent Beast. The Infernal may activate it for a cost of only two motes to defend against any attack whose raw damage fails to exceed his soak. At Essence 4, he may also activate it at this reduced cost against any attack made as part of a flurry. Attacks that fail to overcome his soak and which are part of a flurry may be defended against for a cost of only one mote.

Source: The Demented One

SCORNING THE STARS

Cost: 2m (+1wp); **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Ineffable

Duration: Instant

Prerequisites: , Inevitable Colossus Ego

Isidoros is unimpressed by any power lesser than his own. This Charm negates any dice or automatic successes added to an attack roll against the Infernal by Charms, and automatically sets the target number of the roll to 7 after any other adjustments to it have been made. The Infernal to activate this Charm whenever another character makes a contested roll against him, regardless of what Ability the roll is made with,

by spending a single point of temporary Willpower. This Charm cannot negate any automatic successes added by Isidoros Charms.

Source: The Demented One

LAUGHING AT SPIDERS

Cost: 5m (+1wp); **Mins:** Essence 4, Isidoros 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Ineffable, Shaping

Duration: Instant

Prerequisites: , Scorning the Stars

Isidoros is vast on a cosmic scale, so monumentally massive that the magic of lesser beings cannot conceivably encompass the whole of his being. This Charm may be activated in response to any attack the Infernal is aware of, making all Charms enhancing the attack Obvious to his senses. The Infernal may choose to cancel the effects of any or all of those Charms, shaping them into nothing as they fall against the superior vastness of Isidoros. He must pay a surcharge of one Willpower in order to negate multiple Charms. However, this Charm fails against the Charms of any character immune to Shaping effects. The Infernal may recover a single mote for each Charm he negates with the Fate keyword, drinking deep the sorrow of the Maidens as their best-laid schemes go awry.

A second purchase at Essence 5 allows the Infernal to use this Charm against sorcery. Whenever he is attacked with or targeted by a spell of the Emerald or Celestial Circles, he may activate this Charm to negate its effects on him. Doing so increases the cost of this Charm by ten motes for each circle of the spell. If the spell was solely directed against the Infernal, it shatters as if dispelled by countermagic. He may also use this Charm to defend against necromancy spells, but they are considered one circle higher than normal. At Essence 6, he may use this Charm against spells of the Adamant Circle.

Source: The Demented One

INEVITABLE COLOSSUS EGO

Cost: 1m; **Mins:** Essence 2, Isidoros 0; **Type:** Supplemental

Keywords: Combo-OK, Illusion

Duration: Instant

Prerequisites: , None

Isidoros succeeds because he knows not how to fail. The Infernal may activate this Charm to enhance any action, guaranteeing him a minimum of (Essence) successes on the roll in addition to any automatic successes added, even if he rolls below that. However, this minimum can never exceed the Infernal's total dice pool for the action. If the Infernal spends a point of Willpower to enhance the action, he may activate Inevitable Colossus Ego without it counting as Charm activation and if he channels a point of Willpower through his Conviction, the assured minimum rises to (Essence + Conviction). However, infinite hubris can blind those who wield it. Should the Infernal fail at the enhanced roll, he still believes that he succeeded. He ignores any evidence of his own failure, or else fabricates rationalizations that place the blame for his failure on others. This unnatural mental influence is an Illusion effect, and the Infernal may spend a single point of Willpower to resist it.

A second purchase of this Charm at Essence 6 makes its effects permanent. The Infernal is guaranteed at least (Essence) rolled successes on any action he performs,

and increases this to (Essence + Conviction) if he channels Conviction. However, the Infernal is compelled to believe that his every action succeeds and he must apply this Charms benefits to every action he performs.

Source: The Demented One

COWING THE LOWLY

Cost: ; **Mins:** Essence 2, Isidoros 0; **Type:** Permanent

Keywords: Social

Duration: Permanent

Prerequisites: , Inevitable Colossus Ego

None can look into the lightless eyes of the Black Boar and not see their own doom. Any social attack the Infernal makes against a character with a Valor of 2 or less is considered unnatural mental influence, and costs two points of Willpower to resist. If a victim enhances their MDVs by channeling Valor, they may ignore this effect. An Infernal with Essence 4 may use this Charm to intimidate any character with Valor 3 or less, while at Essence 6 he may menace anyone with Valor 4 or lower.

Source: The Demented One

ALL THINGS END IN BLOOD

Cost: 6m, 1wp; **Mins:** Essence 3, Isidoros 0; **Type:** Reflexive (Step 1)

Keywords: Combo-Basic, Emotion, Obvious, Social

Duration: One scene

Prerequisites: , Cowing the Lowly

Cowards fall first before the Black Boar, their strength shattered by their faltering courage. When Isidoros snarls and stamps his hoof, he puts the mettle of his foes to the test. To see him is to fear. Whenever the Infernal makes an attack or social attack against a character whose Valor is less than his Essence, he gains a single automatic success on the roll. In addition, characters with a Valor of 1 halve their Parry DV and Parry MDV against attacks made by the Infernal, too cowardly to raise up arms in their own defense or argue against him. This Charm may be resisted for a cost of three points of Willpower. Characters with Valor 5 may instead channel a point of Willpower through their Valor to resist. The Infernal gains no benefits against characters who have resisted this unnatural mental influence.

A second purchase at Essence 5 allows the Infernal to instead add automatic successes equal to the difference between his Essence and his victims Valor to all attack rolls he makes, to a minimum of zero successes. Characters with Valor 1 treat all attacks he makes as unblockable. If the Infernal successfully deals any number of levels of lethal damage to a character with Valor 1 in the scene, they must spend a single point of Willpower or immediately gain an Intimacy of fear towards the Infernal. Eroding this Intimacy requires them to spend a single point of Willpower in each scene they attempt to do so.

Source: The Demented One

BOW BEFORE ISIDOROS

Cost: 10m, 1wp; **Mins:** Essence 5, Isidoros 0; **Type:** Simple

Keywords: Combo-OK, Emotion, Obvious, Servitude

Duration: Instant

Prerequisites: , All Things End in Blood

Snarling with rage and disgust, the Infernal makes a Melee or Martial Arts attack. If the attack would deal any levels of damage, the Infernal may avert it at the last instant, turning a potentially lethal attack into a threatening but harmless gesture. He reflexively rolls (Charisma + Presence) at a difficulty of his victims MDV, adding one automatic success for each level of damage the attack would have dealt. If the attack would have dealt levels of damage that exceed the victims total health levels, excluding Dying levels, the Infernal automatically succeeds without need for a roll.

Success on the roll places a Servitude effect on the victim, causing them to gain a second Motivation of Avoid the wrath of (the Infernal).? They also gain an Intimacy towards the Infernal, which defines the relationship between them. An Intimacy of fear will cause them to avoid the Infernal's wrath by fleeing from him at all costs, while an Intimacy of love will cause them to serve and obey him in hopes of abating his anger. The Intimacy created by this Charm cannot be eroded.

The target may spend three points of Willpower to resist this unnatural mental influence for one scene. Characters with Valor 5 may instead channel a point of Willpower through their Valor. Once a character has resisted this influence (10 - Valor) times, they are permanently freed of this mental influence, losing their additional Motivation. The Intimacy created by this Charm remains as lingering post-traumatic thoughts, but may be eroded normally once the unnatural mental influence has been broken.

Source: The Demented One

HERO-BREAKING GLARE

Cost: 8m; **Mins:** Essence 4, Isidoros 0; **Type:** Supplemental

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: , All Things End in Blood

Isidoros commands the world that it might be what he wishes, and none dare defy him. This Charm may enhance any social attack or mental influence the Infernal makes or exerts, rendering it unblockable and undodgeable and adding (Essence) automatic successes. However, a character who enhances their MDV's by channeling their Valor may still apply them against the Infernal's influence.

Source: The Demented One

UNLIMBERED TUSKS OF ADAMANT

Cost: 3m; **Mins:** Essence 2, Isidoros 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Inevitable Colossus Ego

Isidoros cannot conceive that anything could ever oppose him and thus, nothing can. This Charm enhances a Melee or Martial Arts attack, causing the Infernal's weapon to glisten with the black luster of Isidoros' own tusks. The attack becomes piercing, and ignores its victims' Hardness.

A second purchase of this Charm at Essence 4 allows the Infernal to activate it reflexively in Step 8 of attack resolution for a cost of two additional motes. He may treat Unlimbered Tusks of Adamant as a reflexive Charm for purposes of Combos.

In addition, he may spend a point of Willpower whenever he activates to ignore the victims soak altogether.

Source: The Demented One

WORLD-CRUSHING RAMPAGE

Cost: 4m; **Mins:** Essence 3, Isidoros 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: , Unlimbered Tusks of Adamant

The Infernals attack is as inevitable as Isidoros own footfalls, and just as deadly. This Charm enhances a Melee or Martial Arts attack, bringing to bear irresistible force. There can be no hope of deflecting or escaping such an assault only surviving. The Infernal makes the attack roll as normal, opposed by a (Stamina + Resistance) roll made by his victim, rather than their DVs. If he succeeds, the attack is resolved as normal. The attack can still be defended against normally by any effect that applies against unblockable and undodgeable attacks.

A second purchase at Essence 4 allows the Infernal to pay a surcharge of three motes when activating this Charm. If he does, his victim receives no opposing roll his attack automatically succeeds, with a difficulty of 0. Isidoros is the unstoppable force, and none dare defy him.

Source: The Demented One

WHO DARES DEFY ME?

Cost: (1m); **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Inevitable Colossus Ego

Isidoros cannot yield, even as he assails an immovable object with unstoppable force. He can only redouble his efforts. Whenever a character activates a Charm that has a Flaw of Invulnerability, the Infernal may reflexively spend a single mote to learn that Charm's flaw. If they commit that mote, they gain one automatic success on any attack roll against that character that exploits the assessed Flaw of Invulnerability. The Infernal may only commit the mote to a single character's Flaw of Invulnerability at a time. Whenever an attack the Infernal makes is defended against by a Charm with a Flaw of Invulnerability, the Infernal gains a single point of Limit. He may only gain Limit in this way once per scene.

Source: The Demented One

SINGLE-MINDED STUBBORN BOAR

Cost: 3m; **Mins:** Essence 3, Isidoros 0; **Type:** Reflexive

Keywords: Combo-OK, Social, Stackable

Duration: Indefinite

Prerequisites: , Who Dares Defy Me?

Once Isidoros has made a decision, there is no force in all the world that can change it. Whenever the Infernal makes a decision, he may activate this Charm. Doing so causes him to instantly gain an Intimacy towards that decision. So long as he commits the essence, any mental influence that opposes that Intimacy or that would

cause him to change that decision is treated as an unacceptable order. However, the Infernal himself may not oppose his decision or change his mind without first breaking his commitment or eroding the Intimacy.

Once this Charms duration ends, the Intimacy remains, but possesses no special properties. Intimacies created by this Charm may be eroded normally (and doing so ends this Charms duration). The Infernal rolls his Conviction in each scene he attempts to erode one, gaining Limit equal to the successes rolled from the trauma of changing his mind. The Infernal may activate this Charm to reinforce up to (Conviction) decisions at any one time.

A second purchase at Essence 5 allows this Charm to be activated as an innate ability. The motes spent to activate it are not committed, and its duration changes to Instant, causing any Intimacy created by it to be permanently reinforced. However, he must erode any Intimacies created by this Charm if he wishes to remove them, as he can no longer deactivate this Charm normally. The Infernal may still not activate this Charm more than (Conviction) times; he must erode an Intimacy created by this Charm if he wishes to reinforce another decision once he has reached this maximum.

A third purchase at Essence 9 allows the Infernal to dedicate himself to any number of decisions, without any maximum. However, whenever he makes a decision, he must fail on a Conviction roll in order to not activate this Charm, and gains a single point of Limit for doing so. In any scene in which the Infernal attempts to erode an Intimacy reinforced with this Charm, he does not roll his Conviction normally, but instead gains Limit equal to his Conviction.

Source: The Demented One

FIRST ISIDOROS EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1, Isidoros 0; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , None

Isidoros is *reckless*, *implacable*, and *never changes from his course*. He is that which *acts upon the world*, and in acting upon the world, *changes it*. He acts with *unstoppable force* to *defy* his foes, *overcoming extraordinary opposition*. He exults in *senseless destruction*, bringing to bear *immense strength* for *strengths own sake*. He *cannot conceive of failure* and *only grows angrier* when confronted with a foe he cannot best, *striving again and again* to *crush them underfoot* with *inexhaustible tenacity*. Isidoros *abides by no limitations*, be they fetters, laws, or fate itself. He *shatters impassable barriers* and *bears immense burdens* to *obtain what he desires*. *Inexorable* and *fanatical* in all endeavors, *he knows no shame*, *acting without regard for others*.

Characters may apply this Charm to any action that uses *strength* or *superior ability* to *conquer their enemies*, *do away with obstacles*, or simply *show off his own might*. Isidoros *changes the world to fit his desires*, and his *unbridled arrogance* and *megalomania* can *abide by no lesser vision*. This Charm cannot aid any action performed at the behest or command of another, nor can it aid any indirect actionthe Infernal must *accomplish his goals himself*, not through others. He must take *pride* in all his victories,

making his supremacy known to all who witness the compelling arguments of his absolute might.

Source: The Demented One

ISIDOROS MYTHOS EXULTANT

Cost: ; **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , First Isidoros Excellency

Isidoros overcomes all limitations, angrily surpassing anything that might restrain him. Whenever he is awarded a stunt, he may add that stunt's rating to his effective (Attribute + Ability) or (Essence + Trait) rating for the action to determine how many dice he may add with Isidoros's excellencies.

Source: The Demented One

SINGULAR EXISTENCE AFFIRMATION

Cost: 4m; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive

Keywords: Obvious

Duration: Instant

Prerequisites: Needing No Introduction

There can be no other Black Boar than Isidoros, and attempting to argue otherwise ends only in painful correction. By activating this charm, the Infernal reflexively destroys any non-masterwork impression of himself. Sculptures crack, paintings boil and melt, and parchment with insufficiently epic descriptions of his grandeur disappears into flame. Anyone in direct physical contact with such an impression takes two levels of lethal damage (Except for the Infernal, of course. The original is always superior). The scale on this is limited to things that could be broken with a feat of strength equal to the Infernal's willpower. At Essence 4, this charm can be re-purchased to show Isidoros' affront more directly, and such insulting mockeries explode rather than simply break apart, causing this damage to everyone within (Essence) yards and doing (Valor) levels of lethal damage.

At Essence 6 with the second purchase, the cost of this charm becomes 2 motes, but the Infernal must fail a conviction roll not to use it when presented with an insufficient representation of himself. Singular Existence Affirmation gains the Ego Keyword at this point, and is automatically applied to all viable targets in the Infernal's presence regardless of his knowledge thereof while he is in Sky-Warping Titan-Beast Shintai. It only functions at its most basic level thus, but the Infernal may expend a mote as a non-charm action to make a single insult to him explode at its maximum capacity.

Source: Mockery

CHANGE-OR-DIE ULTIMATUM

Cost: 6m; **Mins:** Essence 4, Isidoros 0; **Type:** Reflexive

Keywords: Obvious, Social, Shaping

Duration: Instant

Prerequisites: Unity of Flesh and Soul, Who Argues With Falling Stars?, Who Argues With Falling Stars?

Isidoros is everything that he feels and everything he values. Sometimes, a demon feels themselves clever and plays to the Black Boar's weaknesses to convince him of another course of action. It is rare, of course; not even the Unquestionable should get away with such a trick upon one of the Yozis. Still, it does happen, and when it does, Isidoros cannot proceed as he is, bowing his head to another and going along with what they suggest. Isidoros must die.

At the same time, Isidoros is too great to be stopped by something as petty as a simple quandary of priorities.

Isidoros must live.

The Infernal may activate this charm in response to any Social Attack which the Infernal cannot defend against with Who Argues with Falling Stars, perfectly defending. However, as the infernal defies a part of himself, he casts it away as irrelevant: he may change the emotional context of the Intimacy to something that would allow him to deny it in this instance, or discard it altogether. If a Virtue has been defied, he must move a point of it to another virtue if at all possible. However, if he defies his Motivation it must change then and there.

As a secondary effect, the Warlock's redefinition of himself appears on a very visible level—he rolls his willpower (plus 1 for an Intimacy defied, 2 for a Virtue, or 3 for a Motivation), and applies successes as though they were a disguise roll to determine the level to which this charm has remade him; the Infernal does not consciously control this, although the Player might. This "disguise" is real and permanent; the Infernal has discarded that-who-he-was for that-whom-he-is.

Source: Mockery

PERFECTED INVINCIBLE FORM

Cost: 4m+; **Mins:** Essence 3, Isidoros 0; **Type:** Reflexive

Keywords: Obvious, Combo-OK, Stackable

Duration: Instant

Prerequisites: Singular Existence Affirmation, Who Argues With Falling Stars?

Just as the Black Boar's visage cannot be mocked, so too can it not be marred. Not even his fellow (and he uses the word loosely) Yozis can harm him with all their fury and madness. This charm encompasses the multifaceted and inviolate perfection of Isidoros' shape, and perfectly negates all damage from an attack with its basic function. However, Isidoros is proof against more than wounding of the body; further negative effects (e.g. Poison, Sickness, or Shaping) can be prevented by invoking this charm multiple times—each invocation after the first protects against a different effect. This charm suffers from the Imperfection of the Black Boar.

Source: Mockery

SINGULAR CATASTROPHE CHARGE

Cost: +5m; **Mins:** Essence 3, Isidoros 0; **Type:** Reflexive

Keywords: Obvious, Ego

Duration: One Scene

Prerequisites: World of Paper Walls

There are so many insignificant, unimportant things dwelling in Malfeas. If Isidoros spent all his time and Essence bothering to disregard each one, he would have no time to contemplate himself. The Infernal likewise puts that horrible possi-

bility from her mind with this charm, which enhances World of Paper Walls as listed above. At Essence 4, the Infernal may extend the duration of this charm to Indefinite; while using this function, the Infernal applies the effects of this charm to all surfaces she touches; doors splinter at a touch, as do the bones of men. Only objects which the Infernal owns—and the Infernal herself, of course—are proof against this destruction, although she may spend a willpower to imbue an object or person to whom she has an Intimacy with her own presence; this protection lasts for a single scene.

The Ego power of this charm further allows the Infernal not only the power to crush that which is in his path, but also to further his claim: he adds his willpower to his Bashing and Lethal soak values.

Source: Mockery

PURSUIT OF VENGEANCE AND GLORY

Cost: None; **Mins:** Essence 4, Isidoros 0; **Type:** Permanent

Keywords: Obvious

Duration: Indefinite

Prerequisites: World of Paper Walls

Isidoros disregards the world around him most of the time; when he does find something worth his attention, he will not wait or let that selfsame unimportant world slow him down. This permanently enhances World of Paper Walls, allowing the Infernal to use dash actions instead of move actions with this charm when moving in the direction of an Intimacy, channeling a virtue, or acting in direct fulfillment of her motivation, and activate it as a non-charm action. Until she reaches Essence 6, she cannot benefit from this charm and Singular Catastrophe Charge at the same time.

Source: Mockery

TO BEAR THE BRASS SKY

Cost: None/15m, 1wp; **Mins:** Essence 3, Isidoros 0; **Type:** Supplemental

Keywords: Obvious, Combo-OK

Duration: One Action

Prerequisites: First Isidoros Excellency, I Will Not Be Denied

Isidoros' strength is without equal; those who wrestle him are crushed, those who get in his way are trampled, and even the being who still thinks himself the king of all his kind occasionally tries to crush him between the layers of the Demon City. He tries. This charm enhances any Strength + Athletics pool to lift or throw an object, as long as that attempt is also enhanced by the Infernal's First Isidoros Excellency. The Infernal doubles both the dice and successes added by excellencies, as well as the maximum number of bonus dice he may add to such an attempt with his Charms.

At Essence 7, for a flat cost of 15 motes and 1 willpower, the Infernal may lift or throw any inanimate object as though he had ten (strength+athletics) more than the minimum required to lift it, and applies his Willpower in automatic successes to any roll this charm supplements if it is opposed.

At the end of this Charm's duration, the Infernal is left with his own strength again; he may set down whatever he has picked up, throw it if possible, or use this charm again; continuing to bear the solid jade pillar of a manse when one no longer has

the strength to carry it bears consequences best pondered by a creative Storyteller.

Source: Mockery

ALL CAUSES ARE WORTH BLOOD

Cost: +1wp; **Mins:** Essence 4, Isidoros 0; **Type:** Special

Keywords: None

Duration: One Day

Prerequisites: Rutting Boar Conflict

This Charm enhances its prerequisite, forcing another to continue physical combat until they have either proven their superiority or fallen to their better. The target simply cannot pull himself away from combat until his opponent is either unconscious or dead—or until the target of this charm is. Any attempts to instill supernatural fear or motivation are treated as an unacceptable order, and he receives a bonus success to resist any other attempts to calm him. The target may spend a willpower to restrain himself for a single tick, and may throw off the effects for four such willpower spent.

Source: Mockery

THE STARS LIE

Cost: None; **Mins:** Essence 4, Isidoros 0; **Type:** Reflexive

Keywords: Obvious, Ego

Duration: Instant

Prerequisites: The Boar is No Fly

Fate is a flawed concept in flawed execution. By weaving the deeds of great men in the stars before they are performed, the pattern spiders seek to chain them, control them. It fails, and Isidoros will always be there to laugh when it does.

This charm allows the Infernal to activate The Boar Is No Fly whenever he is in the presence of a Blasphemy effect; as a side effect of this charm, he becomes instinctively aware of the presence of any Blasphemy effect in the area, although he gains no special insight into the nature of the effect, nor who—if anyone—invoked it. Isidoros cares more that he has been given another chance to make his point than who has given him the opportunity to do so.

If Isidoros is in Sky-Warping Titan-Beast Shintai, he may employ his own Fate-defying presence to shred the Loom asunder, and invoke The Boar is No Fly as a Miscellaneous Action (which may be part of a flurry, although not with itself) regardless of whether or not he is within Fate at the time. Doing so does not invoke the usual Ego willpower point surcharge for this charm or its prerequisite.

Source: Mockery

MADNESS OF INFINITE POSSIBILITIES

Cost: 1m; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive

Keywords: Counterattack, Social

Duration: Instant

Prerequisites: Content to Wallow

Isidoros cannot abide being predicted or accounted for. So it is that he spits in the eye of anyone attempting to learn of what he plots. The Infernal becomes aware of any attempts to discern what he will do in the future, although no other

details make themselves known. At Essence 3, he may also pay 2m to make a surprise social counterattack which becomes Unnatural Mental Influence if the investigation was conducted through supernatural means such as charms or Astrology to convince the investigator in question of an entirely different agenda of his choosing.

Source: Mockery

OCEAN-SWALLOWING GULLET

Cost: 1m; **Mins:** Essence 3, Isidoros 0; **Type:** Simple

Keywords: Obvious, Ego

Duration: Indefinite

Prerequisites: On the Anvil of Wanting

The great bulk of the Black Boar is beyond imagining and defies reason: on the outside, he swallows mountains; on the inside, he can contain worlds. This charm allows the Infernal to devote an action to consuming any inanimate object he can carry—this is a dramatic action if the target of this charm is too large to be wielded as a weapon, otherwise a Speed 5/DV-2 Miscellaneous action. He cannot carry objects he cannot lift with his strength + athletics. His mouth and throat can expand to grotesque sizes as he consumes, but he shows no sign of containing that which he does; such things are not actually passed along to the Infernal's stomach for digestion, but linger in a sort of Elsewhere-space until the Infernal decides he no longer wishes to carry it within, at which point he may vomit the swallowed object up through his mouth, or otherwise relieve himself of the burden through another orifice; this takes as long as it did to initially swallow the object. He may also reflexively relieve himself of any stored possessions by forcing them through his skin—this inflicts a number of Lethal health levels of damage equal to the Strength + Athletics Total required to lift it. Alternately, he may pass it along to his stomach as though he had initially swallowed it, with whatever reasonable consequences might ensue. If the Infernal is in Isidoros' Shintai, consuming objects imposes no DV penalty, and any ejected items inflict a single level of bashing damage to him. He possesses no upper limit to the amount of things he may carry with this charm, but each invocation requires a separate committed mote, and he may not manipulate them inside himself in any way unless he has Ever-Burning Forge Gut. If the Infernal is slain, all the contents stored by this charm spontaneously erupt forth immediately upon his death.

Source: Mockery

GREATER BEAST CONSUMPTION

Cost: 4m, 1wp; **Mins:** Essence 3, Isidoros 0; **Type:** Special

Keywords: Obvious

Duration: Indefinite

Prerequisites: Ocean-Swallowing Gullet

Blessed is the man consumed by Isidoros, for the man shall become Isidoros. This charm allows the Infernal to swallow living beings with Ocean-Swallowing Gullet, although this requires a complete lack of resistance; any significant struggle on the part of the victim prevents the Infernal from being able to consume the target. Any entity so stored remains comatose and immune to the ravages or demands of time, although they may spend 3 points of willpower to awaken; a creature who regains consciousness finds themselves alone in the infinite space inside the Infernal this charm's

prerequisite provides, and they may free themselves from this charm as though it were a Shaping effect with results as though the Infernal had opted to reflexively eject them from their body.

Source: Mockery

WEIGHT OF THE MOUNTAIN'S SHADOW

Cost: 7m; **Mins:** Essence 4, Isidoros 0; **Type:** Simple

Keywords: Obvious, Ego, Shaping, Combo-OK

Duration: One Action

Prerequisites: Greater Beast Consumption

The towering frame of Isidoros crushes men and demons with his mere awesome presence as surely and brutally as the passage of his countless dark hooves. With this charm, the Infernal directs his attention and the force of his personality upon a single target within (Charisma) yards as an overwhelming, overbearing pressure that crushes lesser men utterly. Treat this as an Environmental effect with a damage of (Willpower)L/Action, and a trauma of 4. Further, the overwhelming mien of the Warlock weighs even more literally upon the target, and she takes a penalty to her actions as though she were carrying a load of a Strength+Athletics rating of the Infernal's Charisma+Essence. While in Shintai, the Infernal adds 5 to the mote cost in addition to the Ego surcharge, and applies this effect to everything in his vicinity within Essence*10 yards.

Source: Mockery

SEA SWALLOWS SNOWFLAKES

Cost: 8m; **Mins:** Essence 5, Isidoros 0; **Type:** Supplemental

Keywords: Obvious, Ego, Shaping, Combo-OK

Duration: Instant

Prerequisites: Weight of the Mountain's Shadow

A grain of sand disappears into the desert. A drop of rain disappears among thousands into the rising waters of a flooding river. A man or demon sinks into Isidoros. In all these things, a single insignificant part disappears into an infinitely greater whole. This charm adds the Infernal's Essence in dice to any attempt to maintain or gain control of a clinch. As he does so, his body takes on the night-black pitch of the Boar who Twists the Skies; even if he fails to maintain control of the clinch he may inflict his Essence in dice of damage to any who do not release him, as his opponent is crushed into the Infernal with far beyond brute strength. If he reduces his opponent to Incapacitated, he may maintain the clinch and absorb his foe through his skin immediately as though with Greater Beast Consumption (this completes when his DV next refreshes). While in Sky-Warping Titan Beast Shintai, the Infernal may alternately choose to enhance this charm's prerequisite; rather than crushing his enemies into the ground, he may instead beckon them to join in his great being. This bears any targets through the air to the nearest surface of his body with a force equal to his Strength+Essence, and he may still opt to absorb them (either per Greater Beast Consumption or for simple nourishment or pleasure) when they lose consciousness and/or life. If he chooses to consume his fallen enemies like this the process requires no action, but takes three ticks to complete.

Source: Mockery

RUTTING BOAR CONFLICT

Cost: 5m; **Mins:** Essence 3, Isidoros 0; **Type:** Simple

Keywords: Sorcerous, Social

Duration: One Scene

Prerequisites: Who Argues With Falling Stars?

It is nigh-incomprehensible and anathema to the Black Boar that Twists the Skies that one might bow to another without expending every bit of their will that they can muster. This charm makes a Wits+Presence Roll against the target's MDV; the target need not be aware of the Infernal's presence in order to feel this blessing. If the Infernal succeeds, he imparts unto them a small portion of Isidoros' will and pride; the next time within the scene their MDV is overcome in Social Combat, the target must spend willpower to continue the combat if at all possible. At Essence 4, the Infernal may extend this effect for the entire scene by adding a point of willpower to the invocation cost of this charm. The target may restrain himself for the cost of 2 points of willpower, and may ignore this charm for the rest of the scene by resisting it twice.

Source: Mockery

BEATING SWORDSMEN INTO SWEETMEATS

Cost: None; **Mins:** Essence 5, Isidoros 0; **Type:** Reflexive

Keywords: Obvious, Shaping, Counterattack, Combo-OK, Sorcerous

Duration: Instant

Prerequisites: On the Anvil of Wanting

Once, in the days when the Primordials were still given their due as rightful rulers of Creation, Isidoros traveled out beyond the borders, into the Wyld, and slumbered in the purest chaos for a year. When he awoke, he was surrounded by fine maidens and handsome youths who eagerly pleased him, and fine foods filled his gullet for a season. Each lover whom he took was an Unshaped who had attempted to undo him while he slept, and each dish he savored was another. To open oneself to reshape the world is to leave oneself open all the same, and to lay one's hand on Isidoros so opened is to risk becoming yet another part of his personal desires. The Infernal may activate this charm in response to any shaping attack made upon him, and the target must roll Willpower + Essence at a difficulty of the Infernal's Essence to avoid being reshaped; the unfortunate souls who fail this roll become an object of desire for the Infernal, as defined in On the Anvil of Wanting above. Such targets also gain an intimacy towards the Infernal as appropriate to their role. Exalted shaped into inanimate objects retain their own identities, and still retain their senses and movement, and may activate charms. Raksha have no such blessing, as their own constructed identities are unraveled and they gain true shape and form.

Source: Mockery

ON THE FAILURE OF COMPROMISE

Cost: 10m, 1wp; **Mins:** Essence 4, Isidoros 0; **Type:** Simple

Keywords: Sorcerous, Shaping

Duration: Indefinite

Prerequisites: Everything Louder Than Everything Else

As it galls Ferand to see the many weak band together against the strong, so too does Isidoros scorn the yoking of one's will to another's purposes. To do

so acknowledges one's inadequacy and ineffectiveness, after all; while they would certainly fall if they stood apart and individual, at least they would do so on their own terms. With this understanding, an Infernal may demonstrate the inadequacies of the many against the strength of the one. The Infernal names a group of a Magnitude no larger than his Essence when he invokes this charm; all actions against him as an individual by members of that group (e.g. Social or physical attacks, investigations, traps) suffer an internal penalty equal to his Essence.

This penalty has no effect on entities of a higher Essence than the Infernal, and others may opt to sever their ties to the targeted social group and thus escape the penalty. Such an admirable and iconoclastic gesture must not be hidden; if the brave soul who would circumvent this charm has a reasonable expectation that the group she separates herself from will accept her return, then she continues to suffer the penalty described above.

This charm explicitly cannot be used on a single person, and fails to protect an Infernal in Mass Combat unless he acts as a solo unit.

Source: Mockery

STAR-SHATTERING GOD-REAPER STRIDE

Cost: 1m or 6m; **Mins:** Essence 5, Isidoros 0; **Type:** Simple

Keywords: Obvious, Blasphemy, Ego

Duration: Instant

Prerequisites: Sea Swallows Snowflakes, The Boar is No Fly

The heavens seemed to weep when Isidoros walked Creation, and the Maidens still shed tears involuntarily when this charm is mentioned in their presence. This charm murders the least gods of every dust mote, every blade of grass, every raindrop and breeze in the Infernal's presence. Yet in this charm is a sort of benevolence, for Isidoros grants these beings without any real sort of self a part in his own grandeur. As each one dies, his power forges its Essence into Starmetal, and for a brief time gathers these not just into himself, but wears them upon his skin. Upon invoking this charm, the Infernal gains the Magical Material bonus of Starmetal to either his attacks or defense. If the Infernal has both this charm and Sky-Warping Titan-Beast Shintai active, the cost of this charm rises to 6 motes plus the Ego surcharge, and every action the Infernal makes further shreds the Loom of Fate; as stars fall from the sky in a shimmering rain, Isidoros extends his glorious presence to them, as well. Every tick the Infernal spends with this charm active gives him a success on a crafting roll to create either a weapon with which to enhance his punches, kicks, or clinches (if he is enhancing his damage with this charm), or to create armor (if he is enhancing his defense). This panopoly is treated as artifact arms and armor, but he may only activate one at a time. He may also add successes equal to the motes of Essence gained out of any stunt, and also add the Essence of any god he kills. The artifacts are visibly formed of starmetal, although it is equally plainly tainted by the Infernal's Essence, as though it had been immersed in Vitriol. At Essence 6, this charm gains the Stackable keyword, although further invocations in Shintai cost a mere two motes of Essence.

As this charm terminates, the Infernal absorbs the armor and weaponry through his skin as it disappears forever; the Infernal regains a number of motes equal to the artifact level of whatever he absorbs through this charm.

Source: Mockery

THE BOAR IS NO FLY

Cost: 2m; **Mins:** Essence 3, Isidoros 0; **Type:** Special

Keywords: Obvious, Shaping, Ego, Blasphemy

Duration: Instant

Prerequisites: Content to Wallow, World of Paper Walls

Whenever Isidoros wraps himself up in Fate, he shudders in joyful anticipation of release, when he breaks free and reveals himself in all his glory. This charm can be activated when Content to Wallow ends, whether by choice of the Infernal or the natural time limit expiring; he may also invoke it other circumstances in which he passes out of Fate; he may break free of any effects placing him inside fate for 4 motes each with this charm; any other effects contingent upon him being within fate immediately end. The Infernal's anima immediately flares to the 8-10 level for the rest of the scene (unless it was already there or larger), and the Loom is temporarily damaged—all Sidereals in (Essence) miles experience a +2 difficulty to all astrology rolls, and minor loom failures commence in the Infernal's immediate area. For the next (Essence) ticks, any other Blasphemy effects in the area do not register with Heaven—they may likely send forces to investigate, but not as rapidly or intently as they might to a more obvious working of the Yozis. As the Infernal has no control over the way this chaos expresses itself, he regains a willpower point if he possesses On the Anvil of Wanting.

The Ego power of this charm allows the Infernal to place the entire area outside of fate, instead of merely inflicting minor problems. If the Infernal is already in a place outside of fate, the usual effects of this charm occur, but the Infernal does not pay the mote surcharge to activate this charm.

Source: Mockery

GLORY BEYOND STARS

Cost: (+3m per dot, 1wp); **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords: Social, Sorcerous, Desecration

Duration: Instant

Prerequisites: Restoring The Barrow's Soul

The great men Isidoros imbues with a bit of himself are glorious and magnificent—the sort whom the stars in the skies tell the legend of. This is, of course, wholly unacceptable. This charm permanently enhances the effects of Restoring the Barrow's Soul; the Infernal may grant the target the Destiny background at a cost of 3 motes per dot. However, this destiny is not of the Loom of Fate—the target is out of Fate as long as the effects persist, and his actions are in defiance of Fate, rather than according to what it had in store for him. Any time the target of this charm uses his Destiny background, it is treated as a Blasphemy effect.

If this is used with the second purchase of Restoring the Barrow's Soul, the Infernal need only spend the motes for a single ersatz Destiny background, but spends an extra point of willpower for each level of magnitude the Infernal wishes to affect.

Source: Mockery

WORLD OF PAPER WALLS

Cost: 1m; **Mins:** Essence 3, Isidoros 0; **Type:** Reflexive

Keywords: Obvious, Combo-OK

Duration: Instant

Prerequisites: Who Argues With Falling Stars?

Nothing really matters except Isidoros himself. Where he strides, sometimes men and demons and mountains try to say otherwise. "We are in the way!?" They shout. The path is not clear!?

But I am Isidoros.?" Says the Black Boar, and to that there is no answer. And then his footsteps crush the men and demons, and their buildings—whether hay or wood or stone or the brassy outgrowths of Malfeas—are torn asunder and left in ruins.

So it is that an Infernal incorporates the understanding that he is in all ways more than the world around him, and so surpassing it, he too may leave it sundered in his wake. This charm may be activated when the Infernal makes a move action towards an inanimate object before him, and damage it in the process as though he had taken the time to perform a proper feat of strength as a dramatic action. At Essence 4, his (Strength+Athletics) pool is doubled for the purposes of this charm, and a second purchase allows him to make a reflexive attack (with his bare hands or any melee weapon he has ready) against any living targets in his path as well. At Essence 5 with this second purchase, World of Paper Walls gains the Ego keyword, and while in his shintai this attack becomes unparryable and undodgeable without the use of charms.

This charm only functions against objects and creatures that obstruct the Infernal's path—if he successfully removes them from his way via this charm, any remaining distance from his Move action (which must be a move action; effects that allow one to treat jumps, dashing, or anything else as a move action may not be used for this charm) completes, and as Isidoros does not turn to look back, nor can the Infernal turn back around to trample those whom he has already removed from his path. The pathetic fallen are beneath him, and he beyond them.

Source: Mockery

SKY-WARPING TITAN-BEAST SHINTAI

Cost: 6m, 1wp; **Mins:** Essence 4, Isidoros 0; **Type:** Simple

Keywords: Form-type, Obvious, Blasphemy

Duration: One Scene

Prerequisites: Weight of the Mountain's Shadow, The Boar is No Fly, Perfected Invincible Form

Isidoros is Isidoros. One could leave it at that, but such elegant simplicity does not enlighten the casual or ignorant listener. Isidoros towers over mountains and castles, and even in the infinite expanse of Malfeas, his shadowed back always seems moments away from brushing against the brass ceiling, though never quite close enough to reach. His shadow can block out the sun, and were he to carefully balance himself on the Blessed Isle, and were Sextes Jylis to raise his head from the Eastern forest and Dana'ad hers from the Western Ocean, they would not see each other, but the Black Boar. His grand shape is too great for the stars to contain. Upon invoking this charm, the Infernal's body bulges and swells as they take on the mind-staggering stature of the Black Boar who Twists the Skies. Almost. The Infernal multiplies his size by a factor of his Essence, and adds his Essence to his Strength.

On the other hand, the Infernal has also outgrown all those around him—any creature more than 2 Essence points beneath his own is no longer a valid target for any interactions outside of the physical. The Infernal doubles his Soak against those so ignored, but he cannot engage in conversation with them, only able to recognize their

chatter if they make a social attack that circumvents the effects of Who Argues with Falling Stars. The Infernal may deliberately open his mind to more meaningful interaction to anyone he could spare from the effects of Singular Catastrophe Charge, but this requires the expenditure of a willpower point.

On the other hand, he treats all Charms with the Blasphemy keyword as having a minimum Essence equal to his permanent Essence (which is raised by 1 for the duration of this charm; he cannot train higher-essence charms to take advantage of this, nor train Attributes or Abilities at a higher maximum, but does gain enhanced minimum damage and Essence pool, as well as enhancing the power of the charms he does possess). Isidoros, of course, is not subtle.

Further, the Infernal's emulation of Isidoros is perfected; any charms with the Ego keyword gain access to their true capabilities.

At Essence 7, the Infernal may purchase this charm again, and treat it as his natural shape; doing so triples the size multiplier of this charm, adding another point to the Infernal's effective Essence, as well as rendering him nigh-impervious to harm; any attack which could be absorbed by Perfected Invincible form does its minimum damage instead. The Infernal also adds his Willpower to his strength in addition to his Essence. He may still spend the cost of this charm to suspend all its effects and commit the willpower as well as the motes to take on the pathetic stature that was once shamefully his (He may also take on the size of the first purchase of this charm for 2m, 1wp). The committed willpower is cumulative with that of Content to Wallow.

A third purchase of this charm exists, but the effects of the full grandeur of the Black Boar's true size are beyond the scope of this charmset (j;Read: No, seriously, he's really, really big and I want to see what the Yozis-as-a-Landscape rules look like before I do anything with this.i;))

Sidebar/Errata: With the maximum number of purchases, this charm theoretically means that Isidoros himself is flaunting a sort of phantom Permanent Essence of 12, at least. Yet the cap for all things in Creation and beyond is 10 or less. So, how does Isidoros do it?

In typical Primordial fashion: by imposing his own rules on reality. As far as he is concerned, he's Essence 12 (which means, per NNI, he doesn't change at all via CoDU unless he casts off his own Motivation with that charm). Most of the rest of the world is inclined to agree. As with all limitations, he does not merely step outside them, he shatters it and strides past the rubble. However, anything with a shaping defense active asserts the laws of Creation against him, and as far as they are concerned, the Black Boar who Twists the Skies is a paltry Essence 10, no bigger than anything else has a right to be.

This assertion of limits only applies to effects directly applied to the character protected; if Isidoros uses Weight of the Mountain's Shadow, the Exalt in question must still contend with the effects of a 120-yard radius to the power, rather than 100. On the other hand, repeated applications of I Shall Not Be Denied to attempts to crush the unshapeable target only add 10 dice per invocation, rather than 12.

Source: Mockery

EVER-BURNING FORGE GUT

Cost: 1m+, 1wp; **Mins:** Essence 4, Isidoros 0; **Type:** Simple

Keywords: Ego

Duration: Indefinite

Prerequisites: Ocean-Swallowing Gullet

Those things which Isidoros has consumed become a part of him, and if there is one thing of which Isidoros assumes complete mastery and dominion, it is himself. For an Essence cost of twice the resources value of the materials with which he works (or twice the Essence of an entity he contains), the Infernal may make Dramatic actions upon objects carried via Ocean-Swallowing Gullet; he may absorb the information in books, perform Craft actions upon raw materials, or perform Medicine actions upon an entity he carries via Greater Beast Consumption. The Exalt explicitly may not engage in social combat with a sentient being he contains; if he is large enough to contain it, it is too small for him to accord it the honor of debate. The Infernal may only be performing one dramatic action at a time with this charm, but need not devote conscious attention to this. If the Infernal is in Shintai, then these actions are performed around the clock, even while the Infernal may be sleeping or otherwise not in control of her faculties.

Source: Mockery

EVERYTHING LOUDER THAN EVERYTHING ELSE

Cost: (+1m); **Mins:** Essence 1, Isidoros 0; **Type:** Special

Keywords: Social, Combo-OK, Blasphemy

Duration: Instant

Prerequisites: First Isidoros Excellency

Isidoros cares less whether an action is done for him or against him, and more than it is done well, wholly by one's own will, and with impact. By spending an extra mote when applying an excellency, the Infernal indiscriminately grants the effects of it to all sentient entities within (Essence x 10) yards. Targets do not know the source of the power that temporarily floods them, but they are instinctively aware of the rules of the Excellency, and that if they act within the next 6 ticks, they may benefit from the Excellency as though they had used it themselves. This awareness comes as a wild impulse, and to indulge it gives the target a point of Willpower; to bottle the urge, on the other hand, costs a point. The Infernal does not need to act on the tick she uses this charm, neither gaining the benefit for going with the flow nor suffering for resisting it; however, she forfeits any benefit from the excellency for herself by her restraint. Creatures who have Excellencies of their own do not gain this benefit—they have their own, somewhat lesser, glories to unfold—but do intrinsically understand that if they use one of their own Excellencies along Isidoros' themes, its cost will be discounted by up to half the motes that would be spent on this charm, rounded up. This discount is not optional, and cannot reduce the cost of a charm below 0.

Regardless, the Infernal becomes pleasantly aware of anyone who takes advantage of this charm, and further is aware of anyone who used a different Excellency than the one she offered. This does not pinpoint the location of Essence users, but it does give the Infernal a bonus equal to her Essence on any subsequent rolls that scene to detect their presence.

While this charm does register as a Blasphemy, it echoes off of every target who takes advantage of the charm, with none of them registering as the originator of the effect; unless the Infernal powers this charm with Peripheral Essence—or none take advantage of it—there is no innate way to pinpoint her as the point of its origin.

As a final effect, at Essence 3 all those who accept the willpower benefits from this

charm are treated as Creatures of Darkness for the rest of the scene. If they are the target of Desecration effects during this time, they remain loathed by Heaven until they have removed the Desecration effect.

Source: Mockery

RESTORING THE BARROW'S SOUL

Cost: 4m; **Mins:** Essence 3, Isidoros 0; **Type:** Simple

Keywords: Social, Combo-Basic

Duration: Instant or One Week

Prerequisites: Everything Louder Than Everything Else

Isidoros' grace be upon those whom he touches with this charm; all uncertainty shall fade from their mind, all distractions fall like autumn leaves, and the road to their greatness and legend shall be clear. The Infernal rolls (Charisma + Presence) against a mortal target's MDV. This effect is Unnatural Mental Influence, and costs two willpower to resist. If he succeeds, he imbues the target with a new heroic motivation centered around one of their Intimacies. Said mortal loses all other Intimacies in the process—a small price to pay for such unmatched clarity of vision—and the Infernal may imbue the mortal with virtues and Willpower as a training effect. This charm does not sustain itself in any supernatural fashion; while the lost intimacies and motivation will not return on their own, the target suffers no protection from other interests clouding his direction. This charm does not allow the Infernal—or a hypothetical willing target—to choose the new motivation; if their newfound direction and drive lead to conflict with the Boar, then at least they face him honestly, and will die honestly. The Infernal may also target the Exalted with this charm, with similar effects. However, this change is temporary, lasting only a week if not otherwise countered; the Exalt's original motivation and intimacies return at this time. Further, the Black Boar either respects or disdains the Chosen too much to empower their souls further, and so the Infernal cannot employ the aforementioned Training effect upon them. At Essence 4, the Infernal may repurchase this charm to apply its effects to anyone who accepts the benefit of its prerequisite; this costs 4 motes for each dot of magnitude the infernal wishes to affect, and such blessed souls are somewhat aware of this when the Infernal activates Everything Louder Than Everything else, knowing intrinsically that to accept the benefit will make them *more* than they are now, intrinsically. They may still fight off the effects of this charm while accepting the benefits of its prerequisite, but must spend an additional point of willpower to allow them to swim in the flood of power Isidoros offers them, and not be swept away.

Source: Mockery

I WILL NOT BE DENIED

Cost: 2m; **Mins:** Essence 3, Isidoros 0; **Type:** Simple

Keywords: Obvious, Combo-OK

Duration: Instant

Prerequisites: World of Paper Walls

Sometimes a person or a thing gets in the way of Isidoros, and it has the pride not to move and/or the resilience to force him to do more than idly step over or through it. Isidoros respects and approves of both of these. However, it is still in his way, and must be crushed. This charm can be activated whenever the Infernal finds his

way obstructed by an object he has just targeted with World of Paper Walls, adding his Essence to his raw damage (or his Strength + Athletics total). If this attempt fails, he may try again, adding his Essence again to the pool from the previous attempt, but adds the cost of the prior invocation of this charm to the next. While the Infernal can initially only benefit from this charm a number of times equal to his Essence, he may purchase it again at Essence 5, at which point there is no finite limit to the number of times that this charm may be used (and thus how high the raw damage can climb), save the Essence pool of the Infernal.

At Essence 4 this charm can also supplement the Isidoros Excellency, adding dice to valid rolls. While the dice from this charm does count towards the limit of dice-adding charms, he can break the cap through continued application of this charm.

Source: Mockery

CONQUERING THE OMPHALOS

Cost: ; **Mins:** Essence 7, Isidoros 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: , Charms:Strength is Destruction Strength is Destruction (x2)

When Isidoros finally rampages free across Creations face, his first act will be to uproot the Imperial Mountain, and fling it into the heavens. The Infernal may make feats of strength to lift or break structures as well as objects. Doing so takes one long tick for each object-sized section of the structure the Infernal affects. Few large structures are built to resist being lifted aloft any feat of strength to lift a structure is also applied as a feat of strength to break the structure, destroying it outright if it cannot withstand the force. In addition, the Infernal may throw structures if he meets the (Strength + Athletics) minimum necessary to do so. He rolls the attack normally, but does not target a specific opponent. The attack instead targets an area with a diameter of ten yards for each object-sized section of the structure thrown, applying the attack to all characters within that area.

Source: The Demented One

ON THE ANVIL OF WANTING

Cost: None; **Mins:** Essence 2, Isidoros 0; **Type:** Permanent

Keywords: Obvious, Shaping

Duration: One Scene

Prerequisites:

The wants and urges of Isidoros outweigh the petty whims of those who would reshape the world around him. Regardless of what they try, attempting to directly impose their own desires onto the fabric of Malfeas only sates the boar himself. This charm in and of itself grants no particular protection against shaping attacks or actions made upon the Infernal, or the area around her, but whether such an effect succeeds or fails, the Infernal regains a willpower point. In addition to any effects made by a successful Shaping action, basic wants of the character also manifest around her— a bed to rest in if she is tired, favorite foods or wines for hunger, or concubines of whatever sort may please her. Such creations only last until they are used according to their function; a soft bed disappears once the Infernal awakens from it, and a platter of rich foods vanishes once her hunger is appeased (though she remains full). This charm

explicitly does not function for Shaping actions that the Infernal herself performs; she deliberately chooses the way in which the world shall reflect her desires, and so forces it to gratify her, instead of letting it come naturally.

Source: Mockery

CONTENT TO WALLOW

Cost: 5m (+1wp, see text); **Mins:** Essence 2, Isidoros 0; **Type:** Simple

Keywords: Ego, Combo-Basic

Duration: One Day

Prerequisites:

Isidoros earned his title more than once before he and his were trapped away in their king, but he could not truly trample the constellations and tear stars down from the sky without being willing to wade in the hateful concept that they represented. The Infernal allows himself to sink into Fate with this charm (which cannot be used in an area Outside of Fate), and for all intents and purposes seems to be a creature of Creation for the rest of the day. Those looking into the stars may see him reflected as a being of great but unclear Destiny (of a strength equal to his Essence), but nothing directly betrays his Yozi patronage. While this charm is active, he is treated as within fate for all effects, and for a time, at least, ignores the Blasphemy keyword of any charm with a minimum Essence less than his permanent. If such a charm's Blasphemy effect is ongoing, it will reveal itself at the end of this charm, and Heaven will react accordingly. This charm terminates when the Infernal activates any charm which would remain a Blasphemy effect—regardless of his permanent Essence, this always includes Sky-Warping Titan Beast Shintai; if he activates it again via its Ego power (Which costs but two motes and can be used as part of a flurry), he will leave fate once again on his next action; the Infernal is too great a thing to be truly constrained by the Loom.

Regardless of the form of this charm, a willpower dot is committed alongside the Essence (this also takes the place of the usual Ego surcharge); the Infernal is containing himself in ways that he cannot help but be subconsciously aware of, and his presence suffers for it. On the other hand, the dot and its point return fully at the charm's end.

Source: Mockery

UNITY OF FLESH AND SOUL

Cost: 3m, 1wp; **Mins:** Essence 2, Isidoros 0; **Type:** Reflexive

Keywords: Obvious, Combo-OK

Duration: One Scene

Prerequisites:

Certain scholars wonder, given the treatment of Isidoros' fetich at the hands of the Exalted, why the Black Boar that Twists the Skies has not taken on a new shape. They do not understand the horror—and glory—that has come of this mutilation. For all that was done, Isidoros' fetich yet lives, in a sense; the heart of his being is no longer embodied in a single fetich which might be mistakenly taken as a representation of his own majesty, but instead spread out and embedded through the host of his Third Circle Souls. As such, Isidoros has no single core, no weak points to assail. All of Isidoros is equally him. This charm allows an Infernal to ignore the supposed

flaws of his own shape, and gain something of Isidoros's homogeneity of being. When activated, this charm immediately denies any crippling effect purchase upon the Warlock, allowing him to fight on despite slashed tendons, broken bones, and other effect which by all rights should form a real and physical barrier to carrying on; this recovers no health levels, and basic wound penalties remain. More severe crippling effects, such as Amputations, require a full scene from beginning to end to recover, unless the Infernal can use a miscellaneous action to hold the limb to its stump. Until Essence 4, however, any crippling effects assert (and/or reassert) themselves once this charm expires at the end of the scene unless the charm is renewed. Also at Essence 4, this charm is proof even against decapitation. The Infernal of course loses faculties of speech, as well as most of her senses of perception, rendering communication more or less impossible, but the Infernal suffers no further penalties unless the wound would have been lethal regardless. Obviously, if the charm is allowed to lapse under these circumstances, the Infernal will immediately die.

Source: Mockery

WHO ARGUES WITH FALLING STARS?

Cost: None; **Mins:** Essence 2, Isidoros 0; **Type:** Permanent

Keywords: Social

Duration: Permanent

Prerequisites:

Isidoros is merciless and thorough in his dedication to that which he pursues. Each purchase of this charm hones an Infernal's sense of drive further, making her more difficult to sway from that to which she has committed herself. The first purchase of this charm doubles all benefits to her MDV that she would gain from Intimacies, Virtues, and her Motivation. This focus on the passions that empower her, however, do come at a small price, as the doubling effect also applies to the penalties she suffered from social attacks that specifically target the same. A second purchase at Essence 4 redoubles the benefits of Intimacies and Virtues, and any social attack where the Infernal's motivation provides a benefit to her MDV automatically fails, regardless of its origin or nature, and grants this charm the Ego keyword; while one of Isidoros' Shintai charms is active, the Infernal automatically and perfectly defends against any social attack where her Intimacies or Virtues provide a benefit, and she may reflexively spend two motes to perfectly parry any social attack. However, regardless of her current shape, this focus on what truly matters can be played against her; She treats attacks that target her Intimacies, Virtues, or Motivation as Unnatural Mental Influence; she may spend a resist the former two with a single willpower point, but she cannot argue with what drives her.

Infernals do not treat their Urge as a Motivation for the purposes of this charm.

Source: Mockery

NEEDING NO INTRODUCTION

Cost: None; **Mins:** Essence 1, Isidoros 0; **Type:** Special

Keywords: None

Duration: Permanent

Prerequisites:

All souls know the Black Boar that Twists the Skies. Even the most sheltered

peasant in the furthest, most ignorant reaches of the so-called Blessed Isle would not help but know Isidoros for himself if he were to appear before them. All of Creation and All besides knows him, and there can be no substitute. This charm infuses the Infernal with his own identity, and he, too, cannot be mistaken for another. This charm permanently grants the Infernal his Essence to any rolls made to convince another of his true identity, and adds the same number to the difficulty of all attempts to misrepresent the character: Any slander or lies told regarding the character ring as false as any disguise applied to him. Boastful hyperbole is explicitly an exception to this penalty. The Infernal himself also takes this as an internal penalty to any attempts to disguise himself as anyone other than himself, but such a Warlock should truly ponder why he wishes to hide his glory in the first place. On the other hand, if the Infernal is redefined through Change-or-Die Ultimatum, Needing No Introduction will both limit the extent of his reshaping and allow him to establish his identity again easily. This charm does not betray any supernatural qualities of the Infernal.

At Essence 3 this charm automatically upgrades, and attempts to ape the Infernal grow even more difficult even as he becomes more recognizable—any description can identify him at a simple difficulty, but any further attempt than the most cursory sketch or description adds his Essence to the difficulty as though it were a direct impersonation. On the other hand, the certainty in himself becomes infectious, imbuing the truth of his words with the bottomless conviction of the Black Boar. As a result, any attempt to convince another of the unvarnished truth (that is, without deliberate intention or other intent to mislead) automatically adds dice equal to his Conviction to the attempt.

Source: Mockery

INEXORABLE JUGGERNAUT PROGRESS

Cost: – (3m); **Mins:** Essence 2, Isidoros 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites:

The first purchase of this Charm adds +2 yards to the Infernal's Move and Dash Actions and does not subtract wound penalties, armor penalties, or environmental penalties from his movement actions. He suffers these as normal, however.

A second purchase of this charm adds an additional +2 yards to the Infernal's Move Action and the Infernal no longer regards any continuous movement as Strenuous Activity and never requires fatigue checks while moving.

A third purchase at Essence 3+ allows the Infernal to spend two motes to crash through any barrier which has a Lethal soak less than the Infernal's (Strength or Stamina), chosen at activation, and fewer than (Strength or Stamina + Essence) undamaged health levels. The Infernal may only charge through a barrier which is thin enough to traverse in a single move or dash action. If she attempts to break through a barrier without meeting these requirements, the barrier is unharmed. At Essence 5+ this power becomes permanently active, and whenever the Infernal impacts a surface with less than (Strength or Stamina), whichever is higher, while moving at Move speed or greater, he will go crashing through it unless he deliberately attempts otherwise. This includes walking on the ground and in buildings without crashing through the floor. Attempting restraint requires a miscellaneous action which must be taken each time the character's DV refreshes. The roll associated with it is (Dexterity+Athletics),

though the Infernal can commit 2m to succeed automatically on these rolls for a scene. The difficulty of the roll is equal to the difference between the object's soak and the Infernal's Strength or Stamina. If the Infernal fails this roll, he crashes through the object he was attempting to handle or interact with carefully. Objects made of the Magical Materials or similarly enchanted are preserved against the effects of this charm.

Source: JiveX

INFINITE PATHWAYS UNFOLD

Cost: 3 motes; **Mins:** Essence 1, Isidoros 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: One Scene

Prerequisites:

The Black Boar runs, and no force can impede his passage. As long as this Charm is activated, the character suffers no external penalties to his movement rating or Athletics rolls based on movement of any sort. At Essence 3, this Charm also removes all internal penalties. At Essence 5, the character may purchase this Charm a second time, allowing her to move normally even while immobile or Inactive as long as it is active.

Source: FrivYeti

FIRST ISIDOROS EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1, Isidoros 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

The Black Boar is *ijdrivenij*, refusing to stop or slow in his path. He is *ijquick* to take action, preferring action to reaction, and *ijdelights* in misfortune. His powers rely on *ijluck* and *ijpower* over skill or finesse, and he tends to be *ijself-interested* rather than caring about the concerns of others.

Characters may apply this Charm to actions that are *ijbrief* or *ijunexpected*, or those that affirm the prevalence of *ijchaos* over *ijorder*. The Isidoros Excellency may never be used to supplement a dramatic action requiring more than one day, nor may it be used to increase a character's die pool to more than two-and-a-half times the final difficulty of the task being attempted (after external penalties are taken into consideration).

Source: FrivYeti

FIRST ISIDOROS EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1, Isidoros 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

Isidoros is a being of ostentatious, arbitrary violence he is given to wonton acts of random destruction. He is savage and powerful, a living natural disaster. He wreaks havoc for personal pleasure, and loves chaos and disorder above all things. He take pleasure in causing excessive collateral damage. He hates order and restraint and

will tolerate no law but that of Celycene, and even then he does so grudgingly. He is the strongest Yozi and, he alone can rival Malfeas for physical might, and it give him pleasure to display is destructive power. Wild and coarse, Isidoros is as stubborn as he is strong. His will is free and cannot be restrained or gainsaid in thought or deed. He only permits himself long term planning or agendas when it serves the purpose of plunging order into chaos. His approach puts fear in the hearts of those who claim authority, and fosters rebellion and unrest. He is irresistible. Characters may apply this Charm to any actions in which they choose to openly defy expectations or act without forethought, or impulsively. This charm also aids in attempts to overpower forces which restrict or check their behavior, or act in an overtly irreverent, anarchic or wantonly destructive manner, rebel against the establishment, or foster such behavior in others. Any intentional displays of restraint, compromise or deliberate submission to authority, or social influence of any kind or deliberate obeisance or regard cultural, social, or legal protocols or rules makes this Excellency inapplicable. As do does any attempt at constructing, defending, serving hegemonic organizations or established hierarchies (such as militaries, organize religions and governments). When reacting to a force that seeks to gainsay, control or restrict actions or behavior this Excellency must be used to add its maximum number of dice, if it is used at all.

Source: JiveX

FIRST ISIDOROS EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1, Isidoros 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

Isidoros is \ddot{u} proudly individualistic, stubborn, and decisive \dot{u} . He \ddot{u} freely burns bridges \dot{u} when he has crossed them, or has \ddot{u} chosen not to take them \dot{u} , and \ddot{u} does not look back \dot{u} on his victories nor his defeats, but \ddot{u} always moves forward \dot{u} . He is always exactly \ddot{u} where he wants to be \dot{u} , and when he moves, he is \ddot{u} going where he wishes to go \dot{u} . He lays waste to that which is \ddot{u} in his path \dot{u} , because it is \ddot{u} in his way \dot{u} . He is \ddot{u} always himself \dot{u} , and attempts to impersonate him or duplicate him \ddot{u} only enrage him \dot{u} . Further, as he is always himself, he \ddot{u} demands and encourages the same \dot{u} of all else, even as he cannot truly call any "equals." He \ddot{u} acknowledges no superiors \dot{u} , and treats others who might consider themselves his equals \ddot{u} with contempt \dot{u} for no greater or lesser reason than \ddot{u} they are not he \dot{u} , and \ddot{u} expects the same \dot{u} from others. From those truly beneath him, he \ddot{u} desires respect \dot{u} , and \ddot{u} craves awe \dot{u} , but for the most part \ddot{u} ignores their existence \dot{u} and \ddot{u} does not seek loyalty \dot{u} and works with who he will because \ddot{u} their will is the same. \dot{u} At the same time, \ddot{u} compromise is anathema \dot{u} to him, whether \ddot{u} in himself or in others. \dot{u}

Isidoros Excellency may be employed whenever he realizes an option \ddot{u} on his own \dot{u} that \ddot{u} defies the other paths \dot{u} laid out before him, or to enhance rolls intended to \ddot{u} resolve problems quickly \dot{u} and perfunctorily via \ddot{u} excessive force \dot{u} . It may also be used to raise the Infernal's own MDV as long as they are not suffering a penalty from their Virtues, Intimacies, or Motivation. It may not be used in extended rolls, or against the same target more than once per scene, unless those directly involve an intimacy or motivation on the behalf of the Infernal, or deal with an obstruction to the same. Isidoros also does not prevaricate; this Excellency cannot be used to tell a

lie or deliberately mislead, although Isidoros has no problems stubbornly keeping his mouth shut on matters which he does not wish to speak of, such as a past relationship with the Arczeckhi or the...complicated...nature of the White Huntress who follows him.

Source: Mockery

ISIDOROS MYTHOS EXULTANT

Cost: -; **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: First Isidoros Excellency

Isidoros finds that chance often rewards his actions. Stunts enhanced by this application have their die bonus increased by one die. This does not affect stunt rewards. source uFrivYeti

Source: FrivYeti

ISIDOROS MYTHOS EXULTANT

Cost: -; **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: First Isidoros Excellency

Each triumphant achievement bolsters the Infernals might. Whenever he would receive a temporary willpower from a successful stunt, the Infernal may instead add one to his Strength for all purposes for the remainder of the scene. On a three dice stunt, he may receive both this bonus and the willpower. This counts as dice bonus from Charms.source uJiveX

Source: JiveX

ISIDOROS MYTHOS EXULTANT

Cost: -; **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: First Isidoros Excellency

Isidoros comes closest to understanding others when they themselves stand larger-than-life, and he takes note accordingly. The Infernal may reap the full benefits of a successful stunt she observes, whether it is performed by an ally or an opponent. If she does so, she cannot enjoy this effect until her DV refreshes again, or she performs a stunt of equal or greater value.source uMockery

Source: Mockery

VAGARIES OF CHANCE

Cost: -; **Mins:** Essence 1, Isidoros 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites:

Isidoros prefers the most powerful challenges he can find. His nature is to glory in overcoming them, and failing to overcome minor challenges is a blow to his pride and nature. Whenever the character succeeds at a roll in which her die pool was less than double the roll's difficulty (including external penalties), she recovers two motes of Essence. However, whenever she fails at a roll for which her die pool was more than triple the roll's final difficulty (again, including penalties) she loses two motes of Essence. These lost motes are not counted as spent, merely lost. Bonus successes count as two dice each for the purposes of this Charm.

Source: FrivYeti

LEGION SLAYING STRIKE

Cost: - (+2m or +4m); **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords: Obvious

Duration: Instant

Prerequisites: Foe Rending Charge

When Isidoros strikes, he does so with force not seen in creation for over an age. Augmenting his strike with this ancient might the Exalt strikes a blow so powerful its impact creates destructive shockwaves of force. When she connects with a strike aided by this Charm, the very air appears to ripple outward from the point of contact. This Charm upgrades its prerequisite. By spending two additional motes, if Foe Rending Charge inflicts at least one level of damage, everyone within the Infernals Essence in yards experiences an Environmental effect with Damage number of health levels of damage inflicted/Instant Trauma (Infernals Essence). A second purchase of this Charm makes this damage Lethal for two additional motes (for a total of +4 motes). At Essence 4+, this Charm is automatically upgraded, allow this environmental effect to harm the immaterial as well as the material.

Source: JiveX

IDOL CRUSHING STRIKE

Cost: - (+1wp); **Mins:** Essence 4, Isidoros 0; **Type:** Permanent

Keywords: Obvious

Duration: Instant

Prerequisites: Foe Rending Charge

The Black Boar That Twists the Skies is the only true unstoppable force that creation has ever known. Even the greatest heroes are brought low by his fury. This Charm upgrades its prerequisite. By expending one willpower, the Infernal renders his targets dodge and parry DVs inapplicable. Though it, is not, itself, a perfect effect, it is curiously subject to the Imperfection of The Black Boar.

Source: JiveX

ABRASIVE HIDE DEFENSE

Cost: - (+3m); **Mins:** Essence 2, Isidoros 0; **Type:** Permanent

Keywords: Obvious

Duration: Until Next Action

Prerequisites: World Crusher Durance

By spending an additional 3m at any time while the charm is active, the Exalt causes her armor of blood-crusted hide, stirs to life, becoming a living black briar

that lashes out at foes. By spending three additional motes upon activating World Crushing Durance, the Infernal coats her body a bristling tangle of essence and blood. This inflicts an environmental effect upon any character that strikes the Infernal in Close Combat with Damage Number of wounded health levelsL/Action, Trauma Infernals Essence. This continuous inflicts damage upon those who grapple with the Infernal. As an additional benefits, this Charm shields the character from the effects of cold and enables him to parry lethal damage barehanded. At Essence 5 this charm can be purchased again to make its duration One Scene, at Essence 7 a third and final purchase of this charm lowers its damage interval to per Tick.Source uJiveX

Source: JiveX

THE DESTROYERS WAKE

Cost: - (+1wp); **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords:

Duration: Instant

Prerequisites: Become the Running Hurricane

This Charm upgrades its prerequisite. By spending one willpower, the Infernal may now inflict this damage on beings as well as objects.Source uJiveX

Source: JiveX

IMMUTABLE EGO SIGHT

Cost: -; **Mins:** Essence 3, Isidoros 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites:

To those who posses the power of Isidoros, the world is a different place. Reality has no authority to restrict the perceptions of the Boar, it keeps no secrets from him, but his own mind blinds him to certain truths. This charm permanently enhances his sight allowing him to, by focusing, penetrate beneath the material to see the essence core of the world. He can see any Competitor perfectly (this does not negate stealth or disguise effects), and is always aware, with a glance, when he stands in the presence of such an entity. He ignores visibility conditions, or other external effects (even crippling effects) which would obscure them from his sight. He also gains a notion of the nature of their Essence, and can differentiate between Elemental Essence, Divine Essence and the Essence of the Celestial Exalted (but in no greater detail than that). He specifically cannot differentiate between different types of Celestial Essence and cannot percieve Necrotic Essence at all. Death is anathema to Isidoros and he will not contemplate it. However, this charm does grant the ability to see Dematerialized entities and doors to sanctums, he cannot strike them through this charm, nor can he differentiate between material and immaterial with sight alone. His eyes simply are able to see all aspects of reality at once. Also this Charm confers only sight the Exalt, cannot hear immaterial entities through this charm. When this charm is taken The Exalts eyes change, reflecting the ego defined reality he perceives. His eyes grow dark and feral, inky blackness spreads over them and all they are possible challengers loitering in a world which their consciousness perceives as their personal playground.

As a side effect of this charm, all non Competitors are treated as Invisible and cannot be detected by sight based awareness. The Yozi Isidoros has no time for

weaklings and perceives them only by the prayers the fervently utter as he approaches and their cries for mercy as he passes.

A second purchase of this charm at essence 4 allows the Exalt to see characters with the Destiny background and to treat such characters as if their (Essence) was equal to their (Destiny) if it was not already for the purpose of determining if they are competitors. All beings with Destiny 4+ are competitors to Isidoros as they represent the paws of a system for which he has nothing but wrath and contempt. He may also perceive astrological effects, now, though this requires greater focus. He must roll (Perception + Craft (Fate)) at a difficulty of (10- the destinys Scope). If he lacks a Craft (Fate) score (which all Isidoros servants do, for now) he may substitute (Occult), but suffers a -2 external penalty. He can learn nothing about Destinies other or Astrological effects beyond noticing their existence.

Source uJiveX

Source: JiveX

WRESTLING THE DRAGON

Cost: -; **Mins:** Essence 4, Isidoros 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Instant

Prerequisites: Perimeter of the Lawless Realm

This Charm permanently upgrades its prerequisite. When the Infernal rampages through a demesne with Perimeter of the Lawless Realm, she twists its essence around her own. Each rampage lowers the demesnes effective Rating by one. If anyone other than the Infernal is attuned to the demesne, add his or her Essence to its Rating for the purposes of this Charm. When the Infernal has rampaged through this region enough times to effectively reduce its Rating to zero, its rating is restored, the aspect of the demesne becomes that of Isidoros, and attunement and ownership of the demesne shift to the Infernal. Countermagic may be employed against this Charm only before the demesnes Rating reaches zero; in which case, the effective Rating is restored and the Infernal must begin her work again. Once the transformation is complete, countermagic may only terminate the effects of the Perimeter of the Lawless Realm. The demesne remains aspected toward Isidoros and belongs to the Infernal until otherwise contested. Source uJiveX

Source: JiveX

ID-FUELED ENVIRONS

Cost: -; **Mins:** Essence 4, Isidoros 0; **Type:** Permanent

Keywords: Mandate, Blasphemous

Duration: Instant

Prerequisites: Perimeter of the Lawless Realm

This Charm permanently upgrades its prerequisite. The region defined by Perimeter of the Lawless Realm begins to grow with the passions of the local community. If a community exists within two miles of the region, and it engages in raucous hedonism pleasing to Isidoros, the region grows in radius by (units Magnitude) yards each month. For exceptionally large social groupings, those defined as Dominions rather than mere social units, the lawless region grows by (half the Dominions Magnitude, rounding down to a minimum of 1) miles per season. For the purposes of this Charm, the effective Magnitude for the appropriate duration can be increased by one

in several ways:*The leader of the social unit or Dominion took an action enhanced by a stunt which emphasizes the primal passions of the local populace

*Such actions were explicitly done as worship of Isidoros or the Infernal

*The Dominion undertook an action which diminishes its own Government Trait

*The Dominion suffered a Limit Break which resulted in appropriate behavior

*The social unit lost a dot of Magnitude from infighting (adds to the original Magnitude)

*The lawless region grows until it is (Dominion or social units Magnitude) or (Infernals Essence) miles in diameter, whichever is lower. As the effective Magnitude may change over time as it receives or does not receive various bonuses, so too will the lawless region ebb and flow. In order to evaluate Yu-Shans response to this Charms use, use the lawless regions diameter in miles in place of the Infernals Essence as relevant to the Blasphemous keyword.

Source uJiveX

Source: JiveX

SPROUTING THE FOREST OF LUNACY

Cost: -; **Mins:** Essence 4, Isidoros 0; **Type:** Permanent

Keywords: Shaping, Desecration

Duration: Instant

Prerequisites: Wrestling the Dragon, Id-Fueled Environs

Out of the ruins of the Infernals rampage grows a wild tangle. This Charm upgrades Perimeter of the Lawless Realm. Within the lawless region a thick, alien wood grows rapidly throughout the region, resplendent in the aggressive and carnal passions of Isidoros and reminiscent of the Mad Forest, Hrotsvitha. Every flower emits rage-inducing pheromones, every quivering leaf and sighing bow seem filled with sexual ecstasy, every tree appears thick with sap and every branch, leaf and flower seems to have grown into a floral or vegetative double entendre. Anyone within this forest must make an Essence + Integrity roll every (Willpower) hours, at a difficult of the Infernals Essence, plus one if the core of the region contains an Isidoric demense or if a local society has engaged in acts that would cause the region to grow. These stack upon one another. If a character fails this roll, he may gain Mutations, Merits, or Flaws, associated with strength, vitality, virility, or aggression as selected by the Storyteller. Common choices are the Sexual Addiction, Large, Longevity, or appropriately themed Vices. No character can received more points of positive mutations and merits than they have received in negative mutations and flaws, and they cannot receive more of the latter than the Infernals Essence. As always, the first mutation received with this Charm must be Creation of Darkness Deformity if they are not already regarded as such. Mutations provided by this Charm do not infringe upon the characters ability to survive in Creation.

Finally, if a character fails more than (Valor) rolls to resist the twisted influence of the forest, he gains an Intimacy of Terrified Awe or Horrified Lust regarding the Infernal or Isidoros if either are present.

Source uJiveX

Source: JiveX

CANYON CARVING STAMPEDE

Cost: - (+3m, 1wp); **Mins:** Essence 4, Isidoros 0; **Type:** Permanent

Keywords: Obvious

Duration: Indefinite

Prerequisites: Become the Running Hurricane, Become the Running Hurricane

This Charm upgrades its prerequisite. While the Infernal moves, he carves a trail that others might follow. This serves as a Trail on Open Terrain. At Essence 5+ this is upgraded to a Highway. At Essence 6+, it is further upgraded so that all travel times upon such a trail is halved. Such roads never suffer wear or require maintenance. Even after this Charm has been countered by appropriate sorcery, these roads revert to tumbled ruins only after (Infernals Essence) days. Source uJiveX

Source: JiveX

VOICES OF THE MEEK

Cost: None; **Mins:** Essence 4, Ketuvim 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Subordination Of Purpose

A true bastion of faith must be able to hear the voices of the faithful. Upon learning this Charm, the character automatically develops a new thaumaturgy ritual, which allows those who learn it to pray to her as per the rules for the Beckon God rituals in the Art of Spirit Beckoning. This ritual can be learned by anyone for 1 XP, or for free by any Adept of the Art of Spirit Beckoning. The character can hear the prayers of any being who worships properly, and can respond if she so chooses. In addition, many of Ketuvim's Charms may be used on someone who properly enacts this worship ritual.

Source: FrivYeti

FIRST KIMBERLY EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1, Kimberly 0; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisites:

This Charm expands the Infernal power base to include the nature and powers of Kimberly, the Shopper that Marched to the Mall. See "The Manual of Exalted PowerInfernals", p. 104-105 for full information on the First (Yozi) Excellency.

"Kimberly:" The Eminent Shopper is at once "thrifty" and "gluttonous"; she "consumes endlessly" and her hunger is "never sated". Kimberly "values ownership" more than what she owns, and though she will "haggle and wheedle" she must ultimately "give in to her desires". The markets of the Demon City are "redolent with her cries of excitement" over every little thing. I mean, just look! Isn't that "the cutest top"? Couldn't you "just die if you didn't have it?"

Characters apply the First Kimberly Excellency when they wish to acquire something in pursuit of their Motivation or Intimacies, at once "willing to pay the ultimate price" while "attempting to pay as little as possible". Kimberly's desires are "material" and "fleeting"; she is always willing to "trade away" that which she already has in abundance, especially to "acquire what she lacks".

Source: Plague of Hats

KIMBERLY MYTHOS EXULTANT

Cost: ; **Mins:** Essence 3, Kimberly 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: First Kimberly Excellency

As with the First (Yozi) Excellency entry herein, this Charm is an expansion of the Yozi pantheon to include the fallen titan Kimberly. See "The Manual of Exalted PowerInfernal", p. 107 for more information on (Yozi) Mythos Exultant.

"Kimberly:" Acquisition empowers Kimberly. Successful stunts on actions that allow the Exalt to possess an object or character provide bonus dice for the rest of the scene. The Infernal only receives notes, Willpower or experience with the initial stunt and with subsequent new stunts, and these persistent stunt dice do not stack with normal stunts or with other invocations of this Charm, though this Charm may be in play with regard to more than one possession, providing a fallback if a possession is stolen or rebels. Possessing something is not the same as owning it ("Exalted", p. 238), though the two often go hand-in-hand. Possession reflects successful control over the use or actions of a target. Losing control of a possession during a scene negates the persistent stunt dice the corresponding stunt provided, but not those dice provided by possessing other things.

Source: Plague of Hats

I SO TOTALLY WANT THAT

Cost: 3m, 1wp; **Mins:** Essence 2, Kimberly 0; **Type:** Simple (Speed 3, DV -0)

Keywords: Combo-OK

Duration: One scene

Prerequisites:

Oh, my god! Look at that little skirt! I would look so good in that! You, too, but I saw it first! Dibs! When an Infernal activates this Charm, she chooses an object or character that she wishes to possess (see Kimberly Mythos Exultant). She immediately forms a sorcerous Intimacy based on desire for the target, which makes contradictory influence an unacceptable order. The Exalt's stunts may resonate with this Intimacy as if they resonated with a Motivation ("Exalted", p. 123), though this can never yield experience. Finally, the Chosen of Kimberly that manages to possess the target immediately gains ownership over it ("Exalted", p. 238) unless it is an attuned artifact. This last effect allows the Exalt to use appropriate powers to affect the target, such as Come Along My Widdle Precious. At the end of the scene, the Intimacy created by this Charm fades along with the Infernal's ownership of the target (unless extended by another Charm, like Could You Carry This For Me?).

Source: Plague of Hats

SIX-AND-TEN CROWNS EMINENCE

Cost: 10m; **Mins:** Essence 2, Kimberly 0, Cult 1; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Emotion, Messianic, Obvious

Duration: One scene

Prerequisites: I So Totally Want That

Who dares question a princess on her special day? Of course, in Kimberly's presence every day can be a special day. While this Charm is active physical and

social attacks against the Infernal suffer an internal penalty of (Exalt's Cult). This unnatural diffidence can be ignored for one action by spending one Willpower, and after spending (Exalt's Essence, maximum five) Willpower a character is immune for the rest of the scene. The Exalt in turn gains this same amount as bonus dice to her own physical and social attacks against those who have not shaken off their fear of upsetting her.

A second purchase of this Charm at Essence 5+ causes even those who spend Willpower to resist to suffer an internal penalty of (Cult 2) on their attacks against the Infernal. Only perfect defenses can overcome this influence.

Source: Plague of Hats

PLASTIC OR PLASTIC

Cost: 5m; **Mins:** Essence 3, Kimberly 0; **Type:** Reflexive

Keywords: Combo-OK, Sorcerous, Stackable

Duration: Varies

Prerequisites: I So Totally Want That

Kimberly hoards that which is hers, but is willing to dole it out little by little. Why pay a ghastly sum now when you can pay in bite-sized little installments? In this way, she appears fair and magnanimous. Whenever the Exalt would pay two or more points of Willpower, whether to ignore influence or to activate a Charm or Combo, she may activate this Charm to lower the immediate cost to one Willpower. This is an instantaneous effect, and so must be activated for each contiguous expenditure; a Combo containing an Extra Action Charm and two or more Supplemental Charms that each cost one Willpower could benefit from this Charm's effect when the Combo is activated (paying the Combo and Extra Action Charm's cost) and then again on each action in the flurry (paying all Supplemental Charm's costs for each action in the flurry).

This does not actually free the Exalt of the Willpower cost, but rather delays its impact. Having reduced an action's Willpower cost to one, (Essence) actions later the Infernal must pay one more point of Willpower towards the difference. This continues until the full delayed cost has been spent, at which point the Charm ends. If the Exalt can not pay this cost, she instead suffers an unsoakable level of bashing damage. Countermagic forces the Infernal to pay the full difference immediately as the Charm's effect ends, with any unpayable amount converting into levels of bashing damage.

A second purchase of this Charm at Essence 5+ makes this Charm as resilient to countermagic as a Sapphire Circle spell. A third purchase at Essence 6+ lowers its cost to three notes.

Source: Plague of Hats

PSH, NOT A CHANCE

Cost: 3m or 5m; **Mins:** Essence 3, Kimberly 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Oh, Come On!

You think you can step? You a scrub! When assaulted, physically or socially, the Infernal may activate this Charm to perfectly parry the attack even if it is un-

blockable. This Charm can not defend against unexpected attacks. The activation cost of Psh, Not A Chance is normally five motes, but it is reduced to three motes against attacks from characters who have an Intimacy of any kind towards the Exalt. This defense is subject to the Imperfection of the Eminent Shopper.

Source: Plague of Hats

OCEAN-BIRTHING MAELSTROM

Cost: (number of seas x 500)m, 5wp; **Mins:** Essence 10, Kimberly 0; **Type:** Simple (Dramatic Action)

Keywords: Blasphemy, Obvious, Sorcerous

Duration: Instant

Prerequisites: The Marching Sea, Endless Depths (x3)

Kimberly washed across the face of the world as it was born, filling it with the water it needed to spring to life, the water that would drown it all if left unchecked. Indeed, without Gaia's soul Daana'd there would be no world as we know it, but merely a stinking bog filled with bilious steam and corrosive acid. This Charm is the dramatic action of giving birth to one or more seas, which takes the greater "jouten" of the character 10 years plus five additional years per sea after the first. "A sea" is a body of water with a contiguous surface area no greater than (Essence x 100,000) square miles and no smaller than 1,000 square miles. Each sea must have a shore of some kind, whether it is roiling chaos (which tends to take on the characteristics of the water it abuts) or a beach, a great container or an infinitely-sided tower. Seas created with this Charm have no ultimate bottom unless they are built on some foundation, as Kimberly built the oceans of Creation on the craggy depths of the West laid by Gaia and Pasiap.

The birth of a sea or seas is quick by titanic standards. The initial flood of watery Essence precedes the onrushing tsunami that will wipe clean the land. This burst of primordial Essence liquefies and washes away the weak on an atomic scale, inflicting 10 levels of aggravated damage as an environmental effect with immeasurable Trauma. Those slain burst like overfull balloons full of the acid waters of Kimberly, while those that survive lose a dot of permanent Essence and vomit this lost piece of their soul as a 50-gallon pool of bile. If more than one character survives in close proximity to another, it is not unlikely that they will both drown in the collected liquid. This is, perhaps, a merciful death.

The first wave of water comes as a great wall of acid 10 miles high and as wide as the Infernal wishes the sea to measure. Anyone caught in the birthplace of the young sea first faces an unblockable, undodgeable 150B piercing. As the flow of new water slows, the force alone becomes an environmental hazard with Damage 10B/hour, Trauma 10L. This hazard persists at its full strength up until the last year of birthing, at which point both values are halved. Anyone in the area is also subject to the normal environmental hazards of Kimberly's own body ("The Compass of Celestial Directions, Vol. VMalfeas", p. 102), though this is a permanent quality of the water unless outside assistance purifies the sea. While the sea is growing it also inflicts a -3 external penalty due to the constantly buffeting water, in addition to the normal difficulties of dealing with choppy waves ("Exalted", p. 155). There will be overflow beyond the described borders of the sea, but this largely has half the same destructive effect as the initial blast of water out to two miles beyond the shore, after which the hazard is contained within the sea's borders.

If the seas created by this Charm are "placed" abutting open land with a shore much higher, they will eventually rush out and disperse. Generally, the open, lower land will from the outset suffer one-third the same initial and ongoing effects as the area covered by the created sea. In roughly (sea's square mileage / 1,000) years, the sea will have drained itself and dissipated to no lasting effect beyond the destruction it inflicts. This is an approximation and Storytellers should increase the time it takes depending on the lay of the land. A great valley filled by the sea but with an open end leading to the plains might slow the process of draining from one to five years.

Creating more than one sea at once, giving birth to an ocean, requires that each sea be contiguous with at least one other sea created with this Charm, but they need not be contiguous with seas created with the same activation. While the acidic nature of a sea created with this Charm persists, it acts as an extension of its creator's senses. This is an imperfect sensory organ, however, and in addition to any other titanic difficulties the character suffers in perceiving smaller beings, the Infernal suffers a -5 internal penalty to notice things through her oceanic extrusions. Once purified, seas born of this Charm are wholly separate from the Infernal and provide her no special benefit.

This Charm is susceptible to countermagic only during its activation, and only from a sorcerer whose permanent Essence is no less than (Infernal's Essence / 2). Even cast by someone so powerful, the sorcerer and the titan enter a duel of wills, each contesting the other with (Willpower + Essence) once per action until one accumulates 10 more successes than the other. Countermagic stops the outpouring of the sea, but it does not banish any water that is already free.

Source: Plague of Hats

SONG OF THE DEPTHS

Cost: 15m; **Mins:** Essence 5, Kimberly 0; **Type:** Reflexive

Keywords: Combo-OK, Native, Obvious, Overdrive, Sea, Sorcerous

Duration: One scene

Prerequisites: All-Devouring Depths Shintai

In the time before Creation, Kimberly the Great Mother was ancient beyond reckoning, with a vastness surpassed only by the Endless Desert, and fathoms deep such as she could swallow the unborn universe. All facets of Kimberly exalt Kimberly; all fathoms of her limitless depths exist to magnify and exude Kimberly and sing of her greatness. So it is with lesser waters to deify to the greatest of all oceans.

When the Infernal learns this Charm, she gains an Overdrive pool with a capacity of twenty notes. Initially empty, it may be filled by the empowering hosannas of Primordial waters. This Charm may only be activated if surrounded by surface water on all sides for at least 100 yards. Doing so immediately calms the waters within (Essence x 500) yards. If a storm is raging in the area, it erodes gradually over the next ten ticks, until there is nothing but calm and eerie silence over the waters. In the midst of open sea, all waves vanish. A sufficiently large river will cease flowing. Currents lose their pull, and winds churn and whirl in loose vortices, making sails useless. Mundane vessels caught on such waters may only be moved manually (by use of oars) or by magical locomotion. But these doldrums are anything but lifeless.

The area of the effect then develops huge pulses of inner glow, as sickly yellow-green phosphorescent lights 30 yards wide rise to the surface like pustules on diseased skin. They churn, exude vapors, and strobe open and shut like great watching eyes, while

the enormous shadows of alien nightmares rise up to swim just below the surface, turning calm waters into an ominous froth. Never cresting, these beasts can be seen only as shadows illuminated by eldritch glowa manifestation of countless ancient horrors long since forgotten. Deep mournful lowing rises up from the depths. Soon it is followed by hundreds of intangible motonic fireflies which drift into the sky and can be seen for miles. Then the song begins, emanating from the collective voice of all aquatic existence: waves, wind, waters, and all the things living in them sing the song of Kimberly. This chant is in no known language, but listeners understand the words as a matter of instinct: Kimberys greatness is unending, her power terrifying, her reach limitless, her love / hate (they are the same) boundless and inescapable.

Song of the Depths confers the following additional benefits:

The warlock gains (Essence) offensive notes.

As long as she remains in the area of the effect, she gains two offensive notes per action.

Any beloved characters within the area of effect gain a single offensive note per action, provided they have Overdrive pools.

The character may invoke What Lurks Beneath as an innate power, for a cost of 10 notes, if she knows that Charm.

Any offensive Charm the warlock uses against a reviled character is reduced in price by one note, to a minimum of one note, provided she pays the Charms activation cost entirely from her Overdrive pool.

Characters within the Charms range attacking subjects of the Infernals hatred gain the above benefit.

This effect may only be dispelled by casting s Adamant Countermagic at the absolute center of the effect, or by succeeding with a Holy-enhanced Charisma + Presence attack against the effect itself, which has a dodge MDV equal to the warlocks. Lastly, Song of the Depths may be invoked as an innate power while the Infernal is using any Kimberlyshintai, for a cost of 10 notes.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

BLUE-RINGED VENOM GARDEN

Cost: 25m, 2wp; **Mins:** Essence 3, Kimberly 0; **Type:** Simple

Keywords: Combo-OK, Desecration, Obvious, Sea, Shaping

Duration: Instant

Prerequisites: Spiteful Sea Tincture

The Great Mother blesses the life that swims in her with her horrible fecundity. She also blesses it with her spite. When activated, this Charm affects all natural wildlife (defined as nonmagical plants and animals) within a radius of (Essence x 100) yards. Affected wildlife gains the Creature of Darkness, Breed True, and Toxin mutations. The difficulty of rolls made to get along or forage for food in the area are increased by the Infernal's (Essence). Characters that are immune to poison or that know Mother Sea Mastery roll at the normal difficulty, but cannot do so to provide food for other characters that lack these benefits.

Affected wildlife does not suffer this increased difficulty, as they adapt to devour their poisonous kith, if necessary. In fact, this generally makes them more capable of surviving in the affected area, and, at the ST's discretion, the area may slowly

grow over a number of years. Contiguous affected areas can join, though if the total, continuous surface area of this Charm ever reaches ten square miles, regardless of volume, it becomes a persistent Blasphemy effect as Holy Land Infliction. Returning the area to normal requires a concentrated pogrom against the affected wildlife, which may take years or may be the result of a single, explosive environmental effect. Some spells, such as Benediction of Archgenesis, can also reverse the effects.

At Essence 4+, the Charm automatically upgrades to make such sea life inimical to characters who are not beloved of the Infernal, and actively hostile toward reviled characters. While within the area, such individuals have their long-term movement speeds halved, including when in Second Age conveyances such as ships. Most First Age conveyances were built to repel such antagonistic wildlife, and so are not affected.

Source: Octopoid

GREAT MOTHER'S TEARS

Cost: ; **Mins:** Essence 3, Kimbery 0; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisites: Spiteful Sea Tincture

Each purchase of this Charm offers one of a range of benefits to the Infernal, including situational immunity to poison, the ability to extend the suffering inflicted by her venoms, and the ability to generate soul-twisting or mutagenic toxins. Source Broken-Winged Crane, p. 37.

Source: Broken-Winged Crane

SEA WITHIN VEINS PRANA

Cost: ; **Mins:** Essence 3, Kimbery 0; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisites: Mother Sea Mastery

The Infernal's blood becomes toxic, poisoning those who strike her. In addition, she gains increased resistance to disease. Source Broken-Winged Crane, p. 36-37.

Source: Broken-Winged Crane

SPITEFUL SEA TINCTURE

Cost: 2m; **Mins:** Essence 2, Kimbery 0; **Type:** Reflexive

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

Duration: Instant

Prerequisites: Mother Sea Mastery

The Infernal gains the ability to mark her body and property with poisonous tattoos. Further upgrades allow the painting of such tattoos without needing to touch the target, as well as longer-lasting tattoos and more deadly poisons. Source Broken-Winged Crane, p. 35-36.

Source: Broken-Winged Crane

TIDAL RENEWAL DISCIPLINE

Cost: ; **Mins:** Essence 2, Kimbery 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Mother Sea Mastery

This Charm grants the Infernal a variety of enhancements to their ability to respire motes, rest, and pray when submerged, as well as allowing them to speak Old Realm when completely submerged, ignoring the impossibility of talking underwater. Source Broken-Winged Crane, p. 38.

Source: Broken-Winged Crane

SEA DISSOLVES HERSELF

Cost: 5m or 3wp; **Mins:** Essence 3, Kimbery 0; **Type:** Reflexive (Step 2 or 10)

Keywords: Combo-OK, Desecration

Duration: Instant

Prerequisites: Tidal Renewal Discipline

This Charms offers the Infernal a Shaping defense in exchange for minor mutations, as well as enabling her to dissolve her mutations into water and painfully remove the mutations of others. Source Broken-Winged Crane, p. 38.

Source: Broken-Winged Crane

FATHOMLESS POISON HAVEN

Cost: 1m; **Mins:** Essence 3, Kimbery 0; **Type:** Reflexive

Keywords: Combo-OK, Touch

Duration: Indefinite

Prerequisites: Mother Sea Mastery

The Infernal can bless her beloved allies with immunity to harm from liquids - be it water, acid or lava. It also offers protection against Poison effects, with a repurchase enhancing this function further and greatly increasing the Charm's range. Source Broken-Winged Crane, p. 39-40.

Source: Broken-Winged Crane

ACRID SLIPSTREAM ASSIST

Cost: 8m, 1wp; **Mins:** Essence 3, Kimbery 0; **Type:** Simple

Keywords: Sea, Touch

Duration: One day

Prerequisites: Mother Sea Mastery

The Infernal can bless beloved mounts, conveyances and objects, making their passage through the water far swifter. Source Broken-Winged Crane, p. 40.

Source: Broken-Winged Crane

UNERRING GRIEF DISCIPLINE

Cost: (1m); **Mins:** Essence 2, Kimbery 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Intolerable Burning Truths (Never Forgive)

Kimbery The Sea That Marched Against the Flame is catalyzed by animosity. Fixating on the grudge that drives her existence, Kimberys power does not abate.

While concentrating on a single Beloved and Reviled reviled character, the warlock may commit one mote to prevent the offensive motes in her Overdrive pool from being lost at the end of the scene. She may retain a commitment to this effect indefinitely. However, doing so prevents her from gaining new offensive motes from any Overdrive Charm unless she has rolled Join Battle against the subject of her grudge. Kimberly is disciplined in the pursuit of her favorite feud. Offensive Charms paid through Overdrive, when used against any other character but the target of her grudge, cost an additional one mote to activate while this Charm is active.

The character may terminate the effect of Unerring Grief Discipline at any time, but doing so causes her Overdrive pool to void itself of all offensive motes currently in stock.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

SPITE HONING CURSES

Cost: (1m); **Mins:** Essence 2, Kimberly 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Intolerable Burning Truths (Never Forgive)

Kimberly has long been known to her fellows as the most bitter and spiteful of their kind, inviting her brethren into her drowning waters for the slightest irritation. But after countless millennia, the Yozis have come to appreciate her talent for vicious slurs. An Infernal Exalt with this Charm may use her Overdrive pool to fuel social attacks against Beloved and Reviled reviled characters, and without a Combo or Charm activation if entirely paid for by Overdrive motes. Note that doing so on the mass social combat scale is only practical if the Infernal hates everyone present which is distinctly possible for the adepts of Kimberly.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

THE TIDE TURNS

Cost: 5m; **Mins:** Essence 3, Kimberly 0; **Type:** Reflexive

Keywords: Combo-OK, Native, Overdrive, Reactor

Duration: Instant

Prerequisites: , Bitter Heart Unbleeding, Intolerable Burning Truths (Hate Springs Eternal)

Kimberly is a legendary force of acrimony which all the hordes of chaos could not rend asunder. Rather, she drowned their Shapeless worlds in her darkest fathoms, and excelled toward greater survival, justified by the hatred that empowers her. An Infernal who learns this Charm gains an Overdrive pool with a capacity of fifteen motes. Initially empty, it may be filled by paying five motes and activating The Tide Turns. All of the characters positive Intimacy Intimacies which are not related directly to herself or something she owns immediately turn negative, as the warlock channels every slight or irritation she has ever experienced, real or imagined, in conjunction with the turned Intimacies. This empowering bitterness sustains her, granting her

a number of regular and offensive motes equal to the number of positive Intimacies tainted by her spite.

Positive Intimacies lost in this way do not stay so forever. The mercy of the Great Mother is such that the tide declines, giving pardon to swamped shores and flooded vistas. After a week has passed, the Infernals positive Intimacies are automatically restored, losing their negative context and returning to positive status regardless of whether the character committed any scenes to their reconstruction. However, one of these Intimacies is always lost to the warlocks turgid enmity and subsequently forgotten. The tide always takes its toll. Should the player seek to recover it, this Intimacy will always return to the character with a negative context. The Storyteller decides which Intimacy is excised at the end of the week.

The Infernal may not use this Charm more than once a week, unless she takes the time to manually reconstruct her positive Intimacies before the weeks end. Any new positive Intimacies built during this time supplant the former positive Intimacies ; they remain negative at the end of the week. The warlock is still limited to (Willpower + Compassion) positive Intimacies.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

RISING TIDE ASCENSION

Cost: ; **Mins:** Essence 3, Kimbery 0; **Type:** Permanent

Keywords: Native, Sea

Duration: Permanent

Prerequisites: , Intolerable Burning Truths, Mother Sea Mastery

The Infernal gains an additional mote pool, which she fills through proximity to the sea. Source Broken-Winged Crane, p. 41.

Source: Broken-Winged Crane

RETRIBUTIVE TSUNAMI FORCE

Cost: 4m, 1wp; **Mins:** Essence 2, Kimbery 0; **Type:** Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Intolerable Burning Truths

The Infernal makes a magical flurry of any type of actions (including social attacks), provided they are aimed at harming another character. These actions must target different characters, or all target one reviled character. Source Broken-Winged Crane, p. 42.

Source: Broken-Winged Crane

MOTHER KNOWS BEST

Cost: ; **Mins:** Essence 3, Kimbery 0; **Type:** Permanent

Keywords: Social

Duration: Permanent

Prerequisites: , Intolerable Burning Truths (Mother Before Daughter)

Cythrea is a mother, and pushes her children to ever greater heights, filled with unending faith in their potential. Gaia is a mother, and wishes harmony for her

children, seeking paths of coexistence, peaceful or otherwise. Kimberly is a mother, and she cares not what her children do, so long as they listen when she speaks, for mother knows best.

Whenever an Infernal who knows this Charm makes a social attack against one of their offspring (i.e. any character directly created by them, whether naturally or through Charms), the attack becomes an unnatural mental influence costing one Willpower to resist.

When the effects of this Charm are applied against a reviled character, it gains the Obvious keyword; the Infernals voice does not seem motherly so much as monstrous, the guttural commands of a leviathanic matriarch. The very air around them seems damper, their shadow (and reflection, if they have one) swells and wriggles, and their eyes temporarily mimic the stare of a creature from the suffocating depths of the world.

A second purchase of this Charm permanently extends its effects to the offspring of the Infernals offspring, and so on and so forth, allowing her to exert her motherly will across a whole clan of demonic descendants.

Source: Revlid

MILK OF PRIMORDIAL KINDNESS

Cost: (+3m); **Mins:** Essence 2, Kimberly 0; **Type:** Permanent

Keywords: Emotion, Obvious

Duration: Permanent

Prerequisites: , Great Mother's Wame

Kimberys milk is sour, filled with all her vitriol against an unjust world. Those who drink of it find themselves nourished, ready to spit in the face of those who would insult them and keep them from their rights; the Great Mother bitterly regrets being talked into adding this element to the most perfect project of the Empyrean Chaos, for she suspects that her metaphysical suckling of Sol contributed to his rebellion. It would only be natural for a child of hers to want the best, after all.

This Charm permanently enhances its prerequisite, allowing the warlock to reflexively pay three motes to secrete a milky liquid while it is active, repurposing excess amniotic juices into sustenance. Each dose of this saltwater broth is capable of sustaining a character for a day. Consuming such a meal counts as a scene spent building a positive intimacy of filial affection toward the Infernal; Characters bearing an intimacy created by this Charm count as the Infernals direct offspring for the purposes of Kimberly Charms relying on such a status.

If the character in question actually was birthed by the Infernal herself (whether as the result of a natural conception or this Charms prerequisite), this intimacy is established after just one such meal, regardless of the normal number of requisite scenes. The Infernal may even ingest the milk herself while pregnant in order to insure that the resultant child emerges with an appropriate intimacy.

Source: Revlid

SWALLOWED CHILDREN REBORN

Cost: ; **Mins:** Essence 2, Kimberly 0; **Type:** Permanent

Keywords: Desecration

Duration: Permanent

Prerequisites: , Great Mother's Wame

When Kimberly looks upon something that displeases her, wanton destruction is seldom her response. No, so long as she has not been actively crossed, the Sea that Marched Against the Flame is a more constructive titan, willing to take the symmetrical misfits of the world into her melting embrace and remake them, unweaving their paltry genetics in her oceanic sewer-maw to produce something new and impressive.

The warlock may force another living character of roughly the same size as her or smaller into her womb-lab, whether by opening up a gaping pore or simply swallowing them. Such a character must be either willing or incapacitated, but the liquid stasis of the womb ensures they will remain in that state for the duration of their time there. This is a miscellaneous action, though it becomes reflexive if the Infernal is controlling a grapple with the incapacitated character. Once a character is in the womb, the Infernal may work on them as the basis of a Genesis project (ensuring the resultant creature will have the memories and soul of the base character).

More simply, she may apply permanent mutations to them as a Desecration effect. More simply, she may apply permanent mutations to them as a Shaping effect. She rolls (Essence+Craft: Genesis or Stamina), and the target gains or loses points of mutations no greater than her rolled successes. As always, poxes and deficiencies are one point, afflictions and debilities are two points, blights and deformities are four points, and abominations are six points. These mutations are applied at a rate of one point per hour. The Infernal may choose to end this mutating process early, but only completed mutations are applied (or removed); she cannot swap out? four hours worth of an abomination for a blight, for example. If the character in question was beloved before being swallowed, they halve the amount of xp they must pay for these mutations, and the Infernal may choose to pay any amount of the xp cost on their behalf. If the character in question was reviled before being swallowed, they may only have negative mutations applied to them in this way, and receive only half the usual amount of xp for them.

Once the project is complete or the mutations have been applied (the warlock may choose to end the mutating process early), the swallowed character is birthed as normal. Aside from being mutated and coated in disgusting fluids, they are in perfect health. If the project is aborted with a Crippling effect, the character in question is immediately ejected, unchanged (although they are incapacitated, with the appropriately filled health levels).

If the warlock knows Sea Dissolves Herself, then she can use them to reject Shaping effects and remove mutations from swallowed characters just as though they were her. As an alternative measure, if the swallowed character is reviled, the Infernal may pay a single point of temporary Willpower to dissolve them into a nutritious broth of ill-feeling, which she may then use as a single exotic ingredient in another Genesis project. This is a Shaping effect, taking one full day to complete.

Source: Revlid

FORGIVENESS IN FORM

Cost: ; **Mins:** Essence 2, Kimberly 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Swallowed Children Reborn

Once, there was a Wood-Aspect Shogun, whose mother was Ghisuge, the Lady of Tails and one of Kimberly's own souls. As his life drew to an end, he begged to

be forgiven for the sin of not submitting to the glory of his grandmother. Kimberly, infinite in her compassion, assented, and drew him back into his mothers womb, to be reborn again. The child that emerged was a favoured grandson, and doted on until he returned to Creation, to wander the bogs.

If a reviled character swallowed using this Charms prerequisite willingly submitted to his reshaping within the womb-lab, then upon being rebirthed (after having been mutated or the subject of a Genesis project) the Infernal loses any negative intimacies she might have toward him as he becomes beloved once more. A character counts as having willingly submitted regardless of any mental influence that might have compelled him to do so. Obviously, use of this Charm does not preclude the reborn character becoming reviled once more through their own selfish failings; Kimberly is too forgiving for her own good, at times.

Source: Revlid

TUG THE UMBILICAL LEASH

Cost: ; **Mins:** Essence 3, Kimberly 0; **Type:** Permanent

Keywords: Obvious, Overdrive

Duration: Permanent

Prerequisites: , Swallowed Children Reborn

Nothing pleases Kimberly more than to see her children rally to her defence; the Lintha were showered with favour for their ready role in the Primordial War, up until the point that it became clear how little they valued her precious gifts. This Charm grants the Infernal an Overdrive pool with a capacity of five motes. Initially empty, it gains two motes at the end of any tick in which the Infernal benefited from a Defend Other action made by her direct offspring, as a thin tendril of Essence flickers into existence, connecting the two. An actual attack must have been made against the Infernal with intent to harm, though the defence itself need not have been successful.

If the Infernal gains at least (Essencex2) offensive motes in a single scene in this way due to the defence of a single reviled character, then she may spend a single point of temporary Willpower in order to remove the reviled intimacy, paving the way for the staunch defender to become beloved once more.

The pool also gains two motes at the end of any tick in which the Infernal defended an ancestor with a Defend Other action, following the same guidelines as above.

Source: Revlid

TEEMING SEA-HAG PLURIPAROSITY

Cost: ; **Mins:** Essence 3, Kimberly 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Great Mother's Wame

Kimberys depths are without fathom, the monstrosities that populate her without number. When the seas of the West become once more streaked with dark and hissing green, Creation shall tremble, for the beasts of the Vitriol Ocean will not be long behind their matriarch.

This Charm permanently enhances its prerequisite, allowing the Infernal to bear multiple creature-projects within herself at once, whether by allowing her monstrous children to crawl about in her womb like a pack of shark foeti, or growing multiple

tumourous bellies to hold her offspring. The total Artifact rating of all the unborn creatures within the Infernal may never exceed (Essence x2). These projects may be worked on concurrently, without penalty.

This maximum is increased to (Essence x3) if the Infernals body is large enough for them to be counted as a mass combat unit, or to (Essence x5) if they reach landscape-scale.

Source: Revlid

SEARED FRUITS OF UNION

Cost: 3m, 1hl; **Mins:** Essence 3, Kimbery 0; **Type:** Simple

Keywords: Combo-OK, Obvious, Shaping, Touch

Duration: Instant

Prerequisites: , Great Mother's Wame

In the Time of Glories, the Lintha considered it among the greatest of honours to bear the child of their Great Mother. In the Age of Ruins, this is still so, but Kimbery is seldom as gentle as she was then. No-one ever said immaculate conception had to be pretty, after all.

The Infernal may only use this Charm while its prerequisite is active, allowing her to inject one of her active womb-lab projects (at any stage of its development) into another character as a Shaping effect that requires the other character to be unable to resist (whether due to their being inactive, incapacitated or willing). The victims flesh conjoins with the warlocks for just a moment before separating, leaving behind the gift of life. Horrible, writhing life.

The project develops just as though it were being grown within the Infernal, with rolls made at the usual intervals using the Infernals unmodified traits (she may not use Excellencies or other such Charms to enhance crafting rolls for fostered projects). The parent bears their implanted child in a similar tumourous womb to the Infernals own, and a simple medical examination will reveal its nature as carrying another creature.

The creature is birthed as normal, though if the parent is mortal they will most likely die in the process, unable to heal the wounds of its departure (reviled mortals will always die giving birth, while beloved mortals have notably better chances than normal). The creature can be aborted as normal, though mundane medicinal techniques fail in the face of its Infernal heritage.

If this Charm is used on a character who would normally be capable of birth, such as a woman, the Infernal may choose to insert their monstrous embryo directly into the characters natural womb, removing the health-level cost of this Charm. This also removes the Obvious keyword past the initial application, as the growing monster appears to be an ordinary pregnancy (invasive medical examination will still reveal the inhuman nature of the child, of course). Giving birth to such a creature in this way renders characters unnaturally barren as a Crippling effect; as long they are affected by it, they may only be impregnated through further uses of this Charm. If the character in question was already pregnant at the time of this Charms usage, the original child is messily replaced.

If the Infernal knows the Charm Ichor Flux Tendrils, they may use this Charm with a surcharge of two motes on any one of her tentacles, giving each of them a horrible, fleshy sheen. Whenever a tentacle enhanced in this way wins control of a grapple and chooses to hold it, it may impregnate the held character with a copy

of the chosen project, which grows and is birthed as described above. Upon such an injection, the fleshy sheen is sucked into the body of the unfortunate victim, returning the tentacles to their normal gelatinous appearance.

If the tentacles were formed from the blood of another character, the Infernal may waive the health level cost of this Charm. If she does so, then rather than one of her projects the tentacles carry the genetic material of the unfortunate deceased, allowing them to impregnate those who could normally bear children with the child of the dead character.

Source: Revlid

WATER-DEMON CONCEPTION

Cost: ; **Mins:** Essence 4, Kimbery 0; **Type:** Permanent

Keywords: Desecration, Sorcerous

Duration: Permanent

Prerequisites: , Milk of Primordial Kindness

Many a demon race has been sprung from the loins of the barzinoi and barzinai, from the water-skimming variant of the Anhule to the tentacled and needle-toothed mist demons to the walrus-like flying beasts that crack brass fruits open on their prodigious tusks. This Charm permanently upgrades Great Mothers Wame, allowing the Infernal to use it to spontaneously gestate and birth First Circle Demons descended from Kimbery as though they were Genesis projects with an artifact rating equal to (Essence/2, rounded down). Such creatures come into existence unbound and materialized, with their mote and Willpower pools half-full.

These arcane pregnancies are only partially physical; they ignore the consequences of Crippling effects targeting the bulging womb, but gain the Sorcerous keyword, able to be aborted with appropriate countermagic (each application of countermagic ends only one pregnancy, and must specifically target the demonic pregnancy itself).

The Infernal may also create First Circle Demons not descended from Kimbery in this way, though this requires that she has, at some point, either consumed part of or engaged in intercourse with an example of the breed in question. Such creatures are marginally more difficult to create, with their artifact rating rounded up rather than down.

Finally, the Infernal can create her own species of First Circle Demon. This initial design costs 1xp, with further examples of the breed being conceived as normal. Such demons are treated as being descended from either the Infernals Caste or Favoured Yozi (should her Favoured/Caste Yozis change, she may alter her selection), with herself as the sole progenitor.

Source: Revlid

SPREADING DAMP ENVENOMATION

Cost: ; **Mins:** Essence 3, Kimbery 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: , Gifts of Lurking Acid

Kimberys gifts spread from one to another, like gossip, like damp, like insinuations and affection. This Charm permanently enhances Spiteful Sea Tincture. Whenever the Infernal perceives a dose of her poison lacquer being expended, she may reflexively order any number of the tattoos she placed to withhold their deadly touch,

as they instead wrap themselves about the targets form like a constricting octopus, sinking into their skin and resting there. The target now bears the exact same poisonous tattoo as the object or character that struck him, though it is Sorcerous and can be removed with the proper anti-magic (if the tattoo in question was already a Sorcerous, it is not expended by this transfer both characters now have copies).

Such a character does not automatically suffer the effects of the poison for not being beloved, as with this Charms prerequisite. However, the Infernal may disperse the tattoo at any distance with the exact same effects by reflexively spending a single mote.

In addition, any character bearing a poisonous tattoo, applied in any way, counts as beloved to the Infernal for the purposes of tracking or locating them.

Source: Revlid

IT'S RAINING PHLEGM

Cost: ; **Mins:** Essence 3, Kimbery 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: , Spiteful Sea Tincture (x2)

When Kimbery meets the fury of her king, she evaporates in grudging deference, only to pour back down as searing acid rain on the ingrate inhabitants of the Demon City. This Charm permanently enhances Spiteful Sea Tincture. Whenever the Infernal applies it to a ranged weapon as a long-lasting Sorcerous effect, its poison lacquer automatically coats any projectile fired from the weapon. Arrows have their fletching dyed a wriggling green, sling-stones are daubed with upsetting patterns, and bursts of flame are tainted with a sour and twisting smoke. Thrown weapons can also benefit, provided they are kept in a tattooed quiver or satchel.

At Essence 4+, the Infernal can use this Charm to enhance magically-created weapons, by using the Sorcerous version of Spiteful Sea Tincture on the weapon-creating Charm itself this manifests as a stylised green tattoo of the created weapon somewhere on their body, and coats the created weapons with the venomous markings whenever they appear. Queen KTula made use of this Charm in the First Age, manifesting hundreds of Burning Solar Chakrams that thrummed with a nauseating green light before they were flung at her foes with a single tentacle each.

Source: Revlid

WAVES AS WALKWAYS PRANA

Cost: (+2m); **Mins:** Essence 2, Kimbery 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Fathomless Poison Haven

As Kimberys power returns to the world, wielded by the new princes of hell, abilities long-thought dead are inflicted on Creation once more. In the seas of the West, groups of pirates are reported to be making boarding actions by sprinting across the waves themselves, a feat previously attributed solely to the Lintha. The Bodhisattva alone recognises this sign for what it is (though the military dominion he held over those lands in his lifetime aids his deduction). This Charm permanently enhances its prerequisite, allowing the warlock to pay two additional motes when

activating it to allow his beloved target to travel across water at their normal land-movement speed. The bones of drowned sailors might knit together into a moving platform, or the surface of a lake might become springy and gelatinous, allowing them to walk across it, or stepping-stones might freeze into existence beneath their feet, defying ambient temperature in memory of the Heart-Frost.

Source: Revlid

RACE-BEARING BOSOM ARK

Cost: (+17m); **Mins:** Essence 5, Kimberly 0; **Type:** Permanent

Keywords: Obvious, Shaping

Duration: Permanent

Prerequisites: , Acrid Slipstream Assist

When Kimberly was told of the whispered decisions of her siblings, made behind her back, she was incensed, and set out to carry Cecelyne and the Empyrean Chaos (and his hidden devotee) across her great self from their distant shore. The ark she brought forth to do this was trimmed with the sheen of a fish's scales, painted with the deep red of a lobster's carapace, and propelled by the ornate glass tendrils of a million jellyfish. Hewn from the bodies of her six greatest behemoth-children, it still barely survived the passage across her body, and in the depths of her soul Kimberly knew that she had found one flame against whom she would hesitate to march.

This Charm permanently enhances Acrid Slipstream Assist. When using it to target an object or vehicle, the Infernal may pay an additional seventeen motes. If he does so, the target warps into a large and disturbingly organic conveyance; faces leer out of the hull of a ship, while ribs stretch out of a daiklave like the fingers of a pair of cupped skeletal hands before being connected by a canvas of oily green leather that twitches and shivers without a breeze. This increases the carrying capacity of the conveyance by a Magnitude of (Infernals Essence), as well as making it just as durable as an artifact made from a magical material. If it required any fuel, it no longer does; Kimberly's own ambient Essence reaches it through the resonance of the sea. The effects of Acrid Slipstream Assist are applied to the conveyance as normal, but are a Sorcerous effect, allowing them to last indefinitely without mote-commitment. In addition, the ark itself counts as a single target for the purposes of Fathomless Poison Haven, extending such protection to all within it. If that Charm is applied, it may even travel beneath the surface of the waves at normal speeds, as tendrils extend from its deck to keep its occupants steady, or the fin-like sails extend and harden into a crustacean shell, eye-like portholes sliding into existence as the craft dives.

The effects of this Charm can also be applied to an aquatic mount. It has the exact same effects, creating a bone-like deck atop the beast's back or warping the creature into a small living island, but allows the creature in question to retain all of its natural (or supernatural) attacks and abilities. If the creature in question would have to grow significantly to carry the listed Magnitude, it effectively gains the Gargantuan mutation for the duration of its time as a vehicle. If the aquatic creature in question is a behemoth (such as those summoned by What Lurks Beneath) it increases its carrying capacity by a further two dots of Magnitude.

This ark lasts indefinitely, without any commitment necessary on the Infernal's part. It may be dismantled as a miscellaneous action whenever the Infernal is touching it, rotting and falling apart with a groaning wheeze (this also occurs if it leaves the area defined by the Sea keyword for more than fifteen minutes, though it will emit

sounds of organic distress as a warning for all that time). The original object, vehicle, or mount is unharmed by its transformation (though some ark-like traces may remain in its features), and resumes its original functions as normal.

This Charm becomes a Blasphemy effect if more than two such arks are ever gathered within a mile of each other; the victorious Sun once gave permission for Kimberys great ark to carry the remnants of her children away from extinction, but allowance for an evacuation is not the same as allowance for a fleet (note that a separate Blasphemy effect is registered in Yu-Shan for each such ship involved). In addition, an ark created by this Charm coming within a mile of the shores of the Blessed Isle is treated as an Essence 8 Blasphemy effect.

Source: Revlid

GORE SPOUT BLOOM

Cost: ; **Mins:** Essence 3, Kimbery 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: , Ichor Flux Tendrils

Sacks of dirty water flop about Creation, kept intact only by a system of pressures and sticklike internal supports. It is a simple task to wrench the gore-tinted water from their flimsy veins, like popping a water balloon. This Charm permanently enhances its prerequisite, allowing the Infernal to create tentacles from the blood of still-living opponents. Upon activating Ichor Flux Tendrils, rather than choosing a cupful of inanimate liquid, the Infernal may target any foe she can perceive, as their blood writhes in their veins, dribbling out of pores and orifices. This is a Shaping effect.

The target must roll (Stamina+Resistance) at a difficulty of (Infernals Occult). If they succeed, they manage to suppress their roiling blood and the Charm has no effect. If the target fails, however, they suffer a number of unsoakable lethal health levels of damage equal to the degree by which they failed, as an equal number of tentacles manifest through them, liquid gore tearing through their skin to form a cluster of crimson tendrils.

If this damage is enough to kill the target (extras die regardless of how much damage they suffer) the tentacles manifest through their cooling corpse, as normal. If they survive, however, the tentacles thrash about on their struggling body; tentacles manifested in such a way may not target any character other than the one they are attached to until the unfortunate blood donor is dead. However, the character in question halves his Dodge DV against such attacks, able to do little more than duck and bend in response to the unwelcome attentions of his new protrusions.

It should be noted that a target must have blood, or some roughly analogous substance (e.g. sap, or water, or oil) within their body in order for this Charm to affect them. At Essence 5+ this restriction is removed, as even bloodless creatures have their Essence (however pitiful) violently externalised in the form of thrashing tentacles.

Source: Revlid

MIND-BURNING CAUSTICISM

Cost: 4m, 1wp; **Mins:** Essence 3, Kimbery 0; **Type:** Supplemental

Keywords: Combo-OK, Emotion, Sorcerous

Duration: Instant

Prerequisites: , Great Mother's Tears

The Sea that Marched Against the Flame is not content to leave things be, to forgive or forget; she neither has nor needs that capacity, and sees no need for it in others. Let their minds worry over her words like a dog over a poisoned bone it shows a degree of the proper respect for her motherly wisdom.

The Infernal may use this Charm to supplement any Presence or Investigate-based social attack she makes. If the social attack is successful, it lodges in the targets mind, Sorcerously eating away at their conviction and self-esteem. Within the next twenty-five hours, most likely when they sleep, suppress a Virtue, or enter a similarly vulnerable state, the target must pay one point of temporary Willpower in order to resist an unnatural Emotion effect. If they do not, they immediately suffer the effects of the original social attack a second time, though it counts as unexpected. If this would have no meaningful effect, the target instead converts one of his positive intimacies into a negative intimacy with an emotional context of his choosing, beginning with those intimacies unaffected by the original social attack. This effect is reapplied every twenty-five hours, for a number of intervals equal to the Infernals (Essence).

At Essence 4+, this effect may be applied to Performance-based social attacks with a surcharge of six motes, affecting a Magnitude of up to (Essence) characters.

Source: Revlid

MIND-BURNING CAUSTICISM

Cost: 5m; **Mins:** Essence 3, Kimberly 0; **Type:** Simple

Keywords: Combo-OK, Emotion, Obvious, Sorcerous

Duration: Instant

Prerequisites: , Intolerable Burning Truths (Trust is Naive) (Never Forgive)

At times, Kimberly will face one who has done her wrong, and simply tearing them limb from limb will not do to express her sorrow at the hurtful choices they have made. Instead, she directs a cold stare at them, and lists their transgressions in the tone of the disappointed mother she is. Shame drags in their lungs like ice-cold water as their vision grows dark, and they fall, choking on their own failings as a human being.

This Charm consists of a single sorcerous Presence-based social attack made against a reviled character, the warlocks voice reverberating like a snarl in some deep undersea cavern. If it is successful in penetrating their MDV, the victim suffers a single die of unsoakable bashing damage, and does so again on their next action. This continues for a number of actions equal to the number of excess successes, plus the Infernals Essence. For the total duration of this effect the victim is rendered unable to speak, and suffers an internal penalty equal to one more than the number of action ticks they have had since the use of this Charm. Should the victim die due to a use of this Charm, they will bear all the medical signs of having drowned, forced upon their body by their own tortured psyches.

This is considered an unnatural shame-based Emotion effect that may be only be rejected by spending a number of points of temporary Willpower equal to the remaining number of bashing damage levels awaiting them (this cost may be paid at any point). This Charm may only target any given reviled character once.

Source: Revlid

BITTER BLACKNESS WEPT

Cost: (+1 Limit); **Mins:** Essence 4, Kimberly 0; **Type:** Permanent

Keywords: Native, Obvious, Poison, Shaping

Duration: Permanent

Prerequisites: , Great Mother's Tears, Intolerable Burning Truths (Trust is Naive) (Never Forgive) (Hate Springs Eternal)

Kimbery is the most charitable of all the Primordials, willing to give and give to those she loves; and she loves everyone. Except, of course, for those who have betrayed her. Or insulted her. Or failed her. Or ignored her. Or spurned her. Or those poor fools who were simply in the wrong place at the wrong time. In any case, she reacts to this mockery of her good nature by sobbing black tears of venomous tar that mark oil-spill trails across her oceanous form, seeking the one who would so malign their Great Mother.

Whenever one of the Infernals beloved characters becomes reviled, she may immediately gain a single point of Limit in order to distil her anguish into a dreadful poison, one that wracks its recipients with the all the mad agonies of the demon sea. This poison is identical to the poison lacquer created by her Spiteful Sea Tincture, with the exception that its damage category is increased by one stage (from bashing to lethal, or from lethal to aggravated), its toxicity gains the L tag, and the penalty it inflicts is increased by (Essence). The Infernal may only hold this black tear venom for one former beloved at a time. While she carries a dose of this venom, she cannot lose points of Limit through any means but Limit Break.

Black tear venom is not injected in the same way as poison lacquer. Instead, when the Infernal rolls Join Battle against her former beloved, she may allow the venom to rise to the surface of her veins, marking them an unhealthy (and Obvious) tattoo-black as she weeps tarry tears. For the rest of that scene, she can freely imbue any of her attacks (including those made through Ichor Flux Tendrils) with this venom, though it has no effect on any character but the former beloved.

Kimbery refuses to allow traitors to escape their fate. Black tear venom ignores non-magical protection from or treatment of Poison effects. Permanent immunity to the venom is impossible to acquire, and black tear venom cannot be generated by any means other than this Charm. The venom is simultaneously a Poison and a Shaping effect, decaying the targets very right to exist. Both keywords must be negated for the venom to be stopped.

At the end of the scene in which the Infernal allowed her black tear venom to rise to the surface, the blackness fades from her veins and her tears dry and crumble. The venom is cleared from her system, and she loses all intimacies toward the former beloved character, whether or not they are dead.

At Essence 5+, the Infernal may transfer their black tear venom with a Touch to a willing character they have imbued with Fathomless Poison Haven, allowing their beloved agents to enact vengeance in their place. Should the agent lose the benefits of Fathomless Poison Haven while still carrying the venom, they immediately suffer its effects as though they were the former beloved, collapsing in agony as their flesh dries and crumbles, revealing the liquefying black flesh beneath. Such is the capriciousness of Kimbery. If the agent in question is a demon who is then turned into a Hellforged weapon, it retains the black tear venom as an innate property imbuing any attack made with it (though it still only harms the former beloved).

Source: Revlid

GREAT MOTHER'S WAME

Cost: 2m; **Mins:** Essence 2, Kimberly 0; **Type:** Simple

Keywords: Obvious

Duration: Indefinite

Prerequisites: , Intolerable Burning Truths (Mother Before Daughter)

Scholars claim Kimberly is barren, and certainly the womb of her humaniform jouten has never swelled, lined as it is with acids and venoms more potent than anything in existence. This does not preclude motherhood, however, and her depths are filled with the evidence; strange, five-limbed turtle-rats with mouths for eyes, great serpents the length of coasts with nostrils large enough to snort up cities, cephalopodic entities who treat wisdom and hate as one in the same. All birthed from the unholy wombs that dot her darkest depths (if such a place exists), lined with tentacles and filled with brewing, self-conceived horrors.

For the duration of this Charm, the Infernal manifests an unsightly bulge somewhere on her body, swollen with primordial ooze. This tumourous womb may be used as a fully stocked, mobile masters Craft (Genesis) lab that supplies all tools within its functions. Exotic ingredients must be ingested for them to be used, routed through the Infernals system to the nascent creature (the reproductive material of appropriate powerful individuals is a perfect exotic ingredient for such a project, and can result in the birthed creature counting as the donors offspring, along with the Infernals).

This brewing of hellish lifeforms is a natural act, so a warlock may replace her (Craft: Genesis) rating with (Essence-1), if she so desires. Provided the creature she is crafting has an Artifact rating equal to or less than her (Essence), she may also use (Stamina) in place of (Perception or Intelligence). The rolls to develop the project may be made independent of anything else the Infernal is doing (indeed, they need not even be conscious), though they cannot be made while engaged in strenuous activity.

This Charm has no restriction on gender, though males are often more comfortable manifesting a womb somewhere other than their belly, and women can hide the Obvious nature of the Charm by disguising it as a natural pregnancy. Similarly, there are no restrictions on size, as the womb distends to hold all manner of monstrosities without ever inflicting a mobility penalty or increasing the warlocks necessary food intake; it is fuelled and supported by her Essence. If the creature within the flesh-lab would be too large to be reasonably borne by the warlock, it is assumed that it will rapidly grow once birthed, or slough together from a number of component chunks. The alien womb may normally hold only one project at a time, and has no impact on the Infernal's food intake; she is not truly pregnant.

Once the project is completed, the creature emerges into the world, tearing itself out of the deflating flesh-sack, expelled through an open pore, or being birthed more conventionally. Regardless of the method of its exit, it causes no harm to the Infernal; even a burst-open chest will seal itself as a cosmetic injury.

Just as with a natural pregnancy, Crippling amputation effects (such as a maiming coup de grace) may be used to target and abort a creature in the womb, messily reducing it to the slime from whence it was formed. If the Infernal is carrying more than one creature at once thanks to an upgrade Charm, each Crippling effect only destroys a single creature, chosen by the warlock herself upon the application of the effect; never let it be said that Kimberly does not play favourites. Ending this Charm before the completion of a project-child has much the same effect, ending all extant projects prematurely.

A warlock may also use this Charm to conceive immaculately, impregnating herself

with an otherwise normal baby (this counts as a project, blocking the use of the womb-lab for the duration of the pregnancy). The gestation period for such a child is as normal for the warlock, though she may accelerate the pregnancy at any point by rolling (Stamina+Essence-1), and shortening it by a number of months equal to half the number of rolled successes. Each pregnancy can only be accelerated once, and such births generally result in a higher rate of obvious physical mutation, such as scales, bulging eyes, webbed hands or gills.

Source: Revlid

GIFTS OF LURKING ACID

Cost: ; **Mins:** Essence 3, Kimbery 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Spiteful Sea Tincture

When the first Lintha stepped out into the world, Kimbery wrapped their princes in emerald silk, and they took the gift as a sign that her favour would never fade. Then they betrayed her with failure. The Lintha no longer bear the silken gifts of the Erosion of Nations.

This Charm permanently enhances its prerequisite, allowing the Infernal to apply her poisonous tattoos to beloved characters. However, each character may only bear a single such tattoo at once; any further applications simply dissolve into their skin, lending it an unpleasant sea-green tint. Should such a character lose their beloved status, the tattoo is lost and they immediately suffer a single dose of poison lacquer as the tattoo disperses through their system.

Kimbery is ever-wary of betrayal, however, bitterly aware that even her most beloved children are terribly flawed. This is a trait the Great Mother shares with Autochthon, and she considered offering him comfort when the Eretaeen turned on their father. But it is not in Kimberys nature to comfort those who are not devoted to her, and she rejected the notion as a momentary madness. An Infernal who knows this Charm considers poison lacquer (of all kinds) to have the trait Tolerance (Essence)/month.

Source: Revlid

WHAT LURKS BENEATH

Cost: 20m; **Mins:** Essence 2, Kimbery 0; **Type:** Simple (Speed 5, DV -4)

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

Duration: One month

Prerequisites: Tidal Renewal Discipline

The Infernal prays to the depths, calling up a sea beast of some sort and binding it to her will. Repurchases allow her to call First Circle Demons and eventually even aquatic behemoths. Source Broken-Winged Crane, p. 38-39.

Source: Broken-Winged Crane

RISING WAVE ATTACK

Cost: 6m, 1W; **Mins:** Essence 3, Kimbery 0; **Type:** Simple (Speed 5, DV -0)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Grasping Greedy Hands

Just as a vast wave does not overwhelm merely a single ship, the Infernal's attack does not strike merely a single foe.

Upon using Rising Wave Attack, the Infernal makes a single attack roll, and applies the result of that attack to everyone they can see, out to (Essence *2) yards.

Rising Wave Attack extends it's range identically to Grasping Greedy Hands.

Source User:wastevens wastevens

Source: wastevens

INTOLERABLE BURNING TRUTHS

Cost: ; **Mins:** Essence 1, Kimbery 0; **Type:** Permanent

Keywords: Compulsion, Stackable

Duration: Permanent

Prerequisites:

Each purchase of this Charm indoctrinates the Infernal into one of Kimbery's truths, applying a Compulsion to follow its precepts. These truths are "'Mother Before Daughter"' (which enhances the warlock's ability to locate loved ones, while preventing her from betraying her ancestors), "'Trust is Naive"' (which enhances her ability to love, while preventing her from acknowledging betrayal), "'Existence is Agony"' (which allows her to ignore the pain of those she does not care about, while preventing her from showing mercy), "'Never Forgive"' (which enhances her ability to convince others to hate her foes, while preventing her from abandoning her own hatred) and "'Hate Springs Eternal"' (which increases the number of things she can hate and aids her defense against such hated characters, while preventing her from ever aiding those she reviles).Source Broken-Winged Crane, p. 40-41.

Source: Broken-Winged Crane

MOTHER SEA MASTERY

Cost: ; **Mins:** Essence 2, Kimbery 0; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisites:

This Charm makes the Infernal a creature of the sea. She gains bonuses to her attempts to find food or move through water, ignores penalties invoked by moving through water, and can swim faster. At higher Essence levels she (and her aquatic mount) can even ignore fatigue.Source Broken-Winged Crane, p. 35.

Source: Broken-Winged Crane

RISING TIDE PERSISTENCE

Cost: 2m; **Mins:** Essence 2, Kimbery 0; **Type:** Supplemental

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: , Intolerable Burning Truths (Mother Before Daughter)

Those who Kimbery loves are worthy of it always; she is certain of this, and will pursue what is best for them until her love is turned bitter by their inevitable betrayal. This Charm may be used to enhance any social attack the Infernal makes against a beloved character, applying a direct penalty to her targets MDV equal to the number

of previous similar social attacks she has made against that target this scene, to a maximum of (Infernal's Essence). If this would result in a penalty greater than the target's own Essence rating, the social attack exerts unnatural mental influence, and the Infernal may increase the cost of this Charm by two motes to make it undodgeable.

For a previous social attack to be considered similar?, it must have used the same social Ability (though social Attributes can be different), and had the same desired effect (such as compelling the same behaviour, provoking the same emotion, or building or eroding the same intimacy). Social stunts describing the attacks can vary, but must follow the same general gist, while different intimacies or Virtues can be exploited as the Infernal wishes; the ocean eats away at the shore from every angle it can.

At Essence 4+, this Charm automatically upgrades, increasing the duration over which similar social attacks are tracked to one full day.

Source: Revlid

HATED SOBRIQUET MEMETICISM

Cost: 4m; **Mins:** Essence 2, Kimberly 0; **Type:** Simple

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

Duration: Indefinite

Prerequisites: , Spite Honing Curses

Kimberly is a master of insults, her skills ranging from personalized needling to generic curses. One of her favoured tools is that of the name, as she dredges her depths for the perfect cognomen to insult and cajole; many a time she has threatened to build a new home for the Principle of Hierarchy. To use this Charm, the Infernal must touch any character, and address them by a nickname. This nickname can be entirely innocuous, blatantly insulting, or anything in-between; it can even be the target's actual name, mispronounced or slightly altered in some way. The target immediately acquires a Sorcerous negative intimacy toward that nickname, as an unnatural Emotion effect costing two points of Willpower to resist. This intimacy does not count toward the target's maximum number of intimacies and cannot be eroded by mundane means. For as long as this intimacy exists, the target can and must use it to increase her MDV by one against any social attack (or other mental influence) that includes that nickname, and must spend Willpower to resist such mental influence if possible.

This nickname is Obvious to any character who perceives the target; perhaps they seem to remember hearing it before, or it just seems appropriate to the target. In any case, should they ever address the target, they must refer to them by that nickname; this Compulsion costs one point of Willpower to resist for the rest of the scene. The Infernal herself is immune to this unnatural mental influence.

If the target is beloved, the Infernal's nickname is less a hated moniker and more a playful pet name. The target's intimacy toward it is positive, rather than negative, resulting in a decrease in their MDV when they are addressed in that manner, and an increase when they are not. Such a nickname is not made Obvious to other characters; Kimberly's love is hers alone.

At Essence 3+, the Infernal may use this Charm without the Touch keyword, so long as her target can hear the nickname she gifts her with. At Essence 6+, this nickname becomes a valid name for the purposes of magic that targets a character based on their name, for as long as the intimacy created by this Charm remains in

place.

Source: Revlid

THE TIDE WAITS

Cost: (1wp); **Mins:** Essence 3, Kimberly 0; **Type:** Permanent

Keywords: Illusion, Stackable

Duration: Permanent

Prerequisites: , Spite Honing Curses

Kimberly is patient to wait, to allow her words to curdle and ripen before they burst into the minds of her enemies. In Time Not, when the Sea and the Frost were on speaking terms, one of their favourite tricks was to fill a hadhayosh with as much of her water as its unnatural stomach could bear, before freezing it and allowing the expansion to utterly burst the beast. Oh, how they laughed together!

Whenever the Infernal applies mental influence of any kind that is enhanced or paid for entirely with offensive notes, she may choose to make her words slide into her victims lizard hindbrain without passing through his conscious mind. If the influence is successful (before the option is given to resist it with Willpower), it has no immediate effect, and passes largely unnoticed by the target and anyone around him with a Dodge MDV lower than the rolled successes; they assume the muttered aside had nothing to do with them, or laugh off the Infernals scorching invectives or blatant flirting as a daring joke.

At any point after this, the Infernal may reflexively awaken their lurking words at a cost of one point of temporary Willpower, burning them into her victims mind like a broken bottle of acid. They may do so at any range, provided that they can perceive their target; the Erosion of Nations never passes up a chance to see her seeds bear bitter fruit. The target immediately suffers the full effects of the previous social attack or Charm, just as though it had been applied to him at that moment. While there is no limit on the number of separate targets the Infernal can impregnate with latent mental influence, the maximum number of distinct pieces of mental influence she can stack onto a single target is (Socialize).

Source: Revlid

ACRID OCEAN MURMUR

Cost: 3m; **Mins:** Essence 2, Kimberly 0; **Type:** Supplemental

Keywords: Combo-OK, Illusion

Duration: Instant

Prerequisites: , Intolerable Burning Truths (Existence is Agony)

Kimberly's hateful slurs are as relentless as the tide, and, in their own way, just as predictable. Many a fool mistakes that which he can predict for that which he can ignore. This Charm applies an Illusion to every character who witnesses the social attack that it supplements, driving them to ignore or forget about the actual content of the social attack in question. No matter how vile the slander, how vulgar the rant, how distastefully sappy the flattery, or how compromising the details discussed, affected characters only hear the indistinct murmur of half-overheard conversation, similar to the sound of a seashell held up to the ear. This Illusion even affects the target of the social attack, but only if the attack in question is unsuccessful.

This Illusion costs one point of Willpower to resist. Those who have witnessed a broadly-similar social attack in the past must pay two points; overhear one abusive

dressing-down, and you've overheard them all. Characters who would be forced by the contents of the social attack to act on a Virtue rated at 3+ may ignore this surcharge, but automatically succeed on the subsequent Virtue roll.

Source: Revlid

ORPHANED SOULS RECLAIMED

Cost: 6m, 1wp; **Mins:** Essence 2, Kimberly 0; **Type:** Supplemental

Keywords: Combo-OK, Illusion, Social

Duration: Instant

Prerequisites: , Intolerable Burning Truths (Mother Before Daughter, Trust is Naive)

Kimberly is the Great Mother (and, often enough, father), the one to whom all tribute of parenthood should be paid. This Charm can be used to supplement any social attack that targets a single character, and mentions the targets parents, or an analogous figure (the engineer responsible for an intelligent automaton, the deva progenitor of a First Circle Demon, the adopted father of an orphan, the maternal elemental worshiped by a tightly-knit family cult). If the attack roll overcomes the targets MDV, they immediately lose any intimacies they might have held toward their parents, as both love and hate ebb into bleak apathy. This unnatural mental influence costs two points of Willpower to resist for the scene.

If it is not resisted, then flow follows ebb; for the rest of the scene, the target increases the Willpower cost to resist any mental influence that would result in their acquiring a new parental intimacy by one. If the intimacy in question would be toward the Infernal herself, it also only requires a single scenes worth of interaction to create.

Source: Revlid

TERROR INFORMS THE LASH

Cost: 3m; **Mins:** Essence 2, Kimberly 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Intolerable Burning Truths (Existence is Agony)

Kimberly is rarely impersonal; revenge is to be custom-tailored to the fool who invited it, and then served cold (or hot and screaming). This Charm can be used to enhance any attempt by the Exalt to read the motives of a reviled character ("Exalted", pp. 131). If successful, the warlock immediately learns all of the subjects intimacies that have a context of fear (or similar, such as disgust or despair), in place of any other intimacies she would have learned of. She also learns of the last time the subject felt real fear (whether existential terror, gut-wrenching nerves, or actual fear for his life). She learns only the broad strokes of the situation (who, why, roughly where, roughly when) and only learns information that the target themselves know. This Charm can be paid for with offensive motes through Spite-Honing Curses.

The warlock can purchase this Charm a second time to learn a truth that Kimberly herself strives toward; there is nothing scarier than her own vengeance. To this end, the warlock may instead choose to learn all of the subjects intimacies that have a context of love, as well as the last time the subject felt truly loved, the better to list her victims. If the subject still bears an intimacy of love toward the Infernal, and the last time they felt loved was with her, she may gain a single point of Limit to forgive their foolish trespasses; they are no longer reviled.

Source: Revlid

ICHOR FLUX TENDRILS

Cost: 10m, 1wp; **Mins:** Essence 2, Kimbery 0; **Type:** Simple

Keywords: Combo-Basic, Obvious, Sorcerous

Duration: One scene

Prerequisites: Spiteful Sea Tincture

The Infernal manipulates nearby liquid into flailing, grasping tentacles that she can direct to attack her enemies. A repurchase grants them a measure of autonomy. Source Broken-Winged Crane, p. 37-38.

2.5erratasource=Scroll of Errata

¶ All of the attack options granted by this Charm have the Overwhelming tag, with minimum damage 2.¶

Source: Broken-Winged Crane

ALL THINGS BETRAY

Cost: 1m or 3m; **Mins:** Essence 2, Kimbery 0; **Type:** Reflexive (Step 1 or 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Intolerable Burning Truths

This Charm allows the Infernal to anticipate surprise attacks, as well as enhance her own attempts to join a fight. At higher Essence this ability is enhanced, at the cost of making it harder for her to trust. Source Broken-Winged Crane, p. 41-42.

2.5erratasource=Scroll of Errata

¶ Ignore the innate power ability. Instead, at Essence 3+, the Infernal can use this Charm to defend against unexpected attacks made by beloved characters. Doing so causes her to gain a point of Limit and an Intimacy of hatred towards her attacker, which overwrites any prior Intimacies to them.¶

Source: Broken-Winged Crane

ALL-DEVOURING DEPTHS SHINTAI

Cost: 10m, 1wp; **Mins:** Essence 5, Kimbery 0; **Type:** Simple

Keywords: Form-type, Obvious

Duration: One scene

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

The Infernal dissolves herself completely, metamorphosing into a massive, aquatic, protoplasmic monster that burns all it touches, mutates on a whim, and absorbs damage with ease. Source Broken-Winged Crane, p. 42-43.

2.5erratasource=Scroll of Errata

¶ This Charm does not limit the damage that attacks can deal to the Infernal. Instead, the Infernal's amorphous form halves the minimum damage of any attack (round down, but to no lower than one die) that does not use fire, lightning, or Essence blasts.¶

Source: Broken-Winged Crane

BITTER HEART UNBLEEDING

Cost: 3m; **Mins:** Essence 2, Kimberly 0; **Type:** Reflexive (Step 2 or 7)

Keywords: Combo-OK, Sea

Duration: Instant

Prerequisites: , Intolerable Burning Truths

This Charm allows the Infernal to enhance her defense by bolstering it with her own hate, or may be used to increase his soak by the same amount. A second purchase enhances the Charm's soaking abilities in proximity to the sea, as well as allowing the warlock to increase the cost of the Charm to use it as a perfect soak with the Imperfection of the Sea That Marched Against the Flame. Source Broken-Winged Crane, p. 42.

2.5erratasource=Scroll of Erratatype=Reflexive (Step 7)

ip; This Charm cannot increase Dodge DV or Dodge MDV. The repurchase does not grant Hardness, and costs an additional five motes for the perfect soak. i/p;

Source: Broken-Winged Crane

BITTER HEART UNFEELING

Cost: 3m; **Mins:** Essence 2, Kimberly 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: , Bitter Heart Unbleeding

Kimberly has learned that hatred is greater than trust. This Charm adds a bonus of (total number of negative Intimacies) to the warlocks Dodge MDV. This bonus may explicitly break the cap on DV bonuses from Charms. Source Scroll of Errata, p. 93.

Source: Scroll of Errata

BITTERNESS BEYOND WOUNDS

Cost: 8m; **Mins:** Essence 2, Kimberly 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: , Bitter Heart Unbleeding

Blades cannot part the waves, nor may arrows part the tide. Such is the futility of making war against the sea. This Charm adds a bonus of (total number of negative Intimacies) to the warlocks Dodge DV. This bonus may explicitly break the cap on DV bonuses from Charms. This Charms dependence on the Infernals negative emotions counts as a unique Flaw of Invulnerability. Source Scroll of Errata, p. 93.

Source: Scroll of Errata

MONSTROUS MANSE-MOTHER FOUNTAINHEAD

Cost: -; **Mins:** Essence 3, Kimberly 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: Great Mother's Wame

Kimberly wants only the best for her children, but the hungers of her offspring can be so demanding, always wanting. Sometimes she must pass them off to other nursemaids, so that their desires can be assuaged. Though she weeps bitter acidic

tears to see this, the way they grow so big and strong, with hides of toughened flesh and shining carapace and sea-drenched stone makes her so proud! This Charm permanently improves its prerequisite, adding the capacity to create manse-children. When beginning a project with Great Mothers Wame, the Infernal may instead choose to design? a manse-child, which takes the same amount of time as they would take to design a more conventional one, save that the design? process actually gestates a grotesquely enlarged zygote which grows at an incredibly rate, until it is the size of a full-term human infant at the end of the design? process. Any manse designed via this process automatically has the Living? manse power (Lords of Creation, p120), and a 1 dot Vulnerability; the manse-child dies if the living heart where the hearthstone forms is destroyed with fire. This brewing of hellish geomancy is a natural act, so a warlock may replace her (Craft: Genesis) and/or (Lore) ratings with (Essence-1), if she so desires. Provided the manse she is crafting has a manse rating equal to or less than her (Essence), she may also use (Stamina) in place of (Intelligence). The requirements to design a manse with Sentient, Living Manse, or any manse power that has Living Manse as a prerequisite are waived; the Sea Who Marched Against the Flame need not teach her children how to live or face the horrors of a cruel world.

The manse-child, as a living child of the waters of Kimbery, is explicitly is not designed for a single demesne, and may be born into any demesne of a rating equal to the level of its manse-rating. The birth will not occur, until the Infernal is within the grounds of such a demesne. Once that happens, labour is induced, which is, as per Great Mothers Wame, painless. However, the umbilical cord remains attached to the manse-child, and lashes out as it passes from its mothers? body, plunging deep into the ground, to attach itself to the essence flows of the demesne.

The manse-child grows and matures with shocking speed; each day that passes counts as one man-year on the manse. No other labour is required, and even things like Integrated Magitech Artillery can be emulated with grotesque weapon systems of spines and toxic crystals. Killing the manse-child is as hard as destroying any other partially completed manse. Once complete, its mother is automatically attuned to it, and this attunement may not be broken as long as the manse remains; in addition, it counts as one of her descendants for the purposes of Kimbery Charms. Its aesthetics are designed, in general terms, in the design process, and must conform to both the aesthetics of Kimbery and the aesthetics of the underlying demesne. Although they are living, and born of flesh, that does not prevent the secretion of twisted silicate shells which resemble cyclopean geometries, and other such things. It may not cap Fire, Solar, or Cytherea-aspected demesnes, unless the Exotic Aspect (Kimbery) power has been taken, and in such cases, a mandatory 2-point Fragility Flaw must be taken (overriding the normal rules on the incompatibility of those Flaws), for which no points are received, as the manse-child grows up sickly and weak, trying to contain the agonising fire that burns at its Essence flows. Sentient manse-children who suffer through this will likely suffer psychological problems and trauma, and may well be driven insane. However, once the aspect of the underlying demesne has been converted, that Flaw is removed, as the manse-child can strengthen its flesh-architecture properly without the toxic burning Essence running through it.

At Essence 4 this Charm permanently upgrades, such that the manse-child grows at a rate of (mother's Essence) man-years per day.

Source: EarthScorpion

MY PRETTY BABY

Cost: -; **Mins:** Essence 3, Kimberly 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: First Kimberly Excellency, Unbroken By Unacknowledged Blows

Kimberly feels terrible guilt for fostering her babies upon other teats. In her benevolence, she tries to make it up to them, and showers her gifts upon them to make up for such tragic abandonment. This Charm permanently upgrades all manses made via Monstrous Manse-Mother Fountainhead, with the following features:

* All such manses count as having a Network Node, connecting to all other manses made by the same Infernal, which does not count towards their total number of points. All the inlets of Kimberly are the same ocean, after all. These Nodes may not communicate with any non-manse-children, however.

* All such manses are treated as if they are Beloved by the Infernal, unless this is overridden by them becoming Reviled.

* The Sentient? power in Chapter 2 of Oedenals Codex is treated as if it is italicised and is favoured regardless of the aspect of the Demesne, allowing it to be taken by any manse for 4 Creation Points.

* As long as the Infernal ingests an appropriate exotic component for the aspect of the manse to be built and the nature of the manse-child, one extra Creation point is granted. For example, the sexual fluids of a Sidereal would be perfect for a Sidereal-pected manse. This is increased to two extra Creation points as long as the manse is Kimberly or Vitriol aspected. These extra points may only be spent on features favoured by that aspect, or on manse powers that have Living Manse as a prerequisite. Traces appropriate to the source of the exotic component will be left in the manse, especially if it has been given the Sentient quality; the eyes that wriggle in the walls, and the colour of the fleshy walls might be all too familiar to the "father", for example.

At Essence 4, this power improves further. When creating the manse-child, as long as the Infernal ingests or obtains an appropriate exotic component for the aspect of the manse, rather than receive the aforementioned bonus they may instead cap a demesne with a manse one dot higher rated than the manse. For example, the Infernal could cap a 3-dot demesne with a 4-dot manse. The difficulty of all design rolls and the required construction time would be that of a 3-dot manse, but the resultant structure would be a 4-dot manse in all regards (producing a 4-dot hearthstone, having creation points equivalent to a 4-dot manse see The Books of Sorcery, vol. III/Oadenols Codex, and so forth). Kimberly does not play fair with her children, and so the Infernal may still deliberately weaken her designs to produce one-dot manses, if desired. If used to design a 5-dot manse, My Pretty Baby does not raise it to N/A level, instead providing six additional creation points with which to design its features, gives it the Sentient quality for free, and it makes the manse a potential geomantic channel to sustain a N/A level manse elsewhere.

Source: EarthScorpion

GEOMANCY-SUCKLING LITTLE DARLING

Cost: -; **Mins:** Essence 4, Kimberly 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Seared Fruits of Union, Monstrous Manse-Mother Fountainhead

The children of Kimberly need not content themselves with just the paltry fare of Creation. No, she has taught them to always demand the best, and so they shall have it, like ticks upon the dragonlines of Creation, warping the local geometry to feed their beautiful growth. With her corrosive waters, she impregnates those things which come within her reach and catch her eye infusing them with her progenitive Essence. This Charm permanently upgrades Monstrous Manse-Mother Fountainhead. When the Infernal designs a Kimberly or Vitriol-aspected manse for a level 1 demesne, she need not place it on a pre-existing demesne. Instead, using Seared Fruits of Union, the Infernal may impregnate a suitable building, barren mountain, river, lake, bog, seaside, collection of limpid pools high in the mountains, or otherwise geomantically auspicious place with the manse-child, which latches onto the structure or feature with its umbilical cord.

Its growth is rather more convoluted and complicated than one of its siblings permitted a demesne to grow on, however. First, it, as it fuses with the pre-existing geography, squamous tendrils sinking into rock to burrow out a lair into the mountainside or tumourous coral growths enveloping a building. The manse-child grows into a pseudo-manse, taking as long as it would if it were a level-1 manse produced by Monstrous Manse-Mother Fountainhead, which produces no hearthstone and may not be used to regenerate motes. Once this is done, the pseudo-manse has the Living Manse, Dangerous Traps, and two points of Essence Vents powers, as the corrosive power of Kimberly arcs within it. These are paid for by 2 points of Habitability and a 2-point Vulnerability; any naked flame (including a Fire Aspected anima banner) bought into the undeveloped hearthstone chamber destroys the manse.

The pseudo-manse requires, above all, motes. It respire motes at a rate of 2m per hour, and each mote counts as one man-day of labour towards building a level 1 manse, meaning that each day, 50 man-days are contributed towards the manse. As a result, assuming uninterrupted Essence flow, the manse is built in two years. In places which resonate with the manse-aspect, this rate is doubled. As it draws on the surrounding area, the essence of Kimberly bleeds slowly into the area, affecting everything within a one mile radius of the pseudo-manse as if were a Kimberly demesne, mutating mortals as normal, and warping the landscape. Rain falls often and pools, water keeps its chill in even the heat of summer, fish and other water-dwellers grow big and vicious, and anything born within this area takes, as a Desecration Effect, a Pox thematically appropriate for aquatic life. This even affects the dreams of the locals; they dream of deep seas, squirming life, and the Infernal who mothered the manse-child, which causes bad sleep. Mortals in the affected area lose one dice to rolls to recover Willpower, as a fear-based Emotion effect. Once the pseudo-manse has built? itself by feeding off Essence, it manifests as the designed manse, with a Level 1 Demesne underneath it. The effect on the landscape and area ceases, although the landscape and its inhabitants will be scarred by their experiences.

However, if there is an uncapped Demesne within (Demesnes Rating squared) miles of the pseudo-manse, the manse-child will, in addition, draw the rich, concentrated Essence from the nearest demesne, sending questing tendrils underground to suckle from it. The demesne generates no motes while the pseudo-manse is draining it, but for each day that it drains it, it counts as 10 man-years towards the manse, rather than 50 man-days. The draining tendrils have the statistics of Ichor Flux Tendrils, and grapple? the geomancy of the area, attacking anyone who attacks them.

If destroyed, they take a number of days equal to (the distance in miles +1) from the pseudo-manse to the demesne to regenerate, and will attempt to drain again. Once the manse and demesne are complete, the rating of any targeted demesne which has provided more than (demense-rating x 10) man years is permanently reduced by 1 point. The pseudo-manse may not feed off Fire, Solar, or Cytherea-aspected demesnes.

As an as-yet-unknown, innate Heretical feature of this Charm, Green Sun Princes who have developed and learned their own Excellency via Triumphant Howl of the Devil-Tiger may also create manse-children aspected towards themselves via this method, even if they have no other way to create demesnes aspected towards themselves. The product of ones loins know who their mother is, after all.

Source: EarthScorpion

POTENTIAL-DROWNING DEPTHS DWELLER

Cost: -; **Mins:** Essence 4, Kimbery 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Geomancy-Suckling Little Darling

Once in the time before Creation, there was an Ishvara, mighty and proud, and she bore the title of Queen Glimmerheart. Cold was she, and beautiful; all who saw her fell in love with her. But she had sworn to the shinma and to the Wyld itself that she would cleanse the infinite possibilities of the Wyld of every last trace of love, and so flensed their hearts of every last trace of it, while keeping their subservience. Her slave-army was beyond number, and like an uncounted plague, they spread through waypoint after waypoint. And then they encountered the children of Kimbery, who loved their mother like no other, and they drowned in corrosive love, calcified by the depths of the Sea Who Marched Against The Flame and her progeny. To Kimbery, the Wyld is but a transient thing, to be replaced by her artistic vision, and her children shall bring it to completion.

This Charm permanently improves Monstrous Manse-Mother Fountainhead, allowing it to be used on a single waypoint in the Wyld. The Infernal may design any Kimbery-aspected manse with a manse rating of (Essence/2) or less, following the normal rules for manses designed using that Charm, and give birth to it in a Wyld Zone. The newborn manse-child draws upon the changing energies of the Wyld, drowning it in the cold depths of Kimbery. In the bordermarches, each day counts as 5 man-years towards completion, in the Middlemarches, each day counts as 10 man years towards completion, and in the Deep Wyld and in Pure Chaos each day counts as 20 man years towards completion. To be used in the Deep Wyld or Pure Chaos, the manse must be designed with the "Traveling" Feature, as it will drift free on the tides of the Wyld; ones in the bordermarches or middlemarches are sufficiently anchored to Creation to stay static.

However, such manse-children do not act like normal manses. They do not produce a hearthstone and receive no bonus Creation points for that, instead flooding the entire waypoint with Kimberyian Essence, reshaping it, as they lock it into shape. The entire waypoint is made part of Creation, for as long as the manse-child remains in place; its death allows the Wyld to attempt to unmake the land again. The manse-child expands over the entire waypoint, although there is a central body which will appear as a normal manse, and so manse powers can be used over the entire area without

needing to purchase Zone of Influence. The Essence of Kimberly fills the entire place, making any child born or made within it a Creature of Darkness, and count as one of the Infernal's descendents as a Desecration Effect, and granting 6 mutation points to be spent on appropriately themed positive mutations, which may be either set by the Infernal whenever they stand in the empty hearthstone chamber, or permitted to vary based on the manse's aesthetics. Moreover, each day spent within such a place count as one scene towards building an Intimacy of "Unconditional Love and Obedience" towards the Infernal who gave birth to the manse-child.

The tendrils of the manse-child suffuse the land, making it like wet clay in the hands of its mother. While standing in the vacant hearthstone chamber, the Infernal may reshape anywhere within the waypoint as if they knew Wyld-Shaping Technique, treating the land as Middlemarches. All such changes must be compatible with the aesthetics of Kimberly and her Excellency, and the Infernal may only create (or modify) Land, People, or Wealth. In addition, it also calcifies any Unshaped Fair Folk who enters it after a number of ticks equal to (11 - Infernal's Essence), rendering them down into vitriolic sludge which screams eternally in drowning agony in an amusing similarity to Chalcanth (and has some interesting, little-known properties in crafting).

Source: EarthScorpion

UNHALLOWED DREAMING WORLD-PROGENY

Cost: -; **Mins:** Essence 6, Kimberly 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: First Kimberly Excellency, Potential-Drowning Depths Dweller

Kimberly would have crafted Creation, had she been given the chance. From her loins would have sprung all that is, and all would have known the generosity of the Great Mother. But she was not chosen, and she has nursed the bitter agony as she heard the shinma-shaking acts of the Emerald Mother and the Mother of Creation as they blazed solidity into the Wyld. If it had been her to do it... well, things would not have gone as they did. Instead, she nurses her own children, and waits for her freedom until she can let them loose into the Wyld, where they will spread out, each one a world unto itself, and she can undo the injustice done to her by Cytherea once and for all.

This Charm enhances Kimberly-aspected manse-children made by its prerequisite. Once built, as long as the original manse was rated level 2 or higher, they attempt to spread and grow, producing subsidiary manses. If the manse has the Sentient feature, it can design its own subsidiary-manses with a rank no greater than (own rating 1); otherwise, the subsidiaries may only have manse powers which the original has. Alternatively, the Infernal who originally produced the manse-child may design the subsidiary manses for the manse-child, giving birth to them inside the empty hearthstone chamber, where they are consumed and internalised by their sibling. These subsidiary-manses are subject to all the constraints of manses made by Monstrous Manse-Mother Fountainhead and any applicable upgrades, and may not have the Sentient feature; the original manse-child is the mind, and these subsidiary-manses are its body. In addition, no subsidiary manse may exceed (rating 1) of the manse it comes from, even if designed by the Infernal.

Once a manse has been designed, the manse-child will attempt to colonise an adjoining waypoint, extruding tentacles and flesh from its occupied waypoint. It pro-

duces a number of separate incursions equal to its manse rating, and each incursion has the same statistics as the tentacles produced by Ichor Flux Tendrils, using the Infernals Essence. If all the incursions are destroyed, the manse-child will regrow them after one day; the only way to stop the attack is to destroy the manse-child. The subsidiary-manse grows at the same rate as manses made by Potential-Drowning Depths Dweller, and retains progress even if all the intrusions are destroyed. Manse powers may be used in a (manse rating x 10) yard radius around an intrusion, allowing the manse-child to defend its new acquisition. The primary manse-child may create a number of subsidiary manse-children equal to its manse-rating, and warps the geometry of the Wyld such that its subsidiary manses surround it, like some great and terrible starfish... and that is what, indeed, it resembles, for the manse-child is now a single, massive behemoth-organism occupying multiple waypoints.

Subsidiary-manses and the manse-child are assumed to have the Network Node power for free, and the manse-child, if it is Sentient, may control any manse-features in the subsidiary-manses. Guardians and Bound Servants may be moved between sub-manses freely; other powers may affect other manses? within the behemoth-organism at the discretion of the Storyteller. If the central manse-child is killed, the subsidiary manses go into Power Failure instantly. Skilled treatment may save them as separate manses, but the greater unity is lost.

This Charm may be repurchased at Essence 8. With this repurchase, the manse-child may create extra subsidiary manses budding off from the subsidiary manses. Each subsidiary-manse may support a number of subsidiary-manses equal to its (manse-rating - 1), down to level 1 manses, which may not produce them. The design must still be carried out by the central manse-child, for they are extensions of its body. This is recursive; for example, a level 3 manse-child may produce 3 level 2 subsidiary-manses, each of which may produce 2 level-1 subsidiary-manses, for a total of one level 3 manses, three level 2 manses, and six level 1 ones. The destruction of a subsidiary-manse sends the lesser manses it has produced into Power Failure, but does not affect other manses in the organism (though the manse-child will suffer pain comparable to a limb amputation). In addition, if the primary manse-child took the Inside Fate? power, the entire behemoth-organism disassociates from Creation. The Fate it runs off is not the Fate of the Loom; it is the Mythos of Kimberly, created and generated by the manse child; as a result, they are not inside Fate in a conventional sense, but instead enjoy a status akin to that of people inside the Design of Autochthon. One automatic success is applied to all actions taken within the occupied waypoints to which Kimberys Excellency could apply; a -1 external penalty is applied to all actions which are not permitted by it. So will the world-children of Kimberly swim through endless seas of chaos.

Source: EarthScorpion

ROCKING-CRADLE ENVELOPMENT

Cost: -; **Mins:** Essence 4, Kimberly 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Geomancy-Suckling Little Darling

There is a story told by Lintha mothers to their children, of older and better times. Once (or so it is said), the Great Mother was gravid with child, and so, in celebration of such news, they crafted a gift for their sibling. Tens of thousands were

worked to death, their bones polished to a nacreous shine by the finest artisans, and the gift was so vast that foolish Dragon Kings mistook it for an island. The love and devotion of the Lintha to their mother was so great that it was completed in four-and-twenty-days, and the Sea Who Marched Against The Flame was so proud of their love that she gave birth into the gift, for (as she said), she could conceive of no better birthing gift for her child than the work of their siblings. In this fallen age, there is not the love and devotion, but generous Kimberly will still give her children birthing-gifts even if their owners might prefer otherwise. This Charm upgrades Monstrous Manse-Mother Fountainhead, adding a new capacity to it. If the Infernal has carried out a geomantic survey of a manse which was not made by that Charm, she can design a parasitic manse-child which will take over and supplant the previous manse.

Once the geomantic survey has occurred, the manse-child is designed as a normal manse-child built on the target demesne would be, save that it begins with manse features equal to that of the initial manse. Pre-existing manse features which the Infernal wishes to remove must be "un-designed" as if the feature was being designed, save that the Infernal always counts as having sufficient skills to do so. The manse designed in this way can benefit from other charms that enhance Monstrous Manse-Mother Fountainhead, such as My Little Darling.

Once the manse-child has been designed, the Infernal must give birth within the manse, specifically targeting one of the manse-powers, which the umbilical cord of the infant latches onto, subverting over the course of five long ticks as a Shaping Effect. This is Obvious, as nacreous growths of marble and coral fronds of human flesh integrate with the manse feature and warp wards and defences to its own service, locking into it and controlling it. Sensible mothers target features of manses which can fight back, such as a Guardian, for the Infernal counts as a pseudo-hearthstone bearer, and so can control manse-features which are subverted. From this point in, the manse-child will attempt to grow and take full control of the manse. The Infernal can pick targets for the manse-child to target; otherwise, it is decided by the structure of the manse, as tendrils and creeping coral target sweep out to sink like roots into the building.

Mechanically, once per man-week, the manse-child rolls the Infernal's (Stamina + Resistance + Essence), at a Difficulty equal to the level of the manse. Successes count towards subverting a manse-feature; once a number of successes equal to the rating of the manse feature are reached, the feature is now under the control of the manse-child. Features not included in the manse-child are disassembled and stored within it as raw materials; ones which need to be built can only be "subverted" once sufficient Creation Points have been freed up to support them. Once all the manse features are subverted, the manse-child may target the hearthstone chamber, which counts as a manse feature with a rating equal to twice the manse rating. Successful subversion stabilises the manse child, which now encompasses the entire manse, and forms a hearthstone as normal. N/A-rated Manses can have an effective value from anywhere from 6 to 10+, decided by the Storyteller. The encroaching manse-child may be combated as if it was a manse. Destroying the features it controls removes its control, but also damages the underlying manse feature. A geomantic survey, and the use of fire or Holy attacks allows it to be combated without damaging the main manse. Features destroyed by the manse-child must be rebuilt even if the manse-child is purged.

The bearer of the hearthstone does not lose attunement until the entire manse is

subverted, although the effective rating of the hearthstone is reduced by one level until that point. However, any features controlled by the manse-child are beyond his control, which can be a problem when the Ultra Deadly Trap turns out to flood the room with a tiny inlet of Kimbery. Moreover, they suffer nightmares, of slick organic growth, of the bloated shadowy maternal form of the Infernal, and the cries of a child (which are especially tortured if the manse is Fire, Solar or Cytherea-aspected), suffering a -1 to all rolls to regain Willpower upon waking as a Fear-based Emotion effect.

Many First Age manses were built with safety features against this kind of subversion, especially for critical parts of the defence infrastructure of the Realm. Most only inflict a -2 external penalty to rolls related to subversion, but some critical systems, such as the Imperial Manse, are immune to this... at least, as long as enough of the geomantic grid that powers it remains intact enough to fuel the power-hungry defence systems. Fire, Solar and Cytherea-aspected manses add a further -2 external penalty to the subversion rolls, and require the manse design to take the constraints of Monstrous Manse-Mother Fountainhead for those aspects into account. Manses who have a manse connected to them by a Network Node subverted reduce the difficulty of subversion by 1, for one should expect the children of Kimbery to aid themselves in their mother's service, should they not?

Source: EarthScorpion

WEALTH RE-DISTRIBUTION ENGINEERING

Cost: 3m; **Mins:** Essence 1, Larceny 2; **Type:** Supplemental

Keywords: Combo-OK, Mirror (Flawless Pickpocketing Technique; "'Exalted'", p. 228)

Duration: Instant

Prerequisites:

Since all things truly belong to the Primordials, the Infernals rightfully ignore the petty 'property rights' of those in Creation.

Source: Tommathy

ONLY THE SELF CAN BAR

Cost: 3m; **Mins:** Essence 1, Larceny 3; **Type:** Supplemental

Keywords: Combo-OK, Mirror (Lock Opening Touch; "'Exalted'", p. 229)

Duration: Instant

Prerequisites:

It took the combined might of the Exalted to lock the Yozis into their prison, and the only bars strong enough to contain them were themselves. The Infernals scoff at the petty, lesser mechanisms brought to bear against them in comparison. Unlike the Solar Mirror, such inspired solipsism allows Infernals to open locked barriers without having to bother with actually undertaking the task of 'unlocking', leaving no evidence that any tumbler was scrubbed or bolt un-done.

Source: Tommathy

FREEDOM IS IN THE NAME

Cost: 3m, (+1wp); **Mins:** Essence 3, Larceny 4; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Only the Self Can Bar

Being trapped once before, the Primordials have learned their lesson, and imparted their hard-won wisdom to their Chosen. This charm allows the Exalt to automatically succeed in any attempt to escape from any mundane bindings, be they rope, cement, rockfall, or mortal grapple. The bindings simply do not exist to the Exalt, and her limbs and body pass effortlessly through them. This charm can only evade actual maneuvers that prevent the Infernal from leaving one spot, she cannot simply walk through walls because they are impeding her motion, or walk through a sword passing through her head. By spending one willpower, the Exalt will also succeed at escaping all varieties of magical snares initiated by creatures of equal or lesser Essence, and gain her Essence in successes to escape the clutches of all others.

Source: Tommathy

FALSE PASSAGE NAVIGATION

Cost: 10m, 1wp; **Mins:** Essence 4, Larceny 5; **Type:** Reflexive

Keywords: Combo-OK, Mirror (Door-Evading Technique; "Exalted", p. 229)

Duration: Instant

Prerequisites: Only the Self Can Bar

All places are rightly under the authority of the glorious Primordials, and those who would bar their free passage do so in vain.

Source: Tommathy

BETTER THE PRISON YOU KNOW

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

Keywords: None

Duration: Instant

Prerequisites: False Passage Navigation, Freedom is in the Name

When all else fails, the trapped Infernal can perform the most heinous of acts and actually tap into the Oaths of Surrender in order to effect an escape, of sorts. This charm can only be activated by a truly beaten down Exalt who has lost or spent all of her willpower. As soon as she finished her mental preparations and spends the Essence, she disappears in a heatless green flame that seems to consume her. Spending five days walking the paradoxical endlessness of Cecelyne she is then projectile vomitted out the burning mouth of Ligier, landing face down in front of the Fetich Soul of her master. What transpires next is up to the Storyteller's discretion.

Source: Tommathy

DANCING STROKE TECHNIQUE

Cost: 4m; **Mins:** Essence 1, Linguistics 1; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites:

As servants of the Demon Princes, the Infernals are often called upon to act as scribes, to write out the will of the Yozis and bring that law and doctrine to others. This Charm functions as the Solar Charm Whirling Brush Method found on p. 232 of the Core rulebook.

Source: Bodhisattva

UNEARTHLY FLOWING SCRIPT METHOD

Cost: 8m; **Mins:** Essence 3, Linguistics 5; **Type:** Simple

Keywords: Combo-OK, Emotion

Duration: Instant

Prerequisites: Any Linguistics Excellency

Drawing each character with exquisite perfection, every phrase becomes pure poetry and each line becomes a work of art. This Charm functions as the Solar Charm Flawless Brush Discipline found on p. 232 of the Core rulebook.

Source: Bodhisattva

TYRANT'S MARK

Cost: 10m, 1wp; **Mins:** Essence 4, Linguistics 5; **Type:** Supplemental

Keywords: Combo-Basic, Obvious, Servitude, Touch

Duration: Infernal's Manipulation in days

Prerequisites: Unearthly Flowing Script Method

The mark of authority is one that is able to be set down upon another by the Chosen of the Demon Princes. The Infernal must touch another and spend ten motes and one Willpower, creating a blinding flash that dissipates immediately, leaving the victim's eyes glowing for several seconds before they fade back to normal. An invisible mark is left upon the forehead of the target that is visible to forms of essence-sight such as All-Encompassing Sorcerer's Sight. For an amount of days equal to (the Infernal's Manipulation in days), the victim must follow any orders that the Infernal has given her, no matter how complex, so long as the Infernal's orders do not cause her to come to any harm by her own action (such as committing suicide) as the target experiences persistent whispers in their mind that command the target to act in the manner the Infernal dictates. Mortals touched by the Infernal have no choice but to follow the orders, but Exalts so touched by the Infernal must spend one Willpower per day to resist the effects of the Charm until it expires, although they still hear the whispers clearly.

Source: Bodhisattva

CIPHERED MESSAGE DISCIPLINE

Cost: 6m; **Mins:** Essence 2, Linguistics 4; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisites: Any Linguistics Excellency

Much of the work of the Infernals must be done in secret, and any orders given to their followers must not reach the eyes of their many foes. This Charm functions as the Solar Charm Letter-Within-a-Letter Technique found on p. 232 of the Core rulebook.

Source: Bodhisattva

VIGILANT BUREAUCRAT'S CUSTOM

Cost: 6m, 1wp; **Mins:** Essence 2, Linguistics 5; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: One scene

Prerequisites: Any Linguistics Excellency

Wise is the Infernal that stays alert even in the most mundane-seeming of situations. The mysteries of code, cipher and obfuscation become all too clear to Sinners using this Charm. This Charm functions as the Solar Charm Discerning Savant's Eye found on p. 232 of the Core rulebook.

Source: Bodhisattva

SHREWD EYE TO PURPOSE

Cost: 3m; **Mins:** Essence 1, Linguistics 1; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites:

Knowing the will of another is something that an Infernal is intimately familiar with. Recognizing the meaning of written or spoken words is almost second-nature to Sinners. This Charm functions as the Solar Charm Sagacious Reading of Intent found on p. 233 of the Core rulebook.

Source: Bodhisattva

PURE EMOTIVE STYLE

Cost: 3m; **Mins:** Essence 1, Linguistics 2; **Type:** Reflexive

Keywords: Combo-OK

Duration: One scene

Prerequisites: Shrewd Eye to Purpose

Every word that comes forth from the Infernal's mouth rings out clearly and every gesture the Infernal makes is immediately understood. This Charm functions as the Solar Charm Poetic Expression Style found on p. 233 of the Core rulebook.

Source: Bodhisattva

DEMON-HALTING MARK

Cost: 5m, 1wp; **Mins:** Essence 2, Linguistics 3; **Type:** Simple

Keywords: Obvious, Touch

Duration: One day

Prerequisites: Pure Emotive Style

Infernals can mark another with a glyph that wards away demons and evil spirits. Reaching out and touching the forehead of the target, the Infernal leaves a glyph that is invisible to normal sight. Spirits, demons and Exalts using Charms such as All-Encompassing Sorcerer's Sight can see the mark burning brightly on the forehead of the target. First-circle demons and spirits with malicious intent will not bother the marked target. Second-circle demons will generally avoid the target as well, for fear of angering the Exalt who created the mark. The glyph is burned away by any manifestation of anima or caste mark on the target.

Source: Bodhisattva

WRITHING TONGUE TECHNIQUE

Cost: 6m, 1wp; **Mins:** Essence 2, Linguistics 4; **Type:** Supplemental

Keywords: Combo-OK, Compulsion, Illusion

Duration: Instant

Prerequisites: Ciphered Message Discipline, Shrewd Eye to Purpose

Deception is another skill that the Infernal's cultivate, both in their dealings with their followers and to recognize the deceptions in others. As a result, Sinners are quite skilled at deceiving others. This Charm functions as the Solar Charm Twisted Words Technique found on p. 234 of the Core rulebook.

Source: Bodhisattva

BABBLING FOOL INFLICTION

Cost: 1m or 3m; **Mins:** Essence 3, Linguistics 4; **Type:** Simple

Keywords: Combo-OK, Touch

Duration: One scene

Prerequisites: Writhing Tongue Technique

Sometimes Infernal's have a use for silencing their enemies, and other times to make them look like lunatics and fools. The Infernal has but to reach out and touch their target and their speech and gestures become completely unintelligible for the remainder of the scene. No Charm or spell can decipher the insane gibberings that come out of the mouth of one so afflicted; the only cure is time. Mortals can be rendered unintelligible for 1 mote, while Exalts and other Essence-users can be rendered unintelligible at a cost of 3 motes; Exalts and Essence-users may attempt to resist this effect by making a Willpower roll at a difficulty equal to (the Infernal's permanent Essence). Once afflicted, any attempt to use Charms or Sorceries that have a verbal component automatically fail.

Source: Bodhisattva

RAPTURE IN THE WORD

Cost: 10m, 1wp; **Mins:** Essence 4, Linguistics 5; **Type:** Simple (Dramatic action)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Pure Emotive Style, Writhing Tongue Technique

The words of an Infernal have the ability to enthrall and command others. This Charm functions as the Solar Charm Unbreakable Fascination Method found on p. 234 of the Core rulebook.

Source: Bodhisattva

SPIRIT-COMMANDING AUTHORITY

Cost: 8m; **Mins:** Essence 5, Linguistics 5; **Type:** Simple

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: Rapture in the Word

The Yozis were the creators of the world and everything in it. They were the beginning and they shall be the end. The gods were once their servants, set to the task of ensuring that the world continued to function properly. Infernals speak with the undeniable authority of truth inherent in the very nature of Creation as defined by the Primordials in the First Age. When an Infernal speaks with the authority of

the Primordials, spirits have no choice but to listen.

This Charm can be used to enhance a Presence or Investigation-based social attack against a single god or elemental, as if it fit in with the spirit's Motivation. Against Spirits with permanent Essence less than that of the Infernal, this Charm doubles the successes on the social attack; spirits must spend three points of Willpower to resist. Against spirits with permanent Essence equal to or higher than the Infernal, the social attack still counts as being completely in line with the spirit's motivation and as such reduces their MDV by 3. If the attack succeeds the victim still has to spend three Willpower to resist this unnatural mental influence.

For Infernals with Essence 6 or greater, this Charm can also be used to enhance a Performance-based social attack against multiple targets, but treat the attack as if the difficulty for success was two greater than normal.

Source: Bodhisattva

WORD OF PURGATION

Cost: 5m; **Mins:** Essence 5, Linguistics 6; **Type:** Simple

Keywords: Combo-OK, Crippling, Obvious, Stackable

Duration: Instant

Prerequisites: Rapture in the Word

Infernals who have studied the ways of the Yozis and their most powerful fetich souls have unlocked the secrets of pain and torment. They have but to speak a simple word to cause wracking pains to their target. The character makes a (Manipulation + Linguistics) attack against a single target within (Essence x 3) yards, causing Essence + 1 damage to the target and imposing a -1 external penalty to the target for a number of ticks equal to the Infernal's Essence. This attack is undodgable and blockable only with Charms or Sorceries that create a perfect defense (such as Heavenly Guardian Defense). The attack completely ignores armor and can only be soaked with natural soak or Charms.

Source: Bodhisattva

UNDENIABLE AUTHORITY OF TRUTH

Cost: 5m; **Mins:** Essence 4, Linguistics 5; **Type:** Supplemental

Keywords: Social, Combo-Ok

Duration: Instant

Prerequisites: , Close to the top of a tree

The truth of the world is that the Yozis are it's creators and masters. They are the ones who made the gods as their servants and helpers, and to their word they have to bow their head. The words of an Infernal enhanced with this Charm ring with the authority of the Primordials. Gods who hear or read them have to acknowledge this authority and comply.

This Charm can be used to enhance a presence or investigation based social attack against a single God or Elemental, that counts as being in line with their Motivation. Against Spirits with an essence lesser than that of the Infernal, this charm gurantees automatic success on the attack and the spirit may not spend willpower to resist. Against spirits with an equal or higher essence, the Attack still counts as being in line with their motivation and as such reduces their MDV by 3 according to the Corebook of Exalted. If the attack succeeds the victim has to spend 3 Willpower to resist the Natural Mental Influence.

With an Essence of 6, this charm can also be used to enhance a Performance based social attack against multiple targets. However count the essence of the user as reduced by 2 for the purposes of this attack.

Source: Democritus

LANGUAGE WITHOUT BARRIER

Cost: -; **Mins:** Essence 3, Linguistics 3; **Type:** Permanent

Keywords:

Duration: Varies

Prerequisites: Any Linguistics Excellency, Pure Emotive Style

Just as Solars can use essence to enhance their language skills, so too can Infernals, who learn the tongues of scores of demons and denizens of Creation alike. This Charm functions as the Solar Charm Excellent Emissary's Tongue found on p. 233 of the Core rulebook. Source uBodhisattva

Source: Bodhisattva

MEMORY RECALL TECHNIQUE

Cost: 4m; **Mins:** Essence 1, Lore 3; **Type:** Simple (Speed 3, DV-0)

Keywords: Combo-OK

Duration: One action

Prerequisites: Any Lore Excellency

The patrons of the Infernal Exalted know everything that has come to pass since the dawn of Creation, and they've been willing to share some of that knowledge with their chosen. Whether by experience or through some mystic communication with the Yozis, the Infernal is able to call up memories of either a past life or some event that occurred in a previous era. The Infernal's player rolls (Intelligence + Lore) and adds any successes directly to their next action. Failure on the roll adds no successes, while a botch drains the Infernal of a point of temporary Willpower.

Source: Bodhisattva

WORD OF WARNING

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

Keywords: Combo-OK

Duration: (Essence) actions

Prerequisites: Any Lore Excellency

Uttering a single word in a language that is disturbingly similar to Old Realm, but clearly not the same, the Green Sun Prince can ward off spirits for a brief time. For a number of actions equal to the Infernal's Permanent Essence, no spirit or dematerialized creature can act directly against the Infernal without spending a point of Willpower for each action they take in direct opposition (i.e. combat, social combat, mass combat, blocking the Infernal's path, etc...) to the Infernal.

Source: Bodhisattva

COMMANDING AURA

Cost: 10m, 1wp; **Mins:** Essence 4, Lore 5; **Type:** Simple, Obvious

Keywords: Combo-Basic

Duration: One scene

Prerequisites: Word of Warning

Suffusing their entire bodies with a pale green glow, the Infernal radiates an aura of authority and might that causes spirits and dematerialized creatures that the Infernal can perceive to bow down to the Infernal's will. Spirits with Permanent Essence lower than that of the Infernal follow simple commands that the Infernal gives them without question, so long as they don't go against the spirit's Motivation. Simple commands can be no more than two or three words in length and cannot contain complex functions. Examples such as "Stand aside" "Guard this prisoner", "Unlock the door" or "Track Harmonious Jade" are all valid uses of the aura.

Spirits with Permanent Essence greater than the Infernal can resist such commands with a (Willpower + Conviction) roll at a difficulty equal to the Infernal's Permanent Essence.

Ghosts, Elementals and Fair Folk (both shaped and unshaped) are not affected by this Charm. To affect dematerialized spirits, the Infernal must be able to sense them with Charms like Demon Sight.

Source: Bodhisattva

IMPERIOUS FORCE OF WILL

Cost: -; **Mins:** Essence 5, Lore 5; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Commanding Aura

This Charm permanently Enhances the Charm Commanding Aura. The Infernal can now issue complex commands that do not go against the spirit's Motivation. The commands can be as complex as the Infernal desires, but the spirit is still limited by its own nature. There is only so much, after all, that a least god can do. Spirits cannot be compelled to perform actions that are beyond their capabilities.

Source: Bodhisattva

COMMANDING THE COURTS

Cost: -; **Mins:** Essence 5, Lore 5; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Commanding Aura

This Charm permanently Enhances the Charm Commanding Aura. Ghosts, Elementals and Fair Folk become valid targets for the Charm Commanding Aura and follow all the same rules as outlined by that Charm.

Source: Bodhisattva

BY PAIN REFORGED

Cost: 1hl; **Mins:** Essence 2, Malfeas 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: One Scene

Prerequisites:

This Charm allows the Exalt to resist the effects of wound penalties from bashing damage.

Source: Manual of Exalted Power: Infernals

BLIGHT INTERNALIZATION TRANSCENDENCE

Cost: 1m; **Mins:** Essence 2, Malfeas 0; **Type:** Simple

Keywords: Combo-OK

Duration: One Season

Prerequisites: By Pain Reforged

This Charm afflicts the Infernal with an irresistible and untreatable form of Final Viridescence. Rather than kill the Infernal, when the disease finally runs its course it suddenly ends and the exalt emerges unharmed. Surviving this effect does not actually heal any wounds but grants future immunity to both it and Green Sun Wasting.

Source: Manual of Exalted Power: Infernals

PATHETIC DISTRACTION REBUKE

Cost: 3m;; **Mins:** Essence 2, Malfeas 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites: By Pain Reforged

This Charm allows the Infernal to fully ignore all penalties to his Parry DV. If he has this charm's prerequisite active, he may add a variable bonus to his Parry DV and can parry lethal and ranged attacks while unarmed without a stunt.

A second purchase of this charm grants a cumulative reduction in cost each time it is used until the Infernal's next action, allowing him to defend more easily against flurries and coordinated attacks.

Source: Manual of Exalted Power: Infernals

SOLIPSISTIC REJECTION OF IMPOSSIBILITIES

Cost: 1+ Limit;; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Nightmare Fugue Vigilance

This Charm allows the Infernal to gain additional Limit rather than spend Willpower to resist any form of mental influence. This charm cannot be used while under the effects of Limit Break.

Source: Manual of Exalted Power: Infernals

INVULNERABLE WOUNDING FUTILITY

Cost: 3m; **Mins:** Essence 2, Malfeas 0; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisites: , Pathetic Distraction Rebuke (x1)

Using this Charm, the Infernal hardens his skin towards an incoming attack. This charm destroys non-magical projectiles, but is more effective in close-combat, where the rebounding force damages the attacker. This charm does not the lessen damage the Infernal takes and cannot be used against an attack that was completely dodged.

Source: Manual of Exalted Power: Infernals

TYRANT BURNING HALO

Cost: 20m, 1wp; **Mins:** Essence 5, Malfeas 0; **Type:** Simple

Keywords: Combo-Basic, Obvious, Sorcerous

Duration: Instant

Prerequisites: Unbound Pulse Impact

Only worthy opponents can face the might of the King of the Primordials. Minor ones simple fall to the ground to die, regretting in their last moments their defiance.

The Infernal surrounds himself with a green halo that covers (Essence) yards. This attack is unblockable and undodgeable. Everyone in the area of effect suffer one unsoakable level of lethal damage and the effects of Green Sun Nimbus Flare.

This attack also affects incorporeal beings if the character has Godscorch Invective.

A second purchase at Essence 6+ extends the area of effect to (Essence x2) yards. Another purchase, also at Essence 6+, sets the charm Duration to (Essence/2) actions, inflicting damage every 3 ticks (this is independent from the Infernals actions). At Essence 7+ this can be improve farther with another purchase, setting the charm Duration to (Essence) actions.

Source: Maese Mateo

REVERSE FLARE IMPULSE

Cost: –; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Counterattack

Duration: Permanent

Prerequisites: Skyfire-Seizing Repast, Unbound Pulse Impact

This Charm permanently improves Skyfire-Seizing Repast. Instead of recovering notes, the Infernal can use the energy to instantly attack his enemy with Green Sun Nimbus Flare, up to the distance allowed by Unbound Pulse Impact.

Source: Maese Mateo

MAGNANIMOUS HALO ARMOR

Cost: – (3m); **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Skyfire-Seizing Repast, Viridian Legend Exoskeleton

This Charm permanently improves Viridian Legend Exoskeleton. When that Charm is active, he can reflexive use Skyfire-Seizing Repast like an innate capability for 3 notes.

Source: Maese Mateo

EVERLASTING PARADE OF FOOLS

Cost: –; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Illusion, Shaping

Duration: Permanent

Prerequisites: Insanity's Inner Resilience

When people dance with the King of the Primordials, the madness they suffer makes them forget that they are still mortals.

When the Infernal use Fascination Evoking Dance, all the performers will ignore any physical need or effects of tiredness, like per Tireless Performer Stance. However, this is only temporal. When the character stops performing, they will suffer all the physical effects they ignored. If the performance lasts for days, it will not be unlikely for most of the targets to fall unconscious or simply die.

Source: Maese Mateo

WILDERNESS ATTRACTING INSTINCT

Cost: –; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Fascination Evoking Dance

Even animals find beautiful the dance of Malfeas, and want to join him in his joy.

This Charm permanently improves its prerequisite. Now the Infernal can attract animals to his performance. They will howl, move frenetic or everything appropriate to their type.

Source: Maese Mateo

STRENGTH OF FURY UNITY

Cost: –; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: War

Duration: Permanent

Prerequisites: Dance of a Thousand Feelings

This Charm permanently improves Fascination Evoking Dance. The Infernal can focus the strength of his parade, transforming them into an organized force that acts according to his body language and voice. This unit has Drill 0 and a Morale equal to half the Infernals Essence, rounded up.

The character uses Performance in lieu of War for every relevant aspect in Mass Combat with this unit.

Source: Maese Mateo

INSANITY'S INNER RESILIENCE

Cost: –; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Fascination Evoking Dance, Nightmare Fugue Vigilance

Malfeas' defeat and humiliation brought him eternal suffering and everlasting hatred. Yet, there are times when even the once Great King forgets all of his distresses, and lets his heart be filled with the warmth of true happiness.

This Charm permanently improves Fascination Evoking Dance. The character doesn't feel tired while dancing, and can do so indefinitely, even ignoring any physical needs like eating, sleeping, etc. However, when he stops, he must rest for (10 - Essence) days before dancing again.

Source: Maese Mateo

CONTAGIOUS CHORUS CACOPHONY

Cost: –; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Fascination Evoking Dance

When a multitude gathers, madness can be contagious.

This Charm permanently improves its prerequisite, allowing the character to add an amount of successes equal to half the Magnitude of his actual performers (rounded down) to all Performance rolls he made to further attract more people. This does not increase the maximum number of targets he can affect.

Source: Maese Mateo

IMPENETRABLE WARLORD CONDESCENSION

Cost: 3m, 1wp; **Mins:** Essence 2, Malfeas 0; **Type:** Simple (Speed 4)

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: , Pathetic Distraction Rebuke (x2)

What Malfeas has once overcome becomes a triviality in his future endeavors. For the rest of the scene the Infernal suffers no onslaught penalty due to attacks that he successfully blocks, and he may activate Pathetic Distraction Rebuke as if it were not a Charm for the purposes of activating other Charms or Combos. In addition, at Essence 3+ while this Charm is active it enhances the Exalts use of Ablation of Brass and Fire, granting a mote discount similar to that gained by a second purchase of Pathetic Distraction Rebuke. For every subsequent use of the Charm to defend against attacks in a flurry, the Charms cost drops by half, round down, to a minimum of zero.

At Essence 4 the Infernal may purchase this Charm again to further enhance its interaction with Ablation of Brass and Fire, so that for its duration the Exalt may spend a Willpower when parrying to gain the cascading discount against all attacks for the rest of the tick, instead of simply those in a single flurry. At Essence 5+ this effect is further enhanced to apply for the rest of the Infernals action instead of a single tick. A final purchase at Essence 6+ allows the Exalt to treat Ablation of Brass and Fire as an innate power, not requiring a Combo to use with other Charms, while this Charm is active.

All such discounted parries, even those that cost zero motes, still suffer the Imperfection of the Demon City.

Source: Plague of Hats

INSIGNIFICANT EMBERS INTUITION

Cost: 2m; **Mins:** Essence 2, Malfeas 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

This Charm allows the Infernal to perceive the relative strength of another. Its use can sometimes be noticed as the Exalt's eyes flash green. Source Manual of Exalted Power: Infernals, p. 112-113.

Source: Manual of Exalted Power: Infernals

DIM IRRELEVANCIES UNVEILED

Cost: (1m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Insignificant Embers Intuition

With this Charm the Infernal is alerted to the use of other Charms nearby. Source Manual of Exalted Power: Infernals, p. 113.

Source: Manual of Exalted Power: Infernals

GREEN SUN NIMBUS FLARE

Cost: 3m; **Mins:** Essence 2, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Insignificant Embers Intuition

This Charm enhances one of the Infernal's attacks, causing secondary burns with terrible green fire. Source Manual of Exalted Power: Infernals, p. 114.

Source: Manual of Exalted Power: Infernals

GODSCORCH INVECTIVE

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Green Sun Nimbus Flare

This Charm enhances its prerequisite, allowing attacks enhanced by Green Sun Nimbus Flare to strike immaterial beings. Source Manual of Exalted Power: Infernals, p. 114.

Source: Manual of Exalted Power: Infernals

IMMOLATING TERROR TECHNIQUE

Cost: (+1m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: Green Sun Nimbus Flare

This Charm allows an Infernal to enhance a use of his Green Sun Nimbus Flare, terrorizing the target and draining their Willpower. Source Manual of Exalted Power: Infernals, p. 115.

Source: Manual of Exalted Power: Infernals

MAGNANIMOUS WARNING GLYPH

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: Green Sun Nimbus Flare

This Charm allows the Infernal to delay the harm inflicted by his Green Sun Nimbus Flare. The waiting green flame bursts forth when next the target attacks the Exalt. Source Manual of Exalted Power: Infernals, p. 115-116.

Source: Manual of Exalted Power: Infernals

FEALTY-ACKNOWLEDGING AUDIENCE

Cost: 10m, 1wp; **Mins:** Essence 3, Malfeas 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Sorcerous

Duration: Varies

Prerequisites: Crowned With Fury, Magnanimous Warning Glyph

An Infernal uses this Charm to accept the loyalty of others, even loyalty that is coerced or intended to be false. It brands those who so swear and forces them to fulfill their duty to their rightful Infernal overlord. Source Manual of Exalted Power: Infernals, p. 116.

Source: Manual of Exalted Power: Infernals

COLD FIRE DESOLATION BRAND

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Sickness

Duration: Permanent

Prerequisites: Green Sun Nimbus Flare

This Charm causes the Infernal's Green Sun Nimbus Flare to inflict the Green Sun Wasting disease on targets. More powerful Exalts inflict more serious cases of the disease, while very powerful Infernals infect victims with Final Viridescence. Source Manual of Exalted Power: Infernals, p. 116.

Source: Manual of Exalted Power: Infernals

GIFTS OF INVISIBLE FLAME

Cost: 10m, 1wp; **Mins:** Essence 3, Malfeas 0; **Type:** Simple

Keywords: Combo-OK, Sickness, Sorcerous, Touch

Duration: Special

Prerequisites: Cold Fire Desolation Brand

This Charm infects an object with Green Sun Wasting, which in turn infects those who come too near. Powerful Infernals can infect themselves and speed the rate of infection of others. Source Manual of Exalted Power: Infernals, p. 116.

Source: Manual of Exalted Power: Infernals

SUN-SALTED FIELDS

Cost: 15m, 1wp; **Mins:** Essence 3, Malfeas 0; **Type:** Simple

Keywords: Sickness, Sorcerous

Duration: (Essence) rating days

Prerequisites: Gifts of Invisible Flame

This Charm poisons earth and air with Green Sun Wasting. At his death an Infernal who knows this Charm may spitefully infect the area around him at no cost. Source Manual of Exalted Power: Infernals, p. 116.

Source: Manual of Exalted Power: Infernals

REBUKING IMPUDENT ARMS

Cost: 5m; **Mins:** Essence 3, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Sorcerous

Duration: Instant/one minute

Prerequisites: Cold Fire Desolation Brand

This Charm enhances an attempt to disarm a target, allowing the Infernal to heat the weapon with green fire and burn the wielder. Source Manual of Exalted Power: Infernals, p. 116-117.

Source: Manual of Exalted Power: Infernals

RADIANT FURY DISSOLUTION

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious, Shaping

Duration: Permanent

Prerequisites: Green Sun Nimbus Flare

When the Infernal's Green Sun Nimbus Flare slays a spirit, it burns them to nothingness so that they will never reform. Sufficiently powerful Exalts can even burn away the souls of perfectly reincarnating beings like Dragon Kings. The psychic residue left from a victim's demise causes nightmares in those who slumber too near the place of their death, though over millennia this residue dissipates. Source Manual of Exalted Power: Infernals, p. 117.

Source: Manual of Exalted Power: Infernals

KISSED BY HELLISH NOON

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Green Sun Nimbus Flare

This Charm allows the Infernal to use Green Sun Nimbus Flare at greater range. More powerful Exalts can even use Green Sun Nimbus Flare to empower artillery pieces. Source Manual of Exalted Power: Infernals, p. 117.

Source: Manual of Exalted Power: Infernals

WRATH-STOKED BONFIRE SOUL

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Green Sun Nimbus Flare

This Charm improves the Infernal's Green Sun Nimbus Flare, allowing it to inflict more damage. As the Exalt grows in power, so too does her Green Sun Nimbus Flare. Source Manual of Exalted Power: Infernals, p. 117.

Source: Manual of Exalted Power: Infernals

ALOOF GENOCIDE ACHIEVEMENT

Cost: (+2m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisites: Overwhelming World Rasp

Having learned this Charm, the Infernal may increase the cost of Overwhelming World Rasp by two motes to use it to make ranged attacks.

Another purchase allows this Charm to enhance Crashing Rage Catharsis so that it

can be used on ranged attacks. A third purchase at Essence 4+ expands this Charms function to add the Artillery keyword to the Charms it is used to enhance.

User:Plague of Hats/Hundredfold Charm

Source: Plague of Hats

BREATH OF THE CITY

Cost: ; **Mins:** Essence 8, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Hell-Body Kingdom

The soul of an Infernal Hell-Body Kingdom is similar to geomancy, but it does not produce demesnes and can not be used to build manses. That is, until the Exalt learns Breath of the City. Upon learning this Charm, the Infernal develops his own unique geomancy. This geomancy is identical to that of the Demon Citys. It pools into demesnes and may be developed into manses as normal. The Exalt himself, if he wishes to do so, may manipulate the geomancy violently and quickly. This functions just as normal geomantic manipulation ("The Books of Sorcery, Vol. III Oadenols Codex", p. 45-54), but any period of time necessary to change the geomancy is reduced to a single Miscellaneous action which can not be part of a flurry and does not require normal geomantic tools or restructuring. Each Miscellaneous action costs the Exalt a single level of aggravated damage. Manses are too stable to disrupt in this way. The Exalt may also molest his own geomancy in the normal, less harmful fashion as if he were 100 laborers.

The Infernal may now also absorb existing manses into his Hell-Body Kingdom as he would other structures, as well as demesnes. Vitriol-aspected manses and demesnes may be assimilated as normal, but there is difficulty in grafting the geomancy of Creation or other places onto ones city-self. Every hour that the Exalts Hell-Body Kingdom contains a non-vitriol manse or demesne, he suffers one unsoakable level of aggravated damage. A manse of foreign aspect will likely have to be destroyed so that the Exalt can quickly change the underlying demesnes aspect; otherwise, the manse is simply too stable and would require years-long work.

User:Plague of Hats/Hundredfold Charm

Source: Plague of Hats

BRASS PALACE MAJESTY SHINTAI

Cost: 15m, 2wp; **Mins:** Essence 4, Malfeas 0; **Type:** Simple (Speed 10)

Keywords: Combo-Basic, Form-type, Obvious, Sorcerous, Touch

Duration: One hour

Prerequisites: Gifts of Invisible Flame, Viridian Legend Exoskeleton (x2), World-Ordering Clangor (x2)

Malfeas "jouten" are things of beauty and terror, majesty and, perhaps most apparent, great size. It is through the walls of the world that his blood flows, entire city districts his breath heats. Activating this Charm, the Infernal bashes himself mightily against the walls of some building small enough to be described as an object (Exalted, p. 213), his body exploding in glorious white-and-green flame and brassy viscera. This Charm has no effect on buildings that are too weak to be fashioned with World-Ordering Clangor, nor can it target a manse. The Exalts soul insinuates

itself into the building, turning its walls to brass and its support struts into fleshy bone and sinew over the course of ten ticks. During this transformation is the only time the Charm is vulnerable to countermagic, which expels the Exalt violently but without harm. After the integration is complete the Infernal can not be expelled this way, though he can choose to reflexively end the Charm on his own. Unlike other Sorcerous effects, the motes spent on this Charm remain committed until it ends.

The building that the Infernal commandeers transforms into a body not unlike his own, though the basic structural makeup remains unchanged. It appears as brick, mortar or wood, though sheathed in brass, and it takes the shape of a man (or whatever form the Exalt may have), with the same volume as the base building. Anyone caught inside will certainly suffer penalties for unstable footing ("'Exalted'", p. 155), and depending on the actions of the Exalt they may also suffer the same effects as a crash ("'The Books of Sorcery, Vol. I Wonders of the Lost Age'", p. 32). Luckily, for them, all of their attacks against the Infernal are considered piercing, unblockable and undodgeable. The exact hazards are up to the Storyteller, as is any possible means of escape. While the Exalt is a building-person, he gains a number of advantages (and disadvantages):

The Infernal's traits remain the same, but he adds the bashing soak of the building to his Strength. This counts as a bonus from Charms, but it also may exceed normal dice caps. Likewise, the bashing and lethal soak of the building is added to the Infernal's natural soak, and he has Hardness equal to his natural soak. Unfortunately, he becomes susceptible to Charms or other effects that specifically affect inanimate targets.

Being equally a person and a thing, the Exalt is immune to Poison and Sickness effects, with the exception of spiritual diseases as described in Scroll of the Monk. In addition, any physical Crippling effect imposed on the building-body does not transfer to the Infernal's human form when the Charm lapses.

The Exalt has total health levels equal to the higher of his own or those of the building, all of which are -0s, except for the final Incapacitated level. If the Infernal is Incapacitated, the building collapses with predictable results, while his original, true body is expelled violently out of the rubble (suffering no further damage). Whether the Charm lapses normally or he is expelled due to damage, the Infernal is treated as having suffered the same amount and type of damage as the building, which may cause him to be Dying or dead. The building-body does not heal naturally, but it can benefit from both standard healing magic as well as repair (mundane or magical) as if it were an inanimate item.

If the building-person he becomes would be taller than 10 feet, it becomes difficult for the Exalt to interact with smaller beings. He suffers a -2 external penalty to physical actions dealing only with human-sized targets, including Dodge and Parry DVs, as well as Perception- and Awareness-based actions.

The Infernal's body is, at no additional cost, automatically under the effects of Gifts of Invisible Flame. Like this Charm itself, this is not actually a Sorcerous effect after it is in place.

The massive size and power of the Infernal's new body is wide-reaching. All of the Exalt's attacks are considered to have the Reach tag against any smaller opponent, and even his simple unarmed attacks can reach up to five to ten yards away depending on the size of the building he has incorporated. Any effect that causes the Exalt to fall onto, brush against or otherwise lean into other buildings or inanimate items is

treated as an attack dealing (Exalts Strength) damage to the target.

Because the Exalt is made of a place developed for habitation, it is impossible to exploit the Imperfection of the Demon City against him until he is expelled from the building, or some transformative effect turns his new body into something else, in which case the Infernal is also expelled.

Clearly, the Exalt can no longer make normal use of his equipment. All the Infernals gear, including artifacts, is sent Elsewhere until the Charm lapses. If he has appropriately sized weapons or other equipment (such as warstrider-scale gear), they are not banished.

A second purchase of this Charm at Essence 5+ allows the Exalt to subvert buildings that would be classified as structures ("Exalted", p. 213). Keep in mind the limited threat rules from "Scroll of Kings", p. 42. Such targets must be small enough to fit within a sphere with a radius of (Essence x 10) yards or less. A third purchase at Essence 6+ extends the Charms duration to one day.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

CRASHING RAGE CATHARSIS

Cost: 2m; **Mins:** Essence 2, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK, Stackable

Duration: Instant

Prerequisites: By Pain Reforged

As much as his imprisonment is his own fault, Malfeas easily and frequently directs his self-hatred towards others. And what titanic anger that is! This Charm enhances an attack in close combat, increasing its raw damage by (Strength) should it hit. This Charm may be applied to an attack up to (Valor) times.

At Essence 3+ the Infernal may purchase this Charm again, allowing her to spend a Willpower in Step 8 to convert up to (Strength) post-soak damage into automatic successes. This effect is not Stackable. A third purchase allows the Exalt to do so without Willpower cost against targets to whom she has an Intimacy of any kind.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

CRACKING SWORDS DISMISSAL

Cost: (+0wp or 1wp); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Invulnerable Wounding Futility

This Charm permanently enhances its prerequisite. When an Infernal successfully parries an attack made with a mundane weapon and responds with Invulnerable Wounding Futility, he may destroy that weapon. If the attacker is using an indestructible weapon, such as those made of the magical materials, he may choose to pay an extra Willpower to swat the weapon away. The attacker then rolls their (Wits + weapon-wielding Ability) against a difficulty of the Infernals Essence. Failure flings their weapon (Exalts Strength) yards away.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

HELL-SOOTHING REPRIEVE

Cost: ; **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Nightmare Fugue Vigilance

What unadulterated joy is left to Malfeas lies in dancing, and it is through dancing that he rests from his wearying rage. An Exalt with this Charm may shuck all fatigue-based penalties by dancing for at least one hour, much like the benefits of a nights sleep. In addition, at the end of such ecstatic dancing the Infernal may roll Conviction to regain Willpower, but only up to a maximum number of dice equal to the number of hours he danced.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

HELL-BODY KINGDOM

Cost: ; **Mins:** Essence 7, Malfeas 0; **Type:** Permanent

Keywords: Blasphemy, Shaping, War

Duration: Permanent

Prerequisites: , Brass Palace Majesty Shintai (x3)

Malfeas, Demon City and King of Primordials, is not merely an immense being, he is a kingdom unto himself. He is a black and terrible habitat for his vassals, teeming with uncounted and unconsidered peasantry, populated by an elite upper class that itself constitutes the biomes of his countryside. This Charm is the most transformative, irrevocable step an Infernal takes on the road to becoming truly like the Demon City. As with its prerequisite, the Exalt dashes herself against a structure, but instead of mimicking her human shell she discards it, forever appropriating a city as her new body. The brassy bone and black sinew that reinforces Brass Palace Majesty Shintai spreads not just throughout the targeted building, but through all adjacent buildings, and over the streets and into the wells, climbing the towers of the ruling class and consuming the theatres and stalls of the market. The Infernal need not adopt a city-form as soon as she learns this Charm, becoming the seed of a cancer that seeks a nourishing home, but once the transformation begins it can not be undone.

Assimilating the first building is instantaneous, while the cancer of the Exalts expansive soul spreads in all directions to adjacent structures at a rate of (Essence) yards per hour. As a Shaping effect this acquisition can be defended against, but a structure that has been subsumed is wholly part of the Infernal and is no longer considered shaped or the target of a Shaping effect. This process continues until the Exalts new body has reached a size with a radius no greater than (Essence) miles. The Exalt may even assimilate places and areas of wilderness, but nothing small enough to be considered an object. The city becomes identical in nature to a district of Malfeas, though it is not trapped in Hell. Targeted structures too weak to be built with World-Ordering Clangor are destroyed, while sturdier structures, once assimilated, benefit from increased soak as if they had been built with Purity-of-Anger Sculpture. Magical structures that are not tainted relics of Hell can not be targets of this Charm, nor can manses or demesnes of any kind (unless the Exalt learns Breath of the City). The Exalts very existence is an ongoing Blasphemy effect, and as a location she is considered outside of fate.

The Infernal is now an environmental being. She can produce her voice from any surface in the structures that make up her body just as she can perceive through them. Without contrivances such as specially prepared frescoes or masks from which to speak, the Infernal's Appearance is 0 for the purposes of making social attacks, but the Exalt is likewise immunized from the effects of Appearance on social attacks that target her. Her alien selfhood transcends the aesthetics of servitor races. She suffers a -4 internal penalty when performing actions that deal solely with things small enough to be classified as objects ("Exalted", p. 213) and her Dodge and Parry DV are inapplicable against the attacks of such small characters. A lesser, -2 penalty applies when dealing with structure-sized things smaller than 50 yards in their longest dimension, though foes this large allow the Exalt to apply her DVs. On top of these penalties, noticing such tiny things ("Exalted", p. 135) incurs a -2 internal penalty. The Exalt may interact with and notice large collected groups (Magnitude 3+) of these small things at no penalty. None of these penalties apply to the characters MDVs, but if she fails to notice someone so small their social attacks against the Infernal automatically fail. The Exalt may voluntarily ignore tiny social attacks, rendering her immune to her inhabitant's pleas.

Such a metropolis-body may move at the character's standard Move and Dash rates, but speeds in excess of (Stealth) yards per tick impose unstable footing on residents ("Exalted", p.155) and may also result in environmental damage ("Exalted", p. 131) from loose objects. Flying furniture usually has Damage 2B to 5B per minute, Trauma 2. Unless she employs Charms or other methods, the landscape that the Infernal moves across is usually decimated, digging great furrows in the ground as a city, its streets and even attached countryside drags itself over or through another environment. As her physical body is now made up entirely of structures, she is inflexible and enormous.

She can rearrange her own structures, moving any of them around at a rate of one yard per tick, which may be necessary to extricate herself from a manse or magical structure in her center that she could not absorb. Faster repositioning is possible but more violent, allowing the Infernal's structural components to rearrange with similar actions and speeds as a normal Move or Dash. Rearranging a structure at a rate faster than one yard per tick has the same effects as the whole city-self moving too quickly. Other methods of rearrangement exist; Malfeas often unmoors layers of himself to crush others out of spite.

Worth specific mention are Craft projects to build, repair or alter structures that are part of the Infernal, which the Exalt may initiate without a humanoid manifestation or a labor pool to do the work for her. Her body consumes and dashes together building materials until she grows. She may repair, alter or tear down her structures, and with sufficient raw materials may build new structures that she need not pay to assimilate. When the Exalt uses World-Ordering Clangor to work on herself, it allows her to complete (Essence x 100) effective hours of work for every real hour of effort.

When called to combat a foe, without the use of Charms she may collapse one of her structures over an area, dealing damage as if the structure were a vehicle that crashed into those unfortunate enough to be a target (see "The Books of Sorcery, Vol. IWonders of the Lost Age", p. 32 and "Scroll of Kings", p. 43). Such attacks are made with (Dexterity + Martial Arts or Melee) as improvised weapons, and if they are not simply so enormous as to make defenses inapplicable, may have a +1 Accuracy for every square yard of surface that is falling on an area. Needless to say,

most building-attacks should be able to strike many foes at once without any special effort or Charm use. The city may even launch its structures, heaving and buckling to perform thrown attacks using entire structures as an improvised weapon ("Exalted", p. 127). Soaring buildings are thrown with the Infernals normal Strength + Athletics, but receive bonus dice equal to the bashing soak of the structure being thrown. These bonus dice count towards dice limits but may exceed them. Throwing pieces of itself detaches structures from the spiritual body of the Infernal, and usually results in the same hazards to remaining inhabitants as moving too quickly.

The Infernals health level track remains the same as it did when she was a humanoid character, but it is protected by the sheer immensity of her body. The Infernal suffers damage like a large vehicle ("Scroll of Kings", p. 40-42), ignoring or lessening damage based on the comparative magnitude of the threat. Each component structure also suffers damage on an individual basis, allowing parts of the Infernal to be devastated and weakened while the whole remains relatively unharmed.

In mass combat the Exalt usually functions as a solo unit, unless part of or leading a unit of other environmental beings. The Infernal is always considered to have Magnitude three greater than foes small enough to incur penalties due to their size even when they are in a Magnitude 3+ group. Against larger foes, her comparative Magnitude may vary depending on their size. She benefits from bonuses even when a solo unit, gaining a Close Combat Rating calculated using her own traits and a Close Combat Damage bonus based on the average bashing soak of her component structures.

She remains a massive structural being, so most individual attacks will be insignificant to her ("Scroll of Kings", p. 40), but a mass combat unit can wreak widespread havoc. The Exalt has soak in mass combat and suffers damage like a regular character, but her soak is equal to the average of her structures soak, plus she grants herself Armor as a mass combat unit based on this same soak value. She may benefit from a complementary unit, but if the unit is made of beings small enough to incur penalties she suffers the same penalty to all of her actions as she distracts herself with the insignificantly human scale of her troops. If a complementary units traits would provide better bonuses than the Exalts own, she may use those instead while still benefiting from any of her better, personal bonuses.

As a city, the Infernals body is immune to most frailties that afflict her minuscule inhabitants. Unless entirely spiritual in nature, like many diseases from Citrine Poxes of Contagion Style Citrine Poxes of Contagion, the Exalt is immune to Poison and Sickness effects. She is also immune to physical Crippling effects, unless the Storyteller judges them sufficiently exotic that they may affect a city. Crippling effects that strip away traits spiritually, like a deathknights Soul-Cleaving Wound may reduce the Infernals traits if the attack is sufficiently massive (i.e., as long as the attack is not insignificant) to deal damage to the Exalts core selfdom.

Any structure or land that touches another structure or land that is already part of the Infernals body may be assimilated, up until the Exalt reaches her maximum bodily radius of (Essence) miles. Acquiring a new, contiguous and complete structure is an hour-long Shaping attack that costs the Infernal ten motes and one Willpower. Larger structures and open land may be absorbed at a rate of (Essence x 50) cubic yards per ten motes and one Willpower, though a structure is not considered a part of the Infernal until the cost to absorb it all has been paid. The Exalt can not claim open air as part of her body, even as undeveloped wilderness, and she faces the

same restrictions on assimilation of magical structures and manses as when she first activates this Charm.

Subject to Storyteller approval, any of the Infernals Charms may enhance her actions as a city. The Exalts city-self might float above the ground or soar through the sky if she knows Adorjans Earth-Skimming Gale Tread. A collapsing building might crush intruders and, supplemented with Green Sun Nimbus Flare, explode into a viridian conflagration. The same attack might also produce inordinate collateral damage if the Exalt enhances it with World-Blemishing Crater Strike. Any target touching a structure that is part of the Infernal should be a valid target for her Touch Charms, unless they specifically require a physical attack.

The Exalt may produce avatars to better ineract on a close-to-human level. Infernals may insert a sliver of their consciousness into a smaller body with Brass Palace Majesty Shintai, which when used by an Exalt with Hell-Body Kingdom has an indefinite duration and may be ended as a diceless Miscellaneous action. Damage inflicted on this miniature "jouten" is not transferred to the overbeings health track, but the core self suffers a level of lethal damage if the avatar is bodily destroyed. Such avatars are immune to expulsion through countermagic, even of the Adamant Circle.

As a city unto herself, the Infernal may seem to shed any fear of the Imperfection of the Demon City, but this is not so. If a part of the Exalts city-self can be sufficiently devastated that it no longer counts as a place developed for use or habitation, it remains a part of her but Charms that suffer the Imperfection no longer work there. Likewise, the Exalt can assimilate wilderness if she so wishes, but these places remain equally vulnerable until they are developed for habitation.

At Essence 8+ the Exalt may purchase this Charm again, increasing the maximum radius of the size of her city-body to (Essence x 10) miles. A third purchase increases this radius to (Essence x 100) miles, while a fourth purchase at Essence 9+ increases it to (Essence x 1,000) miles. At Essence 10 a final purchase allows the Exalts body to achieve any size.

This Charm is so fundamentally alien that only Infernal Exalted may learn it. Under no circumstances can Eclipses, Moonshadows or others learn this Charm.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

IMPLACABLE HEART-SEEKING FINGERS

Cost: 2m or 1m; **Mins:** Essence 2, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Stackable

Duration: Instant

Prerequisites: Crashing Rage Catharsis

Malfeas scours his very streets, hoping to distract himself from his own pain with the pain of others. A hand-to-hand attack enhanced by this Charm becomes piercing. This Charm may be applied to the same attack twice, reducing armor soak by half again (ending with one-fourth its original value). Against most foes this Charm costs two motes to activate, but against inanimate targets it only costs one mote.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

IMPERIOUS FLAGELLATION INVULNERABILITY

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent (Essence actions)

Prerequisites: World-Blemishing Crater Strike

Malfeas claws at his hateful new form as if to tear away his skin and reveal his pristine former self beneath, but to no avail. This Charm permanently immunizes the Exalt to bashing or lethal damage he may suffer due to environmental concerns that he is directly responsible for. This protection lasts for up to a number of actions equal to the Exalts permanent Essence. Were an Essence 3 Infernal to burst a cask of ardent embrace resin above his head, the conflagration could not harm him for three actions. If the Exalt were punched into a column that then collapsed on top of him, he would not be invulnerable to the falling stone. An Exalt who knows this Charm and By Agony Empowered is also hardened against aggravated damage that follows from his own actions.

A second purchase of this Charm extends the duration of protection to (Willpower + Essence) actions, while a third at Essence 5+ extends its duration to the rest of the scene.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

MALACHITE CROWN TYRRANY

Cost: 10m, 1wp; **Mins:** Essence 3, Malfeas 0; **Type:** Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Compulsion, Mandate, Social

Duration: Indefinite

Prerequisites: Crowned With Fury

The domineering bellows of Malfeas set the world in order. Infernals use this Charm to command the rabble of the world to do their bidding, making a social attack that would be an unacceptable order according to Impervious Primacy Mantle. This Charm inflicts an unnatural compulsion on targets to follow the orders of the Exalt. The Infernal may target any who can hear with a Charisma + Performance roll against the listeners MDV to gather the masses into a group under his command, which he may then take advantage of in social combat and mass combat. Individuals may ignore this unnatural influence by spending two Willpower.

To commandeer a specific group, the Exalt rolls Charisma + Presence against the leaders MDV, with an additional external penalty equal to half the groups Magnitude, to cow the group into doing his bidding. If the attack is successful the group adopts the Infernal as their leader unless the current leader spends two Loyalty to maintain control. In mass combat, a group commandeered with this Charm has Drill (Exalts Essence 2) no matter what it would normally be.

Groups gathered with this Charm remain under the Exalts control only so long as he actively commands them, returning to their ignorant habits if he is absent for more than an hour.

In the Mandate of Heaven, the Infernal may use this Charm to commandeer a dominion with Magnitude no greater than (Essence 2). The Infernal contests for legitimacy even if he could not otherwise be a sorcerer in the dominion ("Exalted Storytellers Companion", p. 139), gaining a number of extra successes equal to his

permanent Essence. This legitimacy lasts for the duration of the current dominion action.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

LOYALTY-INVOKING DEMONSTRATION

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: Crowned With Fury

Clearly, the rightful vassals of the Primordials do not properly acknowledge his majesty. They rebelled, despite the awesome might of Malfeas and his brethren. If awe is not sufficient to keep the rabble in line, true, sickening terror will have to do. For the rest of the scene after the Infernal first kills someone or otherwise performs some frightening deed that would call for a roll of Valor or Morale ("Exalted", p. 156, 169), any character that is following him as a leader becomes immune to the effects of fear that do not come from the Infernal himself. The Exalts allies and troops automatically succeed on Valor rolls to stand their ground, more scared of what the Infernal would do to them if they failed him than of anything else. Characters who lose sight of the Exalt for more than one action become susceptible to normal fear again until they can once again see the Infernal.

Some Infernal Exalted and demons when not in earshot of the servants of Malfeas call this Charm Loyalty-Invoking Tantrum? or Loyalty-Invoking Fit.?

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

OVERWHELMING WORLD RASP

Cost: 5m or 5m, 1wp; **Mins:** Essence 3, Malfeas 0; **Type:** Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: World-Blemishing Crater Strike

From all sides and with some trace of glee, the tumorous brass skin of Malfeas crushes his least citizens between its layers. The Infernal makes a flurry of at least three close combat attacks against one or more targets, ignoring multiple action penalties and Rate, and only suffering the highest DV penalty amongst them. By paying an additional Willpower when activating this Charm, the Infernal may make one more attack against each separate target, as well as one additional attack against each target for every dot by which his Essence exceeds theirs.

A second purchase of this Charm at Essence 4+ increases the base number of attacks to equal the Exalts Essence. Buying it a third time at Essence 6+ allows the Infernal to make two attacks for each dot by which his Essence exceeds a targets, as long as he is willing to spend the Willpower.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

PURITY-OF-ANGER SCULPTURE

Cost: (+1wp); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisites: World-Ordering Clangor

Like the callousing, coruscating pain that drives Malfeas to distraction, this Charm allows the Exalts powerful violence to cleanse his creations of their weakness. Increasing the cost of World-Ordering Clangor by one Willpower adds (Essence) to a resulting objects bashing and lethal soaks permanently. No combination of Charms including this one can increase an items soak by more than (Exalts Essence). To benefit from this effect the object must be crafted entirely using Purity-of-Anger Sculpture; any interval carried out without its effect forfeits this increased soak. If the objects soak would be too low without this effect to be built with World-Ordering Clangor, this Charm toughens it up enough that it is not so fragile.

A second purchase of this Charm allows the Exalt to benefit a structure he is building in the same way, as long as he works alongside any other workers for the entirety of the project.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

RESTRAINED PUNISHMENT GENEROSITY

Cost: 4m; **Mins:** Essence 3, Malfeas 0; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Social

Duration: One action

Prerequisites: Nightmare Fugue Vigilance

The favor of Malfeas is in his lack of attention, for to know his gaze is to know his wrath over your every failing. The first time the Exalt performs a social attack during an action, she may activate this Charm to enhance it and all subsequent social attacks. As she begins her attack, the Infernal makes an intensely rude or threatening gesture, though not so combative as to call for Join Battle, or opens with a vicious comment. This grants the Exalt (Charisma) extra successes for the rest of the action on all social attacks against those who can feel fear.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

THE BEST DEFENSE

Cost: (+2m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Instant

Prerequisites: Invulnerable Wounding Futility

The foolish first bloody their fists against the walls of Malfeas before being thrown back or outright destroyed by his clanging, cacophonous growth. The Infernal may now increase the cost of Invulnerable Wounding Futility by two motes so that it inflicts lethal damage. A second purchase of the Charm allows the Exalt to spend a point of Willpower to slam the opponent back, even if they successfully block (but not if they dodge). This is a Knockback effect that flings the foe (Exalts Essence) yards away, and necessitates they succeed on a (Dexterity or Stamina + Athletics or Resistance) roll at difficulty two or be knocked prone as well. A third purchase of this Charm at Essence 4+ increases the difficulty of the knockdown check to (Infernals

Essence).

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

UNSTOPPABLE SEARING MIGHT

Cost: (+2m or +4m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisites: Green Sun Nimbus Flare

When he deigns to turn his full attention on a foe, none can withstand the crushing might of Malfeas. The Infernal may now activate Green Sun Nimbus Flare at an additional cost of two motes to make the attack it supplements unblockable. At Essence 4+ an Exalt may purchase this Charm a second time, allowing him to increase its prerequisites cost by four motes to make the attack impossible to dodge or block.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

UNQUESTIONABLE DECREE

Cost: ; **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Insignificant Embers Intuition

The King of Primordials does not twist and subdue the truth to lie to others, he tells casual lies that none may gainsay for he is the lord of existence. Through a combination of indifferent superiority and frightening might, the Exalts word becomes unassailable truth. When the Infernal tells a complete lie, without equivocation or half-truth, discerning that it is falsehood ("'Exalted'", p. 131) is based on the Infernals Charisma rather than Manipulation. If a persons Essence is less than the Exalts, it is impossible for them to tell the Infernal is lying. If a lesser dupes Charm contests the Infernals perfect lie, the Exalt gains (Essence) extra successes on his contesting roll.

A second purchase of this Charm at Essence 3+ makes it impossible for anyone with an Intimacy of loyalty, respect or terrified awe to tell that the Infernal is lying, even if the listener has the same or higher Essence.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

UNBARRED DURANCE TERROR

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisites: Malachite Crown Tyranny, World-Ruling Intensity

With this Charm, an Exalt using Malachite Crown Tyranny may leave her group unattended for up to (Essence) days before it disbands. Repurchase of this Charm at Essence 5+ and then 6+ each increase the amount of time the Infernal may

leave her subjects unattended by (Essence) days. A fourth purchase at Essence 7+ increases this period to one season, while a final purchase at Essence 8+ extends the duration to one year.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

WORLD-RULING INTENSITY

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Restrained Punishment Generosity

The very notes of the world are the fearful subjects of the King of Primordials. With this Charm, the Exalt is forevermore capable of inflicting fear or benefiting from effects that rely on fear (such as Restrained Punishment Generosity) against any volitional being, even the mindless undead and automata. This includes forcing such normally fearless beings to make Morale checks when confronted by the Exalt. Even the dumb matter of the world, the truly inanimate and senseless things, are terrified by the Infernal, though they can not express their feelings.

As a basic guideline, extras that lack Valor may be treated as having Valor 1, while heroic characters should have Valor 5. Automaton instead use their Power ("The Books of Sorcery, Vol. IWonders of the Lost Age", p. 97). Storytellers should feel free to assign mindless, ravaging hordes of extras Valor 5 while a heroic character normally immune to fear might become a quivering wreck with Valor 1.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

WORLD-ORDERING CLANGOR

Cost: 10m; **Mins:** Essence 2, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Crashing Rage Catharsis

With unbridled strength, Malfeas commands the world into pleasing shapes. When the Exalt enhances a Craft project to build something, for every hour of real work he completes the equivalent of (Essence x 2) hours of work. The end product of this project must be sturdy enough to take a solid punch from the Infernal, so it must have a bashing soak and Hardness equal to or greater than the Exalt's Strength.

Purchasing this Charm a second time at Essence 4+ allows the Exalt to perform Craft actions it supplements with Strength instead of the usual Dexterity, Perception or Intelligence. A third purchase at Essence 5+ increases the hours of effective work completed for every real hour of work to (Essence x 4).

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

WORLD-BLEMISHING CRATER STRIKE

Cost: (+1wp); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Knockback

Duration: Instant

Prerequisites: Crashing Rage Catharsis

The raging of Malfeas in himself leaves great furrows of ruin throughout his cityscape jouten, cancrs of his self-loathing. With this Charm the Infernal teaches other worlds that feeling. When the Infernal successfully deals damage with Crashing Rage Catharsis, he may now pay a point of Willpower to turn the blow into an explosive force that leaves behind only ruins and scattered populace. The post-soak damage of the attack is then applied as raw damage to all structures within (Essence) yards of the target, while all objects and characters in the area suffer knockback ("Exalted", p. 153) as if they had been struck by an attack that did that amount of raw damage. Characters and objects do not actually take damage, nor do they suffer harm from hitting something in-flight. The battered structures left behind by this Charm are explicitly never so totally pulverized as to invoke the Imperfection of the Demon City. Keep in mind the rules for threat levels in "Scroll of Kings", p. 40-42.

Another purchase of this Charm at Essence 4+ allows the Exalt to apply this effect to any physical attack that bases its raw damage on his Strength, even ranged attacks or attacks unenhanced by Crashing Rage Catharsis. At Essence 6+ a third purchase increases the radius of effect to (Essence x 5) yards.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

BRONZE-FLESH SUPPURATION

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Viridian Legend Exoskeleton

The King of Hell cannot be slain by mere blades. With every wound he suffers his strength redoubles, till the mass of his scars is a bulwark against all harm. This Charm enhances Viridian Legend Exoskeleton. As the Infernal suffers the blades and arrows of his foes, his wound seeps forth brass and basalt that cling to his armor. For every two health levels the Infernal has that are filled with damage, the soak provided by the armor increases by +2B/1L. In addition, for every four health levels filled with damage, the hardness of the armor increases by +1B/1L.

Source: The Demented One

FASCINATION EVOKING DANCE

Cost: 6m, 1wp; **Mins:** Essence 3, Malfeas 0; **Type:** Simple

Keywords: Combo-OK, Compulsion, Social

Duration: One dance

Prerequisites:

Imprisoned inside his own body, Malfeas can only give himself to excesses to forget his pain. Everyone who sees his dance can only join him, for the King of the Primordials dance is fascinating and beautiful beyond words.

The Infernal begins to dance and makes a roll of Charisma + Performance. Everyone seeing him whos Dodge MDV is lower than the successes becomes fascinated by the dance. This is an unnatural mental influence that makes the targets under the effect dance, sing or play an instrument alongside the infernal, and will do anything

else except that until the character stops performing. If the character moves while dancing, all the targets under the effect will follow him.

This can affect a Magnitude of individuals not greater than the Infernal's Essence.

A second purchase at Essence 5+ let the Infernal affect a Magnitude of up to (Essence x2) individuals.

This effect can be usually resisted for the rest of the scene by spending one Willpower point, but if the character purchases again this Charm at Essence 4+, the Willpower points needed to resist are equal to (Essence/2), rounded up.

Source: Maese Mateo

SUN-SCORCHED LEGIONS OF HELL

Cost: 1m; **Mins:** Essence 3, Malfeas 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious, War

Duration: Instant

Prerequisites: Brazen Warlord Command

Malfeas commands utter obedience from his armies by killing any who disobey him. Whenever a complementary unit led by the Infernal makes a Morale roll, or the Infernal himself makes any (Charisma + War) roll while leading a complementary unit, he may activate this Charm to deal a level of unsoakable lethal damage to his own unit, cutting down any man who flees or falters. Doing so causes the roll to automatically succeed.

A second purchase at Essence 5 strengthens the Infernal's iron grip even further. Whenever he cuts down his own men, he may commit ten motes and spend a point of temporary Willpower. If he does, the unit he leads becomes immune to exhaustion and rout for the duration of the scene for as long as the motes remain committed, too terrified of their commander to fail him. This counts as Charm use.

Source: The Demented One

COSMIC OVERLORD AUTHORITY

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: , Fealty-Acknowledging Audience

It is the nature of all things to serve and obey their superiors, and Malfeas is superior above all things. This Charm permanently upgrades Fealty-Acknowledging Audience. Any character that possesses an Intimacy created by that Charm adds the Infernal's Essence to his MDVs against any social attack or mental influence that would cause him to betray or defy the Infernal. They must succeed on a Conviction roll at difficulty 1 in order to willingly take any action that defies a command made by the Infernal. They may spend three points of Willpower to ignore this unnatural mental influence for one scene, but it lasts for as long as the Intimacy created by Fealty-Acknowledging Audience Remains. Attempting to erode the Intimacy always counts as defying the Infernal's commands.

A second purchase of this Charm at Essence 5 binds the Infernal's loyal minions even closer to his will. No longer are they allowed a Conviction roll to defy the Infernal's will; instead, they must spend a point of Willpower each time they choose to do so, or else spend the Willpower to ignore this influence for a scene. In addition,

any mental influence that would erode, negate, or alter the emotional context of this Intimacy automatically fails. A third purchase at Essence 7 allows oath-bound characters to treat any mental influence that would compel them to betray or oppose the Intimacy as unacceptable orders. They may choose to let such mental influence proceed normally, but doing so counts as defying the Infernal.

Source: The Demented One

MALIGN FLESH-WARPING RADIANCE

Cost: (+1wp or +10m, 1wp); **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Desecration, Shaping

Duration: Permanent

Prerequisites: , Cold Fire Desolation Brand

Malfeas sickening flames corrupt living flesh, twisting and mutilating it just as the Shining Tyrant was himself mutilated at the hands of the traitorous Exalted. This Charm upgrades all Infernal Charms capable of infecting a character with Green Sun Wasting. The Infernal may pay an additional point of Willpower whenever he activates any such effect, or ten motes and one Willpower for any effect capable of infecting multiple characters. Whenever any character fails to resist the effects of the disease, they gain a negative mutation at the strength of a deficiency, chosen by the Infernal. He must inflict the Creature of Darkness mutation first, if his victim is not already of such accursed existence. The Infernal may inflict debilities at Essence 5, and deformities at Essence 6.

Source: The Demented One

WORLD-SCORCHING APOCALYPSE

Cost: (0m or 5m, 1wp or 20m, 2wp); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: , Green Sun Nimbus Flare

Malfeas wrath sets forests ablaze, boils away oceans, melts mountains to slag, and seeds the earth with the ashes of the dead. All of the universe was complicit in his usurpation, and for that crime, it will pay it. Whenever the Infernal's Green Sun Nimbus Flare deals damage to a target in excess of their total health levels, his victim's corpse explodes in an emerald conflagration. This one-time environmental hazard has a range of (Essence x 2) yards, centered on the Infernal's slaughtered foe, and a Trauma of (Essence). It has a lethal damage equal to the total number of levels inflicted by the flare above those necessary to fill the victim's health levels. This damage cannot exceed the Infernal's (Essence x 2), but he may pay five motes and a point of Willpower to raise this cap to (Essence x 5), or twenty motes and two points of Willpower to raise it to (Essence x 10). The Infernal is susceptible to this environmental hazard and this Charm will not activate unless he is within its range although damage dealt by it will not burn or char his flesh, leaving behind only wounds that the Infernal deems suitably impressive or terrifying. A second purchase of this Charm at Essence 4 increases the range of the hazard it creates to (Essence x 5) yards, while a third purchase at Essence 5 increases the range again to (Essence x 10) yards. A fourth purchase at Essence 7 allows the Infernal to pay a surcharge of one Willpower to extend its range to one mile.

Source: The Demented One

EMERALD CRISIS BLADE

Cost: (+4m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: , Green Sun Nimbus Flare

Mad brilliance shines from the Infernal's eyes as he howls with rage, unleashing his cosmic wrath. The Infernal may pay a surcharge of four motes when activating Green Sun Nimbus Flare to waive the base mote cost of any subsequent activations for the rest of the action. He must still pay any surcharges to enhance it with other Charms, and activating it still counts as his Charm activation for the action.

Source: The Demented One

STERN INSTRUCTIVE PATRONAGE

Cost: (1m+); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: , Magnanimous Warning Glyph

Malfeas guides his minions in following his will, teaching them to obey his dictates lest they suffer absolute annihilation. Whenever the Infernal uses Magnanimous Warning Glyph to postpone his wrath, he may issue up to (Essence) commandments to his victim, for a cost of one mote each. Should the victim willingly disobey any of these orders, the brand bursts into flame as if they had attacked the Infernal, burning the words of the Infernal's command into their victim's flesh if they deal any damage. The commands made by the Infernal are Obvious to his victim.

Source: The Demented One

UNASSAILABLE CONFLAGRATION SPIRIT

Cost: (3m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: , Sun-Heart Furnace Soul

The soul of Malfeas burns with cold flames. Who thrusts his hand into such a cosmic inferno invites his own destruction. Whenever an effect would drain motes from the Infernal's essence pools, he may spend three motes to negate it. The character who used the effect suffers unsoakable dice of lethal damage equal to the number of motes he would have drained, to a maximum of (Essence)L, as the radiant power of the Green Sun Prince sets him ablaze.

Source: The Demented One

WORLD-ENSLAVING GREED

Cost: 5m, 1wp; **Mins:** Essence 4, Malfeas 0; **Type:** Simple

Keywords: Obvious, Sorcerous

Duration: Indefinite

Prerequisites: , Fealty-Acknowledging Audience

Malfeas rules the world, and thus it belongs to him. Gazing greedily at anything he owns, the Infernal may activate this Charm, unleashing a smoldering blaze of green flame that marks it as his. This sorcerous claiming lays an invisible mark upon the treasure, the Old Realm rune for "Mine." So long as the object or structure remains under this Charm's effects, the Infernal's ownership of it cannot be lost or usurped by any other character. If it is an artifact, then no effect can break the Infernal's attunement to it against his will so long as the brand remains. In addition, this Charm upgrades Fealty-Acknowledging Audience, Magnanimous Warning Glyph, and any other Yozi Charm the Infernal knows that can sorcerously brand a character. He gains ownership of all mortals and demons that he has marked, and cannot lose it so long as the mark remains.

Source: The Demented One

FLAME-SWALLOWING GLORY

Cost: 5m; **Mins:** Essence 2, Malfeas 0; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Emotion, Obvious

Duration: Instant

Prerequisites: , Scar-Writ Saga Shield (x3)

The meager fires of Creation mean nothing to Malfeas, for his glory subsumes and consumes any lesser danger that would pit its feeble strength against him. His invincible majesty shatters the will of armies and breaks the spirit of heroes. The Infernal may activate this Charm whenever an attack or harmful effect fails to damage or otherwise impede him. He may reflexively roll (Charisma + Resistance), cowering all characters who see him with his inhuman resilience. Characters whose Dodge MDV's are exceeded by the Infernal's rolled successes suffer a -2 internal penalty on all attacks against the Infernal for the rest of the scene, filled with the dread certainty that he is invincible. Extras instead flee, as if they had botched a Morale roll. Resisting this unnatural mental influence costs two points of Willpower, and a character who does so cannot be affected for the rest of the scene. A second purchase of this Charm at Essence 4 allows the Infernal to activate this Charm as an innate ability, which does not count as Charm activation, in response to an attack failing to overcome his Hardness. In addition, this mental influence automatically affects characters with a permanent Essence at least four dots less than the Infernals, regardless of their Dodge MDV.

Source: The Demented One

CALLOUS SLAUGHTER SACRIFICE

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Crowned with Fury

So long as the king still lives, his loyal minions must defend him. If he must expend their lives like so many coins of tarnished brass to buy his own life, then so be it. If a character or characters use Defend Other actions to protect, then each of those characters with an Intimacy of fear or loyalty towards the Infernal adds a +1 bonus to the dice pool used to calculate the main defender's Parry DV, to a maximum bonus of the Infernal's (Essence). None of these count as dice added by Charms. A second

purchase of this Charm at Essence 5 applies this bonus directly to the defender's Parry DV, rather than to the pool used to calculate it.

Source: The Demented One

DISOBEY AND DIE

Cost: (+2m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious, Social

Duration: Permanent

Prerequisites: , Magnanimous Warning Glyph

Malfeas's hatred blazes with heat more pitiless and withering than any mere sun that might hang in the sky. Only with loyal service and self-debasing groveling can his minions spare themselves from his fiery wrath. This Charm upgrades Green Sun Nimbus Flare. The Infernal may now use it to supplement any Charisma-based social attack that is issued as a command, paying a surcharge of two motes to do so. If the attack targets multiple characters, then he must also pay an additional mote for each target past the first. His eyes shine with emerald radiance as he speaks, his voice echoing like the roar of distant Malfean thunder. None doubt his wrath.

If the social attack succeeds, then the Infernal may choose to inflict the target with the damage of the flare, setting the full brunt of his anger upon them. While this is still Obvious, the damage is purely spiritual in nature, leaving no physical evidence than the fear in its victim's eyes. Victims may use perfect defenses to prevent this damage, even if their MDV's are overcome. The Infernal may damage characters even if they resist his social attack by spending Willpower, punishing those who disobey his commands. And indeed, while he may still inflict the damage on characters who do not resist and willingly obey his social attack, he gains a single point of Limit for doing so.

Source: The Demented One

BRAZEN CITY SHELL

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Viridian Legend Exoskeleton (x2)

Ligier's light sears the brazen towers and basalt monuments of the Demon City into the flesh of Malfeas, a burning shell of cracked stone and tarnished metal that he can never escape from. This Charm upgrades Viridian Legend Exoskeleton. If the Infernal fuses the exoskeleton with artifact armor to create a composite, he may release his commitment to the artifact armor without breaking attunement to it. It remains attuned to him for as long as Viridian Legend Exoskeleton is active. Once the Charm's duration elapses, the Infernal may reflexively commit the attunement cost of the armor to maintain his attunement. In addition, if the armor requires hearthstones to provide power for it, the Infernal may ignore a single dot worth of hearthstones needed to do so while it is fused into a composite. A second purchase of this Charm allows him to instead ignore up to (Essence) dots of hearthstones needed to power the fused artifact armor.

Source: The Demented One

RAGE BURNS BRIGHT**Cost:** (+3m or +6m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** , Green Sun Nimbus Flare

Malfeas's hatred burns brighter than the sun who betrayed him, burning with a green so vibrant that all colors seem dim and faded in comparison. None can look upon the flame of his hatred, and not see their own destruction. This Charm upgrades Green Sun Nimbus Flare. Whenever the Infernal activates it to enhance an attack that aligns with any Intimacy of hatred he possess, or a Motivation or Urge that is centered on hatred, he may pay a surcharge of three motes to render the attack unblockable, a blinding nimbus wreathing his weapon, so bright that none can see it to parry. Alternatively, he may pay six motes to render it both unblockable and undodgeable, but only if the attack aligns with his Motivation or Urge.

Source: The Demented One**SCOFFING AT IMPOTENT FOES****Cost:** ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** , Dim Irrelevancies Unveiled

Malfeas finds out the fools who think that they could ever wound him, so they he might deal out their well-deserved reward of infinite agony. This Charm upgrades Dim Irrelevancies Unveiled. Whenever the Infernal uses it to make any supernatural power that enhances an unexpected attack against himself Obvious, the attack is stripped of the unexpected quality, allowing him to defend against it normally.

Source: The Demented One**OVERWHELMING DESTRUCTION BLOW****Cost:** 3m; **Mins:** Essence 3, Malfeas 0; **Type:** Supplemental**Keywords:** Combo-OK, Obvious**Duration:** Instant**Prerequisites:** First Malfeas Excellency

Malfeas' wrath is overwhelming, and destructive even to that which has done nothing to provoke it. The Infernal can use this Charm to supplement an attack against an inanimate object, doubling the raw damage. If that object is small enough for the Infernal to lift using his unmodified (Strength + Athletics) pool, and is neither an Artifact nor made of the Five Magical Materials, it is instead automatically destroyed.

Source: Vultur10**BY RAGE RECAST****Cost:** ; **Mins:** Essence 2, Malfeas N/A; **Type:** Permanent**Keywords:** Desecration, Obvious, Shaping**Duration:** Permanent**Prerequisites:** By Pain Reforged

Once Malfeas was the Primordial King, his power and glory unconstrained by

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

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

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

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

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/03/31/ink-monkeys-vol-7-hell-s-chosen.aspx> Ink Monkeys, Vol. 7

Source: Ink Monkeys

SKY-SCORCHING HATRED

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Kissed by Hellish Noon

The torch of Malfeas's hatred burns endlessly, a flame that stokes and renews his wrath in battle. He has no need of arrows or barbed shafts, not when he can pluck the tongues of emerald flame from his heart and hurl it at his foes. This Charm upgrades Green Sun Nimbus Flare. If the Infernal uses it to supplement an attack

with a ranged weapon, he need not have any ammunition to make the attack. Instead, he may shape emerald radiance into an arrow, bolt, or any other ammunition he has need of, so long as its Resources cost is no greater than his (Essence). Ammunition created by this Charm lasts long enough to make a single attack, then dissipates in a burst of sickly green smoke. A second purchase of this Charm at Essence 4 allow the Infernal to pay a surcharge of two motes to shape artifact ammunition, so long as its artifact rating is no greater than one dot.

Source: The Demented One

PRIMACY OF KINGS

Cost: 4 motes; **Mins:** Essence 3, Malfeas 0; **Type:** Reflexive

Keywords: Combo-OK, Compulsion

Duration: One action

Prerequisites: , Charms:Impervious Primacy Mantle Impervious Primacy Mantle

Woe to those who would interrupt the King of the Universe. His patience is not unending, though his rage is. This Charm can be activated after a Join Battle or Join Debate roll, targeting up to (Essence) individuals who participated in the same roll. The Infernal rolls (Charisma + Presence) and compares it to the MDVs of the targeted individuals. Any targets whose MDVs are lower than the Infernals roll must default to Guard actions until the tick after the Infernal takes his first action. This is a Compulsion effect, which can be broken at any time, not merely at the moment of application, with the expenditure of (the Infernals Essence) Willpower, to a maximum of five.

At Essence 3+, this Charm automatically upgrades to include Join War rolls. A second purchase of this Charm is available at Essence 5+, with Charms:Magnanimous Warning Glyph Magnanimous Warning Glyph as a prerequisite and a two-mote surcharge. When activated with this surcharge, the upgrade removes the Willpower cost to resist Primacy of Kings. Instead, any victim who chooses to resist the effects of the Charm instead suffers as though the Infernal had triggered a Magnanimous Warning Glyph. The Infernal can still activate the base effect of the Charm as normal.

Source: Octopoid

REALM-COMMANDING TYRANT BELLOW

Cost: 2m; **Mins:** Essence 2, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Social

Duration: Instant

Prerequisites: Nightmare Fugue Vigilance

Malfeas screams and roars in his nightmarish slumber, sure that this cannot be more than a dream. None can hear the roar of the Devil Tyrant, and not know his wrath at the world he is imprisoned in. If the Infernal supplements a social attack with this Charm, it can be understood by any character capable of hearing it, so long as the Infernal screams loud enough to make his point. It does not matter if they understand the language the Infernal speaks in, or if the Infernal even uses words to express himself. Even animals, the mindless undead, and other characters not capable of understanding spoken language will know the Infernal's meaning, making them valid targets for social attacks. If used outside of social combat, the Infernal

may use this Charm to render up to five minutes of normal speech understandable, so long as he roars his speech for the duration. This Charm is Obvious to all characters who could not normally understand the Infernal, but characters who can are unable to tell he is doing anything more than yelling. A second purchase of this Charm at Essence 3 allows the Infernal to extend its duration to one scene by paying a surcharge of three notes.

Source: The Demented One

ROARING SOVEREIGN ORATION

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious, War

Duration: Permanent

Prerequisites: , Realm-Commanding Tyrant Bellow

Malfeas once spoke to all Creation, descending from on high to speak with a voice of rumbling thunder that made the very earth quake. When the Infernal speaks, he may do so with a thunderous voice, clearly audible out to a range of (Essence x 100) yards. At Essence 6, the range at which the Infernal can be heard is extended to (Essence) miles. While commanding a mass unit, the number of relays needed to maintain communications is reduced by (Essence), as his shouted orders are heard and obeyed by all of his loyal soldiers. He may also bypass the need for Signal Units actions by directly addressing another units leader, so long as they are within the range of his voice. However, the Infernal cannot ever choose to speak at anything less than this full majestyeverything he says must be spoken at the greatest volume possible, unless he spends a point of Willpower to quiet himself for a single scene.

Source: The Demented One

BASALT FLESH FORTIFICATION

Cost: ; **Mins:** Essence 6, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Scar-Writ Saga Shield (x3)

Entombed within his own colossal city-carcass, Malfeas sits enthroned in his immortality. The Infernals skin dies, withering and calcifying into a lifeless black mass of scabrous flesh. This Charm permanently enhances the Green Sun Princes Scar-Writ Saga Shield. It grants him natural aggravated soak equal to his (Essence + Stamina). In addition, the minimum damage of all attacks is halved against him. At Essence 8, no attack that fails to overcome his soak can deal minimum damage to him at all.

Source: The Demented One

CRUMBLING TEMPER IMPATIENCE

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Solipsistic Rejection of Impossibilities

The mere existence of other beings, with their own beliefs and desires, is enough to enrage Malfeas. That they persist in distracting them from his own glorious self-

importance is unforgivable. This Charm permanently enhances the Infernal Solipsistic Rejection of Impossibilities Charm. Whenever the Infernal accepts at least a single point of Limit to resist a social attack or mental influence, he adds (Essence) to his Dodge MDV for the rest of the scene against any influence that attempts to compel the same emotion or behavior from him. In addition, when the Infernal does accept Limit to resist influence, it counts as a number of scenes spent building an Intimacy of hatred towards the character who exerted the influence equal to the points of Limit gained.

Source: The Demented One

DEMON-MONARCH PROCLAMATION

Cost: 10m, 1wp; **Mins:** Essence 7, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Social

Duration: Instant

Prerequisites: , Roaring Sovereign Oration

When Malfeas speaks, all the world cowers before him. None escape his authority. This Charm enhances any social attack made by the Infernal, making it clearly audible by all characters within (Essence x 100) miles. Nothing can thwart the rumbling thunder of his voice: deafness and even magical silence are no impediment, and even sleeping or unconscious characters hear his voice in their nightmare-shredded dreams. A second purchase of this Charm at Essence 10 increases this such that he may speak to an entire realm of existence, allowing him to command all of Malfeas or order Creation itself to kneel before him.

Source: The Demented One

WORLD-SHAKING COMMANDS

Cost: 4m; **Mins:** Essence 3, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: , Crowned with Fury

Malfeas once commanded the loyalty of the entire cosmos, all things righteously subordinated to his supreme authority. This Charm may supplement any social attack that is enhanced by Crowned with Fury. If it exploits a character's Intimacy of awe, fear, or loyalty towards the Infernal, then it becomes unblockable and undodgeable.

Source: The Demented One

HATEFUL INFERNO EMBRACE

Cost: (+1wp); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Green Sun Nimbus Flare

The world will end in flames and laughter, a hateful roar as Malfeas sparks the final conflagration. This Charm upgrades Green Sun Nimbus Flare. Whenever the Infernal damages a character with it, he may spend a point of Willpower to set them aflame, setting green fire to engulf their entire body. This supernatural fire cannot be extinguished except by magical means, and burns with the full hatred of Malfeas. The victim takes a single level of unsoakable lethal damage each tick for (Essence/2) ticks,

after which the fires subside. This damage is considered an environmental hazard.

Source: The Demented One

ALL THINGS HAIL THEIR TYRANT

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Emotion, Obvious

Duration: Permanent

Prerequisites: , Immolating Terror Technique

Malfeas must at times remind his lesser why he is king. Whenever the Infernals Green Sun Nimbus Flare deals damage to a heroic character in excess of their total health levels, all characters who witness the slaughter must pay a point of Willpower or gain an Intimacy of terrified awe to the Infernal. Witnesses who already possess an Intimacy of fear towards the Infernal, or who possess any positive Intimacy towards the victim, also lose a point of Willpower as they witness the imperial atrocities of Malfeas. Exalted characters are not affected by this unnatural mental influence, unless the Infernal's victim was Exalted or had an Essence greater than 5. This Intimacy cannot be broken or eroded until the victim has not seen or directly observed the Infernal for one day. Should any character who was subject to this mental influence spend a scene building an Intimacy towards the victim of the slaughter, it also counts as a scene of building an Intimacy of fear towards the Infernal, unless they spend a point of Willpower.

Source: The Demented One

BRAZEN HEART CRUCIBLE

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , All Things Hail Their Tyrant

Malfeas crushes the lesser demons of hell beneath the weight of his immense stone city-layers, taking sadistic pleasure in the genocide he commits. Whenever the Infernals Green Sun Nimbus Flare deals damage to a heroic character in excess of their total health levels, the Green Sun Prince may recover a point of Willpower as he revels in the joy of overkill. However, he may only do so if his victim's Essence rating was no more than two less than his own. The brutal pleasure of cutting down one of the Exalted always allows for Willpower recovery, regardless of their Essence. Should he regain Willpower, he also adds one automatic success to the next non-reflexive action he takes, so long as he does it before the end of his next action tick.

Source: The Demented One

SCARS WHERE MOUNTAINS STOOD

Cost: 20m 2wp; **Mins:** Essence 6, Malfeas 0; **Type:** Simple (Speed 6, DV -1)

Keywords: Blasphemy, Combo-OK, Obvious, Sorcerous

Duration: Instant

Prerequisites: Kissed By Hellish Noon, Gifts of Invisible Flame, Overwhelming Destruction Blow

Malfeas' wrath is immeasurable; were he ever freed, his blazing green fire would render Creation an ashen, glassed plain. This Charm allows the Infernal to fire a

bolt of green flame at any object or structure within (Essence x 50) yards. The bolt destroys any object except an artifact made of the Five Magical Materials utterly; against a structure, the subunit targeted and all subunits in a (Essence x 25) yard radius are similarly destroyed. An (Essence x 25) yard radius globe of green fire expands from the impact point; this is an one-time environmental hazard with Trauma (Essence), Damage (Essence)L. The Infernal himself is not inherently immune to this.

At Essence 7, in addition to the environmental hazard, creatures in this globe must make a Stamina + Resistance roll at difficulty (Essence) or contract Green Sun Wasting.

At Essence 8, the range and radius increase to (Essence x 100) yards.

At Essence 10, the disease inflicted becomes Final Viridescence.

Source: Vultur10

SUN-HEART FURNACE SOUL

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: Skyfire-Seizing Repast

With this Charm an Infernal gives birth to a nascent component soul, providing her a larger Essence pool. Source Manual of Exalted Power: Infernals, p. 114.

Source: Manual of Exalted Power: Infernals

A SUN-SICK WORLD

Cost: - (+5m or +15m); **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Sun-Salted Fields

The awful light of the Green Sun sickens all things; mighty Infernals can bring such a dreadful dawn once more upon Creation. This Charm permanently enhances Sun-Salted Fields, increasing the radius affected to 100 yards. In addition, creatures in the area must check for exposure to Green Sun Wasting after only one minute of exposure, though repeated checks are still at an interval of one hour.

At Essence 5, the duration of Sun-Salted Fields is increased to (Essence) weeks.

At Essence 6, the Infernal may spend a five-mote surcharge to increase the radius to (Essence x 100) yards. If a surcharge is spent, however, the Charm becomes Obvious as loathsome green light shines from the Infernal.

At Essence 7, repeated checks for exposure are at an interval of one minute.

At Essence 8, the Infernal may spend a fifteen-mote surcharge to increase the radius to (Essence x 500) yards.

Source Vultur10

Source: Vultur10

ARMY OF LEPERS

Cost: 10m, 1wp; **Mins:** Essence 4, Malfeas 0; **Type:** Simple

Keywords: War

Duration: Indefinite

Prerequisites: Cruel God's Mandate

Those unfortunates who arouse the ire of the Demon City are denied the release of death until they have suffered enough that it ceases to please him. For the duration of this Charm, a single mass combat unit under the Infernal's command with a Magnitude no greater than (Infernal's Essence), the entirety of which must be infected with Green Sun Wasting, ignores all wound penalties and penalties from their disease and has perfect morale. Members also will not die of the disease as long as the Infernal commits the motes, although this Charm in no way alleviates their suffering.

Source: Golden Demon

CRUEL GOD'S MANDATE

Cost: -; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Compulsion

Duration: Permanent

Prerequisites: Crowned With Fury, Cold Fire Desolation Brand

Malfeas sears the Demon City with his wrath. Those craven souls he has marked out for special torment cannot help but yield to his wishes. All social attacks made against a being infected with Green Sun Wasting become unnatural mental influence costing 1 point of temporary Willpower to resist. This effect stacks with Crowned With Fury.

Source: Golden Demon

WORLD-SCOURING DEMON BRAND

Cost: -; **Mins:** Essence 6, Malfeas 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: , Sun-Salted Fields

When the Infernal slays a creature outright (filling all its Dying levels) with an attack enhanced by Green Sun Nimbus Flare, that creature's corpse is smashed into the ground by the Infernal's overwhelming strike, a comet burning with green fire. The ground cracks open beneath the slain being, splitting into an awful sign of doom that extends in an (Essence)-yard radius from where the being was killed. Any creature that stands in the sigil is exposed to Green Sun Wasting as per Sun-Salted Fields; all plants within an (Essence x 10) yard radius of the spot perish immediately and are replaced, over the next week, with hideous, metallic Malfean vegetation (consumption of this – though unlikely due to its metallic nature and dangerous appearance – also exposes the eater to Green Sun Wasting). More importantly, however, the dreadful symbol is a mark upon Creation's very Essence patterns; Malfean-tainted Essence pools in the raw geomantic wound, forming into spirits. First Circle demons descended from Malfeas (generally blood apes) spawn from the sigil, at the rate of one per month (for blood apes; more powerful demons may spawn less often).

The sign is a wound in Creation that can be cured only by countermagic or by Benediction of Archgenesis.

Source: Vultur10

TRIUMPH OF THE WILL

Cost: 2m; **Mins:** Essence 2, Malfeas N/A; **Type:** Reflexive (Step 1)

Keywords: Combo-OK
Duration: Instant
Prerequisites: Nightmare Fugue Vigilance

Malfeas will tolerate nothing which stands between him and the execution of his will. Those who attempt to do so rarely survive to make the effort again. This Charm may enhance any attack directed at a character being protected by a Defend Other action. If the Infernal successfully strikes his original target, all of the attack roll's remaining successes are counted twice for the purpose of determining damage. If the warlock aborts to strike his target's defender instead, then he counts his Strength and remaining successes twice for the purpose of determining damage.

At Essence 5+, attacks redirected against a defender count Strength and remaining successes three times rather than twice. At Essence 7+ this becomes a fourfold increase.

A second purchase of this Charm grants the Infernal the option to pay a two mote surcharge in step 7 to knock the character he hits back on a successful strike. In addition to the Charms usual effects, the unfortunate is hurled (Charisma + Presence x 5) yards, and if he strikes any unyielding surface, he takes dice of bashing damage equal to the number of remaining yards he did not travel (or lethal damage at the Storytellers discretion, depending on the surface in question).

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/20/ink-monkeys-vol-36-hell-s-chosen-part-ii.aspx> Ink Monkeys, Vol. 36

Source: Ink Monkeys

SCREAMS AS PRAYERS REMINDERS

Cost: 0m or 4m; **Mins:** Essence 3, Malfeas N/A; **Type:** Reflexive

Keywords: Combo-OK, Crippling

Duration: Indefinite

Prerequisites: Magnanimous Warning Glyph

Sometimes inferiors forget their place. Sometimes the conquered dont know when to stay down. They can be taught. To activate this Charm, the Infernal chooses an individual he has previously marked with Magnanimous Warning Glyph. The Charm costs zero motes if the target is an extra and four motes otherwise. The power of Screams as Prayers Reminder is inescapable, reaching across any distance or realm of existence through the arcane link of that mark. Wherever the victim is, her brand suddenly becomes visible to normal senses and remains so until Screams as Prayers Reminder ends, subverting her stealth as per a 4-7 mote Infernal caste mark display. The smoldering brand also hurts like a fresh vitriol burn, adding the warlocks Essence rating to the victims current wound penalties. Whenever a victim suffering from an inflamed brand attacks the warlock, he becomes aware of the attack (precluding it from being unexpected). The Infernal may then choose to let the brand ignite as normal or persist in its inflamed state to prolong the victims agony. Although this Charm isnt stackable, it may be separately activated to simultaneously torture multiple victims. Brands from different warlocks do not stack their wound penalty increase; only the worst applies.

With Essence 5+, the cost to target mortals and natural animals also drops to zero motes.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/20/ink->

Source: Ink Monkeys

BLADE-SHATTERING FURY

Cost: 3m; **Mins:** Essence 3, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Wrath Ready At Hand

Weapons shatter upon the brazen hide of the Demon City. How much more terrible, then, must it be to be a weapon in his fist? What blade could channel the full force of his fury and survive? This Charm supplements a Melee- or Martial Arts-based attack. The raw damage of the attack is doubled, but the weapon is destroyed in Step 10 of attack resolution. Attacks with indestructible or artifact weapons proceed as normal, but instead of being destroyed, the weapon is wrenched from the Infernal's hand and flung (dice of post-soak damage) yards away. Attacks with natural weapons inflict a level of bashing damage as the impact jars the Infernal's bones. This is technically not a Charm activation cost, and counts as being imposed by an external source for the purposes of Retribution Will Follow and similar effects. In addition, if the target attempts to parry, the weapon they used to do so is destroyed as well if the raw damage of the attack is greater than the (Strength+Athletics) total necessary to break it.

Source: Golden Demon

RADIANT PATINA PROLIFERATION

Cost: -; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Obvious, Shaping

Duration: Permanent

Prerequisites: Insignificant Embers Intuition

The light of the Brass City bathes the world in a mere projection of the Malfeas might. An infernal utilizing this charm may harness and refine this light, covering and reinforcing everything that the light touches in a thick patina of brass. Whenever the Infernal's anima flares, the area around him is bathed in viridian light, covering his domain and reinforcing it with his brazen might. At the 4-7 mote level, this effect has a radius of (Essence x3) yards, centred on the Infernal. At the 7-10 mote level, this expands to (Essence x4) yards, while at the 11-15 mote level it is expanded further to (Essence x6) yards. At the 16+ mote level of anima flare, the effect extends (Essence x8) yards out from the Infernal. For as long as they are within this radius all objects in range acquire a brass tinge, increasing their natural bashing and lethal hardness equal to the Infernal's (Essence). Any water or food touched by the light is not spoiled, but does carry a distinct brassy taste or a notable acidic tang.

At Essence 5+, this Charm automatically upgrades, extending its effects to all non-Exalted natives of Malfeas. A second purchase of this Charm at this level extends its effects to Exalts native to Malfeas, as his light improves even on the integrity of these great souls. This does not affect the Infernal's own hardness (though any buildings that form part of his body may benefit), this cannot affect the Infernal's own hardness (though

At Essence 6+, this Charm upgrades again, increasing the radius of its effects to

(Essence/2) miles from the Infernal, no matter what level his anima is flaring at.

Source: Stormgear

DEAFENED ALL-KING AUTHORITY

Cost: -; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Combo-Ok, Emotion

Duration: Permanent

Prerequisites: Crowned With Fury

Once, the king of the Primordials understood that his will was not inherently known to all things in this world. Offended by the absurdity, in a moment of magnanimity he chose to let all things learn his universal tongue, augmenting their own understanding. The ruined king may still force the world to understand him, though such an egocentric choice cripples his ability to understand everyone else. When an Infernal learns this Charm, he automatically gains "His Will" as a language, burning all others from his mind. Whenever a social attack would activate Crowned With Fury, it bypasses all language barriers, the Infernal's will overwhelmingly clear to those he directs it at. He need no longer vocalize his social attacks if he so chooses, instead using grand gestures, intimidating stares, or simple force of will. Only a complete lack of an ability to sense the Infernal renders one immune. There is but one crack in the Infernal's solipsistic unilingual defense: supplication in any tongue remains pleasing to his ear, and so any message that clearly acknowledges his superiority or rulership may be understood, regardless of context. It is through this vanity that beings such as the Ebon Dragon continue to manipulate the king, every wicked suggestion prefaced by odes to his glory.

A second purchase of this Charm at Essence 4+ allows the Infernal to make social attacks against normally mindless creatures with Crowned With Fury. While they are not capable of reciprocating any attempts at conversation, the omnipotent will of the Warlock can still enforce its demands. This includes wild animals of low intelligence, automatons and the undead, who will carry out their commands to the best of their limited understanding. With this, all creatures are now subject to the Infernal's will - such transcendent authority surges through him and reinforces his own air of command, increasing the cost to resist social attacks made with Crowned With Fury by one.

At Essence 5+, this Charm automatically upgrades. Having cultivated his force of personality to superhuman levels, the Infernal strengthens any Intimacies of love, respect, fear, loyalty, or awe others may feel toward him. Acting against these Intimacies in a given day requires an expenditure of two Willpower and, as an unnatural Fear-based Emotion effect, imposes the Infernal's Essence as an internal penalty to all dice pools used.

Source: The Ebon Dragon

DRIVEN-BEYOND DEATH

Cost: (1m, 1wp); **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: The King Still Stands, First Malfeas Excellency

Though it is true that, at one time, a being known as the Empyrean Chaos was

forced to admit defeat, none can say the same of the Yozi called Malfeas. It seems unthinkable that one should ever vanquish the Demon City yet the same was said of King of All Kings in the Time of Glory. Should the Infernal fall in battle with any offensive motes in his Overdrive pool, he may pay one mote, one Willpower as his final health level is checked off in step 10 and he becomes incapacitated. He falls, almost to a knee, or slouches to one side as if to topple, but stops himself. Suddenly his anima roars to the 16+ level of display as a local earthquake rips through the area for five miles. This tremor comes from within the warlock and sends emerald and crimson-tinged cracks racing across his skin to congregate around his blazing caste mark, while his eyes shine with all the furies there ever were. The legend of the Empyrean Chaos wreathes his chest, biceps and thighs and bounds his forehead like a crown. For the next action, the warlock is perfectly immune to all attacks and harm, but may not act, save to activate any one shintai he knows. If no shintai is activated, the Infernal effectively remains Inactive for that one action. When this action ends, the blaze dies down, and the Infernal's final horrific onslaught can begin.

The Infernal's Overdrive pool immediately gains 10 motes. From that point forward, the Infernal will remain active, attacking, and unable to retreat until his Overdrive pool reaches zero. He may regain Overdrive motes during this time, but his pool empties at a rate of three offensive motes per action. During this time, the Infernal may not benefit from any magic which heals damage. Attacks which strike him during this time, which do not accrue more than (Infernal's Essence x 3) dice of post-soak damage fail to even register he suffers no damage from them. Only attacks which cripple or dismember the outraged Slayer have a prayer of slowing him down.

Finally, offensive Charms fueled by his Overdrive are reduced in cost by one mote, to a minimum of zero motes. The Infernal may not apply more than one zero mote Charm to any given attack, but he may stack any reduced-cost offensive Charms he can afford so long as they cost at least one mote.

When the frenzy ends, the Infernal rolls (Stamina + Essence) against difficulty 5. Failure leaves the Infernal incapacitated; success restores the Infernal's incapacitated health level, although he may not activate Driven Beyond Death again within the scene. As a point of clarification, this Charm may only be triggered when the Infernal is truly incapacitated for instance, marking off the Infernal's final health box with lethal damage would not permit him to trigger Driven Beyond Death if he had By Agony Empowered active.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

THE KING STILL STANDS

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Permanent

Prerequisites: By Agony Empowered

Malfeas is invincible, immortal, and incomparable. Those who would dare offer evidence to the contrary will be ground to a paste between his layers as a lesson to others. This Charm grants an Overdrive pool with a capacity of ten motes. Initially empty, it gains motes under the following circumstances: The first time in a scene that the Infernal marks off his incapacitated health box with a certain type of damage

(bashing, lethal, or aggravated), he gains ten offensive motes. This gain is cumulative if the Infernal filled his Incapacitated health box with bashing damage, and then later in the same scene with lethal damage, he would gain a total of 20 motes. However, if he healed himself and then marked off the box with lethal damage again during that scene, he would gain no motes.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

RAGE-STOKED INFERNO SOUL

Cost: 5m; **Mins:** Essence 4, Malfeas 0; **Type:** Reflexive

Keywords: Combo-OK, Native, Overdrive

Duration: One scene

Prerequisites: Green Sun Nimbus Flare, Sun-Heart Furnace Soul

The volatile fury at the heart of the Malfeas Demon City is a flame of such intensity that it can never be contained. An Infernal who learns this Charm gains an Overdrive pool with a capacity of fifteen motes. Initially empty, the warlock may begin to fill it by activating this Charm. From that point onward, each time one of the Infernals attacks are successfully parried or dodged, he gains a single offensive mote. As the warlocks inner fires burn hotter, his Overdrive pool becomes unstable. If the Exalt gains five or more offensive motes in a single action, make a difficulty 1 (Stamina + Resistance) roll to stabilize the Infernals awesome power. For each mote over five, increase the difficulty of this roll by 1. If the Infernal succeeds on this roll, add an additional three motes to his Overdrive pool. If he fails, five of his Overdrive motes detonate in a torrent of emerald flames which erupt up from the vicinity of his ribcage, doing one unsoakable lethal health level of damage as it rips through his body.

The Exalt may not gain offensive motes from this Overdrive if his attacks are not designed to kill his target. If he holds back one iota, Rage-Stoked Inferno Soul fails.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

BEAUTY WITHOUT MALICE

Cost: (5m); **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords: Compulsion, Emotion

Duration: Permanent

Prerequisites: First Malfeas Excellency

This Charm makes the Infernal's dances into unnatural mental influence. In addition, he pay a mote cost to make a dance especially fascinating, compelling others to watch until its end. Source Broken-Winged Crane, p. 10.

Source: Broken-Winged Crane

BY HUNGER NOURISHED

Cost: 2m; **Mins:** Essence 2, Malfeas 0; **Type:** Simple

Keywords: Touch

Duration: One Day

Prerequisites: By Pain Reforged

The Infernal gains the ability to consume any substance as though it were nutritious fare... and can force others to do the same. Source Broken-Winged Crane, p. 10-11.

Source: Broken-Winged Crane

TARNISH FLASH TECHNIQUE

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

Keywords: Combo-OK, Crippling, Obvious

Duration: Instant

Prerequisites: Insignificant Embers Intuition

The Infernal temporarily blinds others through a searing image of his anima. Source Broken-Winged Crane, p. 11.

Source: Broken-Winged Crane

THE GREEN MILE

Cost: ; **Mins:** Essence 5, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Sun-Salted Fields

This Charm massively increases the area that can be contaminated with its prerequisite, as well as the time the contamination takes to fade. Source Broken-Winged Crane, p. 11-12.

Source: Broken-Winged Crane

DEMON EMPEROR SHINTAI

Cost: 15m, 1wp; **Mins:** Essence 5, Malfeas 0; **Type:** Simple

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

Duration: One Scene

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

The Infernal takes on the form of a supernova that compresses itself into a heavily-armoured demonic lord, inflicting environmental damage on everyone who refuses to kneel before him. Those who actually dare to look at his face contract Green Sun Wasting. Source Broken-Winged Crane, p. 13-14.

Source: Broken-Winged Crane

AS REAL AS IT GETS

Cost: 6m; **Mins:** Essence 3, Malfeas 0; **Type:** Simple (Speed 4, DV -1)

Keywords: Combo-OK, Emotion

Duration: One Scene

Prerequisites: Crowned With Fury

Though Malfeas himself has not been on a boat since well before the Primordial War (for what structure could hope to contain his Empyrean Majesty?), his Slayers have since found that, sometimes, it pays to be on the deck. When the Infernal activates this Charm, he releases a scream of primal fury and rage, usually expressing

some vulgarity and/or a statement of the Infernal's invulnerability. This bellow cowers the spirit of any structure in or on which the Infernal stands (usually used on, but not limited to, boats or similar vessels), making it subservient to the Infernal for the Charm's duration. As long as the Charm lasts, the Infernal gains one bonus die to all non-Reflexive actions taken while in or on the structure. This explicitly does not count against dice caps. Furthermore, all who hear the vulgar roar have the memory of the Infernal's presence burned into their minds, making it impossible to forget that the Infernal was, in fact, in or on the structure. This is an Emotion effect which can be resisted for a cost of one Willpower.

Source: Octopoid

WRATH READY AT HAND

Cost: (1m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Crowned With Fury

All things cower before the wrath of the Devil Tyrant. This is especially true for his chosen instruments of war, for Malfeas will abide no delay in exacting his terrible vengeance. The Infernal may summon weapons he owns to his hand from up to (Essence \times 2) yards away with a simple shouted command. Storytellers are advised to interpret "command" broadly - simply shouting the name or type of the weapon, or even just an incoherent bellow of rage, should be sufficient. If the Infernal has purchased Vitriolic Corona Endowment twice, then the emerald spear of that Charm may be summoned from up to (Essence \times 10) yards away.

Source: Golden Demon

WRATH-OF-HELL EXPRESSION

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Wrath Ready At Hand

No one weapon can express the full force of Malfeas' fury, so the King of Hell must march to war with many. The Infernal can reflexively ready any weapon they own without the need for a Draw/Ready Weapon action as part of making an attack with it. Every weapon readied after the first in a single action costs one mote.

Source: Golden Demon

SLAVE-FORGING FIRES

Cost: (15m, 1wp); **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Green Sun Nimbus Flare

Every one of the countless demons teeming Malfeas' streets is a weapon in his long war against the traitor gods and their Chosen. His enemies are the metal he hammers out on the anvil of his rage to create these weapons, and the forge is stoked by his emerald fires.

This Charm permanently enhances its prerequisite. Whenever an attack augmented by Green Sun Nimbus Flare kills a target with Essence 2+, the Infernal may pay a surcharge of fifteen motes and one point of temporary Willpower to create a new First Circle Demon from the green fires that consume the body. This demon comes into being with its mote pools empty and only five points of temporary Willpower, but is otherwise fully formed. Demons created by this Charm have no particular loyalty to their warlock creator.

This Charm can only create demons descended from Malfeas or the Infernal himself. If the Infernal desires, he may pay 1xp to design an original species of demon to be created with this Charm (such demons count as being descended from the Infernal). Each new species template costs 1xp.

If the Infernal knows Magnanimous Warning Glyph, demons created by this Charm come into being with an intimacy of terrified awe toward the Infernal. If the post-soak damage of the attack that created them exceeded the victim's total remaining health levels by at least two, the demon also comes into existence branded, as per Magnanimous Warding Glyph.

If the Infernal knows By Hunger Nourished, he may also create members of any species of First Circle Demon that he has devoured at least one example of while under the effects of that Charm.

If the Infernal knows Cold Fire Desolation Brand, she may also create demons from targets killed by her Green Sun Wasting. She may pay the surcharge either upon successfully inflicting the disease, upon the death of the target (if the target dies within sensory range), or upon coming across the liquefied remains of a victim of Green Sun Wasting no more than (Essence x2) days old. In the First Age, the returning mortal entourages of Hell-harrowing Solars were rigorously screened to weed out unwitting demonic time bombs created in this fashion. This use of the Charm is often referred to as Cesspool-Cradle Method.

In the Primordial War, the Empyrean Chaos launched a great javelin of twisting flame at one of the great Dragon King cities of the age. The name of that city is no longer spoken, for the titanspear scoured it from the face of Creation, and its population burned along with it, cooked and deformed until they became demons, leathery lizard-beasts that knew only carnage. When the king of the Primordials was tortured into Malfeas, they alone among demons were refused entry to his prison-form, spitefully left to wander Creation. Some still exist in the depths of the earth, worshipped or enslaved by Darkbrood tribes.

Source: Golden Demon

ETERNAL SUN-CORE EMPOWERMENT

Cost: -; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Sun-Heart Furnace Soul

The Demon Citys brass body and its infinite layers are an inherent part of what was once the Holy Tyrant. When he is angered, relics across Malfeas shudder and dim, while those few rare moments of contentment (such as when some great dancer-hero begs his audience, or a Solar is brought broken before him) result in greenlit lamps across the city pulsing with an emerald glow visible even in the darkness of Erembour. The Infernal gains a new, separate pool of (Essence x 5) peripheral motes,

which he may only use to attune to artifacts or to power Essence-consuming artifacts, ranging from Essence Cannons to magitech armour powers. This pool starts off full, but may be refilled only through the use of Malfeas Charms that restore motes, or by assigning ordinary motes to it as they are respired over time - motes respired through stunts, artifacts or other Charms may not be used to fill this pool.

A second purchase of this Charm at Essence 7+ expands the mote pool to even greater limits, increasing its capacity to (Essence x Willpower) motes. In addition, at this level all Charms with the Municipal keyword count as being Essence-consuming artifacts for the purposes of this Charm.

Source: Stormgear

CRAFTSMAN WIELDS HIS TOOLS

Cost: 4m; **Mins:** Essence 3, Malfeas 0; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Stackable

Duration: One scene

Prerequisites: Destruction Begets Creation

Who understands a tool better than the one who built it? No-one. So thought the The Primordial King Empyrean Chaos, at least, and who can argue? Certainly, the Unconquered Sun never raised a hand against him. Even now, Malfeas broods on that fact, and wonders how the peoples of Creation can love Sol, when he must be utterly unfathomable to them; after all, if he cannot understand why the Sun would turn on him, who can? A Green Sun Prince might consider his sulking master, and through that consideration develop this Charm.

Upon activating this Charm, the Infernal chooses any ability other than Craft. For the rest of the scene, he may calculate the dice caps on rolls involving that ability as though his natural rating in that ability was equal to his Craft rating. The only rolls that may benefit from this effect, however, are those based around items that the Infernal has himself used Craft to create. Examples might include Melee rolls made to attack with a sword he has forged, Sail rolls to captain a boat he has built, or Larceny rolls to break into a security system he made himself.

This Charms effects do not apply to those rolls that are simply aided by such an item, rather than revolving around it; a social roll will not benefit purely because the Infernal forged the magnificent crown he is wearing as a social tool. The action in question must be one that would be nonsensical without the created item. Note that the warlock still uses the appropriate ability for the roll.

At Essence 4+, this Charm automatically upgrades, allowing the warlock to outright change his rating in the chosen ability to the same as his Craft rating when making applicable rolls.

Source: Revlid

FORGED IN FURY

Cost: 5m; **Mins:** Essence 3, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Destruction Begets Creation, Insignificant Embers Intuition

When inspiration seizes the warlock, he becomes a frenzy of activity, clanging and bashing about his workshop, cursing the pace of the universe for not matching

his own genius. The Infernal may use this Charm to enhance any Craft action he makes, allowing him to accomplish (Essence) hours of work for each hour invested. This is increased to (Essence x 2) hours if the action would gain even one additional success from Destruction Begets Creation. It is further increased, to (Essence x 4) hours, if the project in question is a direct replacement for one of the items destroyed in its making.

If the warlock knows the Charm Charms:Sun-Heart Furnace Soul Sun-Heart Furnace Soul he may add the Obvious keyword to this Charm, as emerald light pulses out from the centre of his chest, and fire dribbles from between his teeth while he works. Spitting on his hands and rubbing them together at this point will set them alight with green flame, allowing the Infernal to use them to pound, heat and carve, removing all need for tools and all penalties for crafting without tools.

Source: Revlid

MOLTEN INNARDS GURGITATION

Cost: (+ahl); **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: By Hunger Nourished, Skyfire-Seizing Repast

Malfeas Malfeas heart is a burning green sun, and his skin is solid brass; his belly, then, is surely a churning furnace of molten metal and stone, superheated by compressed fury and pain. This Charm permanently upgrades By Hunger Nourished, allowing the Infernal to destroy unattuned artifacts with a rating of two or less by consuming them while that Charm is active and reflexively suffering a single unsoakable level of aggravated damage. Hearthstones of any level can also be destroyed in this way, even those that are attuned to an owner, as though they were level 1 artifacts. While By Hunger Nourished is active, the Infernal can divine through flavour whether or not he could destroy an artifact by eating it (though he is not made aware of why this would be the case).

Of course, applying this Charm requires that the warlock actually consume the artifact in question, a process that requires a dramatic action of (Artifact rating) minutes and a DV penalty of -3. If the artifact is too large to be plausibly ingested, this Charm becomes Obvious, as flames lick out from the warlocks mouth to envelop the artifact, drawing it into his maw over the course of the dramatic action.

In any case, destroying an artifact forces choking clouds of smoke out of the warlocks mouth and nostrils, with a smell dependent on the sundered artifacts magical material; moonsilver, for example, smells like burning rubber. This destruction is not instant; if the warlock is slain before the end of the scene in which he consumed an artifact, it is merely superheated, and can be recovered from his burning guts. Once an artifact is destroyed, however, its materials are not salvageable; they are utterly wrecked, reduced to a useless slag.

At Essence 5+, this Charm automatically upgrades, allowing the warlock to consume and destroy level-3 artifacts.

At Essence 6+, this Charm automatically upgrades again, allowing the warlock to consume and destroy all artifacts, except those with a rating of N/A or those that are specifically noted to be indestructible. He may even destroy attuned artifacts in this way.

In addition, if the warlock is at least warstrider-sized, he reduces the time necessary

to consume an artifact to a dramatic action of (Artifact rating x 30) seconds. If he is landscape-sized, he reduces the time necessary to a mere miscellaneous action with a Speed of (Artifact rating x 5) and a DV penalty of -1.

Source: Revlid

BY TORMENT IMMORTALIZED

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Indefinite

Prerequisites: By Pain Reforged

Malfeas cradles himself in a calloused shell of his body, trying to deaden the unending pain of his imprisonment. The Infernal may now commit the health level cost of By Pain Reforged as if it were a mote cost and thereby extend the duration of the Charm indefinitely. This covers the Exalt in a layer of terrible brass callous, making the Charm Obvious. When the Exalt might heal such damage, he may instead retain a bashing level in lieu of truly healing.

Source: Plague of Hats

UNIVERSE-SHATTERING SUPERNOVA WRATH

Cost: (+5m, 1wp); **Mins:** Essence 6, Malfeas 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: , Wrath-Stoked Bonfire Soul

Cosmic fire burns through the Infernal's soul, consuming every mote of essence it touches to stoke the invincible radiance of her rage. This Charm upgrades Green Sun Nimbus Flare. The Infernal may pay a surcharge of two motes and a point of Willpower when he activates it to multiply the total damage the flare inflicts by five. Wounds left by this Charm heal normally, but leave behind putrid, green-tinged scars that never close unless treated by magic.

A second purchase of this Charm Essence 8 instead multiplies the total damage dealt by ten. If the Infernal successfully damages his target, but this still proves insufficient, he must pay another point of Willpower to inflict as many levels of automatic damage as he desires. The all-consuming emerald holocaust of his wrath burns with a core that cannot be seen, shining beyond the violet that mere mortal eyes can comprehend. If he has no Willpower to spend, he gains a single point of Limit, tormented by his own impotence.

Source: The Demented One

LOOK UPON MY WORKS

Cost: ; **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: First Malfeas Excellency, Destruction Begets Creation

Malfeas is a king among craftsmen, and his work fuels itself, perfection piling atop perfection. Whenever the Infernal makes a Craft roll to build or repair an item (or other project) with a Resources or Artifact rating of at least (Essence/2), he adds automatic successes equal to its intended Resources or Artifact rating. Projects

enhanced in this way always bear some trace of their maker; this could be as subtle as a signature manner of trimming, or as blatant as the warlocks name and heraldry, etched into the side of a daiklaves blade. No matter how slight, this trace can be spotted with a (Perception+Occult) roll at a difficulty of no more than 5.

The Infernal may purchase this Charm a second time at Essence 5+, increasing any successes it grants by (Essence/2), rounded up. However, doing so renders him unable to stand for mediocrity. His work reflects him, after all, and he is glory incarnate. Whenever the Infernal works on a project that would not benefit from this Charm, it suffers from an external penalty of -(Essence) at each interval.

Source: Revlid

BY STARVATION SUSTAINED

Cost: (+ahl); **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: By Hunger Nourished

Malfeas hungers for release, for retribution, for reclamation. He is starved for all three, and draws strength from his starvation; it is his right to share this gnawing power with all his subjects. This Charm permanently enhances By Hunger Nourished, allowing the Infernal warlock to use that Charm as an innate power when targeting himself alone. In addition, he may extend that Charms duration to Indefinite, provided his target is himself or another native of Malfeas.

In addition, the warlock may now treat the brand inflicted by Magnanimous Warning Glyph or similar effects as an arcane link to its bearer for the purposes of this Charm, allowing him to use By Hunger Nourished to target such branded characters at any distance, unrestricted by the Touch keyword. In the days leading up to Gorols failure, the Demon Emperor spread his benevolence across vast swathes of Malfeas, permitting mad festivals of alien gorging, brass and stone becoming delicacies of the highest order. This gingerbread largesse ended once the first Akumas defeat became clear.

A second purchase of this Charm at Essence 6+ allows the warlock to add the Sorcerous keyword to By Hunger Nourished when targeting a native of Malfeas. For the purposes of being targeted by countermagic, this effect is considered to have the same minimum Essence as By Hunger Nourished.

Source: Revlid

CARAPACE OVEN TRICK

Cost: 5m, 1wp; **Mins:** Essence 3, Malfeas 0; **Type:** Simple (Speed 4)

Keywords: Combo-OK, Obvious, Shaping, Sorcerous

Duration: Instant/Five minutes

Prerequisites: , Rebuking Impudent Arms

The Infernal superheats his target's armor, cooking them alive. Source Broken-Winged Crane, p. 12-13.

Source: Broken-Winged Crane

LORD OF THE DANCE

Cost: (+1wp); **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Beauty Without Malice

The Brass Dancer danced through a young Creations first morning, when Ligier deigned to look upon what his master had wrought. He danced through the mad gates of the Silver Chair, astonishing Luna with his grace, and danced atop the stars that marked the movements of the Loom of Fate; the Maidens could not help but weave whole new destinies in blinking constellational patterns, in order to watch him effortlessly leap from one star to the next. He danced with the Daystar itself, a mad waltz of gold and emerald that both blinded and blessed those Alaun who craned their necks to watch it. He still dances, even caged as he is, and all the world dances with him.

This Charm permanently enhances its prerequisite. When performing his fascinating dance, the Infernal may pay an additional point of temporary Willpower in order to make his movements infectious rather than hypnotic. Anyone who is influenced by the Infernals dance is compelled to dance alongside him, working any other action they wish to take into their manic dance. For the purposes of calculating physical dice pools or static values, such dancers use the lower of Performance or the appropriate Ability. Note that some actions will require a stunt to be attempted at all; it is difficult to paint or load a trebuchet while dancing.

Source: Revlid

THROUGH FIRE AND FLAMES

Cost: ; **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Beauty Without Malice

The bitterly cold North, the darkness of the Labyrinth, the flames of the Pole of Fire, the blackest plains of the Underworld, the crashing mad thunderstorms of the Western Elemental Courts; through these things and more the warlock dances on. While the Infernal is dancing, he may ignore all environmental external penalties to his actions. He is also rendered immune to non-directed environmental damage, and adds (Performance) successes to any attempt to resist directed environmental damage (he ignores minimum damage from any type of environmental damage).

At Essence 3+, the Infernal may purchase this Charm a second time, granting it the Leader keyword. While the Infernal is dancing, any natives of Malfeas dancing with him also benefit from this Charms effects.

Source: Revlid

GNOSTIC IMMANENCE SHINTAI

Cost: 20m, 1wp; **Mins:** Essence 6, Malfeas 0; **Type:** Simple (Speed 6)

Keywords: Combo-Basic, Blasphemy, Emotion, Form-type, Obvious

Duration: One Scene

Prerequisites: Demon Emperor Shintai, Fealty-Acknowledging Audience, Beauty Without Malice

This Charm does not exist yet. But it will.

Some day in the future, a Infernal Green Sun Princess will assume the mantle of the Demon Emperor, and her form will expand into pure Essence, and expand to

fill the universe, as the The Primordial King Holy Tyrant once did. She too shall collapse, crushed by the terrible humiliation that Malfeas knows all too well, but she shall not accept it, and she will not fight it. Instead, she shall do what Malfeas himself could never conceive of doing; she shall shrug, and she shall dance, losing herself in the beauty. And the collapse will (terrifyingly, awe-inspiringly) cease, and Heaven will shudder as the least Shintai of the Primordial King is reborn, lessened but still divine. The Ebon Dragon never intended something like this when he told the other Yozis of the horrific ingenuity that the Green Sun Princes could bring to their panoplies.

The Gnostic Immanence bears some resemblance to its prerequisite, but only in the abstract; the warlocks form burns up into a vast column of dancing emerald flame, which coalesces into the shape of the anima-behemoth seen in the early stages of Demon Emperor Shintai. In addition, if the Infernal is Essence 10, everywhere in the same realm of existence is lit by a dawning emerald light, as the radiant majesty of the King of Creation fills his domain.

The Infernals material form evaporates; for duration of this Charm, he is immaterial, his form spread across the entirety of his anima banner, which not only flares to totemic but swells to encompass an area with a radius of (Essence x 50) yards.

Worn or carried possessions are temporarily subsumed into his glorious light-self, but do not truly vanish into Elsewhere; the Infernal can still use them to enhance his traits and actions.

The warlock is rendered immune to Poison, Crippling, and non-magical Sickness effects. He requires no food, water or air; starvation and suffocation are indignities that cannot be permitted. He does not need to sleep, but can still do so.

The warlock has complete and perfect awareness of everything within his form, as though he were watching it with Eye of the Unconquered Sun ("Exalted", page 226). He gains the benefits of that Charm when looking outside his burning body, and his gaze can be felt by those upon whom it falls, as though it were a physical weight; it is the terrifying awareness of their place in the world, relative to that of their King.

Despite being immaterial, the warlock can still interact with material things; the world contorts to his whim. He may take actions and make attacks as normal within and immediately around his body, though each non-reflexive action costs three motes if it interacts with the material; this is a Shaping effect on the world itself.

For the purposes of any actions taken while using this Charm, the warlock replaces his Strength rating with (Appearance x 2), and his Dexterity with his Charisma. With each such action taken, sudden flares of green light erupt within the already-bright radius of the warlocks body, painting images of blades and clenched fists on the retinas of those who gaze upon him. Often, the Infernals anima totem will appear to be the one interacting with the world, a Primordial coat of arms working its burning commands into the fabric of existence.

As a being beyond mortal measure, the warlocks immense size makes attacks by smaller beings undodgeable, provided they can actually strike his immaterial form. However, he cannot suffer more than one damage level per attack in step 10, unless the attack is large enough to encompass at least a tenth of her size. Creatures that exist on a similarly gargantuan scale to the warlock are treated as having large enough attacks, though the Infernal may dodge such blows as normal.

Suffering even one level of damage (of any kind) causes the Infernal to immediately gain a single point of Limit, as the hated injury evokes memories of a previous,

inconceivable defeat.

In mass combat, the warlock always enjoys the full +3 Magnitude bonus regardless of the Magnitude of the army she faces. There was a time when the Holy Tyrant was unmatched; alas, this is only a lessened remembrance of his glory, and similarly scaled adversaries (such as another Infernal using the Greater Shintai of the Endless Desert, or Juggernaut) ignore this bonus.

All who gaze upon the Gnostic Immanence love it, and despair. Any character with an MDV lower than the warlocks (Strength + Appearance + Essence) who can perceive him immediately gains two intimacies toward him; one of Devoted Love? and the other of Terrified Awe?. Both of these are considered positive intimacies, and cannot be naturally eroded for this Charms duration. This is an unnatural Emotion effect that is applied whenever a given character looks upon the warlock, but can be resisted for one scene by paying two points of temporary Willpower.

Gods and demons (and elementals in the Celestial Bureaucracy) who acquire these intimacies are immediately reminded of the rightful way of things a way that was lost the moment the Primordial King was forced to kneel. They are treated as though they had been successfully affected by a social attack augmented with Sublimation of Ordained Purpose (Manual of Exalted Power: Infernals, page 120). Many who acquire these intimacies cry out in exultation and fear, as the warlocks authority over them (and all the world) becomes utterly clear.

For the duration of this Charm the warlock waives the cost of Fealty-Acknowledging Audience, and may use it as an innate power rather than a Charm activation.

The power of this form is unmatched, but it is earned only through focused disregard of Malfeas maimed state. Every action, the warlock must roll (Charisma + Performance) as a miscellaneous action (this will likely require a flurry), as he dances to deliberate distraction. Should he fail this roll, or simply not make it for whatever reason, the warlock must gain a single point of Limit, or reflexively and costlessly transition to Demon Emperor Shintai. If he enters Torment while this Charm is active, he automatically transitions to Demon Emperor Shintai. Whenever this Charm ends (due to the end of the scene, transitioning to Demon Emperor Shintai or some other effect), the warlock immediately gains (Essence) points of Limit; if he is already in Torment, these Limit points are delayed until immediately after his Torment ends.

Source: EarthScorpion

BRAZEN-BELLY REFINERY

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Molten Innards Gurgitation, Destruction Begets Creation (x2), Forged in Fury, Sun-Heart Furnace Soul

Malfeas could compare the finest artifacts in existence to something he had choked up, and it would be no insult. The Infernal's insides become able to reform themselves completely, heaving and grinding into a forge of emerald flame that exists partially Elsewhere, where half-real cyclopean behemoths hammer on the sundered remains of lesser works, remaking them into items fit for a king. Whenever the Infernal consumes an artifact that she could destroy with Molten Innards Gurgitation, she may reduce the normal health level cost to one bashing health level, choosing to reforge

rather than utterly sunder. The artifact in question is melted down, but its materials and metaphysical impetus are preserved, as a bubbling slough of metal and magic. For as long as By Hunger Nourished is active, the Infernal may retain up to (Essence) dots worth of materials inside his guts. This increases to (Essence x 2) dots if the warlock is at least warstrider-sized, and to (Essence x 5) dots if he is landscape-sized.

Whenever the warlock wishes, he may reflexively regurgitate any number of dots of stored materials in the form of superheated alloyed bile, freeing space for the remains of other artifacts; if By Hunger Nourished deactivates (and the warlock chooses not to reflexively reactivate it), the Elsewhere-stomach closes, and he must immediately regurgitate all such stored materials. Although melted down, these dots are still treated as intact artifacts for the purposes of Destruction Begets Creation, adding successes and as acting helltech-appropriate exotic ingredients as normal.

While the warlock has even one dot worth of artifact materials stored inside him, he can make a Craft roll augmented by the Obvious version of Forged in Fury to craft them into a new artifact, as the light of his pulsing sun-heart spreads downward to encompass his abdomen, and the sound of grinding fire and distant beating hammers echoes from between his teeth. When crafting in this way, the Infernal must use Strength in place of (lower of Dexterity, Intelligence, or Perception), as per the second purchase of Destruction Begets Creation. Such crafting projects ignore the normal mundane Resources costs, but the only exotic ingredients that can be used in this way are those acquired from expending stored artifact dots within the warlock (again, as per the second purchase of Destruction Begets Creation). While the warlock cannot gain the benefit of any outside tools while using his body to craft, this internal forging does not interfere with other activities, allowing him to remain fully active while still making (Strength + Craft) rolls at the appropriate intervals. Ordinarily, the Infernal can only maintain one internal project at a time, but at Essence 6+ he gains the ability to have up to (Essence/2) active at once, and at Essence 8+ he can maintain as many projects as he has stored dots to fuel.

All varieties of Craft may be used in this way, though the produced artifacts must be appropriate to the melted artifacts being used as exotic ingredients (stunts may be necessary for the less intuitive varieties), and the aesthetics of such artifacts are always hellish and metallic; an artifact dress made with Craft (Wood) will appear to be made from millions of delicate scales and threads of tainted orichalcum, while an artifact potion made with Craft (Water) will have the appearance of distilled chalcant with flecks of brass dancing inside its bubbles. Magical materials used in such artifacts are automatically tainted with vitriol; the Infernals own stomach acids are the equal of that infernal pseudoelement.

When a Craft project is complete, the Infernal may maintain the produced artifact inside of himself for as long as he desires, though it occupies space as though it were raw materials worth equal dots. He may remove it from his forge-gut as a miscellaneous action with a DV penalty of -2, as he vomits a bubbling stream of metal that quickly writhes and cools into shape, vitriolic steam billowing off it in waves.

If the warlock knows Charms:Vitriolic Corona Endowment Vitriolic Corona Endowment, he instead may use that Charm to draw forth and enhance a stored weapon, as the skin around his chest and abdomen cracks and peels as though sunburnt, before giving way entirely to the all-consuming green light within. The warlock then simply reaches into his own body, suffering burns as normal, and draws forth the superheated

weapon in question.

Alternatively, if the warlock has the second purchase of Vitriolic Corona Endowment, he may project the flames of his chest outward, producing a burning emerald replica of the stored weapon. This still inflicts the usual health level cost, but rather than a dire spear, the weapon produced uses the same traits and powers as the stored artifact, with no magical material bonus and the normal enhancements for weapons that Vitriolic Corona Endowment has been applied to. Obviously, this method does not force the warlock to expel the weapon in question. If the warlock has multiple weapons stored within his body that could be projected in this manner, he may alter the shape and traits of his currently-projected weapon into that of another, emerald light collapsing into a sphere for a moment before taking on its new shape. This is a diceless reflexive action that does not count as a Charm activation, and costs four motes.

Source: Revlid

EMBER GIFT REVOCATION

Cost: 10m, 1wp; **Mins:** Essence 4, Malfeas 0; **Type:** Simple

Keywords: Combo-OK, Sorcerous

Duration: Instant

Prerequisites: Gifts of Invisible Flame

It is fortunate that the Unconquered Sun took Creation from Malfeas, rather than forcing him to give it to the gods. Otherwise, all might burn to ash. To activate this Charm, the Infernal focuses his wrath on some non-magical object or structure that he once owned and deliberately gave to another individual. Wherever that object is in any realm of existence, it chars in a flash of emerald fire, leaving only a hardened statue of coal roughly half the size of the item and only vaguely shaped in its likeness. The statue crumbles with the lightest force (Soak 0B/0L; 1 level of damage needed to obliterate it to black dust). If the target belongs to a Celestial Exalt, the Infernal must make a Willpower roll at a difficulty of the owner's Essence to destroy the object; failure permanently immunizes the gift against the warlock's wrath. Malfeas long ago destroyed all in Creation that he could burn with this Charm. All that remains is beyond his power to touch.

The fire unleashed by this Charm does not harm anything other than the intended target, so a sword burnt to ash does not sear the hand that holds it. The blast is an unblockable and undodgeable attack against the bearer of the target item and can be defended against as such.

With Essence 5+, the Infernal may destroy magical items he gave to others, but only if he created those items himself or oversaw the team of workers that built them (as in the case of most manses).

A repurchase at Essence 6+ allows the Infernal to obliterate any number of valid targets of this Charm within a 10 mile radius, setting the epicenter up to (Essence x 10) miles away.

Source Ink Monkeys, vol. 48

Source: Ink Monkeys

STAR-PIERCING SPEAR OF GLORY

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Vitriolic Corona Endowment (x2)

This Charm allows the Infernal to hurl his vitriolic spear as a bolt of energy. Source Broken-Winged Crane, p. 12.

Source: Broken-Winged Crane

WORLD-WEATHERING INCANDESCENCE

Cost: (+1m); **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords: Obvious, Sorcerous

Duration: Permanent

Prerequisites: Green Sun Nimbus Flare

The Infernal may use his Charms: Green Sun Nimbus Flare Green Sun Nimbus Flare to continuously burn away at inanimate objects, immolating their least god. Source Broken-Winged Crane, p. 11.

Source: Broken-Winged Crane

GEOMANTIC REDISTRICTING OBLATION

Cost: ; **Mins:** Essence 5, Malfeas 0; **Type:** Permanent

Keywords: Blasphemy, Shaping, Sorcerous

Duration: Permanent

Prerequisites: , Sun-Salted Fields, Radiant Fury Dissolution

The Infernal can convert a demon or god destroyed with Radiant Fury Dissolution into a weak Vitriol demense, or corrupt an existing demense or manse into a Vitriolic aspect. Source Broken-Winged Crane, p. 13.

Source: Broken-Winged Crane

COAGULATION OF INFINITE CONTEMPT

Cost: – (1 wp); **Mins:** Essence 5, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Vitriolic Corona Endowment x2

Blessed are the warmongers, for they come closest to imitating Malfeas's unbound rage and endless potential for annihilation. Coagulation of Infinite Contempt improves its prerequisite in the following manner:

Instead of summoning a spear of radiant green light in lieu of enchanting an existing weapon, the Infernal may now combine the metaphysical spear with any mundane or Artifact weapon when she activates Vitriolic Corona Endowment by spending an additional point of Willpower.

The character's weapon improves by the following statistics: add (Essence) to its Accuracy and Damage, and increase its Rate by five. The weapon gains the M tag if it lacked it before. The weapon deals aggravated damage to gods and elementals, as well as superheating the weapon per Rebuking Impudent Arms and allowing Green Sun Nimbus Flare to be used as an innate power.

In addition, Coagulation of Infinite Contempt reduces the cost of invoking Green Sun Nimbus Flare by a number of motes equal to the Infernal's (Essence/3, rounded

up), to a minimum of 0 motes at Essence 7. Mundane weapons channeling this overwhelming capacity for destruction crumble to foul-smelling ash at the end of the scene. Artifact weapons are unharmed.

Source: Zelbinnean

WORLD CHAINS GEAS

Cost: 4m, 1wp; **Mins:** Essence 3, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK, Compulsion

Duration: Instant

Prerequisites: Godscorch Invective, Immolating Terror Technique

This Charm allows an Infernal to force a spirit to materialize before her with a command. Source Manual of Exalted Power: Infernals, p. 115.

Source: Manual of Exalted Power: Infernals

DEVIL-TYRANT AVATAR SHINTAI

Cost: 12m, 1wp; **Mins:** Essence 3, Malfeas N/A; **Type:** Simple

Keywords: Desecration, Form-type, Obvious, Shaping

Duration: One scene

Prerequisites: By Rage Recast

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

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

Devil-Tyrant Avatar Shintai has the following effects:

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

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

* The concentrated force of the Infernals empyrean fury hardens his skin, adding (Essence) to his natural lethal and bashing soak.

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

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/03/31/ink-monkeys-vol-7-hell-s-chosen.aspx> Ink Monkeys, Vol. 7

Source: Ink Monkeys

THE MIGHTY DESPAIR

Cost: 2m; **Mins:** Essence 3, Malfeas 0; **Type:** Supplemental

Keywords: Combo-OK, Stackable

Duration: One scene

Prerequisites: Destruction Begets Creation

To create is to destroy, and to destroy is to have the barest taste of how the Malfeas Devil Tyrant vents his frustrations on an unjust world. Those who think themselves mighty should despair; nothing they have built will survive his righteous return, save as an ironic tombstone. This Charm supplements any attack aimed at forcibly destroying an object or structure, adding (Essence) dice to the raw damage of every attack the Infernal makes against that target for the rest of the scene. It also adds the same number of dice to any pool the Infernal uses to make a destructive feat of strength against the target (such as tipping it over, or picking it up and throwing it). Once this Charm has been stacked more than (Essence) times against the same target, it becomes Obvious, as the Infernal blows take on an aspect of the object he is attacking; his fists smash into a brick wall, scars like mortar-lines carving themselves along a suddenly brick-red skin, while his arrows become shining and glassy even as they crack into a tower of Chiaroscuran glass. If the Infernal is the same size or larger than his target, he doubles any dice granted by this Charm.

This Charm may be purchased a second time at Essence 4+, allowing the Infernal to retain any stacked invocations of this Charm after destroying a target, redirecting them at another valid target for a reflexive cost of one point of temporary Willpower; Malfeas fury is roiling and unending. In addition, if the Infernal has a negative intimacy toward the target of this Charm, he completely ignores its soak (and, therefore, its hardness). Further, if the Infernal has more than (Temperance) stacked invocations of this Charm on a single target, he may reflexively spend two motes to immediately acquire a negative intimacy toward that target (this is not a Charm activation); mere wood and metal should not have the temerity to oppose the might of Hell.

Finally, if the Infernal would ignore the soak of this Charms target, but it is indestructible, all stacked invocations are lost. Instead, the Infernal discovers an existing Flaw of Invulnerability (created by the Storyteller) that would permit the objects destruction; there is nothing that the Brass City cannot grind to dust between its layers. The one exception to this is a Celestial Exaltation, which has no Flaw of Invulnerability (or if it does, not even the mad god-kings of the First Age were able to uncover it). Malfeas is depressingly aware of how brittle his own works are, an awareness he lacked before the Primordial War; the Infernal automatically and inherently knows the Flaw of Invulnerability of any object he creates with the aid of Look Upon My Works.

Source: Revlid

DESTRUCTION BEGETS CREATION

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: By Pain Reforged

Wood must be burned to stoke a forge; marble must be chipped to form a statue. Autochthon often found himself a victim of the The Primordial King Empyrean Chaos' artisan manias; the First was torn limb from limb in order to build sapient life, and one of his greater creations was gutted to form the heart of the Daystar. In Malfeas, this urge burns undiminished; even as the Demon City demolishes itself, new alien districts build themselves from his brazen skin and crystal hair, doused in his vitriolic tears.

When making a Craft roll, the Infernal may acquire additional free successes, provided the raw materials and/or exotic ingredients for the project he is working on could be considered complete, usable items in their own right, rather than simply base materials, unusable except as components. The Infernal gains one free success at each interval for each Resources dot of raw materials acquired in this way, and three successes for each exotic ingredient. These successes are added to each and every interval of the project. Craft rolls enhanced in this manner always qualify to be enhanced by Malfeas Excellency.

Valid examples might include smashing apart a wooden house to build a boat, rather than using raw wooden planks, or melting down a pair of orichalcum hearthstone bracers to make a switchklave, rather than simply procuring unforged orichalcum. Note that actual living creatures are always considered to be complete items in their own right for the purposes of this Charm.

This Charm may be purchased a second time at Essence 4+, allowing the Infernal to use his Strength in place of the usual (lower of Dexterity, Perception or Intelligence) on a Craft roll that would gain even one additional success in this fashion, or that would otherwise qualify to be enhanced by Malfeas Excellency. It is the prerogative of the Brass City to smash the world into its proper shape, without needing to stoop to delicacy, consideration or thought. In addition, the manner in which functional artifacts can be used as exotic ingredients is altered. Working artifacts can normally only be used as an exotic ingredient if they would be an appropriate component of the artifact being crafted. At this level, however, the Infernal may treat any functional artifact as an appropriate component in any kind of helltech artifact he creates.

Source: Revlid

IMPOSSIBLE FREEDOMS IMAGINED

Cost: (+1wp); **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Nightmare Fugue Vigilance

Malfeas suffers through his night-terrors, remembering with vivid bias the cruelty and petty treachery of gods and Exalts alike. He recalls the butchering of his siblings; Mardukth's last trumpeting bellow, Taakozokas' shattered tendrils. He recalls the mutilation of his subjects; the flippant inversion of Szoreny, the threefold amputation of the Whispering Flame. He recalls his own vivisection in surrender, the execution of his beloved soul Ruvelia, his creaking and torturous inversion into a brass prison for the righteous. At times, however, he may escape these dreams, and instead forge into new vistas of emancipation, where the Primordials find some impossible way out; Isidoros bursts through the walls of his body, or Oramus wiggles himself free, or the Ebon Dragon devises some cunning ploy to see them through, or Cecelyne discovers some lost wisdom or loophole by which their escape could be

legitimized, or Autochthon or Gaia realise their folly and return with the keys to their prison. His heart lifts with joy, for he knew that they would triumph, as they always have. And then he awakes, and his prison has only become greater.

The Infernal may choose to forgo rolling to regain Willpower when sleeping, choosing to instead pay a single point of Willpower (effectively suppressing his Conviction, though he gains no Limit for doing so). If he does so, he instead rolls (Essence), and, as he sleeps, an area with a radius of no more than (rolled successes x 5) yards around him is Shaped into an area deliberately designed for habitation or use, as per the Imperfection of the Demon City. If he is already in such an area, this radius is measured from that areas outermost borders.

This area is formed from whatever raw materials are available; in the North, an unnatural wind carves ice into bleak trenches and cyclopean igloos, while in the South the sand boils into smooth, glassy domes of silicate. The East sees plantlife weave itself together into stout treehouses with boughs marked by blasphemous carvings, and in the Centre of Creation the earth is moulded into semi-subterranean huts of terracotta and stone. The West is a less obvious prospect; ocean weed and assorted wreckage can knot together to form a serviceable floating platform, while on the sea floor bedrock long-buried by silt rises up to form blocky and submerged cottages. This conversion is complete, reaching even to the lowest microcosms of the world; ants find their hives expanded and reordered, while trees open up new holes for nesting birds, and hermit crabs are provided with a surplus of artificial shells.

The Infernal may exert some personal influence on the design of this habitable zone, whether in the form of aesthetics, avoiding the conversion of a particular area, or dictating a certain design choice (such as keeping all buildings beneath ground, or multi-story). This influence reflects itself in his dreams of freedom; if he decided to build a city specifically out of the available ice, he might dream of cutting his way out of a freezing crystal prison. Malfeas eternally dreams of escape, and thus eternally builds an appropriate jail out of his own form.

The structures that fill this area cannot be damaged by mundane weather, and have a soak of 10L/10B, with ten health levels. Sheltering in them allows a character to ignore mundane hostile environmental conditions, though the Infernal can revoke this protection as he sees fit, rendering one or all of the buildings within his city vulnerable to exposure. Areas converted in this manner are avoided by mundane animals that are not natives of Malfeas, and explicitly count as being infused with Yozi Essence for the purposes of effects like Sovereign Harmony of the Spheres. The Infernal may treat an area created by him as having been blighted by Sun-Salted Fields for the purposes of Geomantic Redistricting Oblation, though demesnes created in this way are aspected to Malfeas rather than Vitriol.

If the Infernal is landscape-sized, this area is converted from his own body; only once his own form is entirely designed for habitation do the borders of this Charm begin to extend beyond his body. The Infernal can use his own landscape-scale habitat-body to ignore the Imperfection of the Demon City, but doing so instead applies the Greater Imperfection of the Demon City to any perfect defense that would normally suffer from the lesser imperfection.

A second purchase of this Charm allows the Infernal to spread his dreams through the prison-shelter they built. While he is sleeping within a habitable area created by this Charm, any characters within that area who have been marked by his Magnanimous Warning Glyph benefit from the full effects of Nightmare Fugue Vigilance,

as hissing phantasms echo through the corridors of his city while flickering emerald shadows scrawl self-loathing graffiti on its walls.

Source: Revlid

ROYAL ARTIFICE EVALUATION

Cost: ; **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Insignificant Embers Intuition

Malfeas knows great works; he has looked upon the Elemental Poles, the Daystar (forged by his own hands), and even, when he had strewn the ground before him with the broken servants of rebellious gods, a Celestial Exaltation. Lesser works barely compare, but he knows them nonetheless. This Charm permanently enhances its prerequisite, allowing the Infernal to use it to examine objects and structures rather than people. If the observed target has an Artifact or Manse rating, the Infernal learns what it is. Just as with Insignificant Embers Intuition, this information is relayed numerically to the player, and more abstractly to the character himself.

The sight of the Empyrean Chaos burned its way through all considerations; he knew the value of all things, however insignificant they were compared to him. Malfeas, however, has had a taste of insignificance, and so scorns mundane constructions, all too aware of his own material form. This Charm does not allow the Infernal to gauge the exact Resources value of anything, only relaying the knowledge that it is mundane and therefore so much garbage.

At Essence 4+, this Charm automatically upgrades, allowing the Infernal to learn the aspect of an observed Manse, and the composite magical materials of an observed Artifact. In addition, after gauging the rating of an Artifact or Manse with the aid of this Charm, the Infernal adds (Essence) automatic successes to any roll aimed at discerning its abilities, and its principle creator. A king must be prepared to reward those who have constructed great works in his honour, or exact terrible retribution on those fools who dared to insult him with trash.

Source: Revlid

SCORNING GOLDEN GENEROSITY

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Ember Gift Revocation

While holidaying in Malfeas, Yaogin sent Malfeas a basket of the finest fruits of Yu-Shan. The Demon Emperor found them to be sour and bitter in equal measure (though others who partook thought them sickly sweet), and burned the impertinent gods residence to the ground; the head of the Cerulean Lute barely escaped with his drug-addled life, thanks to the intervention and sacrifice of more than three-dozen Celestial Lions. This Charm permanently enhances its prerequisite, allowing the Infernal to use it to destroy objects that he has been deliberately gifted with by others. Otherwise, it functions in the exact same way. When destroying all such objects within a general area, the Infernal may choose to destroy objects he was gifted with, objects he gifted, or both. The resultant lump of coal can be used as an improvised weapon with the following statistics;

"Speed" 5, "Accuracy" -3, "Damage" +(former Resources value x2)B, "Defence" +0, "Rate" 1, "Range" (Strength + Athletics)

The coal is fragile, and shatters after a single successful attack against any target; if used against an object, its damage trait is doubled. If used against an object owned by the character who gifted the original item to the Infernal, the damage done is lethal, and ignores its soak. If such an object is then destroyed, a pulse of ungrateful emerald fire erupts outward, setting alight to all other objects owned by that character within (Infernals Essence) yards, as described in World-Weathering Incandescence.

Source: Revlid

UNWANTED TRIBUTE PURGE

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Ember Gift Revocation

Upon defeating the Gilded Maiden, the akuma Chariot Yu demanded only that the ghost-blood surrender the daiklave that had lopped off his arm in their duel. He incinerated the trophy-blade, and his limb returned, searing itself back into his coal-black skin. This Charm permanently enhances its prerequisite, allowing the Infernal to use it to destroy objects that he has been deliberately gifted with by others. Aside from its target, it functions in the exact same way, but if a gift destroyed in this manner was the source of a Poison, Crippling, Shaping, Sickness, Illusion, Servitude, Compulsion or Emotion effect targeting the Infernal, he is immediately relieved of his symptoms, even as the object crumbles to ash. When destroying all such objects within a general area, the Infernal may choose to destroy objects he was gifted with, objects he gifted, or both.

Source: Revlid

KNEEL OR BE KNELT

Cost: 3m; **Mins:** Essence 2, Malfeas N/A; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisites: By Pain Reforged

The onetime The Primordial King King of the Primordials will not tolerate those who would stride past without stopping to show respect for his majesty, forcing them to kiss the ground if they will not do so of their own accord. This Charm may be activated whenever another character seeks to pass by the Infernal within (Essence) yards (the target must attempt to pass the Infernal; simply walking up, attacking, and then moving back would not suffice, nor may the Charm be activated if the Infernal is passing another character that is not attempting to bypass him); complementary units are never valid targets for this Charm. The warlock lashes out with a sudden lightning-fast attack in response; a favored method among Slayers is to slam an iron-hard arm into a target's throat, while Malfeas himself buckles the surface of his streets and slams the doors of his buildings into the faces of those who offend him. This is treated as a standard counterattack at full dice pool using a combat ability of the Infernal's choice. Ranged attacks are still limited to striking those who pass within the prohibited radius. Regardless of whether the attack inflicts

any damage, a successful hit automatically knocks the target prone. Only one such counterattack may be directed at a single target per action. The Infernal adds three automatic successes to all attacks directed at characters knocked prone by this Charm.

At Essence 3+ this Charm gains the Knockback keyword, and the warlock gains the option of knocking opponents back up to (Essence x 2) yards rather than simply knocking them down, if desired. Opponents who strike unyielding surfaces take dice of bashing (or lethal, for sharp surfaces) damage equal to half the number of yards they would have continued to travel if not brought up short, rounded up.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/20/ink-monkeys-vol-36-hell-s-chosen-part-ii.aspx> Ink Monkeys, Vol. 36

Source: Ink Monkeys

DEMON KING'S BEHEMOTH GET

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Desecration

Duration: Permanent

Prerequisites: Children of (Yozi), Devil-Tyrant Avatar Shintai

The fruit of Malfeas' titanic loins are terrible indeed. This Charm permanently enhances Children of Malfeas. Any child of the Infernal is a Creature of Darkness, and native of Malfeas, born with eight points of permanent mutations chosen from the By Rage Recast library of mutations (as it exists at the time of conception). As the child grows, so does its monstrous nature comes further to the fore; each year, on Calibration, the child acquires another mutation point, which must be spent as soon as possible on mutations from the library. This process only ends once the child has manifested every available mutation.

At Essence 6+, children who manifest every available mutation may train their Essence up to 4 on their own, becoming demons without the need for Endowment. They maintain their former mutations as part of their standard spiritual body, requiring the Shapeshift Charm to temporarily suppress them.

At Essence 8+, children who ascend on their own do not become demons, but instead are transformed into inhuman behemoths. They retain their current mutations and Charms, but cannot die from old age, and are no longer considered human. In addition, they gain a unique Spirit Charm called "Demon King's Grandchildren", with the same effects as this Charm, but using their own mutations rather than the Infernal's library. Finally, they continue to acquire mutations each Calibration, ignoring the need to adhere to the Infernal's library.

At Essence 10, the Infernal's behemoth children become partially unkillable. Upon their ascension, the Infernal's player chooses one Imperfection that applies to a Charm he knows. The behemoth-child will return to life with half its health-levels healed one week after being killed by any attack that would not permanently kill a Primordial or exploit that Imperfection.

Source: Revlid

SKYFIRE-SEIZING REPAST

Cost: 1wp; **Mins:** Essence 2, Malfeas 0; **Type:** Reflexive (Step 8)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Insignificant Embers Intuition

This Charm allows an Infernal to catch and snuff out dangerous blasts of energy, absorbing their power to fuel his own Charms. Source Manual of Exalted Power: Infernals, p. 113-114.

2.5erratasource=Scroll of Errata

¶ Any notes granted by this Charm must be added to the Infernals Overdrive pool as offensive notes. If he does not have an Overdrive pool, they are lost. Skyfire-Seizing Repast only provides notes if the Infernal is attacked against his will; he cannot gain Essence by deliberately harming himself or allowing an ally to do so. Weapons of solid Essence such as a Glorious Solar Saber or a beamklave are not affected by the defense of this Charm. ¶

Source: Manual of Exalted Power: Infernals

VITRIOLIC CORONA ENDOWMENT

Cost: 6m, 1lh; **Mins:** Essence 3, Malfeas 0; **Type:** Simple

Keywords: Combo-OK, Obvious, Touch

Duration: One scene

Prerequisites: Rebuking Impudent Arms

This Charm heats the Infernal's weapon with the green light of Ligier, empowering it to better burn enemies. It also briefly burns the Exalt. More powerful Infernals may summon spears of green light instead of imbuing extant weapons. Source Manual of Exalted Power: Infernals, p. 117.

2.5erratasource=Scroll of Errata

¶ Disregard the Charms first purchase entirely; purchasing this Charm grants characters the ability to conjure an infernal lance. The Charm has no second purchase. ¶

Source: Manual of Exalted Power: Infernals

ABLATION OF BRASS AND FIRE

Cost: 4m; **Mins:** Essence 2, Malfeas 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Invulnerable Wounding Futility

This Charm is a perfect parry defense that suffers from the Imperfection of the Demon City.

Source Manual of Exalted Power: Infernals, p. 111

2.5erratasource=Scroll of Erratacost=8m

¶ This Charm may not be activated against attacks the Infernal is not aware of. If used to defend against an attack that produces knockback, the Infernal automatically suffers the knockback effect, although all other damage or deleterious effects are negated. ¶

Source: Manual of Exalted Power: Infernals

VIRIDIAN LEGEND EXOSKELETON

Cost: 10m, 1wp; **Mins:** Essence 3, Malfeas 0; **Type:** Simple (Speed 7)

Keywords: Combo-Basic, Obvious

Duration: One Scene

Prerequisites: , Scar-Writ Saga Shield (x1)

A fine patina of blue-green tarnish rapidly spreads like mold over the characters body, flaking away to reveal a more durable layer of shining brass etched with maddening spiral patterns and Old Realm characters that tell the stories of Malfeas and foretell the punishments he would inflict upon his enemies. Players of observers literate in Old Realm receive a three-die bonus on all Occult rolls to know such facts while they can see the Infernal. These characters glow pale green, impairing their bearers stealth as per a four- to seven-mote anima banner display.

Viridian Legend Exoskeleton is not studied for its luminous history lessons, however. The exoskeleton of living brass provides powerful armor with the following statistics: Soak +10L/+10B, with no mobility or fatigue penalty. This organic alloy has Hardness equal to its soak against attacks made without help of a Charm or artifact weapon. By default, this Charm is incompatible with other armor.

Infernals with Essence 4+ may purchase this Charm a second time, allowing the exoskeleton to grow around and reinforce existing armor. This hybrid armor cant be removed while the Charm is active and has the combined soak of the two armors, the best Hardness values between the armors, no fatigue or movement penalties and all other powers either armor possessed (such as Hardness equaling soak against non-magical attacks). This purchase also increases the Charms duration to Indefinite.

Source Manual of Exalted Power: Infernals, pp. 110-111

Source <http://forums.white-wolf.com/cs/blogs/production/archive/2009/03/25/chambers-of-love-by-popular-demand-edition.aspx> Chambers of Love: By Popular Demand Edition

2.5erratasource=Scroll of Erratacost=3m, 1wp

The Viridian Legend Exoskeleton has Hardness 5B/5L against magical attacks. The Essence 4+ repurchase costs an additional seven motes to invoke.

Source: Manual of Exalted Power: Infernals

WORLD-AS-ARMOURY PREROGATIVE

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Roaring Emerald Glory

When the Twenty-Eighth Gong was exiled to the Demon City, it turned upon its fellow prisoners, spewing forth great uncaring clouds of its war-breath. Eventually, this wanton destruction inconvenienced Malfeas in some way; the air rained bolts of emerald fire, and the ground rose up in spires of razor brass. The Gong was not heard from again. This Charm permanently enhances Vitriolic Corona Endowment in a number of ways. Firstly, the Infernal may use that Charm to summon a radiant version of any artifact weapon rated at two dots or less, rather than just a dire lance. These weapons benefit from all the normal effects of Vitriolic Corona Endowment; aggravated damage against gods, Rate 5, etc. The cosmic energy bolts fired by Star-Piercing Spear of Glory still use dire lance traits. Secondly, while he has even one radiant weapon summoned, the Infernal may summon further weapons (or transform an existing one into a new shape) with a miscellaneous action costing only two motes. These weapons function as normal for those created by Vitriolic Corona Endowment. Finally, while he has any version of Vitriolic Corona Endowment active, the Infernal applies its effects to any other weapon he wields (as well as his natural attacks) for

the rest of the scene, as described in Roaring Emerald Glory, at no additional cost.

Source: Revlid

BRAZEN BEHEMOTH BARDING

Cost: 5m or 2m; **Mins:** Essence 4, Malfeas 0; **Type:** Reflexive

Keywords: Combo-OK, Mount (Any), Obvious, Touch

Duration: Indefinite

Prerequisites: , Viridian Legend Exoskeleton (x2)

A king's mounts must bear his seal, and be properly barded. No mere beast will shame Malfeas by denying him that. This Charm can be used to target any mount native to Malfeas that the Infernal is riding, granting them the full benefits of Viridian Legend Exoskeleton; if the Infernal himself currently has Viridian Legend Exoskeleton or Demon Emperor Shintai active, this Charm costs only two motes.

A second purchase of this Charm enhances it further, removing the Mount (Any) keyword, allowing the Infernal to enhance automaton-mounts and vehicles, plating their artificial forms with saga-marked brass. At this level, the Infernal can also apply up to (Essence) points of temporary mutations to an enhanced mount as a Desecration effect. These mutations manifest as part of the brass exoskeleton, and vanish when it does, crumbling into metallic flakes.

Source: Revlid

GREEN SUN STOMP

Cost: ; **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Beauty Without Malice

One of Malfeas' few acts of generosity is to offer instruments from his body, to those who know where to look. The Infernal is considered to have access to any exceptional tool they need to engage in dance or music, and benefits from a +3 Performance specialty in "Within a City" that does not stack with other specialties. Other characters can also benefit from this effect, but must be part of the Infernal's performance in some way, whether they act as a chorus, join his dance, or simply throw themselves into his mad urban parade. This Charm suffers from the Imperfection of the Demon City.

Source: Revlid

COVETOUS KING SUMMONS

Cost: 3m or 1m (+5m); **Mins:** Essence 3, Malfeas 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Magnanimous Warning Glyph

What belongs to Malfeas is his alone, and can be called to him like a sniveling courtier. The Infernal may use this Charm to summon any object into the Infernal's hands that he owns and has marked with Magnanimous Warning Glyph, as it vanishes in a burst of emerald light to reappear at his side. Weapons summoned in this way can be reflexively readied. This Charm costs three motes normally, or one mote if the object is within the Infernal's immediate presence. Objects cannot be summoned

from another realm of existence until Essence 6+, though doing so increases this Charm's cost by five motes. As a final benefit, objects that the Infernal owns and has marked with Magnanimous Warning Glyph cannot be stolen from him without larcenous magic, which provokes a roll-off.

A second purchase of this Charm expands it, alerting the Infernal whenever larcenous magic would contest his ownership of a given glyph-marked object. Further, if a glyph-marked object is ever used to make an attack against him or has his ownership of it contested, the Infernal may reflexively activate Rebuking Impudent Arms or Ember Gift Revocation, targeting the marked object in question at no cost and any range. This requires that the Infernal know the Charm in question, and does not broaden either of the applicability of either one.

Source: Revlid

TORTURED INVERSION DREAMS

Cost: -; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Nightmare Fugue Vigilance

The dreams of the King of Hell are not easy. They are phantasms of failure, terrors of torture, stark and uncontrollable reminders of his ultimate state. The warlock may ignore any mental influence that would send one of them to sleep (or into a similar state, such as a coma or dream quest) as though it were an unacceptable order.

At Essence 4+, the Infernal's dreams become further twisted with the fire and fury of Malfeas' inversion. Whenever another character attempts to enter, interfere with or even view the warlock's dreams, they sense the danger they approach, as though bringing their hand close enough to feel the heat of a boiling kettle. Should they continue their invasion regardless, they immediately become the sole focus of an environmental hazard with a trauma of (Infernals Essence), to a maximum of 5, and a damage of (Essence)A/action. If the character in question has entered the Infernal's nightmare through a false body (as with Nightmare Apocalypse Shintai) then both their real and false bodies are affected by this hazard. This hazard ends immediately after the character stops attempting to meddle with the Infernal's dreams.

Malfeas himself is unaware that a Green Sun Prince may freely choose to restrain this Charm with regards to their Lunar Mate, preventing them from suffering any damage from its effects.

Source: Revlid

MEAN STREETS CURRICULUM

Cost: ; **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Urban Legend Agyiopathy

A city's lessons are scribed into its very streets, and those who walk them can learn harsh truths all the green day. This Charm allows the Infernal to treat areas deliberately designed for habitation or use as tutors in any resonant Attribute, Ability or Specialty. He might treat an old dockyard as a tutor for Sail or Craft, or receive training in Charisma, Intelligence, Performance, Occult or Medicine by the

funeral-city of Sijan. Linguistics is generally an option, provided the new dot would allow the Infernal to learn the dominant language of that city or town. The resonant abilities for the Brass City itself are considered to be Strength, Stamina, Charisma, Resistance, Survival, Performance, Occult, and Craft. "Urban" specialties are always considered to be resonant, such as city-planning (Bureaucracy), urban warfare (War), parkour (Athletics), or street-dance (Performance). To be trained in this manner, the Infernal wanders the streets and halls of that area, suffering its lessons and drinking in its wisdom.

At Essence 3+, the warlock halves the training time for any trait trained in this manner, and can convey the full effects of this Charm on any character he wishes by tutoring them for an hour in the lessons of a single valid area; for the rest of the week, they benefit from this Charm while training in that area. The Infernal may tutor a maximum Magnitude up to (Essence 2) characters at once in this way, rounded down. It is unknown just how the demons in question coaxed the Devil-Tyrant into training them, but the Tarnished Thorn still dominates sections of Malfeas to this day, their leaders reaping the benefits of the most nightmarish week of their lives.

Source: Revlid

URBAN LEGEND AGYIOPATHY

Cost: ; **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Nightmare Fugue Vigilance

Malfeas is the Demon City, and his halls echo with the clamour and conspiracy of his subjects. To hide from him is to hide from the very walls of your house. The Infernal adds three automatic successes to any attempt to navigate a place deliberately designed for habitation or use. These successes also apply to rolls to uncover information about the place itself (including ongoing events within it). None of these rolls require the usual sources; rather than looking up the history of Nexus in a library, or shaking down contacts in a shady bar, or even looking for a map, the warlock simply listens to the world. Snatches of distant conversation are channeled to his ears by impossible acoustics, graffiti and street-signs line up to present him with clues, and omens intuit themselves from brick and mortar.

If the Infernal has Viridian Legend Exoskeleton active, characters who can read the glowing Old Realm etched into the brass benefit from a three-die bonus on any roll this Charm would enhance (which does not stack with this Charm's main bonus); Malfeas knows all cities are but lesser reflections of himself, their legends subordinated into his own.

Source: Revlid

BRANDING EMERALD REINS

Cost: 3m; **Mins:** Essence 3, Malfeas 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious Touch

Duration: One scene

Prerequisites: Magnanimous Warning Glyph

The ingenuity of the Green Sun Princes is endless, and has produced this Charm, which explores districts of power that Malfeas himself neglects. The Infernal may use

this Charm to target any mount or vehicle he is riding, branding it with a Magnanimous Warning Glyph to commemorate his dominance. The mount acquires an aura of burning green; emerald sparks lap at its hooves, its hair and tail ignite with Malfean fire, and flames snort from its nostrils and mouth. For the duration of this Charm, the Infernal may use Green Sun Nimbus Flare to enhance the mount's own attacks; if the mount is an Essence-user, they may use their own notes to power that Charm. All the normal restrictions on Green Sun Nimbus Flare (range, keywords, etc) still apply. Finally, the Infernal may use Skyfire-Seizing Repast to absorb energy-based attacks that strike the mount as though they were targeting him. Once this Charm ends, the mount shakes off its fiery mien and returns to normal, though mundane mounts also contract Green Sun Wasting.

Source: Revlid

METAL-AND-FIRE STEED

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Branding Emerald Reins, Brazen Behemoth Barding (x2)

When the new Princes of Hell ride forth, they will do so atop gigantic metal steeds that snort bursts of emerald fire from smokestack nostrils. This Charm permanently enhances Branding Emerald Reins, rendering it indefinite; upon activating that Charm, the Infernal may also apply the effects of Brazen Behemoth Barding to that mount, at no additional cost, for as long as the former Charm lasts. While riding such a mount, the Infernal may use Invulnerable Wounding Futility and Ablation of Brass and Fire to respond to attacks made against it. Further, while riding such a mount, the Infernal may use Branding Emerald Reins without the Touch keyword, though doing so reduces its duration back to one scene and applies the Sorcerous keyword.

Finally, any mount enhanced by Branding Emerald Reins may double its dramatic movement speed; doing so adds one automatic success to any attempt to track the mount in question, as its hooves or wheels leave burning green tracks that scorch the earth into blackened Malfean crystal. Circling an area with a radius no greater than (Infernals Essence) miles for at least five days in this way will result in that land becoming infernally tainted, as the horizon filters the setting sun into a sickly green shade.

Source: Revlid

REJECTION OF REBELLIOUS FOOLS

Cost: 3m, 1wp (+5m); **Mins:** Essence 3, Malfeas 0; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Compulsion, Counterattack, Social, Sorcerous

Duration: One scene

Prerequisites: Unbroken By Unacknowledged Blows

That which Malfeas does not acknowledge does not exist. The world may disagree, but Creation is mad, and will surely see reason eventually. The Infernal may activate this Charm in response to successfully dodging a social attack, inflicting a Sorcerous effect on the attacker that forces others to follow their king's lead in ignoring him. For the rest of the scene, any character (including the Infernal) that the target attempts to interact with in any fashion is immediately placed under a

Compulsion to ignore him; they react as though they could not sense him at all (making them immune to his social attacks), leaning around or pushing by him if necessary.

This unnatural mental influence cannot be resisted by Extras or characters branded by the Infernal's Magnanimous Warning Glyph. Mortals can resist it for one action by paying one point of temporary Willpower, or for an entire scene at a cost of three points, while Essence-users can resist it for a scene by paying one point of temporary Willpower. The Infernal can ignore it entirely at a cost of gaining one point of Limit. Individual Compulsions automatically break if the target physically attacks the affected character, and all such Compulsions are lifted if the Infernal interacts with the target in any significant manner. This Charm cannot be activated while the Infernal is undergoing Torment, and its Compulsion is temporarily lifted for the duration.

At Essence 4+, this Charm may be purchased again, increasing its duration to "Until the next Calibration". At this level, the Infernal may increase the Charm's cost by five motes to add the Shaping keyword, adding an internal penalty of (Infernal's Essence) to any of the target's attempts to physically interact with anything else while they are under this Sorcerous effect; the world itself seems to reject their touch, working against their strength and slipping against their grip.

At Essence 6+, this Charm may be purchased a third time, increasing its duration to "Indefinite"; the Sorcerous effect no longer dissipates naturally. At this level, the penalty inflicted by the Shaping version of this Charm becomes external, and the target of that effect becomes a Blasphemy during Calibration; the oldest protocols of the Loom of Fate recognise them as being an intrusion into the natural state of the universe, and report them as such.

Source: EarthScorpion

UNBROKEN BY UNACKNOWLEDGED BLOWS

Cost: 9m (+2m, 1wp); **Mins:** Essence 2, Malfeas 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Purity of Madness Defense

The Holy Tyrant was the burning will that drove the Primordials in their construction of Creation. It was his desire that brought it into being, a product of his mind, and without the lord it requires, Malfeas knows it cannot be real in any meaningful way. That which he does not acknowledge cannot exist, and that which cannot see cannot harm him. This Charm can be activated in response to any unexpected attack, social or physical, providing a perfect dodge against it. When used against social attacks, the Infernal dismisses all words without a single thought or any visible reaction. When used against physical attacks, the Charm is Obvious, as the world stretches and warps rather than permit a blow against the Infernal's crystallised ego. Blades and arrows would rather flee than defy the Infernal's assertions of what is and is not real, existing partially in Elsewhere for the duration of the attack.

The Charm does not function against expected attacks, bears the Imperfection of the Demon City, and cannot be activated while the Infernal is undergoing Torment. If the Infernal is attacked from surprise and uses this Charm to defend against the attack, he does not automatically notice his attacker, although other characters are free to do so.

A second purchase of this Charm at Essence 5+ allows the Infernal to increase its cost by two motes and one point of Willpower in order to increase its duration to one action; the Infernal is rendered immune to all unexpected attacks until his DV next refreshes. In the First Age, it was not uncommon for Deliberative experimental weapons tests to occur within the Demon City, and although Malfeas would roar and yell at the indignities inflicted upon him, at other times he would ignore the Exalted presence, and even the most powerful bombardment would be as unreal as the morning's mist. This typically annoyed the scientists involved, who found the Demon City to be inconsiderate in not providing a proper test-dummy.

Source: EarthScorpion

IMPOSSIBILITY OF BASE TREACHERY

Cost: (+1m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Illusion

Duration: Permanent

Prerequisites: Unbroken By Unacknowledged Blows

Despite his crippling defeat, Malfeas still finds it difficult to contemplate the idea that any would dare to strike at him. On the balance of probabilities, it seems more likely that any such happening is nothing more than the fleeting hallucination of a pain-wracked Primordial mind. As a generous king, Malfeas suppresses his uncertainty, and conveys this conviction to others. This Charm permanently enhances its prerequisite; any evidence that a blow was ever struck (or unkind words ever spoken) against the Infernal is covered up, obscured by his belief in his own unassailability. This is an Illusion effect that automatically targets all onlookers (including the attacker and Infernal), convincing them that the attacker froze up or hesitated rather than dare to strike at their true king. Despite the fact that it should be true, this unnatural mental influence can be ignored by non-Extras at a cost of one point of Willpower.

At Essence 5+, Unbroken By Unacknowledged Blows also imposes a Compulsion on onlookers, driving them to publicly deny any evidence that the attack took place, even if it is directly presented to them or they resisted the initial Illusion effect. This unnatural mental influence can be thrown off by the expenditure of a further point of Willpower. At this level, the Infernal may also active Rejection of Rebellious Fools in response to attacks they defended against with Unbroken By Unacknowledged Blows.

A second purchase of this Charm at Essence 4+ allows the self-evident truth of the world to be made... more clear. The Infernal may spend a further two motes in Step 9 of any attack he used Unbroken By Unacknowledged Blows to defend against, imposing a Knockback effect on his attacker (this functions equally against ranged attackers). This effect moves them (Strength x 2 + Charisma x 2) yards, and must move them as far out of the Infernal's line of sight as possible ("over a cliff" is a perfectly valid example of being out of the Infernal's line of sight). Whether or not the effect actually manages to remove them from his line of sight, they automatically re-establish surprise over the Infernal, who suffers an irresistible Illusion that removes all memory of the attacker's presence in their last action.

Source: EarthScorpion

CRIPPLED IMPERATOR SHINTAI

Cost: 10m, 1wp, 1hl; **Mins:** Essence 5, Malfeas 0; **Type:** Simple

Keywords: Combo-Basic, Form-type, Obvious, Shaping

Duration: One scene

Prerequisites: , Rejection of Rebellious Fools, Impossibility of Base Treachery (x2), Viridian Legend Exoskeleton

The Demon Emperor, the Brass Dancer, the Devil-Tyrant Avatar; all these are the faces that Malfeas shows to the world. They know him as the mighty lord, as the beautiful prince, as the terrible tyrant. He permits none to see the Crippled Emperor, who lurks, cast from black Malfean lead, in the utter darkness between layers, hidden away from a world that it cannot and will not understand. In the First Age, the Half-Moon Rosheah Firesdottir hunted down the elusive and disturbing "jouten", finding it within the outermost layer of Malfeas, and spent several years studying its seemingly random stumbling through the tunnels of the Brass City, evading its blind, maddened lashing when it ended up in areas of hell which were not part of Malfeas. She eventually developed the hypothesis that it represents Malfeas' conception of his own mortality, and his attempts to imagine how the Neverborn, the subjects who he failed, must suffer. It exists in a dream-like world, where it knows that nothing but itself is real, blinded and surrounded by the whispers of fantasies and nightmares.

When the Infernal activates this Charm, he takes on some of this maimed nature, as his flesh sloughs away from his body, leaving only naked bones of black lead and cancerous growths of basalt. Though there are Old Realm characters carved into the bones, they are nothing but an endless, mad repetition, over and over the words "I AM I". Any armour fused to his form with Viridian Legend Exoskeleton remains, though it is similarly warped and hollowed, seeming more like a coating of ashen metal tumors than engineered protection. Over the hollow skull of the Infernal grows an animate mask of white-painted Malfean iron, tinged with rust. On Malfeas, it is utterly smooth and featureless, but an Infernal may have whatever features they wish, other than functional eyes.

Adopting this Shintai blinds the Infernal, imposing the normal -4 external penalty to all his actions. However, his blindness goes deeper than the eyes. He becomes unable to perceive other sapient beings as being anything more than inanimate terrain, even through his other senses. This makes him an invalid target for any and all social attacks, and automatically invalidates and rejects any mental influence (natural or otherwise) that would affect him; however, he cannot make any social attacks in this form; subterranean gurglings and mad ululating pleas for company are all that can leave his lips. In addition, all physical attacks against him are automatically unexpected, though he benefits from a discount of two motes to Unbroken By Unacknowledged Blows. Though he can blindly lash out at the meaningless, unreal world around him, allowing him to make attacks at the normal penalty for blindness, the destruction caused by these blows mean no more to him than the destruction caused to one's dreams by waking; he does not have to suppress Compassion for any reason.

The Infernal does not have to eat, breathe or sleep while in this form, and all Crippling, Shaping, Poison and Sickness effects are automatically rejected at no cost; the Infernal's body is his own, and nothing can affect it without his consent, which will never come. Finally, the infinite mass of the Infernal's self-enclosed ego grants him immunity to Knockback effects (including knockdown), and increases his natural soak by +15L/B. It also grants him 15L/B Hardness, or increases his highest Hardness rating by 5, whichever would be greater.

Source: EarthScorpion

UNFALTERING DEMOLITION DEFENSE

Cost: 2m; **Mins:** Essence 2, Malfeas 0; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Ablation of Brass and Fire

Malfeas shrugs off the ineffectual flailing of his enemies; their incompetence may tear down whole districts of the Demon City, but he will stand tall midst the wreckage. This Charm can be activated in response to any Knockback effect targeting the Infernal, perfectly negating it. However, doing so immediately inflicts a number of unsoakable levels of lethal damage equal to the number of yards the Infernal would have been pushed by the Knockback effect on every structure within (attacker's Strength) yards, in the form of a shockwave of pure force. If the Knockback effect was attached to an attack, this Charm is activated in Step 10, and its mote-cost is waived if the attack was completely parried or soaked down to minimum damage.

At Essence 3+, this Charm also permanently enhances both Invulnerable Wounding Futility and Ablation of Brass and Fire. The former now inflicts a Knockback effect on the attacker that pushes them a number of yards directly away from the Infernal equal to the raw damage of the counterattack. The latter can now be activated in Step 7 of an attack directed against the Infernal as a perfect soak, though this does not change its Imperfection, cost or manifestation, and does not alter the calculation of Invulnerable Wounding Futility.

Source: Revlid

HARDENED DEVIL BODY

Cost: -; **Mins:** Essence 1, Malfeas 0; **Type:** Permanent

Keywords: Native, Stackable

Duration: Permanent

Prerequisites:

This Charm serves as the Infernal equivalent of Ox-Body Technique. It may be taken a number of times equal to the lower of the Infernal's Stamina or Resistance rating. Each time it is learned, it grants the user additional Health Levels:

* Three -2 health levels and one -4 health level

Source: Manual of Exalted Power: Infernals

NIGHTMARE FUGUE VIGILANCE

Cost: -; **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: By Pain Reforged

This Charm allows the Infernal to go on as long as he wishes without sleep and not suffer any penalties. However, when they do choose to sleep, they find it more difficult to regain Willpower due to the disturbing nature of their dreams. Source Manual of Exalted Power: Infernals, p. 112

Source: Manual of Exalted Power: Infernals

BY AGONY EMPOWERED

Cost: -; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Nightmare Fugue Vigilance

This Charm enhances By Pain Reforged, extending its effects to include lethal wounds and, at higher essence, eventually aggravated wounds as well. Source Manual of Exalted Power: Infernals, p. 112

Source: Manual of Exalted Power: Infernals

SCAR-WRIT SAGA SHIELD

Cost: -; **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: By Pain Reforged

This Charm may be taken up to three times. Initially, this Charm increases the Infernal's Soak, but additional purchases of this Charm increase his Soak and add Hardness. Source Manual of Exalted Power: Infernals, p. 109

2.5errata source=Scroll of Errata
The Essence 4+ purchase of this Charm grants the warlock a bashing and lethal Hardness equal to his (unmodified Stamina + Essence), rather than setting them equal to his natural soak. Magical attacks have their minimum damage reduced by a single die (to a minimum of 1), rather than set to zero, by the Essence 4+ purchase.

Source: Manual of Exalted Power: Infernals

PURITY OF MADNESS DEFENSE

Cost: -(1 Limit); **Mins:** Essence 2, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: By Pain Reforged

This Charm allows the Exalt to perfectly defend against effects that would change their form. At higher Essence, they can extend this effect to nearby owned objects. Source Manual of Exalted Power: Infernals, p. 108

Source: Manual of Exalted Power: Infernals

IMPERVIOUS PRIMACY MANTLE

Cost: -(4m per scene); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Nightmare Fugue Vigilance

This Charm allows the Infernal to treat any mental influence framed as a command as an unacceptable order and for the cost of 4 motes grants him a bonus to Dodge MDV for the rest of the scene against those who would use attempt to stunt around this defense using manipulation to frame the command as something else. Source Manual of Exalted Power: Infernals, p. 112

Source: Manual of Exalted Power: Infernals

CROWNED WITH FURY

Cost: -; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Obvious, Social

Duration: Permanent

Prerequisites: Nightmare Fugue Vigilance

An Infernal with this Charm enhances any social attack that he makes that would normally be defended against by Impervious Primacy Mantle. Source Manual of Exalted Power: Infernals, p. 112

Source: Manual of Exalted Power: Infernals

RADIANT BOW OF FLAMES

Cost: -; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , Vitriolic Corona Endowment (x2), Kissed By Hellish Noon

This Charm permanently improves Vitriolic Corona Empowerment. Instead of a spear, the infernal can summon a bow made of solid green light. This bow has the same statistics of a short powerbow with no magical material bonuses and infinite Rate. Also, the arrows fired with this bow radiate with the green light of Ligier, having all the benefit of the first purchase of Vitriolic Corona Endowment. source uMaese Mateo

Source: Maese Mateo

GREEN SUN BURNING RAYS

Cost: - (1m per arrow); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Radiant Bow of Flames

Malfeas doesnt need ammunition, for he can transform his own fury into arrows. When the character summons the Radiant Bow of Flames, he can generate green essence arrows like an innate capability. Each arrow costs one mote of essence, and has the base damage of a Broadhead arrow.

source uMaese Mateo

Source: Maese Mateo

HELLISH WEAPON OF RETRIBUTION

Cost: -; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , Vitriolic Corona Endowment (x2)

This Charm permanently improves Vitriolic Corona Empowerment. When the character creates a weapon of green light with Vitriolic Corona Endowment, he can spend up to half his Essence (rounded up) to improve the weapons Accuracy, Damage and Defense. He can freely choose how to arrange these points with each invocation.

If the character knows Radiant Bow of Flames, he can improve Accuracy, Damage and Rate (+25 yards for each point spend).

A second purchase at Essence 6+ allows the Exalt to spend up to his Essence in points to improve the weapon stats.

Source uMaese Mateo

Source: Maese Mateo

FORGE FOR WAR

Cost: -; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , Vitriolic Corona Endowment (x2)

The King of the Primordials has mastered every weapon known, to spread great havoc upon his enemies. When the Reclamation comes, none shall escape his spiteful fury!

This Charm permanently improves Vitriolic Corona Empowerment, allowing the Infernal to summon any close combat weapon he knows. These weapons have the same special rules of the spear and the stats of artifact weapons up to 3 dots. It is important to note that this Charm only duplicates the basic stats of weapons, with no magical material bonus or any additional power. So, for example, if the character summons the Gauntlets of Distant Claws he will only obtain their basic close combat stats, not the ability to fire the central claw.

If the character knows Radiant Bow of Flames, he can choose summon instead a long powerbow.

source uMaese Mateo

Source: Maese Mateo

DANCE OF A THOUSAND FEELINGS

Cost: -; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Emotion

Duration: Permanent

Prerequisites: Fascination Evoking Dance

When Malfeas dance, everyone share his joy...or anger.

This Charm permanently improves its prerequisite. While under the effect of Fascination Evoking Dance, targets are taken over by feelings of happiness and amusement. With this improvement, when the Infernal dances, everyone who joins him feels overwhelmed by an emotion chosen by the character. They must still dance, sing or play an instrument, but they will do so inspired by that emotion.

For example, if the character inspires anger, the multitude will destroy everything alongside its path while performing.

source uMaese Mateo

Source: Maese Mateo

UNBOUND PULSE IMPACT

Cost: - (+2m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Kissed By Hellish Noon

Malfeas doesn't need to touch his victims, for his halo is enough to burn them alive.

This Charm permanently improves Green Sun Nimbus Flare. The character can make an arc of green fire to hit his enemy from his close combat weapon, at an additional cost of 2 motes when he activates Green Sun Nimbus Flare. This works like a normal close combat attack but has a maximum Range of (Essence x10) yards.

A second purchase at Essence 4+ increases the maximum Range to (Essence x20) yards.

A third and final purchase at Essence 5+ increases the maximum Range to (Essence x40) yards.

source uMaese Mateo

Source: Maese Mateo

INFINITE PRIMORDIAL HUNGER

Cost: -; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Skyfire-Seizing Repast

This Charm permanently improves its prerequisite. The character can reduce the post-soak damage of purely energy-based attacks by (Essence x2).

The motes he can regain equal the lesser of (her Essence x3) or the (original post-soak damage of the attack x3).

source uMaese Mateo

Source: Maese Mateo

BRAZEN SKIN-SHEDDING RESILIENCE

Cost: - (4m 1wp); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , Scar-Writ Saga Shield (x1)

Malfeas sheds old layers and grows new ones in vast cataclysms. When the Infernal is affected by a Crippling effect, he may spend 4m 1wp to shed the crippled limb or organ and replace it with a perfect replica made of Malfean substance - brass, marble, and demon-flesh. This ends the Crippling effect immediately with no lasting effects (save aesthetic ones, if an externally visible limb was replaced). For (Essence) days, that same Crippling effect cannot be reimposed; the new limb or organ is of inhuman resilience (this does not provide immunity to any other Crippling effect). If the limb is an arm/hand or foot/leg, the Infernal's Punch or Kick (as appropriate) gains +1 Damage for the same (Essence) days. After that time, the Infernal's body has reintegrated the new limb or organ, returning it to a more human appearance. Source uVultur10

Source: Vultur10

KING'S EVIL PURIFICATION

Cost: 4m or 5m, 1wp; **Mins:** Essence 3, Malfeas 0; **Type:** Simple

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisites: , Blight Internalization Transcendence, Magnanimous Warning Glyph

The Infernal can use this Charm to target a character affected by Green Sun Wasting or Final Viridescence that he is touching. They are immediately cured of that disease, its Malfean Essence-patterns gathered and condensed into the invisible brand described in Magnanimous Warning Glyph. Although the disease is removed, its ravages do not instantaneously vanish; the penalty it inflicts is immediately reduced by half, and then reduces by a further one every hour until it is completely gone, while cosmetic wounds caused by the disease heal normally. Diseases cured? in this way immediately return once the invisible brand is removed for any reason.

Alternatively, the Infernal may use this Charm at a cost of five motes and one point of Willpower, with a Speed of one long tick. Used in this manner, it immediately cures every character he can perceive within (Essence x 100) yards who is suffering from Green Sun Wasting or Final Viridescence, and already bears his invisible brand.

A second purchase of this Charm allows the warlock to increase its cost by two motes to also remove all non-magical diseases afflicting his target(s), though they must still be suffering from Green Sun Wasting or Final Viridescence to be targeted in the first place.

Source: Revlid

IDIOPATHIC PLAGUE-GOD INFLICTION

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Blight Internalization Transcendence, Gifts of Invisible Flame

This Charm permanently enhances Gifts of Invisible Flame, allowing the Infernal to internalize the feverish heat of the infection within his soul and skin whenever he uses that Charm to target himself. If he does so, he is rendered perfectly immune to all Sickness effects while that Charm is active, as though benefiting from Blight Internalization Transcendence. In addition, the Virulence of the infection he carries is set at (Essence) and does not decrease over time, rendering the Charm effectively indefinite.

However, this version of the Charm is not so invisible; it carries with it the cosmetic effects of Green Sun Wasting, cracking and peeling the Infernals skin with sores. Thankfully, this does not carry any of the actual penalties of that disease, but when the warlocks anima is flaring, this Charm becomes Obvious, as the light of his soul shines through his overcooked flesh, rendering it translucent and glowing.

Source: Revlid

WITHER AND DIE

Cost: ; **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Idiopathic Plague-God Infliction, Sun-Salted Fields

When the akuma called Fied Burgundy swaggered into Tiaijini City, her skin was peeling from her flesh, green fires burned in her eyes and swelled from the cracks in her scabs, and the air shimmered around her, least gods shuddering in the cold heat. By the time she was finally killed, entire districts were itching at their scalps

and vomiting in agony. This Charm permanently enhances both Sun-Salted Fields and the version of Gifts of Invisible Flame created by its other prerequisite. For the latter, if the warlocks anima is flaring at the 8-10 level or higher, the time necessary to provoke a Virulence check is decreased to one action. If his anima is flaring at the 16+ level, the range of the effect is increased to (Essence) yards, and all characters suffering from Green Sun Wasting or Final Viridescence within this radius immediately begin to suffer its full penalty, though the other effects of the disease are not similarly accelerated.

For the former, the warlock may use Sun-Salted Fields reflexively and at no cost whenever he marks off his Incapacitated health box, expanding the spiteful last gasp of that Charm to all wounds significant enough to warrant his attention. This benefit applies regardless of the type of damage it has been marked off with, or whether the Infernal has done so earlier in the scene.

Source: Revlid

WALKING WASTELAND SELF

Cost: (3m); **Mins:** Essence 4, Malfeas 0; **Type:** Permanent

Keywords: Sickness

Duration: Permanent

Prerequisites: , Wither and Die, Radiant Fury Dissolution

This Charm offers a number of benefits that facilitate the spread of the Demon City's favoured blight.

If the Infernal uses any Charm that would cause non-natives of Malfeas to suffer from Green Sun Wasting or Final Viridescence, he may choose (upon activation) to also apply the effects of that Charm to natives of Malfeas with a lower Essence rating than himself.

The Infernal may activate Sun-Salted Fields at no cost whenever he permanently kills a spirit with Radiant Fury Dissolution, though doing so centres the burst of Malfean Essence on the slain spirit, and keys its Virulence off that spirit's Essence rating, rather than the Infernal's.

Any weapon or armour superheated through Rebuking Impudent Arms or Carapace Oven Trick are also affected as though they had been subject to Gifts of Invisible Flame.

Whenever the warlock successfully inflicts a Crippling effect on a character with a Malfeas Charm, he may reflexively spend three motes to also infect them with Green Sun Wasting. This only applies to magical Crippling effects like Screams as Prayers Reminders or Tarnish Flash Technique, not mundane Crippling effects that are simply facilitated by Malfeas Charms (such as using the radiant spear created by Vitriolic Corona Endowment to lop off an arm). At Essence 6+, this instead causes Final Viridescence.

Source: Revlid

MERCILESS RADIATIVE THERAPY

Cost: -; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Cold Fire Desolation Brand, Blight Internalization Transcendence

The hateful Essence of Malfeas will stand for no rivals. A lesser disease will not be permitted to slay one's foe before the sickness of the green sun has made its way through their body. This Charm permanently expands the capacities of the Infernal Exalt. Any time she would infect a single character with Green Sun Wasting or Final Viridescence, she may choose to spend 2 motes and instead convey the variant inflicted by Blight Internalization Transcendence. This infection cures all other Sickness effects the character is suffering from, up to and including the Great Contagion, but renders the character infertile as a Crippling effect for the next season, inducing immediate delivery of viable infants and miscarriage of non-viable ones. It does not convey the lasting immunity to Sickness that Blight Internalisation Transcendence provides. Any character cured of a Sickness by this Charm gains an Intimacy of Terrified Awe towards the Infernal, which may not be weakened until they have gone at least a day without seeing their benefactor. If the character knows Fealty-Acknowledging Audience, then the brand counts as a vector, and so they may be infected at any time that the Infernal can see them.

At Essence 4, the capacity of this Charm expands; if a Charm would infect multiple people with Green Sun Wasting with a single activation, then the Infernal may instead chose to spend 5m and 1wp, and infect all those exposed with the modified variant. For charms such as Gifts of Invisible Flame, which affect an area, everyone exposed to the disease are infected by this modified variant. Such an expenditure also permits every Fealty Acknowledging Audience branded individual currently suffering from a Sickness effect to be infected, for Malfeas does not tolerate indolence in his servants.

With a repurchase at Essence 5, the infection does provide the immunity to other Sickness effects normally provided by Blight Internalisation Transcendence, for the same period of time as that Charm.

Source: EarthScorpion

CORPUS-BUILDING FEVER DREAMS

Cost: -; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Training

Duration: Permanent

Prerequisites: Merciless Radiative Therapy

One cannot help but be changed by exposure to Malfeas. Some waste away when exposed to his majesty. Others, though, take a new strength from it, bearing new growths and toughening up. When a character's fever breaks after being infected by its prerequisite, they may gain one dot in any of the following traits as a Training effect, up to a maximum of 4 dots; Strength, Stamina, Charisma, Resistance, Athletics, Performance, Conviction, or Valour. Should they wish, a character can convert their Appearance back into XP to pay for this, to represent twisting and scarring left by the disease.

Alternatively, as a Desecration effect, the character can gain any single mutation, chosen by the Infernal, as their flesh warps from exposure to Malfean Essence. Hardened Devil Body can be given to non-Exalts as an Abomination once, to represent flesh inured to pain by the terrible agonies of Green Sun Wasting.

A second purchase of this Charm permanently enhances Blight Internalization Transcendence, allowing the Infernal to treat the breaking of the fever of Final Viridescence inflicted by that Charm as a Training effect conveying instant knowledge of any Malfeas Charm he could learn, or any Heretical Charm with at least one Malfeas

Charm as a prerequisite. This benefit also applies to any character the Infernal applies the effects of Blight Internalization Transcendence to (such as through Merciless Radiative Therapy). From a chrysalis of sickness and wasted crippled flesh shall one burst free as a beautiful butterfly, he promises himself and his followers.

Source: EarthScorpion

MERCILESS RADIATIVE THERAPY

Cost: -; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Corpus-Building Fever Dreams

When two layers of Malfeas collide, craters of basalt and brass the size of Creation can be torn. Sometimes these scars flood with Kimberly, and the agony of this tickles gently against Malfeas' awareness, and the poisons within her tainted waters can sicken even him. But from the pain and sickness, new districts grow, stronger for the pain that went into them. This Charm enhances its prerequisite. Firstly, use of Blight Internalization Transcendence and Merciless Radiative Therapy also removes Poison effects from the target, the tainted body fluids seeping out through the open sores. This grants the same immunity to Poison as it does to Sickness.

Secondly, the Desecration effect of Corpus-Building Fever Dreams can be used to heal Crippling effects, by conveying an appropriate mutation. A Lidless Demon Eye might rest in a formerly-empty socket when the scabs of Green Sun Wasting fall off, for example, or a severed arm grow back with Talons. The Malfean source of the healing is clear; gnarled new limbs hardened with brassy scar tissue and faintly glowing organs that pulse with unnatural vitality show that their benefactor is not of Creation. Perhaps this is the source of the loyalty they convey their benefactor; if a mutation is used to heal in this manner, the target gains an Intimacy of Terrified Awe towards the Infernal which may not be eroded or weakened or removed in any way until the mutation is removed. If the mutation is removed by any means, the Crippling effect reasserts itself.

Source: EarthScorpion

NO-SHADOW SUN

Cost: - (+3m); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Kissed By Hellish Noon, World-Weathering Incandescence

The light of Ligier casts no shadows, and the rage of Malfeas knows no obstacles. Those who believe that they can hide from their rightful King will be sadly mistaken. Whenever an Infernal with this Charm activates Green Sun Nimbus Flare, they may pay an extra three motes to ignore all cover penalties granted by things that World-Weathering Incandescence can destroy. Any cover is permanently destroyed as with that Charm, leaving the naked cowardice of the foe revealed for all to see. The attack also ignores any defence bonus to PDV granted by shields that are made of materials not proof against World-Weathering Incandescence; such fallible shields are destroyed by the attack if the defender attempts to parry the attack despite the penalty. When within a place of habitation, the Infernal also nullifies all penalties to that attack,

apart from wound and multiple action penalties, for Malfeas knows all cities as lesser mimicries of himself, and so no lesser darkneses or fogs can stop his wrath.

Source: EarthScorpion

BY TYRANNY CROWNED

Cost: -; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Overdrive, Obvious

Duration: Permanent

Prerequisites: First Malfeas Excellency, Crowned With Fury

To the King of the Yozis, all that matters is the majesty and the force. To crush the will of a foe so he becomes yours is the same as killing him. All shall serve Malfeas or die. This Charm permanently alters the Infernal's capacity to spend Overdrive motes. She may now spend offensive motes on offensive social Charms as long as the aim of the social attack is to dominate, command or subjugate another sapient being. The action must be able to be enhanced with the First Malfeas Excellency, and so, as per the restriction of that Charm, any show of subtlety or restraint in the social attack renders this option inapplicable, along with all other restrictions imposed by the Excellency. When using this Charm, a burning green crown forms upon her forehead, as with Crowned With Fury.

Such dominion comes at a cost when it is rejected, however. Should an opponent spend willpower to resist an offensive-mote enhanced social attack, the Infernal loses an additional offensive mote, as memory of unthinkable loss of authority flickers within. The version of this Charm known by the Holy Tyrant did not have such a weakness, for he had never known defeat.

Source: EarthScorpion

ROARING EMERALD GLORY

Cost: (3m, 1hl); **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: Overdrive

Duration: Permanent

Prerequisites: Vitriolic Corona Endowment

Malfeas searing might pulses through the heart of the demon city, heating brass roofs to scorching temperatures and boiling outward in volcanoes of molten brass. Lesser vessels can only channel his power at others in a desperate attempt to avoid their own destruction. This Charm grants the Infernal an empty Overdrive pool with a capacity of ten motes. The Infernal gains one offensive mote whenever he causes damage to another character with a Green Sun Nimbus Flare, provided the attack it enhanced was made with a weapon created or enhanced by Vitriolic Corona Endowment.

In addition, the Infernal can use Vitriolic Corona Endowment to enhance any weapon he owns and is wielding at a reduced cost of three motes and one lethal health level; the blade deals aggravated damage to gods, and steams with a green light. Mundane weapons enhanced in this fashion become exceptional and as indestructible as artifacts for the duration, taking on a brassy sheen, but crumble into gritty ash once the Charm ends.

Source: Revlid

REBEL-TINDER RIGHTEOUSNESS

Cost: ; **Mins:** Essence 3, Malfeas 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Vitriolic Corona Endowment, Radiant Fury Dissolution

When Malfeas returns to the Creation that dared spurn him, his fires will not be quenched; he shall fuel them with the bodies of his usurpers. Whenever the Infernal kills another character with Green Sun Nimbus Flare, he may reflexively activate Vitriolic Corona Endowment. Searing green light bursts from the victim's mouth, eyes, nostrils and fingertips, their skin becoming dry and brittle, cracking and imploding like a hollow eggshell around their ignited soul to form a lance of coruscating energy. If the killing attack was part of a flurry, any further attacks must be made with this new weapon. Further, if the victim was a god, Exalt, or any character with a permanent Essence rating of 5+, this activation of Vitriolic Corona Endowment has no health-level cost; the searing heat is shunted into the deceased, their inherent sins fuelling the conflagration.

Source: Revlid

YOZI JOLT

Cost: 5m; **Mins:** Essence 2, Martial Arts 2; **Type:** Simple (Speed 4)

Keywords: Combo-OK, Unholy, Obvious, Touch

Duration: Instant

Prerequisites: Any (Ability) Excellency

The Infernal uses this Charm to create an electrical discharge that can carry up to 30 yards if transmitted through the proper conductor. At a distance, it does three dice of damage which can be soaked with a (Stamina + Resistance) roll, difficulty 2; by touch, it does four dice which can also be soaked with a (Stamina + Resistance) roll, difficulty 3.

Source: Bodhisattva

WILLPOWER-ENHANCING STRIKE

Cost: 4m; **Mins:** Essence 2, Martial Arts 3; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisites: Essence-Stealing Strike

The Infernal draws off of the inner strength and resolve of their opponents. He invokes this Charm when he successfully hits an opponent and does damage to them. So long as he does at least one health level of damage against his opponent, he may activate this Charm. His player rolls one die for each health level of damage inflicted. This Charm restores of one point of temporary Willpower, plus one point for each success rolled. This Charm cannot raise the Exalt's Willpower above its normal value.

Source: Bodhisattva

LIGIER'S STRENGTH

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

Keywords: Combo-OK

Duration: Instant

Prerequisites:

The Infernal can call upon the green sun of Malfeas, Ligier, to give them strength. This Charm enhances an unarmed Martial Arts attack, improving its Accuracy by two and its Damage by one and making its damage Lethal. The Infernal can parry lethal hand-to-hand attacks without a stunt until his next action.

Source: Bodhisattva

HORNS OF THE DAMNED

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

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Ligier's Strength

The Infernal, upon activating this Charm, grows a pair of spiraling, chitinous black horns. Usually, they're worn as antlers, but for an additional mote of Essence, they can protrude from any other part of the Infernal's body. The horns have the following statistics: Speed 5, Accuracy +0, Damage +2L, Defense -1, Rate 2. A horned Infernal may instead choose to charge his enemies; this attack has the following statistics: Speed 6, Accuracy +0, Damage +5L, Defense -1, Rate 1.

Source: Bodhisattva

SKIN OF THE FLAME

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

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Ligier's Strength

Drawing upon the power of the green sun of Malfeas, the Infernal's body is covered by a skin of greenish flames. The flames grant the Infernal a bonus to Damage of +2L and anyone who uses Martial Arts attacks against him suffer 2L health levels every time their attack is successful. This damage is unblockable and undodgeable, but it can be soaked normally. Stealth is impossible while this Charm is active and anyone who sees the Infernal will know him as one of the Anathema instantly. The flames cast a pale green light strong enough to see by up to the Exalt's permanent Essence x 10 yards away. Anyone with a clear view of the Exalt can spot him from up to the Infernal's Essence x 50 yards away.

Source: Bodhisattva

GOD-STUNNING BLOW

Cost: 1m per die; **Mins:** Essence 2, Martial Arts 4; **Type:** Supplemental

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisites: Blow of Oramus

Even the fists of the Infernals can strike blows that can stun gods and monsters. This Charm identical to the Solar Charm Charms:Ox-Stunning Blow Ox-Stunning Blow, found on page 243 of the Second Edition Core book.

Source: Bodhisattva

SACHEVERELL'S STRIKE

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

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Infernal Hero Form

Channeling the fury of Sacheverell, He Who Knows the Shape of Things to Come, the Infernal's fists glow with an unholy radiance. This Charm is identical to the Solar Charm Charms:Heaven Thunder Hammer Heaven Thunder Hammer, found on page 242 of the Second Edition Core book.

Source: Bodhisattva

HURLING KICK

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

Keywords: Combo-OK

Duration: Instant

Prerequisites: Sacheverell's Strike

Infernals sometimes wish to cast aside their victims and seek others to show the truth of the Yozi. The Infernal using this Charm can kick his opponent away from him. The Infernal makes a clinch attack against their opponent and if successful, immediately tosses them up into the air, and impossibly fast, kicks her opponent a distance of (Martial Arts x 5) yards upward or (Martial Arts x 10) horizontal yards. The attack does (Strength + 3) bashing damage (unless the Infernal has her Form-Charms active, then the damage inflicted is Lethal) and is a Speed 3 attack. Character thrown over cliffs or high into the air take additional damage normally. Targets that strike hard objects take damage as with Sacheverell's Strike. This attack is undodgeable, but can be blocked with Charms.

Source: Bodhisattva

BATTLING THE HORDE

Cost: 5m, 1wp; **Mins:** Essence 2, Martial Arts 4; **Type:** Extra-Action

Keywords: Combo-OK

Duration: Instant

Prerequisites: Infernal Hero Form

The Sinners are the equal in battle of the Lawgivers, and desire nothing more than to put down the Solars and their allies, just as the Solars defeated the Primordials ages ago. This Charm is a flurry of many unarmed Martial Arts-based attacks. The Exalt makes a total number of attacks equal to (her Essence + 1). This Charm allows the Infernal to make these attacks regardless of her weapon's Rate, without multiple-action penalties and with a DV penalty equal to the highest penalty for any one attack. She may divide her attacks against any number of targets.

Source: Bodhisattva

REDEMPTION OF AGONY

Cost: 3m+, 1wp; **Mins:** Essence 3, Martial Arts 4; **Type:** Extra-Action

Keywords: Combo-OK

Duration: Instant

Prerequisites: Battling the Horde

One of the goals of the Yozis is to conquer Creation once more and to cast down the upstart Gods out of Heaven. To do this, they know that once they break free of their prison, their attacks must be relentless, until their opponents can no longer stand against them. Infernals who activate this Charm make one Martial Arts attack against their opponent as normal. If the attack is successful, the Infernal may pay 2 motes and attack again as a magical flurry. So long as the attacks are successful, the Infernal may continue to pay the 2 mote charge and press his attack until he has either made a number of attacks equal to (his Essence x 2) or he runs out of Essence. This Charm allows the Infernal to make these attacks regardless of his weapon's Rate, without multiple-action penalties and with a DV penalty equal to the highest penalty for any one attack. He must make all of the attacks against a single target.

Source: Bodhisattva

CASTIGATION

Cost: 3m, 1wp; **Mins:** Essence 4, Martial Arts 5; **Type:** Supplemental

Keywords: Counterattack, Knockback, Obvious

Duration: Instant

Prerequisites: God-Stunning Blow, Hurling Kick, Redemption of Agony

The Infernal burns with the unholy Essence of the Yozis. His strength and agility rise beyond the limits of human ability. This Charm supplements a single attack. The Exalt moves impossibly fast and can attack any one opponent within (Essence x 5) yards of him, regardless of his normal movement rate. The Infernal rushes toward his opponent and makes a single Martial Arts attack as normal. If the attack is successful, this Charm allows him to make one further unarmed Martial Arts attack that stuns his opponent in the same fashion that the Blow of Oramus does, then flings the target back a number of yards equal to the Infernal's Essence, knocking the opponent to the ground.

Source: Bodhisattva

WILLPOWER-DRAINING STRIKE

Cost: 7m; **Mins:** Essence 3, Martial Arts 5; **Type:** Supplemental

Keywords: Touch

Duration: Instant

Prerequisites: Willpower-Enhancing Strike

The Infernal draws off of the inner strength and resolve of their opponents. She invokes this Charm when she declares her attack. If she successfully hits an opponent and does damage to them, so long as she does at least one health level of damage against her opponent, her player rolls one die for each health level of damage inflicted. This Charm drains the target of one point of temporary Willpower and bestows it upon the Infernal for each success rolled (tens do not count as doubled). The Infernal cannot drain more points of temporary Willpower than she has dots of permanent Essence. This Charm cannot raise the Exalt's Willpower above its normal value and any temporary Willpower gained is treated as phantom Willpower which must all be spent before this Charm can be activated again.

For example, if on her attack "Thunder-Veiled Succubus" successfully does three points of damage to her opponent, her player rolls three dice. Her player rolls a four, a seven and a ten, so she drains two points of temporary Willpower from her opponent.

However, to this point, she has only spent one Willpower, so she can only gain one. She must then use that point of temporary Willpower she has gained before she can activate this Charm again.

If an opponent is robbed of all of their Willpower, they fall unconscious for the remainder of the scene.

Source: Bodhisattva

BLOW OF ORAMUS

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

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisites: Infernal Hero Form

The Infernal using this Charm channels the might of Oramus, the Dragon Beyond the World, to force his foes into submission. This Charm supplements an unarmed Martial Arts attack, stunning the Infernal's opponent for a number of ticks equal to the extra successes on the attack roll in addition to any damage that the attack inflicts. While the victim is stunned, they are considered inactive. Any actions that the Infernal's opponent was going to make prior to being struck by the Blow of Oramus begin anew "after" the stunning effect wears off. For example, if the Infernal acted on tick 7 after his opponent made a Speed 5 action, after being struck by the Blow of Oramus with three extra successes and being stunned for 3 ticks, they could not act again until tick 15 (Tick 7 + the 3 tick stun + their Speed 5 action).

Source: Bodhisattva

INFERNAL HERO FORM

Cost: 6m; **Mins:** Essence 2, Martial Arts 4; **Type:** Simple

Keywords: Form-type

Duration: One Scene

Prerequisites: Ligier's Strength, Horns of the Damned, Skin of the Flame

Infernals are adept at twisting the nature of Creation to suit the whims of their Primordial masters. While there is nothing formal about this fighting style, it is obvious that the raw and immeasurable might of the Yozis are behind the Infernals using this style. This art was perfected against the demonic hordes of the Yozis and practitioners have honed their skills against multitudes of First Circle demons before practicing their skills in Creation. While this form is active the Martial Artist can inflict and parry ranged and lethal damage without a stunt. Her attacks become Overwhelming, doing a minimum damage equal to her Martial Arts rating. Additionally, the Martial Artist reduces the speed of her attacks by (half the rating of their highest Virtue, rounded down).

Source: Bodhisattva

NAME INFERNAL HERO FORM

Cost: 6m; **Mins:** Essence 2, Martial Arts 4; **Type:** Simple

Keywords: Combo-OK

Duration: One Scene

Prerequisites:

The Yozis' Redeemers of Creation are adept at turning sinners' power against

them. While this form is active the Martial Artist can inflict and parry lethal damage with unarmed attacks. Her attacks become Overwhelming, doing a minimum damage equal to her opponent's Essence.

Source: Deadpool

LIGIER'S STRENGTH

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

Keywords: Combo-OK

Duration: Instant

Prerequisites:

The Infernal can call upon the green sun of Malfeas, Ligier, to give them strength. This Charm enhances an unarmed Martial Arts attack, improving its Accuracy by two and its Damage by one and making its damage Lethal. The Infernal can parry lethal hand-to-hand attacks without a stunt until his next action.

Source: Bodhisattva

HORNS OF THE DAMNED

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

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Ligier's Strength

The Infernal, upon activating this Charm, grows a pair of spiraling, chitinous black horns. Usually, they're worn as antlers, but for an additional mote of Essence, they can protrude from any other part of the Infernal's body. The horns have the following statistics: Speed 5, Accuracy +0, Damage +2L, Defense -1, Rate 2. A horned Infernal may instead choose to charge his enemies; this attack has the following statistics: Speed 6, Accuracy +0, Damage +5L, Defense -1, Rate 1.

Source: Bodhisattva

SKIN OF THE FLAME

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

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Ligier's Strength

Drawing upon the power of the green sun of Malfeas, the Infernal's body is covered by a skin of greenish flames. The flames grant the Infernal a bonus to Damage of +2L and anyone who uses Martial Arts attacks against him suffer 2L health levels every time their attack is successful. This damage is unblockable and undodgeable, but it can be soaked normally. Stealth is impossible while this Charm is active and anyone who sees the Infernal will know him as one of the Anathema instantly. The flames cast a pale green light strong enough to see by up to the Exalt's permanent Essence x 10 yards away. Anyone with a clear view of the Exalt can spot him from up to the Infernal's Essence x 50 yards away.

Source: Bodhisattva

INFERNAL HERO FORM

Cost: 6m; **Mins:** Essence 2, Martial Arts 4; **Type:** Simple

Keywords: Form-type

Duration: One Scene

Prerequisites: Ligier's Strength, Horns of the Damned, Skin of the Flame

Infernals are adept at twisting the nature of Creation to suit the whims of their Primordial masters. While there is nothing formal about this fighting style, it is obvious that the raw and immeasurable might of the Yozis are behind the Infernals using this style. This art was perfected against the demonic hordes of the Yozis and practitioners have honed their skills against multitudes of First Circle demons before practicing their skills in Creation. While this form is active the Martial Artist can inflict and parry ranged and lethal damage without a stunt. Her attacks become Overwhelming, doing a minimum damage equal to her Martial Arts rating. Additionally, the Martial Artist reduces the speed of her attacks by (half the rating of their highest Virtue, rounded down).

Source: Bodhisattva

BLOW OF ORAMUS

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

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisites: Infernal Hero Form

The Infernal using this Charm channels the might of Oramus, the Dragon Beyond the World, to force his foes into submission. This Charm supplements an unarmed Martial Arts attack, stunning the Infernal's opponent for a number of ticks equal to the extra successes on the attack roll in addition to any damage that the attack inflicts. Any actions that the Infernal's opponent was going to make prior to being struck by the Blow of Oramus begin anew "after" the stunning effect wears off. For example, if the Infernal acted on tick 7 after his opponent made a Speed 5 action, after being struck by the Blow of Oramus with three extra successes and being stunned for 3 ticks, they could not act again until tick 15 (Tick 7 + the 3 tick stun + their Speed 5 action).

Source: Bodhisattva

GOD-STUNNING BLOW

Cost: 1m per die; **Mins:** Essence 2, Martial Arts 4; **Type:** Supplemental

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisites: Blow of Oramus

Even the fists of the Infernals can strike blows that can stun gods and monsters. This Charm identical to the Solar Charm Charms:Ox-Stunning Blow Ox-Stunning Blow, found on page 243 of the Second Edition Core book.

Source: Bodhisattva

SACHEVERELL'S STRIKE

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

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Infernal Hero Form

Channeling the fury of Sacheverell, He Who Knows the Shape of Things to Come, the Infernal's fists glow with an unholy radiance. This Charm is identical to the Solar Charm Charms:Heaven Thunder Hammer Heaven Thunder Hammer, found on page 242 of the Second Edition Core book.

Source: Bodhisattva

HURLING KICK

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

Keywords: Combo-OK

Duration: Instant

Prerequisites: Sacheverell's Strike

Infernals sometimes wish to cast aside their victims and seek others to show the truth of the Yozis. The Infernal using this Charm can kick his opponent away from him. The Infernal makes a clinch attack against their opponent and if successful, immediately tosses them up into the air, and impossibly fast, kicks her opponent a distance of (Martial Arts x 5) yards upward or (Martial Arts x 10) horizontal yards. The attack does (Strength + 3) bashing damage (unless the Infernal has her Form-Charm active, then the damage inflicted is Lethal) and is a Speed 3 attack. Character thrown over cliffs or high into the air take additional damage normally. Targets that strike hard objects take damage as with Sacheverell's Strike. This attack is undodgeable, but can be blocked with Charms.

Source: Bodhisattva

BATTLING THE HORDE

Cost: 5m, 1wp; **Mins:** Essence 2, Martial Arts 4; **Type:** Extra-Action

Keywords: Combo-OK

Duration: Instant

Prerequisites: Infernal Hero Form

The Sinners are the equal in battle of the Lawgivers, and desire nothing more than to put down the Solars and their allies, just as the Solars defeated the Primordials ages ago. This Charm is a flurry of many unarmed Martial Arts-based attacks. The Exalt makes a total number of attacks equal to (her Essence + 1). This Charm allows the Infernal to make these attacks regardless of her weapon's Rate, without multiple-action penalties and with a DV penalty equal to the highest penalty for any one attack. She may divide her attacks against any number of targets.

Source: Bodhisattva

REDEMPTION OF AGONY

Cost: 3m+, 1wp; **Mins:** Essence 3, Martial Arts 4; **Type:** Extra-Action

Keywords: Combo-OK

Duration: Instant

Prerequisites: Battling the Horde

One of the goals of the Yozis is to conquer Creation once more and to cast down the upstart Gods out of Heaven. To do this, they know that once they break free of their prison, their attacks must be relentless, until their opponents can no longer stand against them. Infernals who activate this Charm make one Martial Arts attack

against their opponent as normal. If the attack is successful, the Infernal may pay 2 motes and attack again as a magical flurry. So long as the attacks are successful, the Infernal may continue to pay the 2 mote charge and press his attack until he has either made a number of attacks equal to (his Essence x 2) or he runs out of Essence. This Charm allows the Infernal to make these attacks regardless of his weapon's Rate, without multiple-action penalties and with a DV penalty equal to the highest penalty for any one attack. He must make all of the attacks against a single target.

Source: Bodhisattva

CASTIGATION

Cost: 3m, 1wp; **Mins:** Essence 4, Martial Arts 5; **Type:** Supplemental

Keywords: Counterattack, Knockback, Obvious

Duration: Instant

Prerequisites: God-Stunning Blow, Hurling Kick, Redemption of Agony

The Infernal burns with the unholy Essence of the Yozis. His strength and agility rise beyond the limits of human ability. This Charm supplements a single attack. The Exalt moves impossibly fast and can attack any one opponent within (Essence x 5) yards of him, regardless of his normal movement rate. The Infernal rushes toward his opponent and makes a single Martial Arts attack as normal. If the attack is successful, this Charm allows him to make one further unarmed Martial Arts attack that stuns his opponent in the same fashion that the Blow of Oramus does, then flings the target back a number of yards equal to the Infernal's Essence, knocking the opponent to the ground.

Source: Bodhisattva

VITRIOLIC BODY DEFENCE

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

Keywords: Combo-OK

Duration: Instant

Prerequisites: Infernal Hero Form

The Infernal cannot be restrained; to do so only endangers those fools who would attempt to hold her back from her true mission. If the Infernal is clinched or otherwise restrained she may spend 3 motes to make her entire body scorch like acid, dealing lethal damage equal to her essence.

Source: Enchantress

NAME RAGE OF THE GREEN SUN

Cost: 1 permanent willpower; **Mins:** Essence 5, Martial Arts 5; **Type:** Simple

Keywords: Obvious

Duration: One Scene

Prerequisites: Castigation

The Martial Artist Prays to the Green Sun to bestow its light. With a successful pray roll the martial artist begins to steam in the colors of black and green, and his eyes and mouth are overwhelm with the light of the green sun. The Martial Artist gains the following benefits.

All combat skills are multiplied by number of wounds they have taken.

The ability to parry, deal, and block Aggravated damage unarmed.

Every tick they absorb half of every mote spent by the Martial Artist or anyone else with in his wounds*essence yards.

Gains the tag Overwhelming on all martial art attacks equal too (wounds*essence)
All Infernal Hero Charms are half cost.

But this charm does not go unpaid. The draw backs force the Martial Artist to use this charm only in dire needs.

The martial artist must kill (essence)number of people, if the number of deaths do not equal the essence of the Martial artist they lose all exalted abilities in for days equal to the difference needed. This effect happens at the end of the scene.

If The Martial Artist does not kill anyone while under the effects of the charm the Martial Artists remaining mote are totaled into unsoakable Aggravated damage to the martial artist and the area around him equal to his total remaining motes in yards.This draw back does not effect the Martial Artist until the next sunrise.

Both negative effects will be activated if no person is killed under the effects of the charm.

No matter what happens after the charm has been used the eyes of the Infernal exalted are turned into Ebony permanently.

Only the Ebony Dragon him self can bestow the teaching needed to learn this charm.

Source: Rahod

GREEN-SUN TYRANT ASCENDANCY

Cost: 2ahl, 1wp; **Mins:** Essence 5, Martial Arts 5; **Type:** Reflexive

Keywords: Combo-OK, Native, Obvious

Duration: One day

Prerequisites: All-Consuming Rampage Release

The Infernals are mighty beings, heirs to the power of the imprisoned makers of the world. They have been given might almost beyond mortal comprehension, and yet they seek more power still. By wracking his fleshly frame, an Infernal can raise himself to transcendent heights of dreadful glory.

As a permanent upgrade, the Infernal gains the ability to spend experience normally to buy his Essence rating up to a dot higher than his age would otherwise allow. This is treated as his natural Essence rating for the purpose of buying Attribute and Ability dots, Charms, and other traits. However, he may use the benefits of this higher Essence rating only while Green-Sun Tyrant Ascendancy is active. When the Charm is not active, he is treated as though his Essence rating is whatever it would be if he did not possess Green-Sun Tyrant Ascendancy, and as though he did not possess any Charms or dots that this lower Essence rating would not permit him to obtain.

When the Charm is activated, vitriol briefly burns in the Infernal's veins, searing away all obstacles to his transcendent demonic majesty, but maddening him. He enters a state of rage identical to a partially controlled Berserk Anger Limit Break. The Infernals anima immediately flares to its full splendor when Green-Sun Tyrant Ascendancy is activated, and recedes at its normal rate. However, far more visible is a massive pillar of green sunfire that erupts upward from the Infernal, yet gives no heat; given flat ground and clear air, this pillar of cold fire can be seen for up to twenty miles.

The Infernal also gains 10 motes of Essence (three in the Personal Essence pool,

seven in the Peripheral Essence pool), filling the increased capacity of his mote pool due to his Essence increase.

Unlike other Infernal Monster Style expansions, this Charm is Native only to Green Sun Princes, just as Fallen Star Fury is Native to Sidereal akuma only. Akuma cannot learn this Charm.

Source Vultur10

Source: Vultur10

WORLD-SMASHING RAGE

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

Keywords: None

Duration: Permanent

Prerequisites: Retribution Will Follow

The Infernal Monster crushes all that stands in his way, strewing broken rubble and smoldering wreckage in his wake, an arsenal from which he can pull endless weapons. If the Infernal wields an improvised weapon, their Accuracy and Defense is raised to +0, ignoring any penalties due to being improvised. In addition, if he has Infernal Monster Form active, he doubles all stunt dice he is awarded when attacking of parrying with an improvised weapon.

Source: The Demented One

FINERY-SHREDDING CLAW

Cost: 2m; **Mins:** Essence 3, Martial Arts 4; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Infernal Monster Form

Beauty is a thing for victims, not monsters. The raging beast at the heart of the style lashes out at the tools of beauty as though they were mortal foes, spiting the beautifying touch of civilization. This Charm may supplement any attack made while in Infernal Monster Form that causes at least one level of damage. The target permanently loses any mundane social bonuses granted by the quality of their clothing, accessories, makeup etc if they wish to regain these bonuses, they must buy or apply new ones. Any bonuses to their appearance granted by Charms are lost for the rest of the scene, provided the Infernals Essence rating is equal to or higher than the Essence rating of whoever used the Charm. Artifact bonuses to appearance are also removed for the scene, provided the rating of the Artifact is lower than the Essence rating of the Infernal. If the Artifacts sole purpose is to improve the appearance of the user, it is also deattuned.

Source: Revlid

WILLPOWER-DRAINING STRIKE

Cost: 7m; **Mins:** Essence 3, Martial Arts 5; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisites: Willpower-Enhancing Strike

The Infernal draws off of the inner strength and resolve of their opponents. He invokes this Charm when he successfully hits an opponent and does damage to them.

So long as he does at least one health level of damage against his opponent, he may activate this Charm. His player rolls one die for each health level of damage inflicted. This Charm drains the target of one point of temporary Willpower and bestows it upon the Infernal, plus one point for each success rolled. This Charm cannot raise the Exalt's Willpower above its normal value. If an opponent is robbed of all of their Willpower, they fall unconscious for the remainder of the scene.

Source: Bodhisattva

ESSENCE-STEALING STRIKE

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

Keywords: Combo-Basic, Touch

Duration: Instant

Prerequisites: —

The more powerful the foes that the Infernal faces, the greater the power of the Infernal's spirit. The Infernal invokes this Charm to supplement an attack that they are making against a foe. For every die of damage that they roll against their foe in post-soak damage dice, the Infernal rolls two dice. For each success on this roll, to a maximum of her Stamina in successes, the Sinner receives a number of motes of Essence equal to her permanent Essence score, and her opponent loses the same amount from their peripheral pool, flaring their anima banner to a level equal to the total number of motes spent and stolen up to that point. Beings with no access to their Essence pool do not flare any anima banner and only have a total of five motes per point of permanent Essence they possess to be stolen. If an opponent is robbed of all of their Essence, they must make a reflexive (Stamina + Resistance) roll, difficulty 1, or fall unconscious for the remainder of the scene. For example, an Essence 2 Infernal with Stamina 3 would receive two motes with one success, four motes with two successes and six motes with three or more successes. This Charm cannot increase the Infernal's Essence pool past its normal maximum, and the Infernal can never gain more than 20 motes from any combination of Charms including Essence-Stealing Strike during a single one of her actions.

Source: Bodhisattva

PLAGUE MASTERY

Cost: 4m or 6m; **Mins:** Essence 1, Medicine 3; **Type:** Simple

Keywords: Touch

Duration: Permanent

Prerequisites: Any Medicine Excellency

Infernals can be the masters of disease and the sources of plagues. They often use their Malfean Essence to taint those of Creation as punishment for defying the true masters of Creation, but causing diseases can have other useful effects. It can rid the Infernal of bothersome mortal opponents, cause mass fear and hysteria in a populace or draw attention away from the Infernals true plans. The Infernal can spend four motes and use this Charm to create disease in a single mortal with a Virulence no greater than the Infernal's Essence. (For diseases, see "'Exalted'", pages 350-353.) Alternatively, the Infernal may choose to come before mortals as a savior, spending six motes and curing any disease with a Virulence no greater than the Infernal's Essence.

Source: Bodhisattva

BREATH OF CONTAGION

Cost: 12m, 1wp, 1ahl; **Mins:** Essence 5, Medicine 5; **Type:** Supplemental

Keywords: Touch

Duration: Instant

Prerequisites: Plague Mastery

The horrors of Creation are nothing compared to the retribution that is to come, and there shall be fire and plague that sweeps all of the enemies of the Yozis from the face of Creation. The demon-princes have been given the gift to revisit Creation's greatest horror upon it, if in a limited fashion. The Infernal cuts herself, coating her hand in her own blood and makes a touch attack. If successful, she infects her victim with a plague that is similar to the Great Contagion. While this version of the disease is not communicable, it is still deadly to mortals and Exalts alike. To mortals, this disease is incurable and the infected dies in a matter of hours equal to their (Stamina + Resistance). For Exalts and other Essence-wielders, this disease has a Virulence, Treated Morbidity and Difficulty to Treat of 5. Left untreated, the Exalt will also die in a matter of (Stamina + Resistance) hours. Every hour the Exalted victim is exposed to this disease causes a -1 penalty to all actions until the Exalt is left immobile and unable to care for himself. It takes a number of weeks equal to the total penalty for the cured Exalt to recover (minimum of 1 week) from this illness.

Source: Bodhisattva

CLOUD THE MIND

Cost: 5m; **Mins:** Essence 2, Medicine 3; **Type:** Simple

Keywords: Touch

Duration: Essence days

Prerequisites: Plague Mastery

One of the most effective tools in a clever Infernal's arsenal is the ability to unhinge the mind of their foes. Mentally unstable foes can be easily manipulated, or used to distract or even demoralize an enemy. The Infernal makes a touch attack as normal, and if the touch succeeds, they channel a small amount of their own twisted Essence into their victim. Their victim rolls Willpower against a difficulty of the Infernal's Essence. If the victim fails their roll, they faint, foam at the mouth, babble incoherently or exhibit other aberrant behaviors as determined by the Storyteller as their minds are gripped by mental derangement. The exact effects are up to the Storyteller to determine, but while suffering from this condition, the afflicted victim will take no actions against the Infernal whatsoever, either out of fear, common sense or the grip of madness.

Source: Bodhisattva

BLESSING OF IMMORTALITY

Cost: 15m, 2wp; **Mins:** Essence 5, Medicine 5; **Type:** Simple

Keywords: Obvious, Touch

Duration: Instant

Prerequisites:

The gift of immortality is dangerous and not granted lightly. It is well within the power and authority of the Yozis to grant such a gift to those who serve them well, but for an Infernal to bestow such a gift is difficult in the extreme. However, no mortal who truly understand the power that is being bestowed upon them would

willingly accept such a gift - that is, if they're in their right minds!

When a mortal is touched by the Exalt using this Charm, it automatically causes the touched skin to blacken and split open, angry red flesh revealed beneath the surface. This causes an unsoakable level of Aggravated damage to the victim every three ticks as their flesh peels off of their bones. When the victim's body finally falls apart and they die, their spirit rises up out of their body anew as a First-Circle Demon in correspondence with the victim's highest Virtue (Sesselja for Compassion, Neomah for Conviction, Angyalka for Temperance or Teodozji for Valor). If no Virtue is clearly dominant, the Storyteller chooses the final form based on whatever Virtues are highest. The demon acts as if it had just been summoned by the Infernal through Sorcery and is subject to all the rules and restrictions of summoned demons. When the demon's service has ended, it is drawn back to Malfeas, truly a creature of that twisted realm.

Source: Bodhisattva

BLEEDING THE WOUND

Cost: 20m, 1ahl; **Mins:** Essence 5, Medicine 5; **Type:** Simple

Keywords: Obvious, Touch

Duration: Instant

Prerequisites:

The Yozi know the pain of the Exalted charms. They know of how their cursed magic allowed them to strike wounds that no normal nor magical healing could cure. To prepare their dark servants for the battles that will inevitably be follow, the Yozi developed a charm to force the vile, "holy" essence from their chosen's wounds and allow them to re-commit themselves to battle sooner. By making an incision at a key point in the body, the Infernal may drain the magical essence from their bodies that inflicted the aggravated damage. As the blood flows out a new magical wound forms at the site of the incision while the old wounds fade.

Using an (Intelligence)+(Medicine) dice pool the Infernal must succeed at roll with a difficulty equal to the number of aggravated health levels of damage he has. On a success, he takes the 1 aggravated damage and turns all other aggravated damage into lethal. On a failure he merely gains 1 lethal health level damage which may be healed as normal. On a botch he takes the 1 aggravated damage, but all of his old aggravated damage remains.

Source: Chosen of the Neverborn

GAZING INTO THE HEART OF MADNESS

Cost: -; **Mins:** Essence 3, Medicine 4; **Type:** Simple

Keywords:

Duration: Permanent

Prerequisites: Cloud the Mind

This Charm is an enhancement to the Charm Cloud the Mind. The Infernal no longer needs to touch their victims to cause a mental derangement, simply make eye contact with their victims (by making a successful Presence or Performance social attack). The Infernal is also able to spend a point of temporary Willpower to ensure the Charm's effects last permanently. It requires the use of Charms such as Ailment-Rectifying Method or Purity of Mind Method to cure the insanity caused by this Charm if the effect is made permanent. source uBodhisattva

Source: Bodhisattva

HEAVY HAND

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

Keywords: Combo-OK

Duration: Instant

Prerequisites: Any Melee Excellency

The Yozis realized early on after the Primordial War that some of their children would require a heavy hand when punishment came. To that end, they have empowered their Chosen with great physical strength and prowess in battle. This Charm functions as the Solar Charm Hungry Tiger Technique, found on p. 190 of the Core Rulebook.

Source: Bodhisattva

PYRE-BUILDING STRIKE

Cost: 1m per die; **Mins:** Essence 1, Melee 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Heavy Hand

The Infernal manifests her true strength and lashes out with a powerful Essence-fueled blow. This Charm functions as the Solar Charm Fire and Stones Strike, found on p. 190 of the Core Rulebook.

Source: Bodhisattva

HUNGER OF THE SWORD

Cost: 1m; **Mins:** Essence 1, Melee 2; **Type:** Reflexive (Step 1)

Keywords: Combo-OK

Duration: One action

Prerequisites: Any Melee Excellency

Much to the chagrin of the Solar Exalted, Infernals are just as swift as they are. This Charm functions as the Solar Charm One Weapon, Two Blows, found on p. 191 of the Core Rulebook.

Source: Bodhisattva

POISON-LILY FLOURISHING

Cost: 2m per attack; **Mins:** Essence 2, Melee 3; **Type:** Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Hunger of the Sword

Like the poison-lilies of the demon world, the Chosen of the Demon Princes can unleash a powerful series of attacks that can stun or overwhelm their opponents entirely with the savagery and rapidity that only one suffusing their bodies with Essence could hope to reproduce. This Charm functions as the Solar Charm Peony Blossom Attack, found on p. 191 of the Core Rulebook.

Source: Bodhisattva

INCANDESCENT CYCLONE ATTACK

Cost: 5m, 1wp; **Mins:** Essence 2, Melee 5; **Type:** Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Poison-Lily Flourishing

Focusing on her foes, the Infernal conserves her Essence and makes a concentrated flurry of attacks. This Charm functions as the Solar Charm Iron Whirlwind Attack, found on p. 191 of the Core Rulebook.

Source: Bodhisattva

READY AND EAGER WEAPON

Cost: 1m; **Mins:** Essence 2, Melee 2; **Type:** Reflexive (Step 2)

Keywords: Obvious

Duration: Instant

Prerequisites:

Infernal's have a strong bond with their weapons and can recall them back to their hand at will. This Charm functions as the Solar Charm Call the Blade, found on pp. 191-192 of the Core Rulebook.

Source: Bodhisattva

HAND-BOUND WEAPON

Cost: 1m; **Mins:** Essence 3, Melee 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Indefinite

Prerequisites: Ready and Eager Weapon

The weapons of some Infernals are almost extensions of their very selves. This Charm automatically prevents any attempt to disarm the Infernal.

Source: Bodhisattva

FLAMING INFERNAL SPEAR

Cost: 6m+, 1wp; **Mins:** Essence 3, Melee 4; **Type:** Simple

Keywords: Combo-OK, Obvious, Unholy

Duration: One scene

Prerequisites: Ready and Eager Weapon

The Essence of the Sinners manifests itself in the form of a fiery spear of green flames. This spear is always a glowing weapon that inflicts aggravated damage against Solars, Lunars, Sidereals, Terrestrial Exalted, gods, spirits, elementals and Dragon Kings and sheds light as if it was as bright as a torch. The Exalt can summon this weapon to her hand from anywhere it has fallen as a diceless miscellaneous action.

The player defines the appearance of this blade when purchasing this Charm. She can also define its weapon qualities, as follows. If she chooses a light, agile spear with Speed 3, she can divide a number of points equal to her Melee score between its Accuracy, Defense and lethal damage. If she chooses a larger spear with Speed 5, she can divide a number of points equal to twice the Infernal's Melee score between its Accuracy, Defense and lethal damage. In both cases, Accuracy, Defense and Damage begin at 0 and cannot be lowered. The player can change this choice and allocation only when the character raises her Melee score. This weapon has unlimited Rate.

Characters can use this Charm to summon paired javelins, one in each hand. Doing so increases the Charm's cost by four motes, to a total of 10 motes, one Willpower.

Players wishing to have multiple options can purchase this Charm a number of times equal to the character's Melee. Each purchase defines a different spear with different properties.

Source: Bodhisattva

DARTING SHRIKE TECHNIQUE

Cost: 2m or 4m; **Mins:** Essence 2, Melee 3; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Ready and Eager Weapon

Sinners have a responsibility to their Yozi masters to bring the rest of Creation back into the fold, but some foes are not within reach. To address this, the Primordials blessed their Chosen with this Charm. This Charm functions as the Solar Charm Iron Raptor Technique found on p. 192 of the Core Rulebook.

Source: Bodhisattva

CONFLAGRANT MISSILE

Cost: 3m, 1wp; **Mins:** Essence 3, Melee 5; **Type:** Simple (Speed 4)

Keywords: Combo-OK, Obvious, Unholy

Duration: Instant

Prerequisites: Darting Shrike Technique

The caste mark of the Infernal sets itself ablaze as she casts a ball of flames from her weapon at her foe. This Charm functions as the Solar Charm Blazing Solar Bolt found on p. 192 of the Core Rulebook.

Source: Bodhisattva

REFRESHED WARRIOR DEFENSE

Cost: 2m; **Mins:** Essence 1, Melee 2; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Any Melee Excellency

Infernals have the power to refresh themselves in the midst of heavy combat, giving themselves a defensive advantage over their foes. This Charm functions as the Solar Charm Dipping Swallow Defense found on p. 192 of the Core Rulebook.

Source: Bodhisattva

STONE GUARDIAN'S STANCE

Cost: 5m; **Mins:** Essence 2, Melee 3; **Type:** Reflexive (Step 2)

Keywords: Combo-Basic

Duration: Until next action

Prerequisites: Refreshed Warrior Defense

Infernals can stride through fields of gibbering and rending demons completely unharmed. This Charm functions as the Solar Charm Bulwark Stance found on p. 193 of the Core Rulebook.

Source: Bodhisattva

INVULNERABLE CHAMPION AEGIS

Cost: 4m; **Mins:** Essence 2, Melee 4; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Stone Guardian's Stance

Learning how to defend against the mightiest blows of the demon-souls of the Primordials, the Sinners are more than prepared for anything that the denizens of Creation and even the gods of Yu-Shan might send against them. This Charm functions as the Solar Charm Heavenly Guardian Defense found on p. 193 of the Core Rulebook.

Source: Bodhisattva

JADEFORM GUARDIAN'S STANCE

Cost: 5m, 1wp; **Mins:** Essence 2, Melee 5; **Type:** Simple

Keywords: Combo-OK

Duration: One Scene

Prerequisites: Stone Guardian's Stance

The Yozis have invested much in the Infernal Exalted and do not wish to see them fall before their time. This Charm functions as the Solar Charm Fivefold Bulwark Stance found on p. 194 of the Core Rulebook.

Source: Bodhisattva

FURIOUS RETALIATION

Cost: 3m; **Mins:** Essence 1, Melee 4; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisites: Refreshed Warrior Defense

The Infernal Exalted know how to trade blow for blow and are masters at responding to aggression. This Charm functions as the Solar Charm Solar Counterattack found on p. 194 of the Core Rulebook.

Source: Bodhisattva

INFINITELY PROUD BEARING

Cost: 5m; **Mins:** Essence 2, Melee 5; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Obvious

Duration: Until next action

Prerequisites: Furious Retaliation

Sinners are ready to throw back the attacks of entire armies. This Charm functions as the Solar Charm Ready in Eight Directions Stance found on p. 194 of the Core Rulebook.

Source: Bodhisattva

QUICKENING STRIKE

Cost: 2m per Speed rating; **Mins:** Essence 2, Melee 4; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Any Melee Excellency

Infernal Exalts are peerless when it comes to the speed and savagery of their attacks. The Exalt using this Charm can lower the speed of their attack for a cost of two motes per Speed rating increased. The Infernal may spend no more motes of Essence to power this Charm than they have dots of Melee. For example, if an Infernal making a Speed 5 attack spends 4 motes to reduce the Speed of their attack to a Speed 3 attack. No attack can be reduced lower than Speed 2 with use of this Charm.

Source: Bodhisattva

FLASHING SWORD BLUR

Cost: 6m, 1wp; **Mins:** Essence 4, Melee 5; **Type:** Simple

Keywords: Combo-Basic, Obvious

Duration: Instant

Prerequisites: Quickening Strike

Moving with a speed matched only by supernatural creatures, the Infernal charges her strike with Essence and attacks in a blur of motion. The attack's Speed is reduced by the Infernal's Essence (minimum Speed 1). If the Infernal is wielding a normal weapon and does more than 25L damage, the weapon is destroyed from the sheer force put into the blow. Weapons made of the Five Magical Materials are able to withstand the tremendous force built up in this attack.

Source: Bodhisattva

LOYAL WEAPON RECALL

Cost: 1m; **Mins:** Essence 2, Melee 3; **Type:** Simple (Speed 3)

Keywords: Combo-OK

Duration: Indefinite

Prerequisites: Ready and Eager Weapon

This Charm functions as the Solar Charm Summoning the Loyal Steel, found on p. 192 of the Core Rulebook.

Source: Bodhisattva

STROKE OF MIDNIGHT

Cost: 8m, 1wp; **Mins:** Essence 5, Melee 5; **Type:** Supplemental

Keywords: Combo-Basic, Obvious

Duration: Instant

Prerequisites: Flashing Sword Blur

Foolish are those who stand against the righteous judgment of the Primordials, and foolish are those who fight against their Infernal servants. Body aglow with the corrupted Essence of the Yozis themselves, the Exalt moves with a speed that no mortal can match, nor can any eye follow. Use of this Charm makes any melee attack by the Infernal considered unexpected. If the Infernal's attack would normally be unexpected, then this Charm negates the effect of any Charms that would make the attack expected, such as Reflex Sidestep Technique, Surprise Anticipation Method or All-Encompassing Earth Sense.

Source: Bodhisattva

INSIDIOUS ATTACK

Cost: 2m; **Mins:** Essence 2, Melee 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Any Melee Excellency

Infernals are taught early on to recognize the weaknesses in their foes defenses. This Charm supplements a Melee-based attack, granting the Infernal's weapon the Piercing tag for a single attack.

Source: Bodhisattva

SPEAR PIERCES SHIELD

Cost: 4m; **Mins:** Essence 4, Melee 5; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Insidious Attack

The viciousness of an Infernal is matchless, even by the Lawgivers. This Charm supplements a Melee-based attack, causing the attack to negate a number of points of soak (from either armor, Charms or sorcery) equal to the Infernal's (Melee + Essence). This Charm does not affect natural soak, nor does it affect the Hardness value.

Source: Bodhisattva

GLORY OF THE SWORDMASTER

Cost: 5m, 1wp; **Mins:** Essence 5, Melee 5; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Insidious Attack

Being trained by the ultimate masters of combat in Malfeas, and using the twisted Essence of the demon world, the Exalt is able to channel their Essence into a single, perfect strike. The attack supplemented by this Charm for all purposes becomes a perfect attack, ignoring all normal defenses and landing on the Exalt's enemy with a single success. The attack cannot be dodged or parried without the use of a perfect defense Charm - semi-perfect defenses are even rendered inapplicable. The damage from the attack can be soaked normally.

Source: Bodhisattva

FALLING BOULDER STRIKE

Cost: 3+m; **Mins:** Essence 2, Melee 3; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Any Melee Excellency

As boulders inevitably fall to the ground, smashing anything they land upon, so do the strikes of the Princes of the Green Sun. Summoning forth their Essence and channeling it into their strikes, and Infernal can leap up to (Essence x 2) yards and strike out against their foes. Additionally, this Charm adds a number of dice to the Accuracy of the strike equal to the number of motes spent powering this Charm after the first three motes are spent. The Infernal can spend no more motes on improving the Accuracy of their strike than they possess dots of Melee.

Source: Bodhisattva

FURY OF THE ONI

Cost: 7m, 1wp; **Mins:** Essence 3, Melee 5; **Type:** Extra action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Falling Boulder Strike

Boiling with the rage of the most powerful demons, the Infernal gives herself up to the all-consuming anger burning within her soul and unleashes her unthinking fury upon her foes. After spending a point of Willpower and suffusing her body with Essence, the Sinner may make a number of attacks equal (to her Permanent Essence + 1). Each attack "must" be against a different foe; the Exalt may not attack the same foe multiple times, and the Exalt may leap (Essence + Willpower x 2) yards to reach each foe in succession.

If placed into a combo with Falling Boulder Strike, this Charm's movement enhancing effects supercede those of Falling Boulder Strike, but the Infernal may still enhance the accuracy of their strike.

Source: Bodhisattva

JUDGMENT OF THE EBON DRAGON

Cost: -; **Mins:** Essence 4, Melee 5; **Type:** Permanent

Keywords:

Duration: N/A

Prerequisites: Incandescent Cyclone Attack

Burning with the unholy malevolence of the Demon Princes and channeling the fury of the Ebon Dragon, the Infernal brings down judgment upon his enemies. This Charm functions as the Solar Charm Invincible Fury of the Dawn, found on p. 191 of the Core Rulebook. Source uBodhisattva

Source: Bodhisattva

DIVINE BURNING LANCE

Cost: -; **Mins:** Essence 5, Melee 5; **Type:** Permanent

Keywords:

Duration: N/A

Prerequisites: Flaming Infernal Spear

Some Infernals have developed more powerful spears with which to bring divine judgment down upon their foes. This Charm increases the starting values of Accuracy, Defense and Damage to 2 when the Infernal summons forth her flaming spear with the Infernal Charm Flaming Infernal Spear. source uBodhisattva

Source: Bodhisattva

DIVINE BLESSING OF PROTECTION

Cost: -; **Mins:** Essence 5, Melee 5; **Type:** Permanent

Keywords:

Duration: Instant

Prerequisites: Invulnerable Champion Aegis

This Charm allows the character to prepare a single invocation of Invulnerable Champion Aegis. Otherwise, this Charm functions as the Solar Charm Protection of Celestial Bliss found on p. 194 of the Core Rulebook save that it enhances Invulnerable Champion Aegis instead. Source UBodhisattva

Source: Bodhisattva

HAND-BOUND WEAPON

Cost: 1m; **Mins:** Essence 3, Melee 3; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: One scene

Prerequisites: Ready and Eager Weapon

The weapons of some Infernals are almost extensions of their very selves. This Charm automatically prevents any attempt to disarm the Infernal.

Source: Bodhisattva

DIVINE BURNING LANCE

Cost: -; **Mins:** Essence 5, Melee 5; **Type:** Permanent

Keywords: None

Duration: N/A

Prerequisites: Flaming Infernal Spear

Some Infernals have developed more powerful spears with which to bring divine judgment down upon their foes. This Charm increases the starting values of Accuracy and Damage to 2 when the Infernal summons forth her flaming spear with the Infernal Charm Flaming Infernal Spear.

Source: Bodhisattva

FIRST MORSTAL EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1, Morstal 0; **Type:** Reflexive (Step 1 for attack, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisites:

The All That Was is "despairing", "reflective" and seemingly "lethargic." He is rooted in "the past" and "loyalty" and as such feels the closest to joy he can understand when surrounded by "tradition" and "protocol". He is "bound to obedience", tied to his "obligations." He feels only "hopeless regret" and "hatred" for traitors. He has a perfect knowledge of "History" but is "blind to the future," only able to "react" to what has happened, planning ahead only to "imitate past plans" or to "act on past evidence." He can neither "create" or "imagine," only "extrapolate from the past."

Characters may apply this Charm to any actions in which they act in line with "tradition" or "protocol". They may also apply it to actions based in their "loyalty" to another, to "punish treachery" or to "uncover what has been forgotten." They may never apply it to rolls concerning "true creativity" although he can create very detailed works if they are "wholly derivative". They may never use this charm to "betray" one they call master, even in the service of another master. It may never be used to support "guesses as to the future" unless based on "significant evidence

from the past.” It is also totally incompatible with any and all attempts to divine the future and all kinds of Astrology.

Source: Foweraker

THIRD MORSTAL EXCELLENCY

Cost: 4m; **Mins:** Essence 1, Morstal 0; **Type:** Reflexive (Step 4 for attacker, Step 6 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisites: First Morstal Excellency

Unlike his bretherin Morstal understands the notion of his own ability to fail. As such he offers the Third Excelency in place of a version of Charms:(Yozi) Mythos Exultant (Yozi) Mythos Exultant. He may only use it on rolls that are applicable for the Charms:First Morstal Excellency First Morstal Excellency.Source Foweraker, adapted from Second Edition Core, p. 185.

Source: Foweraker

BECOME THE PATH OF HISTORY

Cost: -; **Mins:** Essence 1, Morstal 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites:

The All That Was forgets nothing. So that gift is now given to the Infernal. The Infernal recalls everything they have ever experienced in perfect detail. They can recognize someone by a whiff of perfume, repeat verbatim an epic poem first heard years earlier or recognize a specific person from among a crowd of hundreds. Generally, there is no roll to recall anything the character has ever experienced. Yet, if the character either attempts to recall something while under stress the player must roll (Occult + Essence), with a difficulty assigned by the Storyteller based on the level of stress involved. In addition only effects on a par with Primordial level magic such as The Loom Of Fate can remove the Infernals memories without resistance. The Infernal may roll (Occult + Essence) vs a difficulty equal to the origin of the effects essence to resist any lesser attempt to modify or remove their memories and Morstal excellencies are always permissible on this roll.

Source: Foweraker

THE WHOLE EMBODIMENT OF SELF

Cost: 3m; **Mins:** Essence 2, Morstal 0; **Type:** Simple

Keywords:

Duration: Instant

Prerequisites: Become The Path Of History

All has passed into Morstal, even that which none noticed. As such the Infernal can explore their past more closely at a later date. With this charm the Infernal can re-examine a Scene from their life to look for specific details and even use charms to assist in their search for information. They can even look for information that they where in no position to notice the first time round, such as using an artefact to look for dematerialised spirits. While the Duration is listed as Instant the Infernal can

spend as much subjective time as they like examining the scene and can even pause, rewind and replay events. They cannot change their point of view however and the area is limited to the range of their senses at the time the event first happened, the can discover what was hidden, but not what was never in their view.

Source: Foweraker

BECOME THE TRUE PATHWAY

Cost: 10m; **Mins:** Essence 4, Morstal 0; **Type:** Simple (Six Long Ticks)

Keywords: Memory

Duration: Instant

Prerequisites: The Whole Embodiment Of Self

As they can do for their own minds, now the Infernals can raid the vault of the minds of their foes for memories. This charm requires the infernal to make skin contact with their target and retain it for the entire Six Long Ticks, breaking the contact ends the charm. The Infernal makes an undodgeable social attack with (Charisma + Presence). If they succeed then they can choose one scene from the targets memory to add to their own. The scene can be a known event or time (such as the meeting you attended at Noon on the first day of Descending Wood, RY 701) or the one that best meets a description (such as your happiest memory). The target is not harmed but they do recall the scene vividly as well. The Infernal can examine the scene as if they were using The Whole Embodiment Of Self at the instant they receive it. They can also re-examine the memory later as if it were their own memory.

Source: Foweraker

THE FONT OF MEMORY

Cost: -; **Mins:** Essence 3, Morstal 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Become The Path Of History

As Morstal is empowered by the passing of things so he can give power to others through the passing of things. The Infernal can now treat an area of historical importance as a manse to which they are attuned. An area of minor interest qualifies as a level 0 manse, an area of moderate interest qualifies as a level 1 manse and an area of major interest qualifies as a level 2 manse. If the area is being commemorated at any time, either by a permanent memorial or a temporary ceremony or festival, it increases in rank by 1. If the area is source of hope however this decreases the rank by 1. Temples are never valid sources of essence unless they have been out of use for at least 10 years.

If the Infernal can enter Morstal safely then they can treat him as a level 5 manse to which they are attuned.

Source: Foweraker

THE BROKEN HAS LIFE

Cost: 1+ (committed); **Mins:** Essence 1, Morstal 0; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisites:

Just as everything the ends pass into The All That Was so The All That Was can recreate that which has passed. This charm allows the Infernal to recreate a destroyed object from a fragment of its remains. The cost of this charm is equal to the resources value of the object. The object must be mundane, it cannot be made of magical materials and may not be an artefact. The object appears to be made of grey fog and its edges appear indistinct. The copy is instantly recognisable as such and is of inferior quality, losing any bonuses it may have once had for quality. Tools impose a 1 dice internal penalty on rolls using them. Weapons lose one point in two of Accuracy, Damage and Defence (Infernal's choice). Armour loses one point in two of Fatigue, Mobility and Soak. Food and drink provide no sustenance and taste foul.

Source: Foweraker

THE DEAD HAS LIFE

Cost: 4m (committed); **Mins:** Essence 2, Morstal 0; **Type:** Simple

Keywords: Combo-Basic

Duration: Indefinite

Prerequisites: The Broken Has Life

Just as things have passed into The All That Was, so have people. This charm functions as The Broken has Life in all respects save it creates a duplicate of a living thing. The duplicate is heavily flawed however, missing most of its memories and having no distinguishing features. It loses its ability to channel essence (if any) and all dots in abilities. It will obey its creator without question and cannot take orders from anyone else. It can tell its creator by the flow of attuned essence and thus cannot be fooled. It never fails valour checks and never makes other checks. It is considered a distinct entity to the person it duplicates for all purposes.

Source: Foweraker

SHADOWS REFORGED

Cost: -; **Mins:** Essence 3, Morstal 0; **Type:** Permanent

Keywords: -

Duration: Permanent

Prerequisites: The Broken Has Life, First Morstal Excellency

This charm enhances The Broken Has Life and The Dead Has Life. Duplicated object are now perfect in every regard, the only clue to their magical nature is the fact that they are essence constructs and detectable as such with essence sight. Duplicated people are less perfect. Physically they are perfect but their memories are still thin. They have only the two abilities they considered most important in life (with any appropriate specialities). They can access the memories of their life, but only by spending a dot of Permanent Willpower for one scene of memories. They still cannot channel essence. Allowing a duplicate to access its memories is dangerous however. Whenever it does roll a dice. On a 7,8 or 9 it regains an intimacy from its past life and will act on it if doing so does not directly contravene its orders. On a 10 it wrenches free from the Infernal and regains its motivation from life. The notes that go into this charm remain committed but the Infernal cannot the commitment for one month after the rebellion.

Source: Foweraker

THE RELIC OF THE PAST

Cost: 5+m (committed); **Mins:** Essence 4, Morstal 0; **Type:** Simple

Keywords: Combo-Basic

Duration: Indefinite

Prerequisites: Shadows Reforged

This charm functions as Charms:The Broken Has Life The Broken Has Life save that it can effect artefacts and does so by creating perfect duplicates. It costs 5 motes per dot of the artefact and the creator still requires a fragment of the artefact being duplicated. The user may attune to the Artefact (with a separate commitment of motes) as if she resonated with it in all respects, regardless of its material.

Source: Foweraker

TIME RELENTLESS

Cost: 5m 1wp+; **Mins:** Essence 5, Morstal 0; **Type:** Simple (One Hour)

Keywords: Combo-Basic Sorcerous

Duration: Until discharged

Prerequisites: Shadows Reforged, Become The True Pathway, The Font Of Memory

While The All That Is knows only the past he knows All of the past and thus can make out the ghost of the Present at the edge of his vision. By using this charm the Infernal can designate a charm or combo they know to activate when a certain set of circumstances come to pass. They can be narrow (such as "When Tepets Jarkarlo enters the Temple of Marlaken in Volgard") or broad (such as "When I am next attacked"). They must also pay for the charm or combo when they activate this charm and chose any and all parameters that apply. After this whenever the events described enter The All That Was the charm activate one tick later. As The All That Was is separated from Creation he only knows that which goes on in the presence of his servants there. As such if the events take place in outside Malfeas or another Yozi (usually Cecelyne) then a Morstal demon or cultist must be present when the conditions are met (the Infernal always counts). The charms can be set to activate at the Infernal or at the location this charm is activated at. The discharge of this charm does not count as charm activation.

Source: Foweraker

THE WHOLE EYES OF THE PAST

Cost: 10m 1wp+; **Mins:** Essence 5, Morstal 0; **Type:** Simple

Keywords:

Duration: Instant

Prerequisites: Shadows Reforged, Become The True Pathway

By activating this charm the Infernal can perceive the past of his current location. When he first activates this charm he can see one year of history. He may have to make a (Perception+Awareness) roll with a difficulty determined by the Storyteller to see specific details in an area where there is a lot of activity. This only gives him a general outline of the year, not the full and exact details of the past year. He may spend the activation cost again to extend the time period back a further year a number of years equal to the Infernals essence. They may choose to target specific scenes in the past at a cost of 5 motes per scene and a number of scenes per year equal to their essence. Such targeted scenes become part of their own memories.

Source: Foweraker

THE FIRST KNOWLEDGE, THE KNOWLEDGE OF MORSTAL, MORSTAL THE RECORDER, ALL THAT AS PAST IS NOTHING BUT A MEMORY.

Cost: -; **Mins:** Essence 6, Morstal 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: The Whole Eyes Of The Past

The Infernal has internalised the First Knowledge of Morstal. He is at one with The Past and with Memory. Whenever he makes a Lore or Occult roll pertaining to things that exist within The All That Was the Lore or Occult dice grant automatic successes. In addition whenever he adds to the The All That Was with information that otherwise would have escaped, that is information from realms outside of the Yozis that is not common knowledge and dates from after The Primordial War, he can bonuses as if it were a successful stunt. Insignificant information behaves as a one dice stunt. Interesting information without much real value behaves as a two dice stunt. True secrets count as a three dice stunt. The storyteller has final say as to what Morstal already knows but in general it should only be things that his cults are involved in or his demons where used to perform. If there are a number of related facts the Infernal only gains the benefits of the largest. This can mean that the Infernal uncovers information they think may qualify but that does not give them a bonus from either because it is already known or because there is a larger related secret. They can tell which is the case.

Source: Foweraker

VASSAL COMPETENCE BENEDICTION

Cost: 5+m Ability; **Mins:** Essence 2, Morstal 0; **Type:** Simple (One hour)

Keywords: Combo-OK Memory Non-standard Commitment

Duration: Indefinite

Prerequisites:

The Infernal is of his own making, the child of his own past. So then he can make others as himself by giving them his past in his memories. When activating this charm you may target a number of Mortals or Willing spirits and exalts, up to your Willpower who must be present for the one hour ceremony. Each after the first adds 2 to the charms activation cost. You must also commit dots of one of your Abilities to the charm. All of the targets of the charm gain a number of dots in that ability equal to the number you committed, to a maximum of your normal, uncommitted value. You may choose to end this charm at a different time for every individual separately if you wish but you do not regain the committed ability 24 hours after the charm is over for every target. While under the effects of this charm targets may exhibit some of your mannerisms and habits or suffer from unusual dreams.

Source: Foweraker

VASSAL RESOLVE BENEDICTION

Cost: 5+m Willpower; **Mins:** Essence 2, Morstal 0; **Type:** Simple (One hour)

Keywords: Combo-OK Memory Non-standard Commitment

Duration: Indefinite

Prerequisites:

The Infernal is of his own making, the child of his own past. So then he can make others as himself by giving them his past in his memories. When activating this charm you may target a number of Mortals or Willing spirits and exalts, up to your Willpower (before the use of this charm) who must be present for the one hour ceremony. Each after the first adds 2 to the charms activation cost. You must also commit dots of your Willpower to the charm. All of the targets of the charm gain a number of willpower dots equal to the number you committed, to a maximum of your normal, uncommitted value. You may choose to end this charm at a different time for every individual separately if you wish but you do not regain the committed ability 24 hours after the charm is over for every target. While under the effects of this charm targets may exhibit some of your mannerisms and habits or suffer from unusual dreams.

Source: Foweraker

VASSAL MIGHT BENEDICTION

Cost: 10+m Attribute; **Mins:** Essence 3, Morstal 0; **Type:** Simple (One hour)

Keywords: Combo-OK Memory Non-standard Commitment

Duration: Indefinite

Prerequisites:

The Infernal is of his own making, the child of his own past. So then he can make others as himself by giving them his past in his memories. When activating this charm you may target a number of Mortals or Willing spirits and exalts, up to your Willpower who must be present for the one hour ceremony. Each after the first adds 4 to the charms activation cost. You must also commit dots of one of your Attributes to the charm (Note as this is a Memory charm Physical attributes and Appearance are not valid choices). All of the targets of the charm gain a number of dots in that Attribute equal to the number you committed, to a maximum of your normal, uncommitted value. You may choose to end this charm at a different time for every individual separately if you wish but you do not regain the committed ability 24 hours after the charm is over for every target. While under the effects of this charm targets will certainly exhibit some of your mannerisms and habits or suffer from unusual dreams.

Source: Foweraker

ESOTERIC KNOWLEDGE BENEDICTION

Cost: 5+m Ability; **Mins:** Essence 2, Morstal 0; **Type:** Simple (One hour)

Keywords: Combo-OK Memory Non-standard Commitment

Duration: Indefinite

Prerequisites:

The Infernal is of his own making, the child of his own past. So then he can make others as himself by giving them his past in his memories. When activating this charm you may target a number of Mortals or Willing spirits and exalts, up to your Willpower who must be present for the one hour ceremony. Each after the first adds 2 to the charms activation cost. You must also commit dots of one of your Specialities to the charm. All of the targets of the charm gain a number of dots in that speciality equal to the number you committed, to a maximum of your normal, uncommitted value (in the rare case that they share your speciality). You may choose to end this charm at a different time for every individual separately if you wish but you do not

regain the committed ability 24 hours after the charm is over for every target. While under the effects of this charm targets may exhibit some of your mannerisms and habits or suffer from unusual dreams.

Source: Foweraker

BENEDICTION UNTO THE MASSES

Cost: 10m; **Mins:** Essence 2, Morstal 0; **Type:** Supplementary (One Hour)

Keywords: Combo-OK Memory Non-standard Commitment

Duration: One Day

Prerequisites: Vassal Competence Benediction, Vassal Resolve Benediction, Vassal Might Benediction

This charm is designed to work with other Benediction charms (Morstal charms with Benediction in the name), creating a Dynamic Combo with them. You may simultaneously activate any number of Benediction charms (taking the normal activation time and paying the normal activation cost but without the extra cost for multiple targets) to effect mass combat units (or individuals who make up sufficient numbers to classify as one). The total magnitude can be no higher than the higher of your Occult-2 or War (the charm is easier to use with War). The effects last for one whole day (24 hours) for all participants. The charms otherwise function normally. Despite referencing mass combat this charm is not necessarily for use in war, an Infernal might give a large cult 3 dots in Larceny each so facilitate a crime wave to raise funds or unsettle the populous of a city for example.

Source: Foweraker

BENEDICTION OF THE MIND

Cost: 20+m 2wp; **Mins:** Essence 5, Morstal 0; **Type:** Simple (One Hour)

Keywords: Combo-OK Memory Non-standard Commitment Sourcerous

Duration: Indefinite

Prerequisites: Vassal Competence Benediction, Vassal Resolve Benediction, Vassal Might Benediction

Memory is what defines us and also how we recall. When activating this charm you may target a number of Mortals or Willing spirits and exalts, up to your Willpower who must be present for the one hour ceremony. Each after the first adds 5m to the charms activation cost. You must also commit 5 dots of Intimacies to the charm (the maximum value for an intimacy is your Conviction). All of the targets of the charm can recall each others recent memories, up to (Your Essence) hours into the past. These memories are normally tuned out but sudden or significant changes cause you to notice them, even if asleep (but not if rendered unconscious). You may also examine them more closely at will, you may even examine them in your sleep if you wish. All members of this memory sharing group may access each others memories in this fashion. Any person in the group may block a scene from the others by spending a point of willpower but this will be noticed by any who chose to examine the memories in detail. There is an approximately 5 minute delay to everything you perceive however as the memories pass through The All That Was. While under the effects of this charm targets will exhibit some of your mannerisms and habits or suffer from unusual dreams. In addition the other subjects of the charm (but not you) may start to come adrift from their identity. Upon waking every day (or every 24 hours if the target does not sleep) each target of the charm must make a conviction roll.

Failure indicates they lose a point of Permanent Willpower. When the target is reduced to 0 willpower they take all the normal penalties but remain linked to you, meaning you can still access their experiences through their memories.

Source: Foweraker

BENEDICTION OF THE BODY

Cost: 15+m Health Levels; **Mins:** Essence 5, Morstal 0; **Type:** Simple (One hour)

Keywords: Combo-OK Memory Non-standard Commitment Sourcerous

Duration: Indefinite

Prerequisites: Vassal Competence Benediction, Vassal Resolve Benediction, Vassal Might Benediction

The Infernal is of his own making, the child of his own past. So then he can make others as himself by giving them his past in his memories. When activating this charm you may target a number of Mortals or Willing spirits and exalts, up to your Willpower who must be present for the one hour ceremony. Each after the first adds 4 to the charms activation cost. You must also commit some of your health levels to the charm, passing on your memories of how to endure. All of the targets of the charm gain the same Health Levels you give up. You may choose to end this charm at a different time for every individual separately if you wish but you do not regain the committed ability 24 hours after the charm is over for every target. While under the effects of this charm targets will certainly exhibit some of your mannerisms and habits or suffer from unusual dreams.

Source: Foweraker

BENEDICTION OF THE SOUL

Cost: 25+m Permanent essence; **Mins:** Essence 5, Morstal 0; **Type:** Simple (One hour)

Keywords: Combo-OK Memory Non-standard Commitment Sourcerous

Duration: Indefinite

Prerequisites: Vassal Competence Benediction, Vassal Resolve Benediction, Vassal Might Benediction

The Infernal is of his own making, the child of his own past. So then he can make others as himself by giving them his past in his memories. When activating this charm you may target a number of Mortals or Willing spirits and exalts, up to your Willpower who must be present for the one hour ceremony. Each after the first adds 5 to the charms activation cost. You must also commit some of your Permanent Essence to the charm. Non essence users gain an essence pool (calculated as your peripheral pool but considered a personal pool) regardless of how much essence you give up, essence users gain 15 motes of essence in their Personal pools per dot of Permanent Essence you commit. In addition all targets may use any Excellencies you have on their own rolls for the duration of the charm (targets who cannot normally use essence add 1 wp to the activation cost). You may choose to end this charm at a different time for every individual separately if you wish but you do not regain the committed ability 24 hours after the charm is over for every target. While under the effects of this charm targets will certainly exhibit some of your mannerisms and habits or suffer from unusual dreams.

Source: Foweraker

THE SECOND KNOWLEDGE, THE KNOWLEDGE OF MORSTAL, MORSTAL THE DISCIPLE, LOYALTY BEGETS REWARD

Cost: -; **Mins:** Essence 6, Morstal 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Benediction of the Mind, Benediction of the Body, Benediction of the Soul

The Infernal has internalised the Second Knowledge of Morstal. He is at one with Loyalty. All stunt dice on actions intended to serve one to whom the Infernal has pledged Loyalty are now automatic successes. Orders to Betray are now considered unacceptable orders. However the Infernal must fail a roll on the highest of a their virtues to Betray one to whom they have pledged Loyalty and gain a point of limit even if they fail the roll. Infernals forced into a situation where they must betray one to avoid betraying another may chose which to betray but take 3 points of limit. In addition the Infernal may reflexively spend 3 motes to extend their senses into the mind of one they have any outstanding Benediction charms on. They may also chose to temporarily take over the mind of such an individual but doing so renders their own body unconscious. The target may resist by spending 1 Willpower but if they do they are ejected from the charm. While in the body of the target the infernal can use the targets own essence fuelled abilities but cannot use their own. They use the target's physical attributes and appearance but use their own Abilities, willpower, virtues and other attributes. Everything else is determined from the targets traits.

Source: Foweraker

SO ENDS THE DAY

Cost: -; **Mins:** Essence 1, Morstal 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites:

As each day ends so Morstal is empowered. Thus at this time his servants might draw some of that might into themselves. At the exact moment of dusk the character makes a prayer roll (Charisma+Performance) against a difficulty of 2. If they succeed then they regain a point of temporary Willpower. For every five points of threshold the Infernal gains 6 motes and an additional point of temporary Willpower, to a maximum of 30 motes and 6 willpower at a threshold of 25.

Source: Foweraker

SO ENDS THIS CHAPTER

Cost: -; **Mins:** Essence 3, Morstal 0; **Type:** Permanent

Keywords: Blasphemy

Duration: Permanent

Prerequisites: So Ends The Day

As events pass so Morstal is empowered by the passing. As the servants of Morstal pass part of themselves beyond they empower their master. As the events of their lives close to they expand The All That Was. When a significant endeavour by the Infernal ends (Storyteller's discession but typically the accomplishment of any long term goal qualifies, as do most times when Story XP are awarded) the Infernal may make a Prayer roll (Charisma+Performance) with a difficulty of 2. If

they succeed they may choose one of the following bonuses, with an additional bonus for every threshold of 5 to a maximum number of bonuses equal to the Infernal essence.*1 xp (May only be chosen once)

*1 dice which may be added, once, to any one pool of dice

*1 Temporary Willpower (May exceed normal limit)

*1 Virtue Channel (May exceed normal limit)

*The removal of 1 Point of Infernal Limit

*The healing of 1 Health Level (of any kind of damage)

Note the Prayer roll is what triggers the check for Blasphemy.

Source: Foweraker

SIGHT OF THE ENDS

Cost: 6m; **Mins:** Essence 3, Morstal 0; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisites: So Ends The Day

Just as the ending of things empowers Morstal so Morstal has come accustomed to feeling when things are due to end from what has passed before. When the Infernal uses this charm they target anything that can be considered to have an end, living creatures, object, events, meetings, friendships, illnesses... The Infernal knows when the thing will end. Chronic effects on their endurance such as slow illness or rot are taken into account as Morstal knows of these but acute events such as violence or acute poisoning are not. It also cannot predict any such alterations in the future, rot might set in or a person may become ill, these things are the future and outside what Morstal can know.

Source: Foweraker

THE END OF THE ENDS

Cost: 5+m; **Mins:** Essence 4, Morstal 0; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisites: Sight Of The Ends, Breath Of The Living Shade

Morstal can permit the delay of the passing of events, but only for a time. By using this charm the Infernal can delay the passing of a person. If the death is slow then the charm may be used at any time before the death or, if the death is sudden, it may be used as a Reflexive charm with a cost of 5+m 1wp. For every 5 motes spent the dead person may be held between life and death for one week, they lose their connection to Fate and unsettle all they encounter (a -2 internal penalty to all social rolls). They also bear the marks of their death and may well therefore be an unsettling sight to others. They also cannot regain essence or willpower in any way. They are considered dead by Fate and magic and thus cannot be healed in this time and will fade after this time. As a consolation however the soul may choose its destination during this time and will be transported there without possibility of failure, overriding other charms and effects. This charm must be used at the moment of death and thus the duration cannot be extended.

Source: Foweraker

BREATH OF THE LIVING SHADE

Cost: -; **Mins:** Essence 3, Morstal 0; **Type:** Permanent

Keywords: -

Duration: Permanent

Prerequisites: First Morstal Excellency

The All That Was has his own memories, they are the forms and echoes of those things that have gone and those that are forgotten. The Infernal now becomes one such as this. This grants several benefits: *They may respire necrotic essence as well as normal essence.

*They may attune to Soulsteel and gain all the benefits of it.

*Their initiations into sorcery provide similar initiations into necromancy save for initiation into Adamant circle.

*They may see and interact with ghosts at all times, regardless of their current form.

*They may travel through Morstal and return without hazard.

However there are certain downsides to this charm. The Infernal must spend the entirety of Calibration within Morstal and are incapable of leaving. Special considerations are made for Green Sun Princes who use this charm, a fragment of Morstal flows to The Thing Infernal to house them. In addition the Infernal may not cross or disturb lines of salt and take a -2 internal penalty to all rolls in areas that are dedicated to the future in some way, such as schools, the halls of progressive government or fields. Institutions that plan to make the future much like the past, such as The Court of the Scarlet Empress before her disappearance, are not considered dedicated to the future, even if they plan for it.

Source: Foweraker

THE ASPECT OF THE FORGOTTEN

Cost: -; **Mins:** Essence 3, Morstal 0; **Type:** Permanent

Keywords: -

Duration: Permanent

Prerequisites: Breath Of The Living Shade

Shades are but the echoes of that which have gone, they have no substance. As such Infernals who know the Breath Of The Living Shade may choose to become an even truer Shade. Their natural form is dematerialised which manifests as if made up of whips of coloured smoke. The Infernal gains the benefits of a demons panoply with regard to the material state of his own possessions and attuned artifacts. He no longer needs to breathe air. He longer requires food, but he still hungers and gains penalties for hunger, short of actual death. He may manifest or conceal his presence to communicate as a translucent apparition, toggling between the two states for a reflexive cost of one essence. Any anima banner display at the four to seven mote level or above automatically manifests regardless of whether his form has manifested. Finally, the Infernal gains the Charm Materialize for free as a benefit of purchasing this Charm (see Exalted, p. 295), using the standard formula of (Willpower + Essence x 5) motes to build a convincing simulacrum of what he used to look like. If this cost exceeds the maximum size of his combined Essence pools, then paying his entire pool is sufficient. Whenever a character with this Charm materializes, his body assembles itself out of fine coloured smoke that emerges seemingly from nowhere, first forming a thin pale image then growing more prominent. Exalted do not become spirits by

purchasing this Charm; they merely alter their default corporeal state. The Infernal may also become a temporary part of Morstal. If he spends a whole week in Morstal he emerges with a full essence pool, full willpower all health levels and all virtue channels.

Source: Foweraker

LIFE FROM THE DEAD

Cost: 4m; **Mins:** Essence 3, Morstal 0; **Type:** Reflexive

Keywords: -

Duration: Instant

Prerequisites: The End Of The Ends

This charm allows the Infernal to gain by passing What Was of others into The All That Was. They may activate this charm when they slay a living creature. Doing so allows them to heal one health level of damage from any type of damage.

Source: Foweraker

THE FLIGHT OF THE DEPARTED

Cost: 25m 2wp; **Mins:** Essence 4, Morstal 0; **Type:** Reflexive

Keywords: Sorcerous, Blasphemy

Duration: Instant

Prerequisites: The Aspect of The Forgotten

Morstal is All That Was, with this charm the Infernal can slide back into the past, refusing to exist into the next. They instead vanish into The All That Was, transported instantly to Him without crossing the intervening space or passing through Cecelyne. They take everything in their panoply but no other creatures or living things. This may also be activated in response to an attack, if it is so activated it is considered a perfect dodge that carries The Flaw of Inevitability.

”The Flaw of Inevitability”

Things will end. So Morstal knows. Therefore that which flies to endings perfectly cannot be stopped by him. If the character who attacks the Infernal uses a Perfect Attack then the charm fails and it is considered not to have been activated in all ways (including the requirements of the attackers charm, if applicable). This includes charms such as Charms:Imposition of Law Imposition Of Law that guarantee a certain number of successes.

Source: Foweraker

THE UNKNOWABLE

Cost: - (1xp); **Mins:** Essence 5, Morstal 0; **Type:** Permanent

Keywords: -

Duration: Permanent

Prerequisites: The Flight Of The Departed

In time all things are forgotten. The Infernal too becomes as this, known only to Morstal and those who serve him (including any Infernals who have at least one Morstal charm). Against all others the Infernal adds +(Permanent essence/2) dice to all Performance, Presence, Socialize and Larceny dice pools used to masquerade under a false persona. Mortals accept without qualms an Infernal who presents herself as a Guild factor, a minor nobleman or an Immaculate monk. This bonus only allows the

character to represent himself as someone who doesn't exist. The Sidereal is easy to overlook, in person and in memory. People suffer a $-(\text{Permanent essence}/2)$ internal penalty on any attempt to spot an Infernal, even if the Infernal does not actively avoid notice. They also take an identical penalty to any attempt to build relationships with mortals. Finally, Creation readily forgets the Infernal their personas or their actual selves. This aspect of the charm is a Shaping effect that affects mortals, Exalted and most gods equally. Third Circle Deamons, Yozi and members of The Thing Infernal are immune to this effect, as are characters with a close pre-existing relationship to the Infernal (as represented by backgrounds). Demons of other kinds and cultists may not recognise the Infernal but they will still recognise their role, it is so much easier to get help as an Infernal who no one can remember than it is as a Sidereal, the people you typically deal with consider your mere status to be enough justification. Morstal too will gladly alter any familiars or followers to recognise the Infernal, if they are willing (or can be forced to) in a process that allows them to recognise the Infernal when they see him but forget him at all other times. If the strain of this charm becomes too much of an issue then the Infernal can render one creature immune to it in the same way reflexively at a cost of 1xp each. Those not immune to the effect can recall the existence of the Infernal so long as they are there but after they leave they will almost certainly forget them. When an affected character tries to remember the Infernal, his player makes a (Wits + Integrity) roll for the struggle. The roll is at difficulty 1 but suffers a $-(\text{permanent essence}/2)$ internal penalty as a mind struggles against Morstal. The

player rolls each time his character tries to remember until he has made (Infernal's Essence) successful rolls or failed once. Failure on any roll indicates that the character forgets

about the Sidereal and his interaction with her. If forced to think about what went on at that time, his mind creates a plausible substitute that edits out the Infernal or replaces her with someone else. If any single roll turns up more successes than the Infernal's Essence rating, that character can

remember the event without any future rolls.

Those Sidereals who have tried to track Akuma with this Charm have noted the similarly to the Arcane Fate and find it highly disturbing. Should a Sidereal Akuma gain this charm then both apply separately.

Source: Foweraker

THE THIRD KNOWLEDGE, THE KNOWLEDGE OF MORSTAL, MOSTRAL THE GATEKEEPER, ALL THINGS HAVE THEIR ENDS.

Cost: -; **Mins:** Essence 6, Morstal 0; **Type:** Permanent

Keywords: -

Duration: Permanent

Prerequisites: The Unknowable, Life From The Dead

The Infernal has internalised the Third Knowledge of Morstal. He is at one with Endings and Beginnings. All stunts intended to bring about the end of something significant are automatic successes (note, the life of a mortal, even an exalt, is not an ending as far as this charm is concerned as reincarnation prevents it being a real ending as such merely being a combat roll is not good enough.) In addition all creatures slain by the Infernal neither re-incarnate or enter the Underworld. Instead they are drawn into Morstal directly, becoming shades. If they have charms that

ought to send them elsewhere make a contested essence roll. In addition they now consider Morstal to be a Sanctum as if they were a god in every way and may only be permanently slain by charms intended to destroy spirits permanently. They are not considered gods for the rules concerning when gods fight each other however.

Source: Foweraker

BLOW AGAINST RECALL

Cost: 5m; **Mins:** Essence 2, Morstal 0; **Type:** Supplemental

Keywords: Combo-OK Memory

Duration: Instant

Prerequisites:

By channelling the power of The All That Was through a target and then back into The All That Was the Infernal can damage the connection their target has to their own past. This charm can empower any combat attack. If the attack deals any damage it is instead converted into a single level of bashing damage and the target loses the past month of their memories. If the Infernal spends a point of willpower they can instead choose to target memories tied to a specific event. Due to the nature of this charm social defenses that add to DVs or act as perfects are also valid defences to this charm.

Source: Foweraker

BLOW BE TO YOUR MIND

Cost: 5m 1wp; **Mins:** Essence 2, Morstal 0; **Type:** Supplemental

Keywords: Combo-OK Memory Non-Standard Attack

Duration: Instant

Prerequisites: Blow Against Recall

This charm builds on its pre-requisite to allow a Non-Standard Attack against willpower. This charm may be delivered by any attack. If the attack hits then resolve damage against willpower with a base pool of the Infernal's Charisma. Apply threshold as normal but the stats of the weapon used to deliver the attack do not apply.

Source: Foweraker

BLOW BE TO YOUR SKILL

Cost: 5m 1wp; **Mins:** Essence 2, Morstal 0; **Type:** Supplemental

Keywords: Combo-OK Memory Non-Standard Attack

Duration: Instant

Prerequisites: Blow Against Recall

This charm builds on its pre-requisite to allow a Non-Standard Attack against an Ability. This charm may be delivered by any attack. If the attack hits then resolve damage against one ability (chosen when you declare the attack) with a base pool of the Infernal's Charisma. Apply threshold as normal but the stats of the weapon used to deliver the attack do not apply.

Source: Foweraker

BLOW BE TO YOUR VIRTUOS LEARNING

Cost: 6m 1wp; **Mins:** Essence 3, Morstal 0; **Type:** Supplemental

Keywords: Combo-OK Memory Non-Standard Attack

Duration: Instant

Prerequisites: Blow Against Recall

This charm builds on its pre-requisit to allow a Non-Standard Attack against a virtue. This charm may be delivered by any attack. If the attack hits then resolve damage against one virtue (chosen when you declare the attack) with a base pool of the Infernal's Charisma. Apply threshold as normal but the stats of the weapon used to deliver the attack do not apply. This is actually 4 charms, one for each virtue. An Infernal who knows one can buy the others for 2xp each. This charm cannot reduce a virtue tied to the target's Limit Break in any way.

Source: Foweraker

BLOW TO YOUR ALLEGANCE

Cost: 8m 1wp; **Mins:** Essence 3, Morstal 0; **Type:** Supplemental

Keywords: Combo-OK Memory Non-Standard Attack

Duration: Instant

Prerequisites: Blow Against Recall

This charm builds on its pre-requisit to allow a Non-Standard Attack against Intimacies. This charm may be delivered by any attack. If the attack hits then resolve damage against one Intimacy (chosen when you declare the attack) or a random Intimacy (if you can't or do not wish to chose) with a base pool of the Infernal's Charisma. Apply threshold as normal but the stats of the weapon used to deliver the attack do not apply.

Source: Foweraker

FAMILY TWISTING METHOD

Cost: 25+m 1wp; **Mins:** Essence 4, Morstal 0; **Type:** Simple

Keywords: Combo-Basic, Sorcerous, Memory, Social

Duration: Indefinite

Prerequisites: Consciousness Alteration Method, Blow To Your Allegance

This charm builds on the its prerequisite, a but allows the user to effect larger groups of individuals. This charm can a group up to magnitude 1. Each additional 5 motes spent allows the Infernal to effect an additional point of magnitude. This charm must effect a group that is connected by some kind of organisation or blood connection. The attack is resolved one but compared to all of the individuals individually. It must effect every target in the same way and cannot alter motivation.

Source: Foweraker

NATION WARPING METHOD

Cost: 50m 3wp; **Mins:** Essence 5, Morstal 0; **Type:** Simple (One Day)

Keywords: Combo-Basic, Sorcerous, Memory, Social, Blasphemy

Duration: Indefinite

Prerequisites: Family Twisting Method

This charm functions as its prerequisite, but allows the user to effect entire nations simultaneously. This charm effects an entire nation, here defined as all of the people who consider themselves to be a part of that nation who are within its

borders. This charm must be used on a day significant to the nation's people in some way. Finally it is a special case of the Blasphemy keyword, this charm's effects are so massive that it will always be detected by the loom and will always cause a response unless overt collusion from within heaven prevents it. So far this charm has only been used successfully once by a Sidreal Akuma who died shortly after the charm was completed.

Source: Foweraker

BLOW BE TO YOUR MIGHT

Cost: 7m 1wp; **Mins:** Essence 4, Morstal 0; **Type:** Supplemental

Keywords: Combo-OK Memory Non-Standard Attack

Duration: Instant

Prerequisites: Blow Against Recall

This charm builds on its pre-requisite to allow a Non-Standard Attack against Attributes. This charm may be delivered by any attack. If the attack hits then resolve damage against an Attribute (chosen when you make the attack) with a base pool of the Infernal's Charisma. Apply threshold as normal but the stats of the weapon used to deliver the attack do not apply.

Source: Foweraker

BLOW BE TO YOUR AWAKENING

Cost: 10m 1wp; **Mins:** Essence 4, Morstal 0; **Type:** Supplemental

Keywords: Combo-OK Memory Non-Standard Attack

Duration: Instant

Prerequisites: Blow Against Recall

This charm builds on its pre-requisite to allow a Non-Standard Attack against Permanent Essence. This charm may be delivered by any attack. If the attack hits then resolve damage against Permanent Essence with a base pool of the Infernal's Charisma. Apply threshold as normal but the stats of the weapon used to deliver the attack do not apply.

Source: Foweraker

SONG OF THE LOST MIND

Cost: - (1wp); **Mins:** Essence 4, Morstal 0; **Type:** Permanent

Keywords: Combo-OK Memory Non-Standard Attack

Duration: Permanent

Prerequisites: Blow Against Recall, Blow Be To Your Skill, Blow To Your Allegance

This charm permanently enhances its prerequisites to allow them to effect all targets in a radius of (Infernal's essence) yards at the cost of 1wp. Use one pool against all DVs and every target must be effected in the same way.

Source: Foweraker

CONSCIOUSNESS ALTERATION METHOD

Cost: 15m; **Mins:** Essence 3, Morstal 0; **Type:** Supplemental

Keywords: Combo-Basic, Sorcerous, Memory, Social

Duration: Indefinite

Prerequisites: Blow Against Recall

This charm builds on the principle of its prerequisite, allowing more skilled alteration of the targets memories. If a social attack empowered by this charm is successful then it can entirely destroy or entirely create an entire intimacy or change the nature of one intimacy. Naturally this attack is always targeted to an intimacy and as such you always gain an intimacy related bonus. This charm can also alter the target's motivation if the target possesses no Intimacies that would contradict the new motivation and at least as many that would directly support the new motivation as support the current one. This causes the memories surrounding the intimacy to be gently altered to support the new Intimacy or Motivation. Alternatively the charm can alter the memories of the target concerning one event or person. All Intimacies, Motivation and memories return to normal if the charm is dispelled.

Source: Foweraker

THE FOURTH KNOWLEDGE, THE KNOWLAGE OF MORSTAL, MORSTAL THE EXECUTIONER THE WAGE OF BETREYAL IS DEATH.

Cost: -; **Mins:** Essence 6, Morstal 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Song Of The Lost Mind, Nation Warping Method, Blow Be To Your Awakening

The Infernal has internalised the Fourth Knowledge of Morstal. He is at one with Vengeance. All stunt dice on actions intended to punish one to whom the Infernal knows are traitors are now automatic successes and the Infernal automatically knows when someone who promised to perform an act for him fails to do so and why. In addition Song Of The Lost Mind can now apply to all Morstal non-standard attack charms.

Source: Foweraker

THE BREATH OF MALAISE

Cost: 10m; **Mins:** Essence 3, Morstal 0; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisites: The Touch Of Malaise

This charm empowers its prerequisite and behaves in all ways like that charm save that it is carried by smoke that pours out of the Infernal's mouth and eyes. The cloud will fill a 45 by 45 degree cone of (Permanent Essencex2 yards) in length and will effect all targets in the area, substantial or insubstantial and any who enter the area when the Infernal's DV refreshes.. The smoke is normally unaffected by mundane wind but the Infernal can choose to let it be carried by same if they wish. The smoke lingers as long as normal smoke would but its effects vanish when the Infernal's DV refreshes.

Source: Foweraker

THE CURSE OF INACTION

Cost: 15m; **Mins:** Essence 2, Morstal 0; **Type:** Simple (One Hour)

Keywords: Combo-Basic, Sourcerous, Memory

Duration: Indefinite

Prerequisites:

This charm is a powerful ritualistic curse intended to extend the horror of Shades into a target, striking them down with a dreadful depression. This curse requires a link to the victim to work, be it a piece of their body like hair or a personal possession. A link that has connections to the victim's own despairs or fears may provide a stunt bonus. A contested (Occult+Charisma) Vs (Integrity+Witts) roll is required, if the Infernal is successful the target becomes overwhelmed with despair as the memories of all of their failures and weakness flood back to them. While the victim will retain the ability to act but will only do so when instructed by others. They must spend 1 willpower and succeed on a conviction roll with a difficulty of 2 to take any action of their own volition (the willpower is spent regardless) save in defence of an obvious threat. Once the victim has successfully made a number of such conviction rolls equal to the Infernal's essence they vomit up a small, dead, winged black insect and the effect is ended. They likewise vomit up such an insect if the charm is ended via counter magic. This insect is a Lesser Despair fly and swarms of such insects occasionally spring up in the most dilapidated and damned areas of Malfeas, swallowing one has the same effect as having this charm used on you by an essence 5 creature and they live to infect hosts. If recovered and correctly prepared (requiring resources ** of reagents and a successful medicine+intelligence roll), can be made into a spiritual poison with the following stats. (while the damage is rolled as normal it removes points of temporary willpower rather than inflicting damage)

Name:Despair venom Damage:5wp/1 min Toxicity:3 Tolerance:-/- Penalty:-2 Resources:2 (Not usually available)

Source: Foweraker

THE CURSE OF THE TRUTH

Cost: 20m 1wp; **Mins:** Essence 3, Morstal 0; **Type:** Simple (One Hour)

Keywords: Combo-Basic, Sourcerous, Memory

Duration: Indefinite

Prerequisites: The Curse Of Inaction

This charm is a powerful ritualistic curse intended to extend the horror of The Fifth Knowledge into a target, a Truth that traumatises the unskilled, striking them down with an inescapable fear of their inevitable death. This curse requires a link to the victim to work, be it a piece of their body like hair or a personal possession. A link that has connections to the victim's own despairs or fears may provide a stunt bonus. A contested (Occult+Charisma) Vs (Integrity+Witts) roll is required, if the Infernal is successful the target becomes overwhelmed with terror of their own mortality, even if the target is of a kind that does not normally age or consider death (such as a Celestial god or 3rd Circle Demon). All of the victim's actions must be dedicated to protecting themselves from threats, real or imagined and perceive all strangers as potential threats. Unless they have Compassion 4 or higher they cannot include others in their plans, if they do then they may extend their actions to protect those they care about. They must spend 1 willpower and succeed on a Valour roll with a difficulty of 2 to take any action that is not intended to protect them from danger (the willpower is spent regardless). Once the victim has successfully made a number of such Valour rolls equal to double the Infernal's essence they vomit up a small, dead,

winged black insect and the effect is ended. They likewise vomit up such an insect if the charm is ended via counter magic. This insect is a Dread fly and swarms of such insects occasionally spring up in the most ravaged and dangerous areas of Malfeas, swallowing one has the same effect as having this charm used on you by an essence 7 creature and they live to infect hosts. If recovered and correctly prepared (requiring resources *** of reagents and a successful medicine+intelligence roll), can be made into a spiritual poison with the following stats. (while the damage is rolled as normal it removes points of temporary willpower rather than inflicting damage)

Name:Despair venom Damage:6wp/1 min Toxicity:4 Tolerance:-/- Penalty:-3 Resources:3 (Not usually available)

Source: Foweraker

THE BODY OF MALAISE

Cost: 4m; **Mins:** Essence 3, Morstal 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites: The Curse Of The Truth, The Breath Of Malaise

Striking at Morstal is hopeless, his fog is thinner than the meanest smoke. Similarly striking at the Infernal is hopeless. This charm is a perfect Dodge that can dodge undodgeable attacks but not unexpected ones. The Infernal can even use this charm if restrained as it functions by warping their form into Morstal's Fog and bending around the blow. This charm carries The Flaw Of Inevitability.

”The Flaw of Inevitability”

Things will end. So Morstal knows. Therefore that which flies to endings perfectly cannot be stopped by him. If the character who attacks the Infernal uses a Perfect Attack then the charm fails and it is considered not to have been activated in all ways (including the requirements of the attackers charm, if applicable). This includes charms such as Charms:Imposition of Law Imposition Of Law that guarantee a certain number of successes.

Source: Foweraker

THE CURSE OF DISPAIR

Cost: 25m 2wp; **Mins:** Essence 4, Morstal 0; **Type:** Simple (One Hour)

Keywords: Combo-Basic, Sourcerous, Memory

Duration: Indefinite

Prerequisites: The Curse Of The Truth

This charm is a powerful ritualistic curse intended to extend the horror of The Fact of Morstal into the target. This curse requires a link to the victim to work, be it a piece of their body like hair or a personal possession. A link that has connections to the victim's own despairs or fears may provide a stunt bonus. A contested (Occult+Charisma) Vs (Integrity+Witts) roll is required, if the Infernal is successful the target becomes overwhelmed with totally and utter despair. The victim cannot act. They must spend 1 willpower and succeed on a Conviction roll with a difficulty of 3 to take any action at all (the willpower is spent regardless). In addition the victim may not make such a roll if they have failed one in the past 24 hours. Once the victim has successfully made a number of such Conviction rolls equal to triple the Infernal's essence they vomit up a small, dead, winged black insect and the effect is ended. They likewise vomit up such an insect if the charm is ended via counter magic.

This insect is a Greater Despair fly and swarms of such insects occasionally spring up at the sites of the greatest suffering in Malfeas, swallowing one has the same effect as having this charm used on you by an essence 10 creature and they live to infect hosts. If recovered and correctly prepared (requiring resources **** of reagents and a successful medicine+intelligence roll), can be made into a spiritual poison with the following stats. (while the damage is rolled as normal it removes points of temporary willpower rather than inflicting damage)

Name:Despair venom Damage:6wp/1 tick Toxicity:5L Tolerance:-/- Penalty:-5 Resources:4 (Not usually available)

Source: Foweraker

FREEDOM IN TRADITION

Cost: 8m; **Mins:** Essence 3, Morstal 0; **Type:** Reflexive

Keywords: Combo-Basic, Social

Duration: Instant

Prerequisites: First Morstal Excellency

While there is no such thing as Hope for the Future there is such a thing as the Requirements of The Past. This charm acts as a perfect Social parry so long as the defence employed consists of a deference to a higher authority, a call to tradition or the requirement to fulfil an obligation. By embracing one of those things the Infernal allows them to ignore the attack. However this charm cannot be used to resist an attack that attempts to get the Infernal to observe tradition or fulfil an obligation.

Source: Foweraker

FREEDOM IN DESPAIR

Cost: 8m; **Mins:** Essence 3, Morstal 0; **Type:** Simple

Keywords: Combo-Basic, Sorcerous

Duration: Instant

Prerequisites: Freedom In Tradition

Hope is a poison, but poison, judiciously applied to the correct places, can kill a disease before it can spread. This charm floods the Infernal with hope, filling his every thought with blissful hope for a second and then dashing them all, washing malign influences away with the Infernal's own hopes. This charm ends all mental influences in place on the Infernal, regardless of source. Artefact that cause such influences are suppressed, loosing all power for (Infernal's essence) hours. However there is a rather disturbing side effect of this charm, the Infernal suffers the Heart Of Tears limit break (regardless of what limit break they have, if any). They cannot gain partial control, nor do they regain willpower from it.

The Infernal treats orders that would prevent them activating this charm as an unacceptable order.

Source: Foweraker

THE STEP BELOW FREEDOM

Cost: Special; **Mins:** Essence 5, Morstal 0; **Type:** Simple

Keywords: Sorcerous, Blasphemy

Duration: Instant

Prerequisites: Freedom In Despair, The Body Of Malaise

Freedom is Hope, so long as the Infernal is free they have Hope and poison Morstal. Even the Reclamation is Hope. But it is possible to truly abandon Hope and thus gain something better than Freedom, Service. This charm has no activation cost and frees the Infernal from all bonds, all disease, all injury, all spells, all mental influences and anything else the Infernal's player might consider detrimental save for obligations. However the Infernal is now bound to the service of a 3rd circle demon belonging to either Morstal or their Patron Yozi (Storyteller's choice.) for one creation year and a day. In effect they become a character run by the Storyteller whos motivation and urge both become Serve My Master As Best I Can In All Ways.? The Infernal is bound mind, body and soul to the demon and while they could activate Freedom In Despair to liberate themselves they wont as they have no desire to. At the end of the year and a day they return to the players control and the player should be aware of what the Infernal has been up to. They gain no experience during this time however as even their soul and knowledge are the property of their master, so in theory their master gains the experience they should.

It is very unlikely that the Infernal will die or even become significantly damaged during the year due to their value to the Yozi and the demon may well reward the Infernal for good service (or not, as the case may be). However anything is possible. If the Storyteller decides that the Demon will use the Infernal towards dangerous ends (most are just as likely to use the Infernal as a glorified herald or gopher during the time in order to flout their power and avoid angering the Yozi by harming such a valuable tool, particularly in the case of Green Sun Princes) then he should roll a die. On a 10 roll again. On a further 10 the Infernal died at some point during the year. If the second roll is not a 10 then they have suffered some harm, but also may have been healed in some way by their master. For example Liger may have had to cure a dangerous fey bewitchment by tearing out the Infernal's heart and then replacing it with a Green Iron Heart. Such situations are entirely within the discretion of the Storyteller and nothing can influence the outcome of this roll.

Source: Foweraker

THE TOUCH OF MALAISE

Cost: 5m; **Mins:** Essence 2, Morstal 0; **Type:** Simple

Keywords: Combo-OK

Duration: Indefinite

Prerequisites:

Morstal knows that Hope is a lie. There is ultimately nothing to hope for, only death and the cold of the Forgotten. Morstal extends a portion of this coldness to the target of this charm. The charm requires skin contact and a successful contested roll of (Occult+Willpower) Vs the targets (Essence+Integrity). If successful the victim of the charm takes a -1 internal penalty to all virtue rolls and is incapable of regaining Willpower through sleep. This charm remains in place until the target has made a successful Charisma+Conviction roll which they may make upon waking each morning. Events that might spur the target into high spirits can provide a stunt bonus.

Source: Foweraker

THE FIFTH KNOWLEDGE, THE KNOWLEDGE OF MORSTAL, OF MORSTAL, MORSTAL THE DAMNED, HOPE IS POISON

Cost: -; **Mins:** Essence 6, Morstal 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: The Step Below Freedom, The Curse Of Dispair, The Body Of Malaise

The Infernal has internalised the Fifth Knowledge of Morstal. He is at one with Despair. All Curse charms that are prerequisites for this charm are now 6 tick actions that can be performed without a link to the target, albeit at a -2 internal penalty. All stunt dice on rolls intended to destroy or damage a source of Hope are automatic successes. Finally the Infernal's anima acts as a conduit for The Touch Of Malaise, all who come into contact with the Infernal's anima must check as per the charm but only once per scene. This is considered the same charm as The Touch of Malaise.

Source: Foweraker

AS THE LIVING PAST

Cost: 1wp; **Mins:** Essence 7, Morstal 0; **Type:** Reflexive

Keywords:

Duration: Indefinite

Prerequisites: The First Knowledge, The Knowledge of Morstal, Morstal the Recorder, ALL THAT AS PAST IS NOTHING BUT A MEMORY., The Second Knowledge, The Knowledge of Morstal, Morstal the Disciple, LOYALTY BEGETS REWARD, The Third Knowledge, The Knowledge of Morstal, Morstal the Gatekeeper, ALL THINGS HAVE THEIR ENDS., The Fourth Knowledge, The Knowledge of Morstal, Morstal the Executioner THE WAGE OF BETREYAL IS DEATH., The Fifth Knowledge, The Knowledge of Morstal, of Morstal, Morstal the Damned, HOPE IS POISON

”ONLY TWO OF THE CHARMS REQUIRED.” The past is all that has gone before, and all that has gone before has its pattern known. Thus all that is new can be known from what is gone. This charm allows the Infernal to warp causality to treat a new threat as a similar event in the past, in effect making it a foregone conclusion that it will fail. When the Infernal is successfully effected by something (as in, takes at least one health level in damage or being made to change their opinion) by an environmental effect, spell, weapon, charm or martial art style he may spend a point of Permanent Willpower to become immune to it forever. The nature of this immunity is as follows: *Environmental effect: All similar effects that are not the result of Sorcery or charms cannot effect the Infernal. A 12ft fall makes the Infernal immune to all falls, dehydration in the desert makes the Infernal immune to all thirst and so on.

*Spell: The spell cannot harm the Infernal, regardless of its source. Similar spells, no matter how similar, are not effected.

*Weapon: All weapons of the same category (same stat line) including artefact variants, regardless of material. Unarmed attacks are valid but each species or type of exalt is a distinct type and unarmed attacks enhanced by charms are considered to be separate to unenhanced ones.

*Charm: The charm cannot harm the Infernal, regardless of its source. Similar charms are not effected but Solar/Abyssal mirror charms are considered the same charm for the purposes of this effect.

*Martial Arts: Being effected by one charm in a martial art makes the Infernal immune to all charms in that charm tree.

If any of these effects affect the Infernal, even peripherally, they fail to activate. The Infernal may not have more threats tied to this charm than their essence score but they may drop a threat if they wish to add a new one beyond the limit. They do not regain willpower however.

Source: Foweraker

SORCEROUS ENLIGHTENMENT OF MORSTAL

Cost: ; **Mins:** Essence 3, Morstal 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: First Morstal Excellency

Spells that uncover what has been Lost or Forgotten, that conceal or that manipulate memory such as The Eye And The Mouth or Pressed Beyond The Veil Of Time resonate with The All That Was, for such works of magic add to or remove from his very existence. The cost of such spells is reduced by 10 motes and 1 Willpower (to a minimum of 5 motes) Spells that create matter cannot be cast nor can spells that invoke anything truly new. For example Torrential Cascade could never be cast as it requires the creation of water but Death of Obsidian Butterflies becomes Storm of Dispairing Needles, which creates a storm of needles made of solidified Dispair that evaporate after striking. As a small side note, no new spell can be researched using this Enlightenment and any spell cast with this Enlightenment must have been cast at least once by some other means, otherwise it qualifies as "new".

Spells cast this way become dark and indistinct and cause feelings of nostalgia and dispair in those who observe them.

Source Foweraker adapted from Manual of Exalted Power: Infernals, p. 164-165.

Source: Foweraker

SECOND MORSTAL EXCELLENCY

Cost: (2m per success); **Mins:** Essence 1, Morstal 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites:

This General CharmThe Three Basic Excellencies Excellency allows the Exalt to add successes to the result of a roll. Unlike the Second Excellency of other beings, this one enhances the First (Yozi) Excellency instead of functioning as an entirely separate Charm itself.Source Foweraker, adapted from Manual of Exalted Power: Infernals, p. 107.

Source: Foweraker

RECOGNITION OF PRIMORDIAL DESIGN

Cost: none; **Mins:** Essence 1, Occult 2; **Type:** permanent

Keywords: none

Duration: permanent

Prerequisites:

The great loom of fate is but one of the least constructs of the Primordials; it cannot govern their creations, and its path can be swayed by Essence and the wills of lesser Exalts. This Charm allows the Infernal to access a far more meaningful

source of information - the direct will of the Primordials. The Infernal may now use thaumaturgic astrology with the information coming directly from the ambient will of the Yozi. This allows the Exalt to use the Art of Astrology on inhabitants of Malfeas with essence less than the character's Willpower, and grants three bonus dice to all astrology attempts.

Source: TheHoverpope

DEMON SIGHT

Cost: 3m; **Mins:** Essence 2, Occult 2; **Type:** Reflexive (Step 1)

Keywords: Combo-OK

Duration: One Scene

Prerequisites:

Demons and gods often walk the world, away from the eyes of mortals. With this Charm, Infernals can perceive dematerialized creatures just as the Solar Charm Spirit-Detecting Glance on p. 221 of the Core Rulebook, allowing them to see, hear, smell and feel - but not touch them.

Source: Bodhisattva

EPHEMERAL STRIKE

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

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Demon Sight

Infernals may reach into the realm of the spirits and strike back at those who oppose them. This Charm functions exactly as the Solar Charm Spirit-Cutting Attack on p. 221 of the Core Rulebook.

Source: Bodhisattva

SWALLOW THE SOUL

Cost: 2m; **Mins:** Essence 3, Occult 4; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Ephemeral Strike

During the Primordial War, the Solars of the First-Age used a similar technique to slay the Neverborn and the small parts of souls of the Yozis now known as demons. This Charm functions like the Solar Charm Ghost-Eating Technique on p. 221 of the Core Rulebook, save that the Infernal must actually devour the soul of the spirit. As a part of the process of consuming the soul of the spirit, this Charm transfers a number of motes from the spirit to the Infernal equal to (the Infernal's permanent Essence x 2).

Source: Bodhisattva

BINDING CIRCLE

Cost: 10m; **Mins:** Essence 2, Occult 5; **Type:** Simple

Keywords: Combo-OK, Compulsion, Obvious

Duration: One Scene

Prerequisites: Ephemeral Strike

While Solars concern themselves with casting out spirits, Infernals have a much better use for them. The Infernal casts a simple sphere of glowing energy from her hand a distance of up to (Essence x 10) yards away from her, which settles to the ground and forms a blazing circle centered around the spirit or demon that the Infernal is trying to capture. This circle remains in place and any spirit, materialized or dematerialized, that is caught within the circle is trapped within it and cannot leave, even to escape to Yu-Shan or to Malfeas. They are compelled to stay within the circle until the Infernal either releases them or the Charm expires. Resisting this compulsion costs Willpower equal to the Infernal's Essence, after which the spirit can leave the circle - usually to either flee from the Infernal or to attack her. Spirits generally do not take well to being bound.

Source: Bodhisattva

SERVITOR'S CIRCLE

Cost: 15m, 1wp; **Mins:** Essence 4, Occult 5; **Type:** Simple

Keywords: Combo-OK, Obvious, Servitude

Duration: Special

Prerequisites: Binding Circle

Infernals are masters at commanding demons, and by the same token, their powers are just as easily used against the spirits of Creation. This Charm functions in a fashion similar to Binding Circle, save that once a spirit or demon has been captured, they bound into servitude and will serve the character for a year and a day, or the demon becomes loyal to a task the character names and will serve it until it is complete - potentially forever. Demons so caught are automatically bound, however, the spirits of Creation are not so easily controlled. If the spirit has permanent Essence greater than the Infernal's, they may make a reflexive (Essence + Willpower) roll against the Infernal's (Essence + Willpower) to break the compulsion and flee. The spirit will not attack the Infernal under any circumstances if it wins the contest. If it loses, then it is bound just like any demon to serve the Infernal. Spirits of Essence equal to or lower than the Exalt are automatically bound to the will of the Infernal.

Source: Bodhisattva

KEN OF THE CREATORS

Cost: 6m; **Mins:** Essence 2, Occult 5; **Type:** Reflexive (Step 1)

Keywords: None

Duration: One Scene

Prerequisites: Demon Sight

Nothing escapes the sight of the Primordials, for everything in Creation is something that they have made. They wish their Infernal servants to see as they do, and so with this Charm, they have granted them the power to see the flow of Essence in all things. This Charm functions as the Solar Charm All-Encompassing Sorcerer's Sight on p. 222 of the Core Rulebook.

Source: Bodhisattva

CAST THE FETICH SOUL

Cost: 6m, 1wp; **Mins:** Essence 5, Occult 4; **Type:** Simple

Keywords: Touch

Duration: Indefinite

Prerequisites: Any Occult Excellency

Like the Yozi's, the Infernals have learned how to split off a small portion of their souls. They cast the small piece of soul into an object and commit 1 additional mote to the object to maintain the binding. The object then qualifies as a soul-bound object, containing the small piece of the Infernal's soul. So long as the Infernal lives, they can find the object once again. This Charm is of critical use in returning to safety in Malfeas, and while the object contains the piece of the Infernal's soul, it cannot be destroyed by anything less than a demon of Essence 8 or greater. This Charm cannot be cast outside of Malfeas and if the soul-bound object is brought into Creation, the Infernal instantly knows it. If the Infernal releases the commitment, the soul instantly rejoins with the rest of the Infernal and the soul-bound object shatters.

Source: Bodhisattva

CALIBRATION PORTAL

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

Keywords: Obvious

Duration: Instant

Prerequisites: Cast the Fetich Soul

This Charm is a last-ditch effort for Infernals to make their escape back to Malfeas. Due to the nature of the powerful magics that are required to breach the boundary between Creation and Malfeas, this Charm is one that is kept secret from all but the most powerful and learned savants among the Infernals. When this Charm is activated, the Infernal is instantly transported beyond the borders of Cecelyne, directly into Malfeas. If the Infernal is attuned to a soul-bound object, they instantly return to the location of that object within Malfeas. If not, they are transported to a random location in the Yozi's prison-world. This Charm can not be used to return to Creation from Malfeas, even if the Infernal manages to sneak their soul-bound object into Creation. This Charm can be used at any time, but if it is used during Calibration, the Infernal is able to take up to their Essence in additional people with them, willing or otherwise, so long as he is touching them.

Source: Bodhisattva

PRIMORDIAL PUNISHMENT OBLIGATION

Cost: 5m; **Mins:** Essence 4, Occult 2; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Intrinsic

Duration: Instant

Prerequisites: , Any two Excellency Occult Excellencies

Pulling on the weight and majesty of contracts un-broken even after the Surrender, the Infernal reinvokes the clause wherein the Gods must assent to punishments meted by their masters. Gods and Elementals with an Essence rating lower than that of the Exalt's must may only use the lower of their Parry DV or MDV to defend against an attack supplemented by this charm, as the force of the clause prevents the target from scurrying away or stubbornly refusing punishment. Gods and Elementals with an equal or higher Essence rating are immune to this effect.

This charm is explicitly permitted to supplement the actions of other abilities.

Source: Tommathy

BURNING EYES OF LIGIER

Cost: -; **Mins:** Essence 4, Occult 5; **Type:** Permanent

Keywords: Obvious

Duration: Varies

Prerequisites: Ken of the Creators

The truth that is seen by the Infernals is far greater than the deception that the Lawgivers have been lead to believe. This Charm functions as Ken of the Creators, but it has no cost - the character gains the benefits automatically whenever her anima banner is beyond the 4-7 mote level. If she wishes to use Essence sight at some other time, she may commit one mote reflexively to do so. While that mote remains committed, her Caste Mark burns visibly, and she has access to the benefits of Ken of the Creators. Source uBodhisattva

Source: Bodhisattva

FIRST CIRCLE INFERNAL SORCERY

Cost: -; **Mins:** Essence 3, Occult 3; **Type:** Permanent

Keywords:

Duration: Instant

Prerequisites:

Allows an Infernal to cast spells from the first Circle of Infernal Sorcery. Source uSteel Wings

Source: Steel Wings

SECOND CIRCLE INFERNAL SORCERY

Cost: -; **Mins:** Essence 4, Occult 4; **Type:** Permanent

Keywords:

Duration: Instant

Prerequisites: First Circle Infernal Sorcery

Allows an Infernal to cast spells from the second Circle of Infernal Sorcery. Source uSteel Wings

Source: Steel Wings

THIRD CIRCLE INFERNAL SORCERY

Cost: -; **Mins:** Essence 5, Occult 5; **Type:** Permanent

Keywords:

Duration: Instant

Prerequisites: Second Circle Infernal Sorcery

Allows an Infernal to cast spells from the third Circle of Infernal Sorcery. Source uSteel Wings

Source: Steel Wings

TERRESTRIAL CIRCLE SORCERY

Cost: -; **Mins:** Essence 3, Occult 3; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisites:

Just as the Solar Exalted and their once-Terrestrial servants shape the Essence of the world, so too do those who have submitted to the will of the Yozis. This Charm is identical to the Solar version of Charms:Terrestrial Circle Sorcery Terrestrial Circle Sorcery. This Charm allows the character to take Terrestrial Circle Sorcery actions (see p. 252 of the Exalted Second Edition Core rulebook).

Source: Bodhisattva

CELESTIAL CIRCLE SORCERY

Cost: -; **Mins:** Essence 4, Occult 4; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisites: Terrestrial Circle Sorcery

Celestial Circle Sorceries are powerful enough to lay armies low and shatter the walls of mighty cities. This Charm is identical to the Solar version of Charms:Celestial Circle Sorcery Celestial Circle Sorcery. This Charm allows the character to take Celestial Circle Sorcery actions (see p. 252 of the Exalted Second Edition Core rulebook).

Source: Bodhisattva

SOLAR CIRCLE SORCERY

Cost: -; **Mins:** Essence 5, Occult 5; **Type:** Permanent

Keywords: None

Duration: Instant

Prerequisites: Celestial Circle Sorcery

Although this Circle was originally developed for use by the Lawgivers, the awesome power of spells from this Circle are also available to the Infernal Exalted. This Charm is identical to the Solar version of Charms:Solar Circle Sorcery Solar Circle Sorcery. This Charm allows the character to take Solar Circle Sorcery actions (see p. 252 of the Exalted Second Edition Core rulebook).

Source: Bodhisattva

DEMON SIGHT

Cost: 3m; **Mins:** Essence 2, Occult 2; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Mirror (Spirit-Detecting Glance;’’Exalted’’, p. 221)

Duration: One Scene

Prerequisites:

All that the Primordials created, gods and demons, and all such derivative works, such as ghosts, lay open for Infernal scrutiny.

Source: Bodhisattva

EPHEMERAL STRIKE

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

Keywords: Combo-OK, Mirror (Spirit-Cutting Attack;’’Exalted’’, p. 221)Obvious

Duration: Instant

Prerequisites: Demon Sight

Infernals may reach into the realm of the spirits and strike back at those wayward slaves that seek to evade them.

Source: Bodhisattva

SWALLOW THE SOUL

Cost: 2m; **Mins:** Essence 3, Occult 4; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Mirror (Ghost-Eating Technique;"Exalted", p. 221), Obvious

Duration: Instant

Prerequisites: Ephemeral Strike

The Infernal may re-incorporate their vile usurpers back into the grand Primordial design. Unlike its Solar Mirror, this charm does not instantly consume its target. Instead, the slain spirit lingers on as a strange carbuncle filled with dismembered organs, which is attached to the Infernal's anima for a number of days equal to its Essence rating. During this time, those wielding spirit-sight, or those who see the the Exalt's full iconic anima banner, can try to identify the slain gods by their personal effects and remaining body parts.

Source: Bodhisattva

BINDING CIRCLE

Cost: 10m; **Mins:** Essence 2, Occult 5; **Type:** Simple

Keywords: Combo-OK, Compulsion, Mirror (Spirit-Repelling Diagram;"Exalted", p. 221)Obvious

Duration: One Scene

Prerequisites: Ephemeral Strike

While Solars concern themselves with casting out spirits, Infernals have a much better use for them. The Infernal casts a simple sphere of glowing energy from her hand a distance of up to (Essence x 10) yards away from her, which settles to the ground and forms a blazing circle centered around the spirit or demon that the Infernal is trying to capture. This circle remains in place and any spirit, materialized or dematerialized, that is caught within the circle is trapped within it and cannot leave, even to escape to Yu-Shan or to Malfeas. They are compelled to stay within the circle until the Infernal either releases them or the Charm expires. Resisting this compulsion costs Willpower equal to the Infernal's Essence, after which the spirit can leave the circle - usually to either flee from the Infernal or to attack her. Spirits generally do not take well to being bound.

Source: Bodhisattva

KEN OF THE CREATORS

Cost: 6m; **Mins:** Essence 2, Occult 5; **Type:** Reflexive (Step 1)

Keywords: Mirror (All-Encompassing Sorcerer's Sight;"Exalted", p. 222)

Duration: One Scene

Prerequisites: Demon Sight

Nothing escapes the sight of the Primordials, for everything in Creation is something that they have made. They wish their Infernal servants to see as they do,

and so with this Charm, they have granted them the power to see the flow of Essence in all things.

Source: Bodhisattva

BURNING EYES OF LIGIER

Cost: -; **Mins:** Essence 4, Occult 5; **Type:** Permanent

Keywords: Mirror (Sorcerer's Burning Chakra Charm;"'Exalted"', p. 221), Obvious

Duration: Varies

Prerequisites: Ken of the Creators

The truth that is seen by the Infernals is far greater than the deception that the Lawgivers have been lead to believe.

Source: Bodhisattva

CHAINS WITHIN THE UNIVERSE SEED

Cost: (number of shinma x 1,000)m, 5wp; **Mins:** Essence 10, Oramus 0; **Type:** Simple (Speed 7, DV -10)

Keywords: Blasphemy, Combo-OK, Obvious, Shaping, Sorcerous, Wyld

Duration: Indefinite

Prerequisites: The Eternal Circle, Sublimation Beyond Conception Satori (x2)

At the behest of Malfeas and his architects, Oramus and She Who Lives in Her Name chained a selection of shinma and burned into them the laws by which their universe would be. The Dragon Beyond the World gathered up these first of the first principles, lashing them with pure energy and molding them into pleasing configurations before the Principle of Hierarchy crystallized their forms into the staid universal laws we know today. This Charm can only be used in Pure Chaos and is an attack against no one in particular, the Infernal freeing or binding a shinma as a principle of the living universe. Shinma bound by this Charm are forced to express a specific set of the principles they represent, and bound together with other shinma they combine their principles into a whole. Without an expanded foundation, such as a world, the locality of these principles constitutes a single waypoint. This has effects far outside the scope of game rules, but includes such epic feats as unmooring the principle of identity, the governing law of the universe that states that characters exist as separate entities, or undoing the law of Nirguna so that all things exist in a state of flux.

This Charm has no power over the laws that She Who Lives in Her Name has branded with her Unmarred Clockwork Perfection (see p. XX), which renders it useless in destroying or disrupting Creation by manipulating the shinma on which it is founded. However, nothing stops the Infernal from tying new shinma to the principles of local reality, or venturing off beyond all things knowable to the world of Creation to find and forge new combinations of shinma.

This Charm's effects are susceptible to countermagic as any Sorcerous Charm, but only so long as the shinma it binds together are not crystallized by some other power like She Who Lives in Her Name.

Source: Plague of Hats

MALFEAN HYPNOSIS

Cost: –; **Mins:** Essence 3, Performance 3; **Type:** Permanent

Keywords: Obvious

Duration: Variable

Prerequisites: Any Performance Excellency

This Charm functions exactly like the Solar Charm Charms:Phantom-Conjuring Performance Phantom-Conjuring Performance, found on page 202 of the Exalted Second Edition Core book.

Source: Bodhisattva

EMOTION-MANIPULATING METHOD

Cost: 5m; **Mins:** Essence 2, Performance 4; **Type:** Supplemental

Keywords: Combo-OK, Emotion, Social

Duration: One Scene

Prerequisites: Any Performance Excellency

This Charm functions exactly like the Solar Charm Charms:Heart-Compelling Method Heart-Compelling Method, found on page 202 of the Exalted Second Edition Core book.

Source: Bodhisattva

INSIDIOUS PERFORMANCE

Cost: 5m; **Mins:** Essence 2, Performance 3; **Type:** Simple (Speed 4 in long ticks)

Keywords: Combo-OK, Compulsion, Social

Duration: One Scene

Prerequisites:

Others have no choice but to listen when the Sinners speak. Now they can command the attention of beasts and gods. This Charm involves a performance or oration, and the Infernal's player rolls (an appropriate Social Attribute + Performance) when invoking Insidious Performance. This Charm exerts unnatural mental influence on everyone who can see or hear the character. If the extra successes exceed a given target's MDV, that target suffers a compulsion to stay in the Exalt's company and either respectfully or fearfully observe the performance. Resisting this compulsion for five minutes costs one Willpower, up to a maximum of three Willpower per scene, and such resistance allows the target to flee or forcibly silence the character.

Source: Bodhisattva

BEAUTIFUL LIE

Cost: 10m, 1wp; **Mins:** Essence 2, Performance 5; **Type:** Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Illusion, Social

Duration: Instant

Prerequisites: Malfean Hypnosis, Emotion-Manipulating Method

Sinners can define others' reality, just like Lawgivers. This Charm is a Performance-based social attack that encourages a specific belief. The Infernal begins to chant a story of what others nearby are actually seeing, overwriting memories and convincing them that what they are seeing is not actually happening. This Charm exerts unnatural mental influence on every valid target of this roll. If their MDV

is less than the extra successes on the roll, this Charm creates mass delusions, and ephemeral evidence (e.g. animal footprints, broken glass, clear and unbroken ground) remains for an entire hour to obfuscate the truth. This combination of lies and false evidence creates an instant commitment to that belief.

Shaking off the illusion requires one Willpower per scene, and the effect lasts until the targets break their commitment to the false belief. Those who resist the Illusion with Willpower can see the true evidence of what this Charm is covering up and may assist one other target in resisting the illusion as well with a (Manipulation + Performance) against a difficulty of their target's MDV.

Source: Bodhisattva

HEART AND MIND CADENCE

Cost: 2m; **Mins:** Essence 3, Performance 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: (Essence) Days

Prerequisites: , Any Performance Excellency

The Yozi's love music and harmony of all sorts, and their servants are masters of performing music so compelling that it can take root in the hearts and minds of all who hear it. When the Infernal activates this Charm he uses it to supplement a dramatic action using his (Manipulation + Performance) or to supplement another Performance Charm as part of a combo. The Infernal can activate this Charm several times as part of a single dramatic action, selecting a single member of his audience for every 2m spent, up to his Essence worth of listeners. The Essence spent to activate this Charm becomes committed for the duration of the Charm.

Any victim of this Charm will become saturated with the Essence of the Infernal's music or oratory, and at moments when their thoughts are quiet they will find themselves silently humming or repeating lines from the Infernal's performance. The true benefit of this Charm is that at any time during its duration the Infernal can attack the victim with offensive Performance Charms simply by looking at his intended victim. Any Performance Charms that would normally require a dramatic action, or would require the victim to be able to hear the Infernal, can be activated freely as a miscellaneous combat action. Any Charms activated in this manner that require a Performance roll use the successes that Infernal rolled when he originally activated Heart and Mind Cadence.

Source: Steel wings

INFECTIOUS HARMONY MANTRA

Cost: 5m; **Mins:** Essence 3, Performance 4; **Type:** Supplemental

Keywords: Combo-OK, Sickness

Duration: Instant

Prerequisites:

The musical mastery of the Yozi's servants is so great that by introducing subtle discords into their rhythm they can upset and divert the subtle flows of essence within a living body. This Charm supplements a dramatic action using the Infernal's (Manipulation + Performance), normally this dramatic action is a musical performance, but it can also be used to supplement poetry recital, or even a particularly harmonic oration. This action has a difficulty of 1, and is contested by the intended

victim's (Stamina + Integrity), though the victim does not necessarily realize he is being attacked.

If the dramatic action is successful, then the victim immediately begins to sicken. He suffers from the disease Malfean Resonance, a Second Circle spiritual illness that causes the victims essence to flow chaotically through their bodies, making it uncontrollable and detrimental. The uncontrolled Essence tears at the mortal senses of the victim and causes them to have disorienting hallucinations, this imposes an internal penalty on all actions taken by the victim equal to the victim's own Essence Score. In addition, any Charms, Sorcery, or Anima effects used by the victim cost double the normal amount of Essence to activate. These effects are particularly terrible for spirits who are infected. Any charms activated by a spirit suffering from this disease that have a willpower or experience cost also inflict one automatic level of unsoakable lethal damage. The chaotic leaking of Essence by a spirit can also have other effects at the Storyteller's option, causing uncontrollable mood swings, physical changes, or spontaneous materialization/dematerialization.

''Virulence:'' (Essence) ''Incubation:'' Immediate ''Diagnosis:'' 3

''Difficulty to Treat (Mundane/Magical):'' 6/3 ''Mobidity:'' 6 ''Treated Morbidity:'' 1

Source: Steel wings

CACOPHANY OF THE SOUL

Cost: 10m, 1wp; **Mins:** Essence 4, Performance 5; **Type:** supplemental

Keywords: Combo-OK, Sickness, Shaping

Duration: Instant

Prerequisites: , Infectious Harmony Mantra

The servants of the Yozis have learned the horrible secrets of music, that harmony and dissonance can shape the very souls and fates of the creatures of creation. This Charm is the first true step on the path to using music to alter reality. This Charm supplements a dramatic action using the Infernal's (Manipulation + Performance), normally this dramatic action is a musical performance, but it can also be used to supplement poetry recital, or even a particularly harmonic oration. This action has a difficulty of 1, and is contested by the intended victim's (Stamina + Integrity), though the victim does not necessarily realize he is being attacked.

Victims who fail to resist this Charm immediately suffer from Cacophany of the Soul, a Third Circle spiritual disease. They quickly grow sick and weak and begin to bleed uncontrollably from their eyes and from any wounds they have recently suffered. For as long as a victim has this disease they take an automatic unsoakable level of Lethal damage any time they take an action other than inactive. As a result, the only known way to preserve a victim of this disease until they can be treated is to somehow put them to sleep or render them unconscious. This uncontrollable bleeding and corruption of the flesh is considered a Shaping Effect, and Charms or Defenses that protect against Shaping can offset this symptom, but offer no protection against the other effects of the disease.

In addition to the physical effects, this disease also poisons the victims soul. Victims are prone to sudden mood swings, ranging from uncontrolled violence, to weeping, to hysterical laughter. The victim's Temperance Virtue is reduced to 0, and Exalted gain a point of Limit for each point of Willpower they spend while under the effects of this disease. The final, and most horrible, symptom of this disease af-

fects only Spirits who are unlucky enough to contract it. For every mote of Essence spent by a Spirit with Cacophany of the Soul they suffer one die of unsoakable lethal damage.

”Virulence:” (Essence) ”Incubation:” Immediate ”Diagnosis:” 4

”Difficulty to Treat (Mundane/Magical):” 10/4 ”Mobility:” 10 ”Treated Morbidity:” 1

Source: Steel wings

ANATHEMA’S PRESENCE

Cost: 7m; **Mins:** Essence 3, Presence 4; **Type:** Reflexive (Step 2)

Keywords: Obvious, Social

Duration: One Scene

Prerequisites: Any Presence Excellency

The Infernal burns with the demonic fires of the Yozi. This Charm functions as the Solar Charm Charms:Majestic Radiant Presence Majestic Radiant Presence, found on page 204 of the Exalted Second Edition Sourcebook. Those who witness the Infernal’s inner fires emerging recognize the Infernal as one of the Anathema immediately, but either do not know or do not care what kind of Anathema she is.

Source: Bodhisattva

FORKED TONGUE INSINUATION

Cost: 10m, 1wp; **Mins:** Essence 2, Presence 3; **Type:** Simple

Keywords: Combo-OK, Social, Stackable, Touch

Duration: Infernal’s Manipulation in days

Prerequisites: Any Presence Excellency

It is difficult for mortals to resist the warping influence of the Infernal Exalted. This Charm exerts unnatural mental influence to create a Compulsion effect. This Charm functions exactly as the Solar Charm Charms:Hypnotic Tongue Technique Hypnotic Tongue Technique, found on page 203 of the Exalted Second Edition Sourcebook.

Source: Bodhisattva

HEGRA’S TOUCH

Cost: 10m, 1wp; **Mins:** Essence 3, Presence 5; **Type:** Simple

Keywords: Social, Touch

Duration: One Scene

Prerequisites: Anathema’s Presence

Hegra is the Typhoon of Nightmares, the Yozi who granted a boon unto her servants. She taught them her touch to drive the world insane. When the Infernal activates this Charm and touches another living being, it instantly causes a warping shock to the mind. Mortals touched by the Infernal will cower and gibber with fear for an entire scene, unable to help themselves as terrible visions are thrust into their minds. They may take no actions while under the influence of this Charm. If an Exalt is the target of this Charm, however, the Charm instantly causes the Exalt to suffer from their Virtue Flaw as if they had experienced a Limit Break. Infernals use this Charm to discredit the Exalted and make them the fearful enemies of all Creation - Anathema indeed! However, the wise Infernal will use this Charm judiciously, for

while it is not obvious, Exalts who suffer from Limit Break may attack the Infernal, depending on what kind of Virtue Flaw they possess.

Source: Bodhisattva

YOZI'S GIFT

Cost: 7m, 1wp; **Mins:** Essence 3, Presence 5; **Type:** Simple

Keywords: Obvious, Touch

Duration: One story

Prerequisites: Anathema's Presence

Those who willingly serve the Yozis will earn their rewards and share in their triumph when they finally bring the traitor-gods to heel. This Charm functions exactly like the Solar Charm Underling Promoting Touch found on page 204 of the Second Edition Core Rulebook.

Source: Bodhisattva

COMMANDING PRESENCE

Cost: 3m; **Mins:** Essence 3, Presence 4; **Type:** Simple (Speed 4 in long ticks)

Keywords: Combo-OK, Social

Duration: One scene

Prerequisites: Anathema's Presence

Exercising the authority of beings far more powerful than the Celestial Incarnae, the Infernal takes command of her current situation. This Charm functions exactly like the Solar Charm Authority-Radiating Stance found on page 204 of the Second Edition Core Rulebook.

Source: Bodhisattva

MESMERIZING SNAKE TONGUE

Cost: 3m; **Mins:** Essence 2, Presence 4; **Type:** Supplemental

Keywords: Combo-Basic, Social

Duration: Instant

Prerequisites: Any Presence Excellency

Infernals can use their power to charm and outwit anyone they come into contact with. They are as slick as oil and as entrancing as the most talented hypnotist. This Charm functions exactly like the Solar Charm Irresistible Salesman Spirit found on page 204 of the Second Edition Core Rulebook.

Source: Bodhisattva

NOBLE CONVERSION

Cost: 12m, 1wp; **Mins:** Essence 4, Presence 5; **Type:** Simple (Speed 6 in long ticks)

Keywords: Combo-OK, Obvious, Servitude, Social

Duration: Infernal's Charisma in days

Prerequisites: Any Presence Excellency

Slowly but surely, the Infernal Exalted will bring the faithful back into the fold, and those who have lost their faith in the divine rulership of the Primordials will be purified and forgiven for their sins. This Charm functions exactly like the Solar

Charm Worshipful Lackey Acquisition found on page 205 of the Second Edition Core Rulebook.

Source: Bodhisattva

BURNING HAND OF THE RIGHTEOUS

Cost: 2m; **Mins:** Essence 3, Presence 1; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Social, Unholy

Duration: Instant

Prerequisites: Any Presence Excellency

Burning with the righteous wrath of the Primordials, the Infernal suffuses her spirit with noble and divine energies. This Charm can enhance a physical attack. This Charm makes the attack Unholy and causes the attack to inflict aggravated damage against Solars, Lunars, Sidereals, Terrestrial Exalted, gods, spirits, elementals and Dragon Kings. This Charm does not allow the Infernal to strike dematerialized spirits.

This Charm can also enhance social attacks that create guilt, shame or fear, or where the Exalt uses a stunt to draw on those emotions. It makes the attack Unholy. This Charm makes Solars, Lunars, Sidereals, Terrestrial Exalted, gods, spirits, elementals and Dragon Kings treat the social attack as unnatural mental influence that costs one Willpower to resist. This Charm also halves the creature's base MDVs against the attack.

This Charm is specifically permitted to enhance rolls based on other Abilities.

Source: Bodhisattva

CONQUERING VOLITION

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

Keywords: Obvious, Servitude, Touch

Duration: Infernal's Charisma in weeks

Prerequisites: Noble Conversion

The Demon Princes have given their Chosen the power to bring all of humanity back under their control. To that end, they have empowered the Sinners to force the divine will of the Yozis on the people if absolutely necessary. The Infernal has but to touch a mortal and then she drains her target of one temporary point of Willpower for every point of Essence she possesses, after which, the target must make an opposed (Willpower - the Infernal's permanent Essence) roll versus the Infernal's (Willpower + 1) or fall to their knees, worshiping both the Yozis and their divine servants, the Infernal Exalted. If they fail their Willpower roll, they also automatically gain an Intimacy toward the cause of the Infernal Exalted or toward the Yozis themselves. Mortals can spent one point of Willpower to resist this unnatural mental influence - but beware, for their Willpower has already been drained!

If the Infernal uses this Charm against an Essence user, the Essence user is only drained of one point of temporary Willpower and may make an opposed Willpower roll versus the Infernal's (Willpower + 1) or suffer the same Servitude effect as a normal mortal who failed the roll.

This Charm creates an instant commitment (see p. 201 of the Core Rulebook) to the Infernal or the Yozis. The target cannot begin breaking faith with that commitment until the Charm's effects end. The mental influence lasts until the target has fully shaken off this loyalty.

Source: Bodhisattva

QUICK RETORT

Cost: 5m; **Mins:** Essence 4, Presence 4; **Type:** Reflexive (Step 9 in Social Combat)

Keywords: Combo-OK, Counterattack, Social

Duration: Instant

Prerequisites: Commanding Presence

Those who attempt to sway the minds of the Infernal Exalted invite their own wills to become subjugated instead. The Infernal invokes this Charm after successfully parrying a social attack. This Charm gives the Infernal a social counterattack (in this case, a counterargument) which is resolved in Step 9 of the initial attack's resolution. Using this Charm imposes a -1 MDV penalty upon the Infernal until her next action. This Charm may not be used in response to another social counterattack.

Source: Bodhisattva

CURSE OF PASSIONS

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

Keywords: Combo-Basic, Social

Duration: Instant

Prerequisites: Mesmerizing Snake Tongue

Slick and masterful manipulators, the Princes of the Green Sun have the power to provoke even the most stolid of souls. Lacing their words with an undetectable hint of Essence, the Infernal is able to cause their social attack to force a single opponent's player to roll their character's highest virtue. Failure on the roll means that this Charm has no effect on the target. However, each success on this roll adds one to the target's Limit. Targets that accumulate ten points of Limit suffer from their Limit Break condition as normal.

Source: Bodhisattva

HEGRA'S TOUCH

Cost: 10m, 1wp; **Mins:** Essence 3, Presence 5; **Type:** Simple

Keywords: Social, Touch

Duration: One scene

Prerequisites: Curse of Passions

Hegra is the Typhoon of Nightmares, the Yozi who granted a boon unto her servants. She taught them her touch to drive the world insane. When the Infernal activates this Charm and touches another living being, it instantly causes a warping shock to the mind. Mortals touched by the Infernal will cower and gibber with fear for an entire scene, unable to help themselves as terrible visions are thrust into their minds. They may take no actions while under the influence of this Charm. If an Exalt is the target of this Charm, however, the Charm instantly causes the Exalt to suffer from their Virtue Flaw as if they had experienced a Limit Break. Infernals use this Charm to discredit the Exalted and make them the fearful enemies of all Creation - Anathema indeed! However, the wise Infernal will use this Charm judiciously, for while it is not obvious, Exalts who suffer from Limit Break may attack the Infernal, depending on what kind of Virtue Flaw they possess.

Source: Bodhisattva

FIRST RAMETHUS EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1, Ramethus 0; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , None

Ramethus is "viciously pragmatic" in achieving its goals, and "ignores distractions" until its work is done. It partakes in "spite" only when such indulgences do not interfere with its aims, but these aims are always "short-term"; Ramethus is a "brilliant tactician", but cannot see the forest for the trees, nor the "war" for its "battles". The Legion That Burns Heaven believes in "crippling" its opponents with a "single quick strike", leaving only "scorched earth" behind, with "no survivors". Ramethus is "vengeful", and bears "grudges" like "weapons", but will not engage unless the odds are in its favour; it is "ruthlessly efficient", and as a "guerrilla" fighter, it values "survival" above immediate victory, using "hit-and-run" tactics and "retreating" if faced with unexpected opposition. It "always returns", however, with some new "swift plan" or "brutal" method. Ramethus is "steadfast" in its aims but "mercurial" in its character, willing to adopt whatever form or ideal or method is "necessary for victory". There are no depths to which it will not sink, "no lines it will not cross", no "ends" that will not justify its means. Ramethus "scorns honour" and law, considering them a shield for the "weak spots" it "targets", be they supply lines, officers, or civilians. The "winner writes history"; the "lost are forgotten".

Ramethus' Excellency can be used on any short-term War-based roll, or any roll that would help the Infernal achieve "revenge". It cannot be used to show leniency, nor to enhance actions that would jeopardize the Infernal's "long-term survival", such as hopeless last stands.

Source: Revlid

DEMON'S RESILIENCE

Cost: 1m per pre-soak damage die removed; **Mins:** Essence 2, Resistance 2; **Type:** Reflexive (Step 7)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Erymanthus Hide

Some Infernals can simply laugh off the heavy blows that land upon their bodies. Blood ceases to flow from their wounds and the wounds close before the stunned eyes of their foes. This Charm functions just like the Solar Charm Spirit Strengthens the Skin.

Source: Bodhisattva

MEDITATION OF BLACK LEAD

Cost: 2m; **Mins:** Essence 2, Resistance 3; **Type:** Reflexive (Step 7)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Demon's Resilience

The Infernal concentrates for just a split second and her skin turns black and metallic just like aged lead, turning aside the blows of all but the most powerful of weapons. This Charm functions just like the Solar Charm Iron Skin Concentration.

Source: Bodhisattva

DEMON-FORGED BODY

Cost: 4m, 1wp; **Mins:** Essence 2, Resistance 3; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Meditation of Black Lead

Infernals are protected by the divine will of the Demon Princes, and many need no other armor. They appear as defenseless mortals to the eyes of their foes, until the reality of their true protections are revealed. This Charm functions just like the Solar Charm Iron Kettle Body.

Source: Bodhisattva

YOZI SKIN TECHNIQUE

Cost: 4m; **Mins:** Essence 3, Resistance 5; **Type:** Reflexive (Step 7)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Demon's Resilience, Meditation of Black Lead

It isn't necessarily Virtue that drives an Infernal, but the will of the Demon Princes - a will that can protect the Infernal from the mightiest of assaults. The Infernal invokes this Charm as a perfect defense; one that has one of the Four Flaws of Invulnerability (see the "Exalted Second Edition Core Rulebook", p. 194). This Charm functions just like the Solar Charm Adamant Skin Technique.

Source: Bodhisattva

BRIMSTONE ARMOR-SUMMONING COMMAND

Cost: 2m; **Mins:** Essence 3, Resistance 3; **Type:** Simple (Speed 3)

Keywords: Combo-OK, Obvious

Duration: Indefinite

Prerequisites: Vigorous Armory Technique

Infernals can summon forth their personal armor from the demon-world of Malfestas easily, as armor that is worn in battle after battle becomes one with the unique spiritual essence of the Infernal. This Charm functions just like the Solar Charm Hauberk-Lightening Gesture.

Source: Bodhisattva

DEMON-FORM ARMOR TRANSFORMATION

Cost: 10m, 11hl or 13m, 11hl; **Mins:** Essence 3, Resistance 4; **Type:** Simple

Keywords: Obvious

Duration: One scene

Prerequisites: Brimstone Armor-Summoning Command

Calling upon the nature of the demonic souls of the Yozis, the Infernal's body warps and mutates, skin splitting and bony plates and spikes growing out of the

Infernal in a horrifying transformation of bone and sinew. This Charm causes the Infernal's very skin to transform into a demonic visage that functions just like a suit of armor. The only thing that remains the same is the Infernal's face, oftentimes creating a ghastly contrast between a normal human face and a and frightful and demonic body. The character can design the body's form to suit his personal aesthetic and mood - it can be sleek, imposing, ornate or simple. Regardless of aesthetic, it is always unmistakably demonic in nature and always glows with a sickly green light resembling an 8-10 mote Infernal anima display. This light is bright enough to read by in a three-yard radius. Characters can only use this Charm if they are not already wearing body armor or a warstrider. It transforms the skin of the Infernal into armor with 10L/10B soak, 5 Hardness, a -1 mobility penalty and no fatigue penalty. For an additional three motes, the character may cause the armor-skin to grow bony spikes and razor-edged plates that give a +3L damage to all unarmed martial arts attacks (including clinches).

Source: Bodhisattva

BERSERKER RAGE

Cost: 5m; **Mins:** Essence 1, Resistance 3; **Type:** Simple (Speed 7)

Keywords: None

Duration: One scene

Prerequisites: Any Resistance Excellency

The Infernal gives in to the rage and passion of their masters and allows the dark emotions to flow through him. He gives himself up to terrible passions and dark impulses, allowing the will of the Yozis to guide his movements in battle. This Charm functions just like the Solar Charm Battle Fury Focus.

Source: Bodhisattva

BECOMING THE BLOODTHIRSTY AVATAR

Cost: 10m, 1wp; **Mins:** Essence 2, Resistance 4; **Type:** Simple (Speed 7)

Keywords: Obvious

Duration: One Scene

Prerequisites: Berserker Rage

When there is no other choice and the Infernal is cornered with no escape, and there is nothing left except for the tender balance of life and death, it suits the Chosen of the Demon Princes to give themselves over, mind, body and soul, to the will and the influence of the Primordials and make themselves extensions of their divine will. This Charm functions just like the Solar Charm Bloodthirsty Sword-Dancer Spirit.

Source: Bodhisattva

PURPOSEFUL FOCUS

Cost: 3m, 1wp; **Mins:** Essence 2, Resistance 5; **Type:** Reflexive (Step 10)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Any Resistance Excellency, Ox-Body Technique

The Infernal is able to shake wounds in Creation very easily, as she is no longer of this world. This Charm functions just like the Solar Charm Unbreakable Warrior's Mastery.

Source: Bodhisattva

INFERNAL RESILIENCE

Cost: Variable; **Mins:** Essence Unknown, Resistance Unknown; **Type:** Reflexive

Keywords: None

Duration: Instant

Prerequisites:

The Infernal Exalt does not fear injury. The Infernal may reflexively regenerate health levels at a cost equal to the wound penalty (for example, a -4 health level would cost 4 motes to regenerate) to a minimum cost of 1 mote. He may regenerate as many health levels as he desires and can afford in a single action, but he can only do so once a turn.

”NOTE:” This ”Charm” is an ability possessed by Characters:Lintha Ng Hut Dukantha Lintha Ng Hut Dukantha. It is presumed this is an Infernal Charm for the Resistance ability.

Source: Blood and Salt

AURA OF BLACK MALICE

Cost: 2m; **Mins:** Essence 3, Resistance 3; **Type:** Reflexive (Step 10)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Meditation of Black Lead

Infernal’s are, by nature, infallible and inevitable. Those who foolishly attempt to interrupt them in their work find that their attacks are as effective as those of child, and their weapons become slow and clumsy in their hands. This Charm is activated during step 10 of a combat after the Infernal has been hit and all damage has been calculated. Regardless of how much damage the Infernal suffered, for each attack that struck him successfully his opponent suffers a delay of 1 tick to their next action.

Source: Steel wings

ERYMANTHUS HIDE

Cost: 3m; **Mins:** Essence 1, Resistance 2; **Type:** Reflexive (Step 7)

Keywords: Combo-OK

Duration: Instant

Prerequisites: —

Just like the Erymanthoi of Malfeas have toughened hides that can resist more punishment than their frame suggests, so too can the Chosen of the Yozis. The Infernal may invoke this charm after an attack hits, but before damage is rolled. This Charm sets his Hardness to 8 against that attack, just like the Solar Charm Charms:Durability of Oak Meditation Durability of Oak Meditation.

Source: Bodhisattva

VIGOROUS ARMORY TECHNIQUE

Cost: 1m; **Mins:** Essence 1, Resistance 1; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisites: —

If the need arises for an Infernal to don armor, they can manipulate the flows of Essence to speed them in their task, readying themselves for battle as quickly as any Solar could. This Charm functions just like the Solar Charm Whirlwind Armor-Donning Prana.

Source: Bodhisattva

PAIN-NUMBING TECHNIQUE

Cost: -; **Mins:** Essence 4, Resistance 5; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisites: Purposeful Focus

Some demons feel no pain. They simply shrug off their wounds and keep coming. Infernals who know this Charm are able to imitate that ability. This Charm permanently reduces all wound penalties by 1. This Charm may be purchased multiple times. Reaching Incapacitated still renders the Infernal unconscious. **Source:** Bodhisattva

Source: Bodhisattva

OX-BODY TECHNIQUE

Cost: -; **Mins:** Essence 1, Resistance 1; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisites: —

This Charm functions just like the Solar Charm Ox-Body Technique.

Source: Unknown

INFERNAL RESILIENCE

Cost: Varies; **Mins:** Essence 5, Resistance 5; **Type:** Reflexive

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Purposeful Focus

Powerful Infernals do not fear injury or pain, having endured more than most other Exalts see in their long lifetimes. Infernals using this Charm may reflexively regenerate health levels at a cost equal to the wound penalty (for example, a -4 health level costs 4 motes to regenerate) and a minimum cost of 1 mote. The Infernal may regenerate as many health levels as she desires and can afford in a single action, but she can do so only once per turn.

Source: Unknown

DEMON-FORM ARMOR TRANSFORMATION

Cost: 10m, 1wp or 13m, 1wp; **Mins:** Essence 3, Resistance 4; **Type:** Simple

Keywords: Obvious

Duration: One scene

Prerequisites: Brimstone Armor-Summoning Command

This Charm functions just like the Charm Glorious Solar Plate, summoning a suit of resplendent armor formed purely of Essence. This suit of brass and lead burns

with the baleful heat of Malfeas, and the green light of Ligier is reflected at all times in the dull metal plates. This armor takes on an appearance tailored to the individual Infernal's preferences and mood, and often reflects the nature of the Infernal's anima.

Like Glorious Solar Plate and the Abyssal equivalent, this Charm can summon forth additional protection for an extra three motes of Essence. Unlike the shield or cloak of other Exalts this Charm calls forth a resplendent helmet if the Infernal was not already wearing one. The terrifying visage of the helms full mask radiates the pure malice of Malfeas and the infallibility of the Infernal wearing it. This horrible vision causes attackers to flinch away from the Infernal when attacking, and makes it difficult to gaze on the Infernal for any length of time, providing a +1 DV against Melee attacks, and a +3 DV against ranged attacks.

Source: Steel wings

PO-KINSHIP APPROACH

Cost: None; **Mins:** Essence 1, Ride 2; **Type:** Simple

Keywords:

Duration: Permanent

Prerequisites:

The Chosen of the Yozi learns to order herself internally, letting her reason and will break the wild lower soul to it. In doing so, she learns the truest lesson of the equestrian arts, and as she masters herself, she can master the lower animals in a like manner. Any mount the Exalt is trying to break has its Control Rating reduced by her Temperance. The most wild of beasts will buckle before the proper order of things using this method.

Source: mUrielw

NAME IF I COULD TEACH MY SOUL TO SING ASANA

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

Keywords: Obvious

Duration: Permanent

Prerequisites: Riding Oneself Approach

In their hearts and loins, creatures desire to jump for joy, to ascend to new heights of ecstasy and happiness. Among the mortals and especially Exalts of this Age, this is a perverse desire, for it is the lot of near-all the sapient of Creation to suffer, and desire to suffer, for the sins they have committed against their loving creators. The Infernal says to this weakness within her: "come, you can fulfill a purpose yet; take me to a place I could not come on my own, and if I do not partake of the joy that you offer, I have not sinned."

This Charm is a permanent power that enhances the use of Riding Oneself Approach, and when she uses the latter Charm, she may reflexively spend three motes to give the mount formed from her "po" the ability to fly, and the creature made immanent from her soul will have wings of a type appropriate to it's form's appointed class of being. In addition to being able to exchange two meters of horizontal movement for one meter of vertical movement for any given move action, the mount's natural speed is multiplied by the Infernal's Compassion or Temperance rating, whichever is lower.

Source: mUrielw

CHARGER'S WRATH

Cost: 3m; **Mins:** Essence 2, Ride 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: One action

Prerequisites: Any Ride Excellency

Some Infernals have mastered the art of mounted combat and have been transformed into frighteningly effective cavalry fighters. Empowering both their mounts and their weapons with Essence, they charge headlong into combat sowing death and ruin in their paths. By use of this Charm, the Infernal is able to add a number of dice equal to the number of dots they possess in Ride to any attack they make while mounted. This includes ranged attacks and sorcery. Any weapons that have special statistics for mounted combat also gain a number of damage dice equal to the Infernals Essence.

Source: Bodhisattva

SPIRIT OF THE WARHORSE

Cost: Varies; **Mins:** Essence 4, Ride 5; **Type:** Simple

Keywords: Combo-OK, Stackable, Touch

Duration: Varies

Prerequisites: Charger's Wrath, Elegant Symbiosis

The mounts of Infernals have been known to be deadly creatures in their own right, and foolish are those who try to interfere with or capture them. The Infernal spends a point of Willpower and commits three motes of Essence to their mount, enhancing its abilities in any one of the following ways:

* Strength, Dexterity, Stamina, Perception. This Charm increases the mounts Attribute by one dot, to a maximum of half the Infernals Essence (rounded up).

* Valor. This Charm increases the mounts Valor by one dot, to a maximum of 4.

* Athletics, Awareness, Martial Arts, Resistance or Survival. This Charm increases the mounts Ability by one dot, to a maximum of the Infernals own rating in that Ability.

* Claw/Fangs, Enhanced Sense, Fur/Feathers/Leaves/Fish Scales, Large, or Small Poxes. This Charm transforms the mount into a fearsome creature. The Infernal can bestow no more poxes upon her mount than she possesses dots of Essence. See "'Second Edition Core Exalted'", p. 288 for descriptions of these Poxes.

* Chameleon, Gills, Talons/Tusks/Horns, Thick Skin or Toxin Afflictions. This Charm further transforms the mount, giving it powerful or strange traits. The Infernal cannot bestow more than a single Affliction upon her mount, and the Affliction requires the commitment of an additional point of temporary Willpower to maintain. If this function is used on a mount with an Essence of 2 or less, the mount automatically dies from the trauma of the transformation as soon as the Infernal stops committing Willpower to maintaining the Affliction. Mounts of Essence 3 or greater suffer a number of automatic levels of lethal damage equal to the Infernals Essence, which may be soaked normally, once this effect is no longer maintained. See "'Second Edition Core Exalted'", p. 289 or "'Manual of Exalted Power: Lunars'", pp. 207-208 for descriptions of these Afflictions.

These powers automatically disappear and the mount returns to its normal state when the Infernal no longer commits motes of Essence and/or Willpower to maintain the mounts new traits.

Source: Bodhisattva

BREAKNECK PACE AMPLIFICATION TECHNIQUE

Cost: 5m, 1wp; **Mins:** Essence 2, Ride 3; **Type:** Simple

Keywords: Combo-OK, Touch

Duration: One day

Prerequisites: Any Ride Excellency

The Infernal channels Essence into her mount to give it demonic stamina. This Charm functions exactly like the Solar Charm Flashing Thunderbolt Steed found on p. 236 of the Core Rulebook.

Source: Bodhisattva

IF I HUNGERED ONLY FOR RIGHT ASANA

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

Keywords: Obvious

Duration: Permanent

Prerequisites: Riding Oneself Approach

In their gullets, creatures hunger for more than is their allotted portion. Even the higher creature that has disciplined herself with fasting and prayers still feels this moving within her. The Infernal says to this weakness: "come, you can fulfill a purpose yet; sate on the flesh of the wicked, and if I let no joy of the kill pass my lips, I have not sinned.."

This Charm is a permanent power that enhances the use of Riding Oneself Approach, and when she uses the latter Charm, she may reflexively spend three motes to give the mount formed from her "po" a fearsome maw and limbs, and the creature made immanent from her soul will have natural weaponry of a type appropriate to its form's appointed class of being. Add the lower of the Infernal's Valor or Temperance to the damage of the mount's natural attacks, and treat them as lethal.

Source: mUrielw

IF MY PRIDE WOULD WOUND ITSELF ASANA

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

Keywords: Obvious

Duration: Permanent

Prerequisites: Riding Oneself Approach

In their chests, every creature wants to think highly of itself, to exult and preen and be loved. The only things worthy of such an honor, however, are the Yozis, by whom nothing became all, and before and without whom all becomes nothing. Even the disciplined soul feels pride, though she subdues it. The Infernal says to this weakness within her: "come, you can fulfill a purpose yet; be the pride that exults in divine commission, and if you do not yet shield my ego, I have done no sin."

This Charm is a permanent power that enhances the use of Riding Oneself Approach, and when she uses the latter Charm, she may reflexively spend three motes to give the mount formed from her "po" the puffed-up power of pride made physical, and the creature made immanent from her soul will have armor of a type appropriate to its form's appointed class of being. Add the lower of the Exalt's Conviction or Temperance to the mount's bashing and lethal Soak.

Source: mUrielw

PO-REPLACING TECHNIQUE

Cost: 10m; **Mins:** Essence 2, Ride 4; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: One Scene

Prerequisites: Po-Kinship Approach

As her methods of internal ordering grow more advanced, the Infernal gains sufficient power over her lower soul that she may force it into another creature while maintaining her proper relationship with it. The Exalt rolls Ride + Temperance; if the successes exceed the mount's Control rating, the brute's own "po" is forced out to be inhabited by that of the Infernal. With a single bodily soul among them, the Concordant and her ride have, metaphysically speaking, one body, and she automatically succeeds on all rolls to control her mount. In addition, she may use Charms on the two of them in an identical manner to that allowed by Charms:Single Spirit Method Single Spirit Method.

When the Charm's duration has elapsed, the Concordant's lower soul withdraws back to its natural home, and her mount, no longer in possession of the vital principle, begins the long process of returning its material Essence to the rest of Creation. The rider can prematurely recall her soul, producing such an effect, as a simple action.

Source: mUrielw

RIDING ONESELF APPROACH

Cost: 10m, 1wp; **Mins:** Essence 3, Ride 5; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: One Scene

Prerequisites: Po-Replacing Technique

The Infernal's baser urges are in such perfect submission to her will and intellect that they may be forced out of her body to incarnate with no pre-existing vessel. For Penitents, the ghostly mount takes the form of a slippery amphibian; for Crusaders, a wise serpent; for Ascendants, a noble bird; for Inquisitors, a virile bull; and for Concordants, an order-loving insect. The mount is as tall as a man's shoulder and has the same statistics as a trained warhorse, except that it does not have health levels independent from the rest of the being of which it is a part. It can coordinate with its rider in the same manner as a mount dominated by "Po"-Replacing Technique.

Source: mUrielw

DEMON STEED

Cost: 10m, 1wp; **Mins:** Essence 3, Ride 5; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: One day

Prerequisites: Master Horseman's Techniques

Use of this Charm affects a limited form of demon summoning that bypasses normal times and methods for the summoning of demons. When the Infernal spends the Essence and Willpower to fuel this Charm, they summon an Agata (see Games of Divinity, pp. 108-110) into Creation to serve as the riding mount for the Infernal for up to one day, after which it fades out of existence, automatically recalled back

into Malfeas. For the duration of the Charm, the Agata is loyal to the Infernal who summoned it and has Control Rating 2. No other types of demons may be summoned with this Charm.

Source: Bodhisattva

ELEGANT SYMBIOSIS

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

Keywords:

Duration: Instant

Prerequisites: Any Ride Excellency

Infernals are able to form a perfect symbiotic relationship with their mounts. This Charm functions exactly like the Solar Charm Worthy Mount Technique found on p. 234 of the Core Rulebook. Source uBodhisattva

Source: Bodhisattva

HOWLING WIND BEFORE THE STORM

Cost: -; **Mins:** Essence 4, Ride 5; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: Breakneck Pace Amplification Technique

Steeds of Infernal Exalts, be they born from Creation or spawned in Malfeas, are often possessed of extraordinary speed. This Charm functions exactly like the Solar Charm Wind-Racing Essence Infusion found on p. 236 of the Core Rulebook, save that it enhances the Infernal Charm Breakneck Pace Amplification Technique. Source uBodhisattva

Source: Bodhisattva

MASTER HORSEMAN'S TECHNIQUES

Cost: -; **Mins:** Essence 1, Ride 1; **Type:** Permanent

Keywords:

Duration: Instant

Prerequisites:

The Green Sun Princes are supremely skilled at handling mounts. This Charm permanently enhances the Exalt's capabilities just as the Solar Charm Master Horseman's Techniques found on p. 234 of the Core Rulebook does with Solars.

Source: Bodhisattva

DREAM VISION BENEFACTION

Cost: 1m; **Mins:** Essence 2, Sacherell 0; **Type:** Simple

Keywords: Social

Duration: Indefinite

Prerequisites: , None

All the world is a dream to Sacherell. It is simple to insert himself into the dreams of another. The Infernal names an individual and falls asleep. The Infernal may also activate this Charm while already slumbering. If the individual is asleep and within the same realm of existence, the Infernal appears to them in their dreams. If

the target has not gone to sleep, the Infernal will invade their dreams as soon as they do. The dreamer becomes lucid enough to meaningfully converse with the Warlock, and they may communicate normally for as long as the target is asleep. This can include social combat, though the sleeper may pay 1 temporary willpower to banish the Infernal from his dreams for the night, or 3 to be rid of him for a month. A repurchase at Essence 4 allows the Infernal to target people in separate realms of existence.

Source: Snide Dastardly

FIRST SACHEVERELL EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1, Sacheverell 0; **Type:** Reflexive(Step 1 for attacker, Step 2 for defender)

Keywords: None

Duration: Instant

Prerequisites: , None

Sacheverell is a monstrosity who inspires "fear" and "disgust" in all who learn of him. Those fools who dare approach him are faced with "terrible prophecies" of impending "doom". All the universe is united in valuing his "sleep", for his wakening would entail the single "worst thing imaginable". It is a blessing, then, that he prefers the "status quo" of his eternal slumber, and pursues this end with "grim determination" and the "forbidden knowledge" he has gained by studying the contours of the future. That is what the world thinks of Sacheverell, and this is good, for the truth is far more "pathetic". Sacheverell is a "helpless" victim cast adrift in a cruel world which exists only to torment him and laugh at his "failures". The Abhorrent Prophet Unimagined sees the universe for the miserable place it is, and wisely "discards the false hopes" it offers. The only salvation is to "give up", and so Sacheverell surrenders his will to the "inevitable", abdicating the responsibilities of choice to become a "blameless" puppet of destiny. He has forsaken reality, isolating himself behind walls of "apathy" and withdrawing into "dreams" in which he is still the Lidless Eye That Sees, and knows not from whence the strange Yozi named "Sacheverell" came. At times, He Who Sees the Shape of Things to Come thinks he spies something which could offer hope, and for a moment he feels as though his life is worthwhile after all. However, reality is always quick to punish such "self defeating" idiocy, and thus it has become his habit to "lash out" at those who would drag him back into the hateful waking world.

Source: Snide Dastardly

SACHEVERELL MYTHOS EXULTANT

Cost: -; **Mins:** Essence 3, Sacheverell 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , First Sacheverell Excellency

Unlike other variations of (Yozi) Mythos Exultant, Sacheverell Mythos Exultant requires the player to declare its use before rolling the stunted action. The Infernal rolls his dice pool twice, taking whichever result he prefers, but forfeits stunt rewards as normal for (Yozi) Mythos Exultant if he succeeds. If the stunted action fails despite the use of this Charm, the Infernal loses (stunt rating x 3) motes and one willpower,

as the weight of inevitable failure begins to crush the Warlock's soul. Sacheverell Mythos Exultant is incompatible with any First or Second Excellency.

Source: Snide Dastardly

SORCEROUS ENLIGHTENMENT OF SACHEVERELL

Cost: -; **Mins:** Essence 3, Sacheverell 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , First Sacheverell Excellency

Sacheverell focuses his consciousness on his dreams, and thus magic comes most naturally to him when it resonates with his dreams of the present. Sacheverell receives a 10 mote, 1 willpower discount on all spells which primarily deal with dreams, scrying, or the acquisition of information. Spells which effect the waking world, and which do not qualify for the discount above, suffer a 1 willpower surcharge.

Source: Snide Dastardly

CRAWLING THE WEB OF NIGHTMARES

Cost: 1m; **Mins:** Essence 2, Sacheverell 0; **Type:** Simple

Keywords: None

Duration: Instant

Prerequisites: , Dream Vision Benefaction

Sacherevell's sleeping mind can contain whole universes, but lesser beings are more constrained. Thus, Sacherevell must move from dreamscape to dreamscape to see the full layout of the world's dreams. While using Dream Vision Benefaction, the Infernal may pay 1 mote to expand his awareness to another dreamscape, effectively making them another simultaneous target of Dream Vision Benefaction. By default, the Infernal merely moves to the dreams of the closest sleeping individual to his original target, but he may instead narrow his search to specific types of beings. He may, for instance, invade the dreams of the closest mortal, horse, or god. For the purposes of this Charm, all Exalts count as humans, and the Warlock may not specify that his next target be Exalted. The new target may pay willpower as normal to banish the Infernal. This leaves the Warlock blocked from that person's mind, but still within the dreams of all his other targets. He may carry out different conversations simultaneously in separate dreams and participate in multiple, separate instances of social combat. At Essence 3, the Infernal may instead move into the dreams of someone towards whom his current target has an Intimacy. A repurchase at this Essence rating allows the Infernal to spread to all characters within 5 yards of any effected character, or to every target of an Intimacy of any current target for a cost of 5m.

Source: Snide Dastardly

DREAM DEFINING GAZE

Cost: 2m (+3m, +1wp); **Mins:** Essence 3, Sacheverell 0; **Type:** Simple

Keywords: Social

Duration: Instant

Prerequisites: , Crawling the Web of Nightmares

Sacherevell does not control his dreams as thoroughly as Oramus, but dreams are the one place where he is not quite so helpless. While traveling inside another's

dreams with Dream Vision Benefaction, the Infernal may control the dream's content. The Infernal specifies something, such as a specific person, object, event, or emotion and forces the dream to shift focus onto the given subject. The Infernal may then watch the dream play out, as the dreamer's most recent memories of the given subject are recreated in dream form. This may involve the last time they saw the person or object, their recollections of the specified event, or the last time they strongly felt the specified emotion. At the storyteller's discretion, events which were extremely emotional or important for the dreamer may come forward instead of the most recent ones. A dockworker may dream of the drunken fight he had with a coworker over a game of cards last week, instead of having a short conversation at the general store with him this morning, which may or may not have been what the Infernal was hoping to discover. Terrifying or humiliating dreams impose a -1 penalty on the roll to recover Willpower in the morning. A repurchase at Essence 4 allows the Infernal to effect all current targets of Crawling the Web of Nightmares simultaneously with a single use, forcing them all to dream of the same subject.

A second repurchase allows the Warlock to control the glammers of the Fair Folk. By paying 5m, 1wp, the Infernal may target a Waypoint instead of a dream. This allows the Infernal to totally rework the themes of the stories told there. Any Shaping attack that does not conform to the Green Sun Prince's dictates automatically fail. It is permissible to enforce the story of Sacherevell's power tearing down the ephemeral fantasies of the Wyld wholesale, causing all Shaping attacks to fail and the Waypoint to temporarily calcify into a part of Creation. These effects last one day and are Sorcerous.

Source: Snide Dastardly

FLAMES OF PASSION DIMMED

Cost: 1m(+1m); **Mins:** Essence 2, Sacheverell 0; **Type:** Reflexive(Step 7)

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: , None

The wonders of the world can inspire Sacherevell to feel for but a heartbeat before the inevitability of disappointment and loss snuffs out his ability to care. Whenever the Infernal is subject to an Emotion effect, he may change the context of that effect to despair. A repurchase at Essence 3 allows the Warlock to use this Charm's against social attacks meant to compel behavior for a cost of 2 motes. This changes the social attack so that it makes the Infernal do nothing, instead of whatever behavior it was intended to provoke. The Warlock moves to comply for an instant before realizing the futility of whatever he was about to do. This obviously cannot defend against social attacks which would force him to abstain from some course of action.

A second repurchase at Essence 5 makes the defense against Emotion effects, but not social attacks, Permanent.

Source: Snide Dastardly

FALSE HOPES TORN ASUNDER

Cost: -; **Mins:** Essence 3, Sacheverell 0; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Permanent

Prerequisites: , Consolation Inducing Cringe

Seeing Sacheverell's misery and helplessness drives the compassionate to alleviate his suffering. These are the Abhorrent Prophet Unimagined's most dangerous foes, for their mercy may delude him into forgetting that life is misery. They must pay for trying to lure Sacheverell back into the sadistic waking world. This Charm grants an Overdrive pool of 10 motes. Initially empty, the Infernal gains 10 offensive motes the first time in a scene that he initiates battle against someone who holds a positive Intimacy towards him, and an additional mote on each action in which he attacks an enemy who holds such an Intimacy. At Essence 5, the Warlock's definition of acceptable enemies expands. He may now gain offensive motes for fighting anyone who has shown him kindness earlier in the scene, regardless of whether they hold an Intimacy towards him.

Source: Snide Dastardly

INVINCIBLE SHIELD OF ANHEDONIA

Cost: Varies; **Mins:** Essence 2, Sacheverell 0; **Type:** Reflexive(Step 2)

Keywords: Combo-OK

Duration: One scene

Prerequisites: , Flames of Passion Dimmed

All the temptations of the world throw themselves before He Who Sees the Shape of Things to Come, yet he is unmoved, for in his dreams he can see even the smallest and most insignificant of flaws with ten thousand times more clarity than he can see beauty. In addition to the listed effects, each version of this Charm replicates Keen (Sense) Technique for the appropriate sense. Upon purchasing this Charm, the Infernal gains one of the options listed below, and may repurchase this Charm up to four times to learn the others. "Hearing": The Infernal loses all ability to enjoy music, poetry, and the screams of his victims, as all dissolve into a meaningless cacophony. The Warlock gains the ability to perfectly dodge vocal or written social attacks, even undodgeable ones, by gaining a point of limit, as their worthless babble serves only to annoy him. This version costs 4 motes.

"Sight": The Infernal blinds himself to beauty. He automatically fails all rolls to evaluate the worth of any object whose pleasing form adds to its value, and cannot even determine others' Appearance ratings. Venus seems no more attractive to him than a decaying Abyssal. More productively, the Warlock disregards relative Appearance modifiers when defending against social attacks. This version costs 4 motes.

"Smell": The Infernal can no longer derive pleasure from the smell of a freshly picked flower or a home cooked meal. Even poisonous gasses and airborne diseases fail to entice a response. The Warlock is immune to all effects that require the inhalation of a gas. This version costs 7 motes.

"Taste": Even the most delectable of feasts no longer tempts the Infernal. The Warlock gains immunity to all effects that require oral ingestion of some substance, even gaining the ability to safely swallow and digest normally inedible objects, though he gains no sustenance from them. This version costs 4 motes.

"Touch": Pain is overshadowed by the endless suffering that is life, though the caress of a lover and gentle embrace of a friend become pleasures the Infernal will never know. The Infernal ignores all wound penalties and becomes immune to all pain based effects. This version costs 3 motes.

At Essence 5, the duration increases to indefinite.

A single repurchase at Essence 8 reduces the cost of all versions of this Charm to 1 mote apiece.

Source: Snide Dastardly

CRUEL REALITY UNVEILED

Cost: 15m; **Mins:** Essence 4, Sacheverell 0; **Type:** Simple(Dramatic Action)

Keywords: Combo-OK, Sorcerous

Duration: Instant

Prerequisites: , Flames of Passion Dimmed

Adorjan cuts away the fetters of sanity and draws her victim-beneficiaries into her Pure Land world Jouten to dwell in blissful madness. She should know better than to think something as simple as insanity can offer escape from the torment of samsara. This Charm is an hour long dramatic action in which the Green Sun Prince confronts his target with the unrelenting misery of the world outside of their delusions. The paranoid are shown that no amount of distrust can really protect them from betrayal, and those with phobias are shown how everything else is just as terrifying as the thing they fear. Afterwards, the target loses all derangements, but is infused with a permanent sense of melancholy and detachment. They may not repair or create positive Intimacies unless they spend a Virtue channel for each scene spent doing so. Depression is not an illness but instead the only sane response to a mad and terrible world. As such, this Charm cannot cure depression or similar derangements, though it can convert them into depression, turning Bi-Polar Disorder into unipolar depression, for instance.

Source: Snide Dastardly

JUDGING EYES BLINDED

Cost: 6m; **Mins:** Essence 3, Sacheverell 0; **Type:** Simple

Keywords: Combo-OK

Duration: One scene

Prerequisites: , Flames of Passion Dimmed

It is bad enough that Sacheverell must acknowledge his own endless string of failures. The thought that others may see and mock him is truly unbearable. The Warlock cloaks himself in a veil of unobtrusiveness, and all Perception rolls to notice him automatically fail. If any Charm contests this effect, the Infernal applies (Essence) bonus successes on the Charm rolloff. However, the Green Sun Prince is also consumed with a primal terror of being noticed. If at any point the Infernal believes he has been spotted, that anyone in the area believes they are being spied upon, or hears his own name spoken, he must flee the immediate area by the most expedient means possible and not return for the rest of the scene. In the First Age, the Solars erected systems to regularly shout out the name of Sacheverell to frighten away his roving dream-eyes from their most sensitive buildings, including the site of the Calibration feast. The Usurpation was enough to awaken Sacheverell, but for those installations which stopped him from dreaming of the first and greatest act of betrayal against the Lawgivers.

Source: Snide Dastardly

ADVENT OF THE SOMNAMBULANT ORACLE

Cost: -; **Mins:** Essence 3, Satcheverell 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Judging Eyes Blinded

Sleep is the rightful domain of Satcheverell, but he cannot neglect the waking world lest he be awakened. This Charm splits off a separate "personality" which is subservient to the original. This personality has its own Motivation and set of Intimacies, which are initially defined by the Infernal when he learns this Charm. The two personalities share memories, and the second instinctively understands the will of the primary personality in any situation, but they are otherwise distinct. Social attacks and mind controlling magic used on one do not effect the behavior of the other. The second personality is normally powerless, as it is not really a part of the Infernal's conscious mind. Rather, it is a set of goals and opinions which takes control of the Infernal whenever he is asleep, essentially transforming his slumbering body into a philosophical zombie. The second personality is naturally adept at aping normality. A successful Perception + Awareness check at difficulty 3 is necessary to notice that something seems strange about the Infernal, and a threshold of 2 is required to determine that he is in fact sleep walking (or sleep talking, sleep fighting, sleep plotting-to-escape-from-Hell...).

Source: Snide Dastardly

WORLD-FORSAKING DREAMER SHINTAI

Cost: -; **Mins:** Essence 4, Satcheverell 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Advent of the Somnambulant Oracle, Dream Defining Gaze

The Ebon Dragon dreams of the world as it could be, a place of hollow shadows where virtue and hope have been crushed forever. Satcheverell dreams of the world as it is, and this is far worse. The Infernal falls asleep permanently, and may permanently change the motivations of both his personalities when he does so. The balance of power between the two personalities shifts. The primary, sleeping personality loses the ability to access any memories of the sleepwalking personality which postdate the learning of this Charm. Additionally, the sleeping personality becomes subservient to the sleepwalking one, as the sleepwalker's desires dictate the actions of the sleeper. The Infernal recovers Willpower with a Conviction roll as normal every day at midnight. The sleeping personality extrudes a small piece of the Infernal's soul from his body, creating an infinitesimally small, invisible, and immaterial "eye." Whatever the eye sees, the Infernal dreams. This is how Satcheverell gathers the visions to form his endless dreams of the present. The eye can move at 10 yards per tick in any direction and benefits from any Charms the Infernal uses improve his own senses, but it is otherwise powerless. The eye can be banished by the same methods that work against an Infernal using Judging Eyes Blinded.

When buying this Charm, the Infernal must specify what has driven him to abandon reality and dwell forever more in his own dreams. For Satcheverell, this was the unthinkable rebellion of the lesser gods and races against the invincible Primordials who ruled the world. If, in his dreams, he ever witnesses any event on the scale of the Usurpation which reminds the Warlock of the cause of his self imposed exile, he

immediately awakens, and can never fall asleep again. This Charm, Advent of the Somnambulant Oracle, and any others which rely on sleep have their experience point cost refunded, though the Infernal retains access to them for the purpose of fulfilling other Charms' prerequisites.

Initially the eye created by this Charm can stray no farther than 10 miles from the Infernal's body. Repurchase at Essence 5 upgrades this to 100 miles. A second repurchase at Essence 6 removes this range limitation entirely, allowing the eye to reach any location in the same realm of existence. A third repurchase removes even this limitation, allowing the eye to travel to other realms by whatever means it can find. A fourth repurchase at Essence 8 allows the Infernal to have one separate eye on every plane of existence which he can reach simultaneously. A final purchase at Essence 10 gives the Infernal 54 eyes in every realm of existence he can reach.

Source: Snide Dastardly

A PRIVATE HELL

Cost: 30m, 2wp; **Mins:** Essence 3, Sacheverell 0; **Type:** Reflexive

Keywords: Combo-OK, Illusion

Duration: One day

Prerequisites: , Judging Eyes Blinded

Sometimes, Sacheverell wishes he could just disappear, not only from the sight of others, but from the entire universe, and trouble Creation no more. When activating this Charm, the Warlock rolls (Manipulation + Stealth), and everyone who has any memories of him and a MDV lower than the number of successes on the Infernal's roll suffers an unnatural Illusion that costs 4 willpower to resist and causes them to lose all memory that the Infernal has ever existed. The Illusion abates when this Charm ends. Meanwhile, the Infernal sends himself Elsewhere. There, he may do nothing, not even purely mental actions, except choose to end this Charm and return himself to the spot which he disappeared from.

Source: Snide Dastardly

SHARING THE TRUTHS OF INSIGNIFICANCE

Cost: 3m(+4m, +1wp); **Mins:** Essence 3, Sacheverell 0; **Type:** Reflexive(Step 9)

Keywords: Combo-OK, Compulsion, Counterattack, Emotion, Social

Duration: One Scene

Prerequisites: , Flames of Passion Dimmed

After internalizing the futility of emotion, He Who Sees the Shape of Things to Come feels compelled to share his wisdom. This Charm is a counterattack against a social attack which carries an Emotion effect. The counterattack is an unnatural Emotion effect that costs 3 willpower to resist, and which causes the original attacker to fall into despair. A repurchase at Essence 4, which requires the second purchase of Flames of Passion Dimmed, allows the Infernal to counterattack any social attack by paying 7m, 1wp. In addition to the Emotion effect above, the counterattack also carries a Compulsion that costs 1 willpower to resist and forces the target to disengage from social combat and spend the rest of the scene idle, perhaps wandering off to take a nice nap.

Source: Snide Dastardly

IDEALS BROKEN AND DISCARDED

Cost: 12m, 1wp; **Mins:** Essence 4, Sacheverell 0; **Type:** Supplemental

Keywords: Social

Duration: Instant

Prerequisites: , Sharing the Truths of Insignificance

The self-righteous steadfastly cling to their beliefs, but Sacheverell knows it is only a matter of time before they abandon them. Just as the Abhorrent Prophet Unimagined whispered to the Empyrean Chaos to betray his nature and bow before his Exalted conquerors, the Infernal may wear away at their enemies' strongest convictions until they crumble beneath the weight of inevitability. This Charm supplements a social attack, which is able to issue any non-suicidal unacceptable order. Mortals offer less resistance, and may be convinced to kill themselves.

Source: Snide Dastardly

SLEEPING HORROR AWAKENED

Cost: -; **Mins:** Essence 2, Sacheverell 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: , Flames of Passion Dimmed

He Who Sees the Shape of Things to Come ruins the world simply by being in it. All of Heaven and Hell would dearly love to see him die before he awakens. They will never be that lucky. If damage in step 10 would kill the Infernal, the attack is shunted into his dreams and dissipates. He perfectly dodges the attack, even if it was undodgeable, but the psychic strain of mixing dream and reality forces him to awaken. If the user of this Charm is a Primordial or a Fetich Third Circle Demon, the sympathetic bond between them also wakes the other. As a unique Flaw of Invulnerability, this Charm only applies while the Warlock is asleep, and he may not fall asleep again until the end of the scene. This Charm cannot protect against self-inflicted damage. If the Infernal wants to awake, he must convince someone else to attack him.

Source: Snide Dastardly

INURED TO THE WORLD'S PAINS

Cost: 3m; **Mins:** Essence 2, Sacheverell 0; **Type:** Reflexive(Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Sleeping Horror Awakened

Life is suffering. Compared to this truth, of what significance are the slings and arrows of one's enemies? The Infernal perfectly dodges any attack that was not unexpected, even if it was undodgeable. This Charm bears the Imperfection of the Abhorrent Prophet Unimagined.

Source: Snide Dastardly

THE REWARDS OF HOPE

Cost: 1m; **Mins:** Essence 2, Sacheverell 0; **Type:** Reflexive(Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , None

When champions arise to fight the destinies Sacheverell has foreseen, it is not enough that they die. The futility of resistance must be demonstrated to those they had sought to protect. If the Infernal's attack dealt damage, everyone who holds a positive Intimacy towards the attack's target receives a vision of what has happened to them, along with the knowledge of the Warlock's identity. Each such vision counts as a scene spent building a negative intimacy of fear towards the Infernal. Additionally, if the Infernal has the final repurchase of The Shape of Things to Come, the vision also imparts the knowledge that defeating the Warlock will awaken him and damn the universe to predestination.

Source: Snide Dastardly

HEART STRING STRANGULATION

Cost: 5m, 1wp; **Mins:** Essence 3, Sacheverell 0; **Type:** Supplemental

Keywords: Combo-OK, Shaping, Sorcerous

Duration: Instant

Prerequisites: , The Rewards of Hope

Of all the myriad forms of suffering, Sacheverell considers physical pain the crudest. To truly become the ultimate monster, his blows must do more than merely rend his opponent's flesh. This Charm supplements a physical attack. If the attack hits, it is repeated as a Shaping effect on all individuals towards whom the target holds a positive intimacy and who have a lower Essence score than the target. The target is forced to watch as his loved ones suffer for his temerity as per The Rewards of Hope. This Charm is an implement of torture, not assassination. Magically created or enforced Intimacies do not function as proper arcane links to the individual. It is permissible, however, for someone to form an Intimacy naturally with the intent to use those feelings to attack them.

Source: Snide Dastardly

DEATH OFFERS NO ESCAPE

Cost: 1m; **Mins:** Essence 2, Sacheverell 0; **Type:** Reflexive(Step 10)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , The Rewards of Hope

The Neverborn believe that one day Creation shall be shattered and their torment will end as they sink into the cold embrace of Oblivion. Sacheverell can only pity their naive optimism. If this Charm is used to enhance a fatal attack, the victim is forced into Lethe to be reborn into the cycle of eternal suffering. Furthermore, this Charm searches the Loom of Fate for every appropriate body for the soul that is fated to be born before the end of the next Calibration. The life which would be most distasteful to the victim is selected, and they are guaranteed rebirth into that body. If another Charm contests either of these two effects, the Infernal receives (Essence) bonus successes on the Charm roll-off. The target's last thoughts are filled with visions of the indignity of his next life. In this way are potentates reborn as slaves and devout Immaculates reincarnated as thralls to the Anathema.

If it becomes impossible for the soul to be reincarnated into that body, such as from competing magic winning control of it or beings from outside Fate preventing the

birth, the soul goes to the next most unwanted body. If no new births of the proper species will occur before the next Calibration, the soul will instead be reincarnated as soon as possible, regardless of what sort of life the baby is fated to have.

At Essence 5, even beings who's souls normally dissipate upon death are forced into the wheel of metempsychosis. Spirits are prevented from reforming in their sanctums. Instead, their souls are held together by the magic of this Charm and used by the universe as the basis of another spirit of the appropriate type. This has all the same effects as a mortal soul passing through Lethe and being reincarnated. The birth of beings outside of Fate are not predictable by the Loom of Fate, and so creatures which are naturally outside of Fate will be reborn at the earliest possible opportunity.

At Essence 6, the Warlock becomes able to transmute souls as they die. Beings killed by this Charm are reborn into the worst life inside of Fate possible, regardless of what type of being that is. The soul will be twisted into the proper type of soul for the species it is to inhabit. Dragon Kings can be made to become one of the humans that had served as their slaves in Ages past, and the mightiest gods forced to live as dung beetles. If, while waiting for their fated reincarnation, a birth outside of Fate occurs which would have been even more distasteful to the soul's former life, it instead serves as the basis of that life instead. For example, if the Unconquered Sun is killed with this Charm and slated for reincarnation as a mortal bandit, only for one of the Ebon Dragon's Third Circle demons to die, he will instead be rebuilt into a properly formatted Essence pattern to gestate inside the Ebon Dragon as his new soul.

Source: Snide Dastardly

TODAY'S HERO, TOMORROW'S MONSTER

Cost: -; **Mins:** Essence 3, Sacheverell 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Death Offers No Escape

Trusting to the vagaries of Fate to ensure that a soul's next incarnation is perfectly tailored in its horror is foolish. Instead of returning to Yu-Shan for eventual rebirth, the newly dead soul attaches itself to the Infernal's like a barnacle. There, the Infernal may make social attacks on it, all of which automatically succeed. Since the soul has already passed through the process of Lethe, the results of these attacks carry over to its next life, though it must wait until its body and mind mature to the point that it can understand them before they have any effect. Giving the command "murder your parents" to the soul, for example, will not be acted upon until the child is old enough to understand what "murder" and "parents" are. Once the Warlock is finished influencing the soul, he may either release it to Yu-Shan to be reincarnated as per Death Offers No Escape, or specify a gestating fetus which the soul will enter once it is ready for birth. If the fetus is destroyed or otherwise prevented from being born, the Infernal becomes aware of this fact and may change the soul's destination. A repurchase at Essence 5 turns the Infernal's body into a Craft(Genesis) workshop in which he can directly create bodies of the appropriate species for attached souls to inhabit. The new body forms as a cyst inside the Warlock, which is expelled once he has accumulated enough successes to finish the new lifeform. After specifying what he is to create and ingesting proper esoteric ingredients for a Genesis Artifact, he needs take no other action to help the creature's progress. Each day, he reflexively makes

an appropriate Craft(Genesis) roll, and counts the successes towards the Artifact's completion as normal. At any time after it is finished, he may expel the cyst from his body and it grows into the creature he designed over the course of a minute, at which point he selects one of his trapped souls to bring it to life.

Creating a new member of an existing mortal species counts as Artifact 1, while existing Essence using species are Artifact 3. Unlike normal applications, this Charm can allow Craft(Genesis) to create literally any form of life, as long as the Warlock has an appropriate soul on hand to use as a template. Creating beings such as spirits or Fair Folk is possible, though they count as Artifact 5 or even NA if they are especially powerful.

A repurchase at Essence 6 which requires the repurchase of Death Offers No Escape allows the Green Sun Prince to create truly new races or Behemoths, instead of merely copying preexisting species.

Source: Snide Dastardly

INEVITABLE DOOM FORESIGHT

Cost: 5m, 1wp; **Mins:** Essence 2, Sacheverell 0; **Type:** Simple

Keywords: Combo-OK, Compulsion, Samsara

Duration: Instant

Prerequisites: , The Rewards of Hope

Occasionally, Sacheverell's sleeping form stirs, and three of his 324 wings briefly unfurl from one of his 108 eyes, that he may glimpse the shape of things to come. This Charm constitutes an unblockable, undodgeable social attack that targets a single individual, which may be used in combat time as a simple action. This unnatural Compulsion costs 2 willpower to resist, and forces the character to gaze into samsara. At this stage, the Infernal's visions are as limited as the Maidens' in that he may see only tragedy. If the target does not resist, they and the Infernal experience a Storyteller created vision of a single action the target will take some time in the current scene. The vision must be of what the character attempts, not of what they actually do. "You will try to betray your circle to the Wyld Hunt," is appropriate, but "You will betray your circle to the Wyld Hunt," is not, as there is no guarantee that the target's circle will not prevent him from making it to the local Immaculate monastery to rendezvous with them. This action must be something the character can actually do and have consequences the character would dislike, but beyond those restrictions, the prophecies of samsara are limited only by the imagination and cruelty of the Storyteller. As per the samsara keyword, the target is forced to go through with what he saw in the vision, and to do nothing that would prevent it from coming to pass. If a Dynast foresees herself selling her mortal husband into slavery, she cannot kill him to stop this from happening. If the actions of others make the fulfillment of the prophecy impossible, such as if someone else kills the Dynast's husband, then she realizes that she was misremembering what she saw, cloaking the horror of the future behind veils of delusion, and receives a new vision from the Storyteller, which is retroactively what she had actually seen all along. The Infernal also sees this revised vision.

The Warlock may target himself with this Charm for free as a non-Charm activation Simple action.

At Essence 3, the Warlock may specify a known Intimacy of the target, and the vision will revolve around how the target will betray and ruin that Intimacy, if pos-

sible.

A repurchase at Essence 3 adds the Illusion keyword. The target refuses to believe that the Warlock's prophecy was the cause of her actions, instead rationalizing them as due to her own character flaws. For example, the Dynast above may believe that she sold her husband because she is greedy. While under the effects of this Illusion, the character cannot behave in ways which would violate her new self image unless she pays a point of willpower to act freely for a scene. This Illusion costs 3 willpower to remove, and this willpower payment cannot be made until the Illusion is challenged, such as the Dynast's friends reminding her how she would often give to charity or by acting against the Illusion's dictates for a scene.

Another repurchase at Essence 4 allows this Charm to be used as a Performance based social attack, and thereby effect everyone within listening range. A third repurchase at Essence 6 allows the Infernal to make written social attacks with this Charm. The duration increases to Indefinite, and he must keep the motes committed lest his words lose their oracular power. The Charm ends after a single person has read the effected text.

Source: Snide Dastardly

PRIME FUTURE'S HISTORY MADE RADIANT

Cost: 15m, 1wp; **Mins:** Essence 3, Sacheverell 0; **Type:** Simple(Dramatic Action)

Keywords: Compulsion, Illusion, Social, Sorcerous

Duration: Indefinite

Prerequisites: , Crawling the Web of Nightmares, Cruel Reality Unveiled, Inevitable Doom Foresight

To view samsara head on requires the strength to ensure that what one sees shall truly come to pass. This is infeasible in the case of whole societies, but He Who Sees the Shape of Things to Come needn't see anything but the silhouette of the future in order to guide the fate of organizations. After all, while individuals may deviate from the norm, the cosmic truths of samsara inform enough of the populace's behavior that individuals are irrelevant. Love is slavery, tomorrow shall be worse than today, hope is a lie, the world's wonders will diminish, usurpation is inevitable, these are among the truths which Sacheverell has gleaned from samsara and which allow him to plan the future of whole nations. This Charm is a Manipulation + Socialize Dramatic Action requiring several hours of observing the a social group, with a difficulty of the leader's MDV. If the roll succeeds, the Infernal may add or remove one item from the group's Policy. The group's leader may pay 10 Loyalty, incrementally or in a lump sum, to remove or reinstate that part of the Policy at the end of the scene in which she paid the final point of Loyalty.

Furthermore, the Infernal is automatically alerted to events which would cause the group to change its Policy away from what he has dictated. If he responds and successfully deals with these threats to his plans, then his change to the Policy is reapplied if it was successfully removed, the amount of Loyalty paid towards removing it is reset to zero, everyone in the social unit gains an intimacy towards that part of the Policy as an unnatural Compulsion, and entirely forget whatever threat had opposed that part of the Policy as an unnatural Illusion effect. The Compulsion and Illusion cost a cumulative 1 willpower to resist for each threat the Warlock has dealt with, to a maximum of 5.

Source: Snide Dastardly

FORTHRIGHT PROPHET STANCE

Cost: -; **Mins:** Essence 3, Sacheverell 0; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: , Inevitable Doom Foresight

Sacheverell is not so cruel as to delude others with false hope, yet they still foolishly deny that the truths he reveals to them. This Charm removes that luxury. Whenever the Infernal speaks the truth, this fact becomes undeniably Obvious to everyone who hears him. Though this does not stop him from lying, once those around him understand that everything but his lies carry with them the ring of truth, it becomes difficult to successfully do so. Still, a clever Warlock can use this to his advantage. "The Ebon Dragon kidnapped the Scarlet Empress using Infernal Exalts made from corrupted Solar Exaltations," for example, is false no matter how close to the truth it actually is. Note that, as per the samsara keyword, any attempt to relay information gained from samsara never seems to be true.

Source: Snide Dastardly

MERCIFUL SHATTERING OF DREAMS

Cost: 4m; **Mins:** Essence 3, Sacheverell 0; **Type:** Simple

Keywords: None

Duration: Indefinite

Prerequisites: , Inevitable Doom Foresight

The most compassionate act imaginable is to teach someone that the best thing they can do is abandon their aspirations, curl into a ball, and go to sleep. When activating this Charm, the Infernal specifies a single target and something that person wishes to accomplish. Any action the Infernal takes which directly contests the target's efforts to realize that goal enjoy a stunt bonus as if they resonated with the Infernal's motivation. The Warlock also gains a bonus success on all rolls for such actions, which does not count as dice gained from Charms. If the goal is represented by an Intimacy or the Motivation of the target, the Green Sun Prince gains 2 or 3 bonus successes, respectively.

Source: Snide Dastardly

PATHETIC FAILURE ANTICIPATION

Cost: -; **Mins:** Essence 3, Sacheverell 0; **Type:** Permanent

Keywords: Native, Samsara

Duration: Permanent

Prerequisites: , Inevitable Doom Foresight

Benezer the White Ram died, and it was the Lidless Eye that Sees's fault. He was too weak to stop it, too stupid to see it coming, too hideous for the Chosen of the gods to consider sparing him, too worthless to do anything at all. His transition into Sacheverell has made him no better, but now he can at least predict his own failures to prepare himself for them. This Charm gives the Infernal an extra Peripheral Essence pool that is 10 motes large. Additionally, whenever the Infernal uses Inevitable Doom

Foresight on himself, he may specify exactly what he wishes to see. If he does so, he is granted a vision of himself failing spectacularly at whatever action he foresaw. This ensures that he will botch the roll for that action the next time the specified situation occurs. If the Storyteller judges the situation to have been appropriate for an Eclipse caste oath enforced botch to have occurred (ie, not so specific that it will never actually come up in play, something that the Warlock actually had a chance at succeeding at anyway, not something the Infernal would actually want to fail at, etc) then he gains 10 motes for the Essence pool provided by this Charm. This is the only way the pool may be refilled, and it may be done at most once per scene.

Note that the Samsara keyword only applies to the failure itself. If the Infernal has a vision of losing a horse race against Regent Fokuf, he is not required to actually challenge the Regent to a race. If he finds himself in such a race, however, he cannot do anything to prevent himself from losing.

If a character would normally be unable to take this Charm, such as due to the Native keyword or the limit on the number of Green Sun Prince more pool expanders, they may learn it anyway, but do not gain the mote pool until they could normally learn this Charm.

Source: Snide Dastardly

THE SHAPE OF THINGS TO COME

Cost: 9m; **Mins:** Essence 5, Sacheverell 0; **Type:** Reflexive(Step 2)

Keywords: Samsara

Duration: One Scene

Prerequisites: , Pathetic Failure Anticipation, World-Forsaking Dreamer Shintai

Sacheverell has traded hope for certainty. By activating this Charm, the Infernal truly sees the Shape of Things to Come. This removes the unexpected tag from all attacks directed at him as he sees them an instant before they occur, but this is the least of the Charm's effects. As long as this Charm is active, the Infernal sees everything that he will do, say, or even think in the next instant. He loses all free will, watching himself live his own life from deep inside the recesses of his own mind. He cannot even contemplate the horror of his own situation, as samsara dictates his thoughts. Other than a few modifications, he behaves normally:

*He will not attack or otherwise harm someone with this Charm active. Characters with the effects of this Charm, but who do not actually know it, do not count for this purpose.

*If given the opportunity, he will attempt to convince others who are capable of it to learn this Charm, and all its repurchases.

*Once during each scene, he will perform one act such as those caused by Inevitable Doom Foresight. The Storyteller simply declares that the character does this action, as he only sees it the instant before it is to happen, and thus has no time to react. He suffers the Illusion effect from the first repurchase of Inevitable Doom Foresight as normal, unless he is already effected by such an Illusion caused by The Shape of Things to Come.

The player remains in control of the Warlock. He now lacks free will, but in the context of the game table, he never had any to begin with. Instead of the player deciding what the character will choose to do, the player decides what samsara will force the character to do.

At Essence 6, the duration increases to indefinite. A repurchase at this Essence level makes this Charm permanent.

A second repurchase allows the Infernal to share the gift of freedom from freedom. By committing 9 motes, the Warlock may grant a willing target all the effects of this Charm, until he decides to decommit the Essence. Another repurchase at Essence 7 allows the Infernal to inflict this Charm on unwilling victims by succeeding on a Presence or Investigation based social attack against them. Yet another repurchase at Essence 8 allows the Warlock to use Performance based attacks instead, which requires the commitment of 9 times the targeted Unit's Magnitude motes. A penultimate repurchase at Essence 9 reduces this Charm's cost to 0m, and prevents the Infernal from using it unless he is awake. The Infernal may still commit motes as normal, and, if he does not, the targets do not receive the benefit of automatically negating unexpected attacks. The effect still ends if the Infernal dies.

One final repurchase cements the Abhorrent Prophet Unimagined's position as harbinger of a philosophical apocalypse. This repurchase requires Essence 10 and Sacheverell Glory Incarnate. As long as the Infernal is awake, every person in every realm of existence (including unreachable ones such as Autochthonia while the Seal of Eight Divinities remains intact) suffers a flurry of an infinite number of social attacks every tick. These social attacks cost 10 willpower to resist, inflict the effect of this Charm on any who succumb to them except the immunity to unexpected attacks, and count as natural mental influence but automatically stunt around the limitation that natural mental influence can only drain 2 willpower per scene. The effects of this Charm do not dissipate if Sacheverell dies when they are inflicted in this manner. Finally, all repurchases of The Shape of Things to Come have their minimum Essence reduced to 6 and the Sacheverell Glory Incarnate prerequisite is removed from this repurchase. These effects apply to everyone capable of learning Sacheverell Charms, not just the Infernal himself. If a character no longer qualifies for his repurchases because everyone who knew the final repurchase dies, he may abandon them and receive an experience point refund.

Source: Snide Dastardly

CONSOLATION INDUCING CRINGE

Cost: 5m; **Mins:** Essence 2, Sacheverell 0; **Type:** Simple

Keywords: Combo-OK, Emotion

Duration: One Scene

Prerequisites: , Flames of Passion Dimmed

Many have been the self righteous heroes who came forth to strike down Sacherevell, only to stop when they saw what a piteous creature he really was. The Infernal makes a (Manipulation + Performance) roll against all onlookers' MDVs. If he succeeds, the target feels overwhelming pity for the worthless creature before her as an Emotion that can be resisted for 2 willpower. She may harass, ignore, or even help the Infernal in response, but must fail a Compassion check to bring herself to actually attack him. The effect ends for any character whom the Infernal attacks. After being targeted by this Charm, a character cannot be effected by another use by the same character again for one full day. At Essence 4, the Emotion effect also gives the target a positive Intimacy of pity towards the Infernal. The Intimacy stays in place even after the Emotion effect ends.

Source: Snide Dastardly

IRON SEXTANT METHOD

Cost: 12m, 1wp; **Mins:** Essence 2, Sail 4; **Type:** Reflexive (Step 1 or 2)

Keywords: Combo-OK, Social, War

Duration: One Scene

Prerequisites: Kimberys Favor

Foolish are the scurvy knaves that defy the orders of their captains. Infernals are able to extend the benefits of Kimberys Favor to their loyal crew. This Charm functions exactly like the Solar Charm Invincible Admiral Method found on pp. 236-237 of the Core Rulebook.

Source: Bodhisattva

CHARTING FOREIGN STARS

Cost: 4m; **Mins:** Essence 1, Sail 3; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Any Sail Excellency

Even though the seas of Creation are as foreign to Infernals as Kimberys waters would be to the sailors of Creation, Infernals have the ability to sail through the most unfamiliar and treacherous of waters. This Charm functions exactly like the Solar Charm Perfect Reckoning Technique found on p. 237 of the Core Rulebook.

Source: Bodhisattva

SHIP-SCUTTLING STRIKE

Cost: 6m, 1wp; **Mins:** Essence 2, Sail 4; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Charting Foreign Stars

Those Exalted by the Yozis have both the power and the will to crush their enemies with no remorse and without giving any quarter. This Charm is used to supplement a ramming attack made by any seafaring or airborne vessel, tearing through the opposing ship as if it were nothing more than papyrus. Placing his hands upon the deck of the ship, the Infernal suffuses the hull with his own Essence, both granting the ship an additional 8 hardness and doubling the raw damage of any ramming attack the vessel makes.

Source: Bodhisattva

BINDING THE KRAKEN

Cost: 5m, 1wp; **Mins:** Essence 2, Sail 3; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Touch

Duration: Essence days

Prerequisites: Any Sail Excellency

Speaking an ancient word of command and infusing the Infernals target with Essence and their own iron will, Sinners are able to forge a bond with titanic creatures of the sea and use them as vessels upon the waves. Creatures capable of carrying the Exalt within their bodies (such as whales) are often used for underwater travel, while creatures that are not capable of such feats are often used either for transport or for their combat abilities. In either case, the Infernal may choose to substitute their

Sail Ability for any rolls requiring Ride when riding such sea monsters. The creature is bound to the Infernal and is utterly loyal. Creatures of intelligence less than the Infernals Essence will obey the Exalts orders without question, while creatures of greater intelligence will only help the Exalt so long as the orders do not directly conflict with the creatures motivation or cause the creature to put its own life at imminent risk (such as forcing a creature to fight to the death). Creatures with an Essence greater than the Infernals cannot be bound by this Charm.

Source: Bodhisattva

MARINER'S PACT

Cost: 8m, 1wp, 1 lhl; **Mins:** Essence 3, Sail 5; **Type:** Simple (Speed 6 in long ticks)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Binding the Kraken

Sending out lashing tendrils of Essence, and spilling their own blood upon the decks of their ship, Infernals are able to bond with their vessels, destroying the little god of the ship and forcing a portion of their souls to take its place temporarily. This Charm functions like the Solar Charm Ship-Claiming Stance, except that the Infernal is bound to the ship and cannot leave the decks for more than half a day at a time. Every time the Infernal leaves the ship, they must spend no less than 6 Essence days on board the ship before they can step off of it again. Additionally, all of the Infernals dice pools are increased by one half of their Sail rating (rounded up) as long as they remain on board the ship.

If the Infernal leaves the ship for longer than half a day at a time, does not spend the required recuperation time on the decks after leaving the ship, or the ship is destroyed, the Infernal suffers a number of automatic bashing levels of damage equal to their Sail rating which may be soaked normally. If the ship is still seaworthy, its hull automatically rots and splinters and the sails tear, requiring the Infernals Essence in resources to repair before the ship can be made seaworthy again.

Source: Bodhisattva

KIMBERY'S FAVOR

Cost: 3m; **Mins:** Essence 1, Sail 2; **Type:** Reflexive (Step 1 or 2)

Keywords: Combo-OK, Social, War

Duration: One Scene

Prerequisites:

Use of this Charm bestows the grace of the Sea that Marched Against the Flame upon the Infernal who invokes the name of Kimberly. This Charm functions exactly like the Solar Charm Salty Dog Method found on p. 236 of the Core Rulebook.

Source: Bodhisattva

CAUTIOUS OBSERVATION PROCEDURE

Cost: 4m; **Mins:** Essence 2, She Who Lives In Her Name 0; **Type:** Reflexive

Keywords: Combo-OK, Stackable

Duration: One scene

Prerequisites: , Essence-Dissecting Stare

She Who Lives In Her Name prioritizes her actions to achieve optimal efficiency, calculating the immediate urgency of each one and ordering them appropriately. Only one thing can upset her obsessively-designed schedule: a direct and imminent threat to herself. Such threats override all other concerns, becoming the object of thorough and absolute scrutiny. Activating this Charm, the Infernal chooses a single character she can see, obsessively analyzing his every action. Any attack or social attack the target makes against the Infernal becomes Obvious to her senses, stripping it of the unexpected quality if it has it. In addition, the Infernal is able to analyze and bypass her subject's defenses. Any attack made against the target benefits as if the Infernal had spent three ticks taking the Aim action. Likewise, any social attack that targets only the subject of this Charm gains three dice benefits as the Infernal had spent three ticks taking the Study action. These bonuses do not count as dice added by Charms. The Infernal may stack multiple activations of this Charm in order to target multiple characters, but doing so is stressful. She gains a single point of Limit each time she activates this Charm while another instance of it is already active.

Source: The Demented One

EXISTENTIAL THREAT NEGATION

Cost: ; **Mins:** Essence 4, She Who Lives In Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Counter-Conceptual Interposition

The Infernal dispassionately analyzes the threats posed by their opponents, calibrating their countermeasures to efficiently and effectively negate the danger they represent. This Charm upgrades Counter-Conceptual Interposition. Once the Infernal has used it to defend against one attack in a flurry, she may activate it for a cost of one mote to defend against any attack made in the same flurry. If the Infernal made a stunt to defend in a manner that is antithetical to her enemy's attack, at the Storyteller's discretion, the cost for subsequent activations is reduced to a zero mote. Examples include defending against a fire bolt with a wave of water, blocking an Glorious Solar Saber with a shield of darkness, or driving back Adorjan's winds with a chorus of song.

Source: The Demented One

ALLELE ALTERATION IMPLEMENTATION

Cost: -; **Mins:** Essence 3, She Who Lives In Her Name 0; **Type:** Permanent

Keywords: Shaping, Desecration

Duration: Permanent

Prerequisites: Principle-Invoking Onslaught

The Whispering Flame sung to the shinma, and they contorted to create the first frameworks of Creation. How easy therefore must it be for her, with a touch, to shape generations yet to come into forms more fitting for her hierarchy? Whenever a character would inflict damage with Mind-Hand Manipulation, she may choose to forgo the damage, and instead twist the generative forces of Essence inside the character, boosting them with newly determined correct functionality. This is a Shaping effect which heals instantly any Crippling, Poison or Sickness effect which would prevent reproduction (to the extent of undoing castration), and makes the target a Creature of Darkness and native of Malfeas. This, however, is merely a

side effect. The Infernal receives a number of bonus points equal to the damage the attack would have inflicted to create a package of mutations, which will be conveyed to any offspring the character produces. Negative Mutations provide extra points which may be spent. These altered children must be Creatures of Darkness, which provides extra bonus points as normal. Use of this Charm on an individual already affected overwrites the old mutation package with a new one. Mutations such as "Pyrian Attunement" (See "Void Attunement", Compass of Celestial Directions 6: Autochthonia, p126, replacing references to the Engine of Extinction with the Principle of Hierarchy) are near ubiquitous with the variant species that She Who Lives In Her Name produces, but the Green Sun Princes are more flexible in what they can and will use.

This Charm receives the same benefits as Will-Crushing Force while Heuristic Logos Shintai is active, namely that targeting a complimentary unit affects all members. The Whispering Flame is nothing if not efficient, after all.

At Essence 4, the Charm automatically improves. If the overall bonus-point cost of the mutations conveyed to the target's offspring is zero or less, the offspring will breed true.

A repurchase at Essence 4 means that the bonus points in the mutation package can also be spent on Attributes, Skills, and Virtues. Neither Attributes nor Abilities may be raised above 4 using these points. Moreover, while the flesh may be sculpted with ease, inborn knowledge requires knowledge, and so none of these modified children may be given more inborn points in an Ability than the Infernal themselves has. Those so blessed by the Principle are born superior, suited for their role in life, flesh sculpted, and inhuman amounts of knowledge forced into their unborn minds. Before the Primordial War, the Principle of Hierarchy created variants of all the sapient species appropriate for their role in her hierarchy, and the slaughter of her designed species pains her transcendental compassion almost as much as her betrayal by some of her modified humans, who Exalted.

Source: EarthScorpion

RETROACTIVE IMPREGNATION ACTUALISATION

Cost: - (6m); **Mins:** Essence 3, She Who Lives In Her Name 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Allele Alteration Implementation

The Whispering Flame watches the actions of lesser lifeforms, and their responses to stimuli which were built into them when the very first of them were created. In her detached brilliance, she may be curious as to the inefficiencies of many matings, but she can help bring them to full functionality, and in return, the children she stirs into life will fulfil their designated place in her hierarchy. This is a perfectly equitable arrangement, in her opinion. Whenever using this Charm's prerequisite on an individual capable of bearing children (in most cases, they will be female), the Infernal may spend 6m. In addition to the other effects of the Charm, the target is impregnated with a child, bearing the mutation package designed using Allele Alteration Implementation. Biologically, the child is descended from the mother, and the last individual they had sexual contact with. This need not have been activity which, strictly biologically, could have conceived a child; indeed, the "father" need not have been male. The Principle of Hierarchy extracts the information that creates

the child from the traces of generative Essence left by such contacts, and counts as little as a passionate kiss as 'sexual contact'. Spiritually, the child descends from their mother, their "father" and the Infernal in equal parts. If the Infernal knows Analytical Modeling Intuition, they can also use this Charm to identify the "father", and the nature of the sexual contact - information provided in a clinical, emotionless manner.

If, and only if, the target lacks even these traces of Essence left by a partner, it is possible to impregnate the target with a clone of themselves, identical save for the mutation package, but this adds 1wp to the cost of the Charm.

Source: EarthScorpion

LOCALISED SPECIATION INDUCTION

Cost: -; **Mins:** Essence 5, She Who Lives In Her Name 0; **Type:** Permanent

Keywords: Shaping, Desecration

Duration: Permanent

Prerequisites: Allele Alteration Implementation, Chirality Prohibition Index

Within her test enclaves, the Principle of Hierarchy will oft-times experiment with new variants of species, testing for hidden weaknesses in their psyches and physiques before implementing them on a larger scale or eradicating them completely. This Charm improves Chirality Prohibition Index, by giving the Infernal a pool of (Occult + Willpower) bonus points, to assign at the time that the Policy of the cult is created to create a mutation package as if the character was using Allele Alteration Implementation. Any child conceived within the area altered by Chirality Prohibition Index will have the package applied to them, as a Desecration effect, and furthermore will be born as a member of the cult, with the appropriate Intimacy, even if they are born outside the area affected.

The mother must roll (Stamina + Resistance) every new moon while she remains pregnant at a difficulty of the Infernal's Essence; failure renders her a Creature of Darkness and Native of Malfeas, as the Pyrian Essence leaches out from the child to her. If she is Exalted, she adds her own Essence in automatic successes to the roll. This is a Shaping effect. If at least one of the parents is a cult member, however, an additional bonus applies; the birth will be easy and painless as the mother adds (Infernal's Essence) automatic successes to the (Stamina + Resistance) roll to give birth, and the traces of Pyrian Essence that remain prevent mundane infection after the birth.

Source: EarthScorpion

FACTUAL DETERMINATION ANALYSIS

Cost: 2m; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

This Charm allows the Infernal to discern whether someone believes that they have just said something truthful. Source Manual of Exalted Power: Infernals, p. 130-131.

Source: Manual of Exalted Power: Infernals

COUNTERPOINT INQUISITION DEFENSE

Cost: 3m; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisites: Analytical Modeling Intuition

When another character attempts to influence the Infernal, she may use this Charm to extract information as with Analytical Modeling Intuition. The metaphysical link of the ongoing influence makes this method of extraction much easier. Source Manual of Exalted Power: Infernals, p. 132.

Source: Manual of Exalted Power: Infernals

UNSHATTERED TONGUE PERFECTION

Cost: 5m; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Sorcerous

Duration: Indefinite

Prerequisites: Factual Determination Analysis

This Charm shears away a target's knowledge of languages, leaving behind only the capacity to speak (or write) Old Realm with a Malfeas Malfean accent. More powerful Exalts can afflict entire organizations with a single use of the Charm. Those affected have altered aesthetics, granting more regard to those of powerful Essence (trait) Essence instead of Appearance. Source Manual of Exalted Power: Infernals, p. 132.

Source: Manual of Exalted Power: Infernals

COSMIC TRANSCENDENCE OF (VIRTUE)

Cost: ; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Combo-OK

Duration: Permanent

Prerequisites: Factual Determination Analysis

This Charm alters the Infernal's understanding of one of his Virtues, cutting away the mean human concerns that he was born with. Source Manual of Exalted Power: Infernals, p. 132-133.

Source: Manual of Exalted Power: Infernals

ESSENCE-DISSECTING STARE

Cost: Special; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-Basic

Duration: One hour

Prerequisites: Factual Determination Analysis

With this Charm an Infernal can see the very motes of Essence that make up the world, recognizing the underlying structure and nature of that which she sees. Source Manual of Exalted Power: Infernals, p. 133.

Source: Manual of Exalted Power: Infernals

EGO-INFUSED PATTERN PRIMACY

Cost: ; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Essence-Dissecting Stare

This Charm makes the Infernal resilient against reality-altering effects, gradually regressing any undesirable changes wrought on her form. More powerful Exalts regress faster. Source Manual of Exalted Power: Infernals, p. 133-134.

Source: Manual of Exalted Power: Infernals

PATTERN-REASSERTION TOUCH

Cost: 15m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Sorcerous, Touch

Duration: Until complete

Prerequisites: Ego-Infused Pattern Primacy

This Charm allows an Infernal to undo alterations wrought on others in much the same manner as the protection afforded her by Ego-Infused Pattern Primacy. Source Manual of Exalted Power: Infernals, p. 134.

Source: Manual of Exalted Power: Infernals

WHOLENESS RIGHTLY ASSUMED

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Ego-Infused Pattern Primacy

Each purchase of this Charm expands the list of phenomena undone by the Infernal's Ego-Infused Pattern Primacy and Pattern-Reassertion Touch. Source Manual of Exalted Power: Infernals, p. 134.

Source: Manual of Exalted Power: Infernals

UNSEEN FORCE APPLICATION

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Mind-Hand Manipulation

This Charm removes the visual cues from the Infernal's Mind-Hand Manipulation, making it much more difficult for others to tell that the Exalt is molesting the world with her mind alone. Source Manual of Exalted Power: Infernals, p. 135.

Source: Manual of Exalted Power: Infernals

PRINCIPLE-INVOKING ONSLAUGHT

Cost: 1m (+1wp); **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Shaping, Sorcerous

Duration: Instant

Prerequisites: Mind-Hand Manipulation

This Charm alters attacks made with Mind-Hand Manipulation, changing their effects to include any number of phenomena best suited to assaulting a foe instead of raw telekinetic force. Source Manual of Exalted Power: Infernals, p. 135-136.

Source: Manual of Exalted Power: Infernals

CONSTRUCTIVE CONVERGENCE OF PRINCIPLES

Cost: 20m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Simple (Dramatic Action)

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

Prerequisites: Principle-Invoking Onslaught

This Charm allows an Infernal to reshape reality and force it onto the Wyld. It may even be used to reshape Malfeas, though the Yozis typically disallow casual use of the power on themselves. More powerful Exalts may even alter Creation in similar ways. Source Manual of Exalted Power: Infernals, p. 136.

Source: Manual of Exalted Power: Infernals

FORCE-SUPPRESSION BARRIER

Cost: 4m; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Mind-Hand Manipulation

This Charm allows an Infernal to refine her use of Mind-Hand Manipulation, making its use easier and shielding her from harm with her telekinetic powers. Source Manual of Exalted Power: Infernals, p. 136-137.

Source: Manual of Exalted Power: Infernals

CRYSTAL-FIRE BARRIER TECHNIQUE

Cost: 5m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Reflexive

Keywords: Combo-OK, Obvious, Shaping, Sorcerous

Duration: One day

Prerequisites: Mind-Hand Manipulation

This Charm conjures up simple, crystalline objects to hinder foes or protect allies, or simply to provide shelter, stairs or any number of things. Source Manual of Exalted Power: Infernals, p. 137.

Source: Manual of Exalted Power: Infernals

ASCENDANT OBJECTIVITY STANCE

Cost: 8m, 1wp; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Obvious, Shaping

Duration: One day

Prerequisites: Crystal-Fire Barrier Technique

This Charm conjures up a crystal shard which, along with Mind-Hand Manipulation, allows the Infernal to fly about with amazing speed. Source Manual of Exalted Power: Infernals, p. 137.

Source: Manual of Exalted Power: Infernals

TOOL-TRANSCENDING CONSTRUCTS

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Mind-Hand Manipulation

This Charm makes the Infernal's Mind-Hand Manipulation appendages as versatile as any tool he could want, including musical instruments or craftshops. More powerful Exalts may refine this technique to provide greater and greater benefits. Source Manual of Exalted Power: Infernals, p. 137.

Source: Manual of Exalted Power: Infernals

EXPERIMENTAL ACCELERATION MASTERY

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Tool-Transcending Constructs

When the Infernal uses Mind-Hand Manipulation to provide tools (as through Tool-Transcending Constructs), it allows her to complete her work at great speed. Source Manual of Exalted Power: Infernals, p. 137.

Source: Manual of Exalted Power: Infernals

WILL-CRUSHING FORCE

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: Mind-Hand Manipulation

This Charm allows an Infernal to shear the motivation and will out of a target instead of inflicting physical harm with Mind-Hand Manipulation attacks. Source Manual of Exalted Power: Infernals, p. 137-138.

Source: Manual of Exalted Power: Infernals

ATTENUATED MORPHOLOGY REALIZATION

Cost: (+1wp or 2wp); **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Desecration

Duration: Instant

Prerequisites: Conceptual Redundancies Excision

With this Charm, the Infernal may remove mutations with Conceptual Redundancies Excision by increasing the Charms cost by one Willpower. This excises one mutation of any point value completely; it does not downgrade stackable mutations. If the target is not already a creature of darkness, this costs two Willpower instead and the attack becomes a Desecration, replacing the excised mutation with the "Creature of Darkness" deformity ("The Manual of Exalted Power Infernals", p. 64). Though it costs no Limit to inflict such changes, the duration of this alteration is the same as if it were the excision of a caste or favored trait.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

CORE PRINCIPLES FOCUS

Cost: 4m; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Stackable

Duration: One scene

Prerequisites: Cosmic Transcendence of (Virtue)

Though loathe to admit it, She Who Lives In Her Name relies on her emotional attachment to her ideals for strength. It is this emotional strength that allowed her to swallow her pride over free will at the beginning of time, and has carried her through the despair of Hell. When an Infernal activates this Charm, she chooses one of her Intimacies, which for the rest of the scene provides a perfect mental dodge against any influence that would allow the Exalt to gain +1 MDV based on that Intimacy's opposition. Unfortunately, the Exalt becomes susceptible to manipulation through the Intimacy, making the Infernal's Dodge MDV inapplicable against influence that so resonates with the Intimacy that it would impose a -1 MDV penalty, and increasing the penalty to Parry MDV due to the Intimacy to -4.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

CONSTRICTION OF LOCAL POSSIBILITIES

Cost: 10m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Simple (Speed 3)

Keywords: Combo-OK, Shaping, Sorcerous

Duration: Indefinite

Prerequisites: Principle-Invoking Onslaught

Her laws foundation laid countless eons ago, the Principle of Hierarchy inflicts order and unity of purpose on all she can. This Charm extends a zone of reality beholden to the aspect of ascendant Yozi principle—that is, an area that obeys only Malfeas laws. The area extends (Essence x 5) yards around the Exalt, and when another effect contests this one the Infernal gains (Essence) extra successes on her Charm conflict roll. As long as this zone of transcendent hierarchy remains in power, any She Who Lives In Her Name Shaping Charms in the area reduce their mote cost by one, to a minimum of one, as long as their origin and effect remain entirely within this inflicted bubble of reality. In contrast, Shaping Charms that do not flow from the Principle of Hierarchy increase their mote cost by one, which is itself a Shaping effect inflicted on those Charms users. Countermagic must target the Exalt to banish this Charm, and unlike most Sorcerous Charms the motes remain committed to this effect, though it can be cancelled reflexively. This Charm is ineffective in the Underworld and in Shadowlands it provides no mote discount, though it still increases the cost of others Charms.

At Essence 4+ another purchase of this Charm increases the radius of effect to (Essence x 10) yards. When the Infernal activates it, she may now choose to enforce the basic laws of Creation instead of Malfeas. A third purchase of the Charm at Essence 5+ allows the Infernal to extend its radius to one mile as an ongoing Blasphemy effect. A fourth purchase at Essence 7+ increases the bubble's maximum radius to (Essence x 10) miles. At Essence 10, a fifth purchase allows the effect to extend to the entirety of the realm of existence the Infernal is currently in.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

CONSTITUENT LOGIC-CONSTRUCT MOTILITY

Cost: (+variesm); **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Crystal-Fire Barrier Technique

This Charm permanently enhances its prerequisite, allowing the Infernal to use it up to (Essence) times in a single tick. In addition, by infusing a barrier with Essence by committing up to (Dexterity) motes to it, the Exalt may cause the barrier to move up to that many yards per tick with a thought. The Exalt may release these motes at any time, but he cannot commit motes to barriers that have already been created or to those that had motes released from them. The fact that these constructs can move does not remove them from the category of inanimate objects? for the purposes of Charm effects and other rules.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

CONCEPTUAL REDUNDANCIES EXCISION

Cost: 5m (+1 Limit); **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Supplemental

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

Duration: Instant

Prerequisites: Imposition of Inherent Purpose

With her vision, She Who Lives In Her Name would define all those things that exist by their most irreducible traits and nothing more. With this Charm, the Infernal imposes some semblance of that plan on those around her, reducing one of a targets non-favored or -caste Attributes or Abilities by one dot, her choice. Unfortunately, the world does not function by the strict tenets of the Principle of Hierarchy, so this reduction fades after (Exalts Essence) days. By accepting a point of Limit when activating this Charm, the Exalt can reduce one of a targets caste or favored traits. This Charm can never be used to reduce a Primordial-created races Performance. Attacks with Mind-Hand Manipulation explicitly count as touching for the purposes of this Charm.

At Essence 5+ a second purchase of this Charm extends the duration of the excision indefinitely, unless the excised trait was caste, aspect, favored, etc. A third purchase at Essence 6+ allows the Exalt to extend even caste or favored excisions at a cost of one Willpower when activating the Charm.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

COLLAPSED POTENTIALITIES INJUNCTION

Cost: ; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Constriction of Local Possibilities

The law of Cecelyne is part of the world, but the law of She Who Lives In Her Name is part of reality. With this Charm, the Infernals Constriction of Local Possibilities increases the mote cost of Charms other than Shaping. This extends the increase in cost to all Charms of a specific type of Essence-user, such as Dragon Kings, pure-bred Lintha or Fair Folk. The first time the Infernal learns this Charm, she chooses one subject to inflict with an increased cost; each additional type of subject costs four points of experience or two bonus points to suppress.

Exalted and gods are a special case, and learning to suppress their Charms requires Essence 5+. Apart from Shaping, which is universally suppressed, the Charms of the Exalted are not subject to this effect if the permanent Essence of the Exalt is greater than the Infernals. The Exalted are not so constrained by the rules of the universe as others.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

CAUTIOUS ANALYSIS METHODOLOGY

Cost: (1wp); **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Obvious

Duration: One scene

Prerequisites: Counter-Conceptual Interposition

Understanding the hierarchy of the world requires that one understand the things that fill the world. As She Who Lives In Her Name has learned, however, the world is filled with dangerous things. This Charm permanently enhances the Infernal, allowing her to spend a Willpower and designate a specific foe which is present and can be perceived, against whom she is better able to defend herself. This provides her a discount of two motes on uses of Counter-Conceptual Interposition for the rest of the scene against the target. If the target ever exploits the Principle of Hierarchy against her, this benefit vanishes but may be reactivated.

At Essence 4+ this Charm may be purchased again, allowing the Exalt to designate up to (Essence) foes instead of just one. At Essence 6+ another purchase allows the Infernal to make use of the effect against up to (Essence x 2) targets. When a target exploits the Imperfection of the Principle of Hierarchy, it removes itself from consideration for the discount but it does not end the effect against other targets.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

EXTENSIBLE WILL INVOCATION

Cost: 15m, 1wp; **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Simple (Speed 7)

Keywords: Shaping, Sorcerous

Duration: Indefinite

Prerequisites: Constituent Logic-Construct Motility

The shinmaic substrata that are the foundation of the world are eminently exploitable, and none know this better than She Who Lives In Her Name. It is the nature of existence that the raw potentiality of the world be subservient to the Principle of Hierarchy. With this Charm the Infernal conjures a spirit from nothing

to do his bidding. This minor demon has a permanent Essence equal to or less than half the Exalts Essence, and the mind and Virtues of an automaton ("The Books of Sorcery, Vol. IWonders of the Lost Age", p. 97). Its appearance may vary but it is usually a crystalline geometric shape. The specific traits of the construct are determined when the Infernal first learns this Charm, though its Motivation may vary with each use. To learn to summon a different kind of servant costs five experience points or three bonus points. An Infernal may summon only up to (Essence) of these constructs, and they persist until they have completed their Motivation or are destroyed. For more on building spirits see "The Books of Sorcery, Vol. IVThe Roll of Glorious Divinity I".

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

EMERGENT PRINCIPLES ADJUSTMENT

Cost: 10m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Simple (Dramatic Action)

Keywords: Shaping, Touch, Training

Duration: Instant

Prerequisites: Imposition of Inherent Purpose, Pattern-Reassertion Touch

This Charm is a day of training,? taking about eight hours, during which the Exalt remaps the mind and musculature of one character (herself or another) to better fulfill their intended purpose. While such purposes were better defined in the Age of Glory, in this fallen era purpose? includes any caste, aspect, favored or similar Abilities or Attributes; this Charm increases such traits by one dot, to a maximum of four. This Charm may also be used to train targets in one Specialty that falls under the aforementioned Abilities. Each use of this Charm inflicts a lethal health level of damage on the target. In addition, even if it is not caste or favored the Performance of any Primordial-created race may be increased with this Charm up to a maximum of five. It was the ultimate purpose of those peoples to nourish Heaven with their prayers.

A second purchase of this Charm at Essence 4+ allows the Infernal to enhance up to (Essence) people at once. With Mind-Hand Manipulation active at the same time, she may train a group made up entirely of the same type of character whose Magnitude is less than her permanent Essence. Unlike many other Charms that can train large groups, this one requires actual physical contact between the Infernal and her students.? Alternately, with Mind-Hand Manipulation active the Exalt may train a single student over the course of one hour instead of eight, but the damage inflicted becomes aggravated and the Charms activation costs an additional point of Willpower.

A third purchase at Essence 6+ allows the Infernal to use this Charm without inflicting harm on the subject.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

DEFECTIVE SUBJECT DISASSEMBLY

Cost: 2m per attack or 5m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Extra Action

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Mind-Hand Manipulation

With careful, persistent application of force the Principle of Hierarchy wears her enemies down to nothing. This Charm is a flurry of up to (targets Essence + 1) attacks which suffer no multiple action penalties and impose only the highest DV penalty of any one attack. If these attacks are made with Mind-Hand Manipulation, the flurry also ignores Rate. This Charm normally costs two motes per attack. If a target has previously exploited the Imperfection of the Principle of Hierarchy against the Infernal during the scene, the Exalt may instead activate this Charm at a cost of five motes and one Willpower against that target to perform a flurry of (higher of Exalts or targets Essence + 1) attacks.

Purchasing this Charm again at Essence 4+ increases the maximum number of attacks that can be made using either function of this Charm and Mind-Hand Manipulation by one. At Essence 5+ a third purchase allows the Infernal to make (Exalts Essence + 2) attacks against targets with lesser Essence even if they have not exploited the weakness of Hierarchy, but only if the perpetrated violence could have validly been enhanced by the First She Who Lives In Her Name Excellency.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

FUNDAMENTAL SYSTEMS UNDERSTANDING

Cost: (1wp); **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Factual Determination Analysis

The Principle of Hierarchy laid the foundations of the world and the sciences that its populace study. Such trivialities are no challenge for her chosen servants to master. An Infernal with this Charm may pay one point of Willpower to perform a ritual of any Art and of any Degree of thaumaturgy, without actually learning the procedure or Degree. If the Exalt has learned the procedure or Degree, it costs no Willpower at all to enact and the mote cost to reduce the Resources cost of the ritual is only one mote per Resources dot. An Infernal practicing the Art of the Dead can not gain any of these benefits with its rituals.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

INCLUSIVE ARCHETYPE REIFICATION

Cost: (+1 Limit); **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Emergent Principles Adjustment

In a world overrun with chaos, the adherents to the Principle of Hierarchy must arrange for more extensive adaptability than should be strictly necessary. By accepting one Limit while activating Emergent Principles Adjustment, the Infernal may use that Charm to increase any Attribute, Ability or Specialty. He may also use it

to push inborn traits beyond their proscribed limits, increasing inherent Backgrounds (Breeding and Hearts Blood as opposed to Contacts or Cult), to a maximum of four dots. The Infernal still cant increase traits beyond four, except in the case of a servitor races Performance. However, upon reaching Essence 6+ the Infernal may accept an additional point of Limit to do just that, increasing traits to a maximum of five or the targets natural cap, whichever is higher. In the case of a servitors Performance, she may increase it to its natural cap or her own permanent Essence, whichever is higher.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

IMPOSITION OF INHERENT PURPOSE

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Compulsion, Social

Duration: Permanent

Prerequisites: Unshattered Tongue Perfection

Within all things lies the seed of their ultimate purpose, and it is ultimately from the Principle of Hierarchy that function and purpose flows. Characters affected by the Infernals Unshattered Tongue Perfection treat any influence to fulfill or pursue their duties within the group or to support the groups Policy as an unnatural compulsion which costs one Willpower to ignore. This influence is not concurrent with the stronger unnatural influence inflicted by any higher-ranking member.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

ORGANIZATIONAL EFFICIENCY ARCHITECTURE

Cost: 5m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Compulsion, Social

Duration: Instant

Prerequisites: Imposition of Inherent Purpose

The Principle of Hierarchys plan for the arrangement of the universe is one of strict, unflinching order. Cecelynes society might rule where ones position falls, but She Who Lives In Her Name ensures that one stays there. This Charm is a Presence-based attack against a group with any kind of hierarchy, the Infernal rolling against the leaders MDV plus an additional external penalty of half the groups Magnitude. Success causes the hierarchy of the group to solidify. There is no upward or downward mobility unless such concepts are part of the groups Policy or established bylaws; a members replacement only comes with death or by the strict letter of the law. In turn, the groups Policy becomes extremely resistant to change, increasing the difficulty of any rolls to do so or number of scenes to build or erode part of the Policy by four. The group may shed this rigidity for a day by spending a point of Loyalty, and a group that has spent ten total Loyalty to do so shakes it off entirely.

While under the effects of this Charm, an organization can ignore any penalties due to its own corruption and inefficiency. Any successful mundane social attack that is opposed by the groups Policy can be ignored at no Loyalty cost, while the Loyalty cost to shake off unnatural influence of a similar nature is reduced by one, to

a minimum of one.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

PERSISTENT CONCEPTUALIZATION RESILIENCY

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Crystal-Fire Barrier Technique

Like the shinma she wound together to form the underlying strata of existence, many of the things She Who Lives In Her Name creates may seem irreducible to others. As the Infernal wishes, the obstacles she creates with Crystal-Fire Barrier Technique may be more resilient, granting them (Willpower) Damaged and one Destroyed health levels. As the barrier suffers damage, it becomes visibly murkier and cracks begin to spread through its crystalline surface.

Another purchase of this Charm increases the Damaged health levels of the barrier to (Willpower + Essence) and its Destroyed levels to (Essence). A third purchase at Essence 5+ makes these barriers completely immune to damage from mundane attacks (those made without Charms or artifacts).

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

REINFORCED PATTERN MATRIX

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Sorcerous

Duration: One day

Prerequisites: Pattern-Reassertion Touch

Though her attention moves elsewhere, She Who Lives In Her Name leaves her mark on all that she finds. When an Exalt with this Charm uses Pattern-Reassertion Touch on a target, that target remains protected from further Shaping effects for the rest of the day. This makes the target immune to Fair Folk glamours entirely, as well as Wyld mutation; rolls to inflict other Shaping effects, including those for Sidereal astrology, increase their difficulty by (Exalts Essence). While the target is in the Wyld or similarly chaotic places such as the Labyrinth, random hazards are inflicted on them with 10 percent of the usual frequency. Charms of the Principle of Hierarchy explicitly ignore the protections of this Charm. This Sorcerous effect is different from its prerequisite; either one must be countered separately from the other.

A second purchase of this Charm at Essence 5+ increases its duration to (Infernal Essence) days. At Essence 7+ a third purchase increases its duration to until next Calibration.?

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

SEVERE PUNISHMENT

Cost: 7m; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

Prerequisites: Principle-Invoking Onslaught

With the merest echo of the Three Spheres Cataclysm, the Infernal may use this Charm to assault the underlying structure of a targets existence, materializing a crystalline sphere that immediately shatters, revealing to them unrepeatabe secrets that unmake their very Essence. An attack enhanced by this Charm is unblockable and undodgeable and inflicts aggravated damage as a Shaping effect. If a target defends against the Shaping aspect of this Charm, the damage is no longer aggravated, but it remains unblockable and undodgeable. This Charm can not enhance attacks other than those made with Mind-Hand Manipulation.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

SERVITOR FUNCTION EXPERIMENTATION

Cost: ; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent**Keywords:** Desecration**Duration:** Permanent**Prerequisites:** Emergent Principles Adjustment

Though her ideal is one of crystallized perfection, She Who Lives In Her Name acknowledges and, begrudgingly, works within an imperfect world. While she herself is an expression of perfection, her servants require adaptability. Upon learning this Charm, instead of using Emergent Principles Adjustment to increase common traits, the Infernal may impose one mutation with a point value no more than her own permanent Essence.

Mutations inflicted through this Charm must obey certain guidelines. First and foremost, they must fit the vision of the Exalt and the Principle of Hierarchy that they plan to impose on the world and the subject in particular. Second, once a target has been subjected to this change, they may only receive further mutations from this Charm if these new mutations are supplementary to the vision emergent in the initial mutation. For instance, if the vision of the Exalt was to create a world of smaller, more fragile servitor races, she could inflict the Tiny mutation on someone with this Charm. Even if her vision later changed, any member of a servitor race that had received a mutation with this Charm previously could not then be subject to the Large mutation from the same Exalt. If a target loses all such mutations through some means, the Infernal may then impose mutations of a new vision on them.

A second purchase of this Charm allows the Exalt to inflict a set of mutations with a total point value equal to her Essence, instead of just one at a time.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

SUPERNUMERARY SOUL EXTRUSION

Cost: ; **Mins:** Essence 6, She Who Lives in Her Name 0; **Type:** Permanent**Keywords:** None**Duration:** Permanent**Prerequisites:** Core Principles Focus, Extensible Will Invocation

Even before the creation of the universe as it is known today, the Principle of Hierarchy defined the rules by which the most real, the Primordials, existed. Despite the chaos of her siblings souls, there is in them an echo of the crystalline perfection

She Who Lives in Her Name envisioned before acquiescing to the desires of her King and chaining the shinma as he wished. As the Infernal Exalted evolve ever closer to the pinnacle of Yozi power, their souls can grow too large to contain. The soul of an Infernal who learns this Charm distends grotesquely over the training time it takes to acquire, at the end of which the Exalt calls forth, vomits or otherwise appropriately births a new, subsidiary soul. While this subsidiary soul gestates, the Exalt appears to those that can detect such things as if his permanent Essence were one higher, but he in fact temporarily commits half of his total mote pool to the effort of bringing his new soul to term. This commitment and illusory jump in power ends when the component soul is born, and the Infernal thereafter possesses a weak soul hierarchy.

The first such soul is nominally the fetich of the blossoming titan, though it is pitiable in comparison to a true Third Circle demon and possesses no component souls of its own. It is, however, a unique spirit in the same vein as any demonic soul. As this soul gestates it ties itself to one of the Infernals Intimacies, taking it or a variation as its Motivation and purview, guiding how it functions and what it does. In turn, upon the birth of this soul, the Intimacy transforms into an inviolable second Motivation for the Exalt. Unnatural influence in direct conflict with this Motivation is considered an unacceptable order. This Motivation makes the Infernal inflexible; it must be identical to or a close extrapolation of the fetichs Motivation, and no power can directly change it. Only by somehow changing the fetichs Motivation can the Infernals secondary Motivation be altered (which is as difficult as it normally would be). The Exalts permanent Essence is considered one higher for calculating mote pools, and he gains an extra success on Charm conflict rolls, for every Third Circle soul he possesses.

The fetich itself may have a permanent Essence ranging from 4 to the Exalts own Essence. As with the fetiches of the Yozis proper, it may sacrifice a permanent dot of Willpower to temporarily gain access to the Charms and Combos of the Infernal for a scene. The fetich treats all influence from the Infernal as unnatural. At need, the Infernal may spend a point of Willpower to tap into the resources of his fetich, draining it of any number of motes or Willpower points to replace his own spent reserves; these drained motes and Willpower can not exceed the Exalts normal maximums. The permanent slaying of the Exalts fetich is horrible and transformative; the Infernal reflexively grows a new fetich, but its Motivation and the secondary Motivation it provided the Exalt are changed. This new Motivation is at best related and sometimes opposed to the Motivation it replaces. As its Motivation defines its spiritual purpose, the fetich rarely retains the same Charms or personality.

As the Exalts soul grows in power, it also expands. When both the Infernal and his fetich are Essence 7+ it spawns two component souls of its own, each of which take their Motivations from one of the fetichs Intimacies. Unlike the fetich, these budding Second Circle souls do not make their associated Intimacy inviolable, nor do changes in their Motivations affect the Intimacies that spawned them. These sub-component souls have permanent Essence no higher than (fetichs Essence - 2), and are as unique and powerful as demons of their Essence should be. If such a component soul should be slain, the fetich soul temporarily lowers its permanent Essence by one until its component soul reforms.

At Essence 7+ the Infernal may purchase this Charm again, spawning another soul. Like the Exalts fetich, the Motivation and spiritual purpose of this component soul is based on one of his Intimacies. However, this Intimacy does not become a new

Motivation for the Exalt; it remains an Intimacy, though it becomes as inviolable as the secondary Motivation. Only by persuading this new component soul to alter its Motivation can the corresponding Intimacy of the Infernal be changed. The Exalt may purchase this Charm a third time to spawn another Third Circle demon, and as his soul becomes so very expansive his component souls grow to spawn their own full complement of seven Second Circle souls. These Second Circle souls are tied to Third Circle Intimacies, as described above. When five or more of a Third Circle souls components have been slain, its Essence temporarily drops two points instead of one until it reforms sufficient component souls to have at least three, at which point its permanent Essence is only lowered by one. A Second Circle soul that is slain reforms over a year and a day, rather than instantly like a Third Circle soul.

At this point, the Infernals soul hierarchy has reached the limits of its expansion. To expand further, the Exalt must have Essence 8+ and transform into an environmental being (as per Hell-Body Kingdom or Fourfold Body Abnegation). Achieving this level of transcendence, the Infernal may purchase this Charm as many times as he wishes, spawning a vast soul hierarchy like a full-grown Yozi, trading freedom of thought and purpose for greater power.

See "The Books of Sorcery, Vol. IV The Roll of Glorious Divinity I" for more on spirits in general, and "The Books of Sorcery, Vol. V The Roll of Glorious Divinity II" for more on demons.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

SPECIMEN PRESERVATION TECHNIQUE

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Counter-Conceptual Interposition

It would be a shame for a useful or unstudied phenomenon to be removed before proper assessment can be made. This Charm permanently enhances its prerequisite, allowing the Infernal to use Counter-Conceptual Interposition to defend a target from an attack of which she is aware, as long as they or the path of the attack fall within (Willpower) yards of the Exalt.

Another purchase of this Charm at Essence 4+ increases the range to (Essence x 5) yards.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

UNDERLYING TENETS INTERNALIZATION

Cost: ; **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Tool-Transcending Constructs (x2)

When She Who Lives In Her Name familiarizes herself with something, it becomes a part of her and, if she deigns to favor it with existence, it is an easily reproducible phenomenon. An Infernal with this Charm benefits from (Integrity) bonus successes on any Lore or Occult roll to recall information she has encountered

previously. More impressively, the Exalt may reverse engineer artifacts ("The Books of Sorcery, Vol. III Oadenols Codex", p. 19), even those that exceed her capability to build on her own. Having reverse engineered an artifact, the minimum Craft, Lore, Occult and other traits necessary to build the item are reduced by two each, to a minimum of one, allowing the Exalt to craft artifacts beyond her normal facility. If the Infernal has successfully built an artifact through reverse engineering, she gains this same benefit and is treated as having "complete plans" on all future attempts to build the same artifact.

A second purchase of this Charm allows the Exalt to use her Intelligence for all Create Item/Artifact rolls ("Exalted", p. 133), instead of the lower of Dexterity, Perception or Intelligence.

User: Plague of Hats/Hundredfold Charm

Source: Plague of Hats

ORBITAL IMPACT STORM

Cost: 5m; **Mins:** Essence 2, She Who Lives in Her Name N/A; **Type:** Simple (Speed 3, DV -0)

Keywords: Combo-OK, Obvious, Sorcerous

Duration: One scene

Prerequisites: Mind-Hand Manipulation

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

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

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

Normally, action-interval environmental hazard exposure resolves after the victim's DV refreshes but before anyone acts on the tick. However, the storm created by this Charm damages victims after resolving all actions taken during the tick, meaning

that characters agile enough to avoid the debris must take care not to penalize their Dodge DV to the point that they get hit.

Unlike most Sorcerous Charms, the warlock may deactivate Orbital Impact Storm voluntarily. This may be done peacefully with a diceless miscellaneous action, freezing the suspended objects in place a split second before dropping them. Alternately, she can reflexively pay 5 motes to hurl shrapnel in all directions as a one-time environmental hazard (Damage 5L, Trauma 3) with a radius of (Willpower x 5) yards. This terminates the Charm and does not count as a Charm activation. Opponents may avoid the debris outright if their Dodge DV is higher than the Infernals (Willpower + Essence).

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

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/03/31/ink-monkeys-vol-7-hell-s-chosen.aspx> Ink Monkeys, Vol. 7

Source: Ink Monkeys

SOUL-MATRIX CRYSTALLIZATION

Cost: 20m, 2wp; **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Simple (Speed 5)

Keywords: Combo-Basic, Form-type, Shaping, Sorcerous

Duration: Indefinite

Prerequisites: Constituent Logic-Construct Motility, Ego-Infused Pattern Primacy (x3), Persistent Conceptualization Resiliency (x3)

She Who Lives In Her Name transcends even the mundane abstractions that her fellows embody themselves as. Rather than a kingly city or oppressive desert, she is first and foremost a beautiful, logical arrangement. Only the ignorant mistake her crystalline spheres as the totality of her selfdom; their position and relationship to each other are just as important as what they each look like. Infernals with this Charm transcend the crude physical shells of others, taking on conceptually pure bodies like those of the Principle of Hierarchy. Activating this Charm, the Exalts humanoid form burns to ash in silver flame which is then caught up in a hollow, crystalline geometric shape of her choosing, from the rough size of a human torso to a sphere large enough to contain an uncomfortable human adult. The silver flame may then take an abstract appearance of its own, to reflect the Exalts personality. This construct represents the totality of the Exalt, and is them for all purposes.

The crystal that encloses the Exalts soul has all the traits of her Charms:Crystal-Fire Barrier Technique Crystal-Fire Barriers, and provides 100 percent hard cover to the central self. It can be healed as if it were the Exalts own body, but the enclosure is otherwise treated as an inanimate object. Damage to the object does not impair the Infernal, and touching it does not count as touching the Exalt, though once it has lost all its Damaged health levels it only provides 75 percent cover to the abstract selfdom it contains, allowing the Exalt to be attacked directly. Once the encasing object is destroyed, the abstract representing the Infernals soul is manipulable like a normal character, apart from any exceptions listed below.

The Infernal has abandoned all pretense of human physical form, so their physical Attributes are meaningless and their Appearance is 1. If a physical Attribute is necessary for an effect or calculation, her Strength is equal to her Essence, her Dexterity to Willpower and her Integrity replaces her Stamina. Substitutions in excess of the

Attribute they take the place of count as a dice bonus from Charms, but these may exceed the normal limits themselves. While in this state, the Infernal is immune to amputation-based Crippling, Poison and non-magical diseases, fatigue, and any other effect which could logically not work on a crystalline object with an abstract inside.

The object-self can float anywhere so long as it remains within (Perception) yards of a solid surface, and it moves at a speed of (Wits) yards per tick with Move actions or (Wits + 6) with Dash actions. Apart from running into things and rolling around, the Exalt must activate Mind-Hand Manipulation to interact with the world around her. Infernals with Ascendant Objectivity Stance may activate an alternate version of that Charm, incorporating its effects into their object-selves; this version of the Charm provides no cover, but it does not require the use of Mind-Hand Manipulation and lasts indefinitely.

The Infernals carried and worn equipment is sent Elsewhere. Though the geometric abstract of the Exalts body can not wear or take advantage of most equipment, with Mind-Hand Manipulation she can still make use of most tools or even weapons. Any piece of banished equipment can be summoned back to the Exalts grasp as a Miscellaneous action by spending one mote. With Mind-Hand Manipulation active, this counts as readying the item for use; without that Charm, the object simply falls to the ground near the Exalt. The Infernal may also banish owned objects back to Elsewhere in the same way.

Sounds can issue from any point on the crystalline shell at any volume, allowing the Exalt to converse, usually in sharply clear monotones. The entire surface of the object-self acts as an eye, allowing the Exalt to perceive everything in all directions to the limits of normal perception, which may grant one to three bonus dice to Perception + Awareness rolls to spot ambushes. However, the object is not actually an eye for all purposes, making the Infernal immune to powers that specifically require eye contact, and equally incapable of using such powers on others. If the object is destroyed, she can still perceive as a normal character without omnidirectional sight. The Exalt may also manifest translucent, two-dimensional images of any type or complexity on the surface of the object.

As a Sorcerous Charm, Soul-Matrix Crystallization does not require committed motes but neither can its effect be ended easily. An Infernal may reverse the Charm by activating it again, paying the full cost to reconstitute her human body from the underlying abstract. Despite its minimum Essence, this Charm is as resilient to countermagic as Adamant sorcery. If the Charm is subject to countermagic, the Exalt reflexively pays the cost of the Charm to reform her human body; if she lacks sufficient motes or Willpower, the Exalt suffers a level of aggravated damage as her soul consumes a piece of itself to fuel the change.

User:Plague of Hats/HundredfoldCharm

Source: Plague of Hats

UNMARRED FORM TECHNIQUE

Cost: -; **Mins:** Essence 6, She Who Lives in Her Name null; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: , Three purchases of Ego-Infused Pattern Primacy and five purchases of Wholeness Rightly Assumed

Reduces cost to instantly heal damage with Wholeness Rightly Assumed and

allows aggravated levels to heal more rapidly.

Source Return of the Scarlet Empress, p. 208.

Source: Return of the Scarlet Empress

ONE SPHERE AMONG MANY

Cost: None (+1 Willpower); **Mins:** Essence 5, She Who Lives in Her Name 0;

Type: Permanent

Keywords: Desecration, Shaping, Training

Duration: Permanent

Prerequisites: , Will-Crushing Force

The spheres of the Principle of Hierarchy turn slowly and surely, each one identical to her 99,996 others. This Charm is a permanent upgrade to Will-Crushing Force. Whenever the warlock breaks a mortal with Will-Crushing Force, instead of merely replacing them with an automaton of themselves, the Infernal may pay one Willpower to activate this Charms effects. The unfortunate mortal dissolves as normal, but what reforms is a humanoid being with a cosmetic appearance dictated by the warlock at the time of activation. During the fiery dissolution and rebirth, the Infernal may reduce the victim's Attributes to a minimum of 1. The victim receives the appropriate XP for these reductions, which the Infernal must immediately spend to increase the victim's Attributes until all the XP is spent. Unspendable XP is lost.

Additionally, the victim receives a number of mutation points equal to (the Infernal's Essence + 10), which the Infernal must spend immediately. The first mutation the target receives is the Creature of Darkness mutation, which grants no bonus mutation points. Finally, all the usual effects of Will-Crushing Force on the victim's Motivation and Virtues occur as normal.

As a secondary benefit, if Will-Crushing Force is used against a target currently under the effects of Mind Spider Curse, the warlock drains (Essence) Willpower from the target.

Source: Octopoid

FORCE-DRAINING EXIGENCE

Cost: ; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Permanent

Prerequisites: Will-Crushing Force

The She Who Lives in Her Name Whispering Flame knows that the power and problem of the Exalted are one and the same. Upon learning this Charm, the character gains an Overdrive pool with a capacity of ten motes. Initially empty, she may fill it by enacting the following procedure: First, she must use Essence-Dissecting Stare (or a relative effect) to witness an opponent using an OverdriveOverdrive CharmsOverdrive Charm. She must then analyze the Charm. If it is unknown to her, roll the warlocks Intelligence + Occult against difficulty 5. If successful, the Infernal intuits the nature of how her targets Overdrive Charm functions. She also perceives each time the analyzed Charm delivers offensive motes to her target, and may use this information to form a rough idea of how full her targets Overdrive pool is.

Whenever an Infernal with this Charm uses Mind-Hand Manipulation to inflict at

least one health level of damage to an opponent whose Overdrive she has analyzed, the Exalt automatically drains one offensive mote from her victims Overdrive pool, adding it to her own. In addition, the warlock may reflexively modify her attack, diverting health levels of damage in step 10. For each health level of damage she withdraws from the attack, she instead siphons off three of the victims offensive motes, adding these motes to her own Overdrive pool.

Force-Draining Exigence and Will-Crushing Force may not be used to enhance the same attack.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

FOLLOW THE LEADER

Cost: 0m; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Reflexive

Keywords: Combo-OK, Native, Obvious, Overdrive

Duration: One Scene

Prerequisites: Chirality Prohibition Index, First She Who Lives in Her Name Excellency

In order to impose her perfection upon the world, the She Who Lives in Her Name Whispering Flame must first teach it how to act. When the Infernal warlock learns this Charm, she gains an Overdrive pool with a capacity of ten motes. Initially empty, she may fill it by targeting a single opponent and outlawing certain actions. Valid bans include specific combat actions (such as Move, Dash, Jump, Attack, Defend Other, Aim, Cast Sorcery, or specific Miscellaneous Actions such as Draw/Ready Weapon or stanching bleeding), using Charms of a particular type (Extra Action, Simple, Supplemental and Reflexive are valid; Permanent Charms are not), or activating Charms with a particular Keyword (such as Poison, Knockback, Emotion, or Counterattack).

The warlock signals the banned action to her target, or commands him to desist in a particular behavior, making this Charm unmistakably Obvious. Characters need not interact with the mechanical details of Exalted on the same level that players do; the warlock may relate banned actions to her opponents without being specific. No moving!/? would suffice to communicate that she has banned the Move Action, whereas, You will cease in such petty behavior!/? would allow her to communicate, in an Obvious fashion, the fact that she has banned a certain type of Charm. The outlawed action should be communicated between players using the technical language of Exalted. Players are the final arbiters of how their characters translate these details to one another.

The Infernal gains a single offensive mote the first time during a particular targets action that they engage in the forbidden action. She may target up to her (Essence rating) different individuals with Follow the Leader, but none may share the same ban. The warlock may change the nature of an individuals ban once per action, on her action tick.

However, the warlock must also abide by the full index of actions she has banned. If she has forbidden one individual from taking Dash actions and another from using Counterattacks, she is banned from Dashing and Counterattacking. The first time during each action that she violates a particular ban, the Infernal loses a number of offensive motes equal to the number of actions she has currently banned. Outlawed

actions disappear from her index at the end of the scene. She may also lift the ban on all or some of the actions she has banned by using this Charm on her action tick.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

NOTHING IS WRONG

Cost: – (1 wp, 1 limit); **Mins:** Essence 4, She Who Lives in Her Name null;

Type: Permanent

Keywords: Obvious, Shaping

Duration: Permanent

Prerequisites: , Wholeness Rightly Assumed (damage) (x2)

The Principle of Hierarchy is perfect and eternal. There is nothing marring that perfection, because nothing can. When the Pyre in Which Thoughts Are Burned obliterated three spheres to vent her wrath against a Creation that had deliberately rejected her harmony, she did not damage herself. Those spheres were not truly part of her. They were ornamentation, and their loss merely revealed her true and perfected form. Nothing is wrong.

The Infernal reveals a similar truth to those who strike him. In Step 7 of combat resolution, if the Infernal pays 1 wp and 1 limit to redefine what he has always been, it becomes apparent that the portion of himself that is apparently destroyed by damage was never truly a part of him. The shape revealed by the so-called "damage" is his natural, healthy state. This Shaping effect defines his body to have always been what it is now; the portions cut, torn, burned, or blasted away were artificial prosthetics, worn at the incomprehensible but perfect whim of the Warlock. The wp must be spent the first time since his DV last refreshed that he chooses to use this Charm's effects; the Limit is gained as the Infernal redefines his own understanding of himself each time it is invoked. If the Infernal has already limit broken sometime during the same scene, he cannot use this Charm. When in the grip of madness, even She Who Lives in Her Name can be persuaded that she might possibly be imperfect.

This defensive Shaping bears the Pyrian Imperfection, but may explicitly be used against surprise attacks as a perfect soak. The Shaping need not leave the Infernal's form gory or otherwise offensive to his aesthetics; it is up to the Infernal what his true form looks like under the facade he wore. One Infernal may be a living stone statue beneath the veneer of flesh, with the parts cut away being plaster additions, while another might only be a marionette without strings whose clothing is cut straight through by the grimcleaver that looked to cut him in twain. Additionally, as this is a Shaping effect, Ego-Infused Pattern Primacy may repair it at its normal rate at the Infernal's leisure. It is worth noting that this cannot prevent crippling, poison, shaping, or sickness effects that might be transmitted via the attack; if a limb is deliberately lopped off by a foe, it is still gone, even though the Infernal reveals it was really just an animate accessory, even if he could have stunted a non-crippling effect as removing his arm between shoulder and wrist and still had a perfectly-functional hand that floated as part of his genuine, perfect shape.

Source: Segev

CHIRALITY PROHIBITION INDEX

Cost: 10m, 1wp; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Simple (One one-hour dramatic action)

Keywords: Combo-OK, Obvious, Servitude, Shaping, Sorcerous

Duration: Instant

Prerequisites:

The She Who Lives in Her Name Whispering Flame embodies the perfection of design and order as does no other. She pities the world for being less perfect than herself, and imposes her nature upon it as an act of mercy.

This Charm permits the Infernal warlock to re-order the land around her to reflect the principle of hierarchy, shifting the position of trees and walls, straightening or bending roads and rivers, reconfiguring the arrangement of buildings or moving them altogether to express the symmetrical perfection of a greater design. The Infernal may reorder the landscape in any manner she chooses, with the following limitations:

The changes she demands occur gradually, over the course of the next hour, too slowly to inflict damage on any living thing. The Infernal cannot intentionally create new landscape features she only reconfigures what is already there. The Charm cannot reshape a demesne, the Wyld, or any area within ten miles of the border of another landscape that has been reshaped through Chirality Prohibition Index or Holy Land Infliction. She might reconfigure a small village into a series of staggered circles around a central green, or into a rigid, balanced grid. An orchard could be rewoven into a perfect circular border of trees around a central field whose grass has been ranked into impressed-circles which confer the sacred order of the principle of hierarchy. Even the sky conforms to the symmetry of She Who Lives in Her Name, channeling clouds into a slow spiral around the central point of her design. The imposed changes span a circular area around the Infernal with a radius of (Willpower x 10) yards.

The changes, when viewed from above, must reflect a greater symmetry with the rest of the world. This symmetry is subject only to the superior perspective of the warlock, who exudes the truth of her Essence into the pattern of existence. Others who look upon the Infernal's design may see only a mystifying sprawl of indecipherable but tantalizing meaning. Such are the limits of their minds that they cannot understand the order the warlock seeks to bring though they wish to.

Nearby mortals within one mile become fascinated by the sacred geometry of the Whispering Flame, and will settle in and around the edges of the symmetrical landscape. After each week an individual spends lingering within a mile of the affected area, they are automatically subjected to a social attack with a dice pool of the warlocks (Essence + Occult). Success counts as a scene spent working toward building an Intimacy of loyalty toward a new social unit a cult dedicated to the study and veneration of the land's sacred design. This unnatural mental influence may be resisted for two Willpower.

Once a character has gained this loyalty, she must follow the Policy of the cult as an unnatural Servitude effect. The Infernal constructs the group's Policy at the time of this Charm's activation, as follows:

Members of the cult loathe all things marked by the touch of the Wyld they will attempt to drive Wyld mutants, raksha and beastmen out of the community, violently if necessary.

Members of the cult dress in a similar, uniform manner as defined by the Infernal. The sacred landscapes created by She Who Lives in Her Name promote conservative black-and-white outfits which cover most of the body and leave little individuality for

either men or women, but Infernals may enforce any sort of appearance they desire or even outlaw clothing altogether.

Members of the cult will prefer to speak a language of the Infernals choice, and will seek to learn the favored language if they do not already know it. They will also refuse to speak any languages the Infernal forbids, or to respond to individuals who address them in forbidden tongues. She Who Lives in Her Name permits only Old Realm to be spoken in her domains, but Infernals may set the parameters of their dominions to their liking.

Members of the cult will proscribe certain knowledge as defined by the Infernal. They will not teach forbidden information, nor speak of it, nor tolerate its dissemination among their ranks. This could be anything from Immaculate dogma to histories of a region that differ from a certain tale the Infernal has approved to knowledge of how to grow wheat the bans included in the groups Policy are entirely up to the warlock.

Members of the cult will proscribe certain sorts of action as defined by the Infernal. They will not engage in forbidden acts, nor permit individuals who do to remain within their community. This could be anything from worship of the gods (or of a particular god) to homosexual relationships to leaving the lands controlled by the cult. Again, the bans are whatever suits the Infernals purpose.

Members of the cult have one obligation to the group that they must perform, defined by the Infernal. This could be anything from tithing money to a certain member of the community (or to the Infernal), to providing sexual favors to a certain class of individuals, to promoting immigration to and settlement within the land. They also compulsively reconfigure their habitations to conform to the greater symmetry of the Infernals design.

Members of the cult will spend at least one hour every day attempting to puzzle out the secrets of the lands sacred geometry. The Infernal exists as a persistent blind spot in their awareness they will not seek to interact with the warlock unless she first interacts with them, and will not turn on her if they observe her acting in violation of the cults Policy.

Affected individuals may spend one Willpower to act against the groups Policy for a scene. Only breaking the Intimacy will permanently free a character from the Servitude effect.

Once the majority of the inhabitants of the region within a mile of the sacred landscape have gained an Intimacy of loyalty toward its cult, the range of the symmetrical landscape expands by a radius of one mile, and its mental influence spreads out to target all mortals within a mile of the new borders, at which point the cycle begins to repeat itself. This expansion causes the newly assimilated land to reconfigure itself to fit the symmetrical pattern of the sacred land. If the lands expanding border pushes into a region tainted by the Wyld, the tides of chaos recede. The land is no longer Sorcerous at this time and may no longer be destroyed by countermagic; only rooting out the cult and engaging in public works to destroy the Infernals geometric patterns may return the land to normal. When the sacred land spans ten miles or more, it becomes a persistent Blasphemy.

When the Infernal reaches Essence 3+, hints of the landscapes authorship begin to appear in all lands she has affected and all lands she subsequently reshapes. Trees show a few crystalline leaves mixed in among the normal foliage, chiming softly when the wind stirs them. Inconsequential examples of Malfean wildlife may be found

within the altered land faintly luminous, hair-thin worms float upon the air; puffs of soft white seeds fall from the clouds, sprouting crystalline flowers where they land and take root; the Things Which Lurk in Corners may occasionally be glimpsed at sunrise and sunset.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink-monkeys-vol-37-charm-medley-part-iii.aspx> Ink Monkeys, Vol. 37

Source: Ink Monkeys

STATISTIC-QUANTIFYING SCAN

Cost: -; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Essence-Dissecting Stare

She Who Lives in Her Name views and compensates for all available information, not just that which lesser minds might deem relevant?. This Charm permanently upgrades its prerequisite, expanding the range of what the Infernal can analyse using a reflexive (Intelligence+Occult) roll. The Infernal may now acquire random trivia about a targets state of being, ranging from objective physical facts such as how full his bladder is, or his height (difficulty 1), to more abstract knowledge, such as how much he needs to sleep (difficulty 2) or his character concept (difficulty 4). This knowledge is conveyed however is most comfortable for the Infernal perhaps through a coloured polyhedron manifesting within his vision over the targets head, or through bars that fall or rise in the corner of his sight. Determining knowledge that is mechanically relevant, such as the target's apparent rating in an Attribute or Ability (difficulty 5), requires a rather lengthier stare, making the use of this Charm a more noticeable (though not Obvious) miscellaneous action. Ultimately, the Storyteller must decide whether or not certain kinds of information can be acquired by this Charm from moment to moment, and decide on the difficulty of the roll to do so; the fluctuations of the distant Wyld interfere with exact and constant measurement of anything, an endless source of frustration to the Whispering Flame.

Source: Revlid

WORLD ARCHITECT PREROGATIVE

Cost: 8m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-Basic, Obvious, Sorcerous

Duration: One scene

Prerequisites: Counter-Conceptual Interposition

Glowing with harsh white radiance, the Infernal shapes the shinmaic substrata of existence, crystallizing reality in accordance with Yozi precepts. This Charm creates a sorcerous ward against shaping that extends (Essence x 10) yards from the Infernal, negating any Shaping effects used within that area. Any existing Shaping effects that enter the range of the ward are terminated. This ward is an invisible pattern of essence and is not Obvious in any way, but any character whose Shaping is negated immediately realizes or intuits the ward's presence. Shaping effects created by Yozi Charms, as well as those effected by sorcerous spells cast through a Yozi Initiation, are not affected by this ward, as this Charm calibrates reality to align with Primordial essence. Unfortunately, not every variable can be accounted for. This

Charm cannot suppress Shaping effects that exploit the Imperfection of the Principle of Hierarchy.

At Essence 7, the Infernal may choose to impose the natural order of the Demon Realm upon the area targeted by this Charm, causing it to obey the physical laws of Malfeas. He must choose whether or not to do so upon activating the Charm. This does not cause the area to emulate any properties of Hell that exist due to the Yozis's own influence, such as the poisonous spite of Malfeas, or the danger posed by Adorjan. Hellscape created by this Charm slowly change over time to resemble the Demon City and the geography of other Yozis, especially if it is used multiple times on the same area. Silver sand seems to slowly trickle into the soil, while veins of silver riddle the bark of trees watered with strangely acidic water. Such transformations have no immediate mechanical ramifications, but is of great aesthetic satisfaction to the Infernal Exalted and to their titanic masters. Using this Charm to impose the natural law of Malfeas on Creation is a Blasphemy effect.

Source: The Demented One

CALCULATED SOCIETAL STASIS

Cost: ; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Social

Duration: Permanent

Prerequisites: , Collective Pattern Integration

Each of She Who Lives In Her Names crystalline flames ceaselessly whispers its name to the spheres that congregate around it, and each of those spheres whispers its name to those around it, an eternal harmony of purpose. This Charm upgrades Unshattered Tongue Perfection. Those whom the Infernal blesses becomes rigidly dogmatic, unfailingly adhering to its true precepts. At the beginning of each scene, the unit recovers (Essence) points of Loyalty, instead of just one point.

Source: The Demented One

CLOCKWORK MIND MECHANISM

Cost: ; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: , Will-Crushing Force

Under the cold absolutism of She Who Lives In Her Name, organic forms are programmed sensory automata, their actions directed by imprinted stimulus-response protocols. Such cannot be called life. This Charm upgrades Will-Crushing Force. Any mortal or animal broken by it becomes little more than an organic machine, benefitting from the traits of automaton Virtues. They never fail Valor rolls, nor do they make rolls for any other Virtue. Mass units made up entirely of such units are treated as having perfect Morale.

Source: The Demented One

COLLECTIVE PATTERN INTEGRATION

Cost: 5m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Simple (Speed 6 in long ticks)

Keywords: Combo-OK, Shaping, Social, Sorcerous

Duration: Five days

Prerequisites: , Unshattered Tongue Perfection

Speaking the first five syllables of the Principle of Hierarchys true name, the Infernal hardens and reinforces her patterns and social paradigms within any hierarchy. This Charm is a dramatic action to address a social group, with a Magnitude no greater than the Infernals (Essence). The Infernal must speak in Old Realm, and the entire group must be assembled and able to understand her. The social unit reduces all Loyalty costs it must pay to resist any mental influence by one, to a minimum of one point. At Essence 5, this Charm's duration increases to Indefinite, although its duration lapses if the group fails to assemble in full for more than five days. A second purchase of this Charm at Essence 4 raises the discount to two points of Loyalty, while a third purchase at Essence 7 reduces the cost to reduce any mental influence to one Loyalty for that social group.

Source: The Demented One

COMPONENT DRONE OVERMIND

Cost: ; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: , Collective Pattern Integration

Language is an inefficient method for the representation of higher-order concepts and principles. It is much more efficient to simply unite all consciousness as a single gestalt mind, eliminating the barriers of individuality and communication. This Charm upgrades Unshattered Tongue Perfection. Any character that the Infernal blesses with it is integrated into a mass hive-mind. The Infernal, and all characters under the effect of the Charm, may communicate telepathically with each other so long as they are within one hundred yards. A mass combat unit made up entirely of such characters has no need for relays, as the shared hive-mind allows for instant communication. This telepathy cannot be overheard without magic dedicated to the purpose. A character may spend one point of Willpower to break away from the hive-mind for a day, blocking all telepathic communication facilitated by this Charm. Mortals must pay three Willpower to do so.

Source: The Demented One

CONCEPTUAL CONTEXT EXPANSION

Cost: 3m; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Reflexive

Keywords: Combo-OK, Compulsion, Social

Duration: Instant

Prerequisites: , Factual Determination Analysis

The Principle of Hierarchy coldly sorts all that she perceives and comprehends into ordered patterns, devising theories and laws to logically explain the world around her. Should she lack sufficient information to reach such conclusions, she can respond only with frustrated anger and boundless curiosity, probing and analyzing until she understands all. The Infernal may activate this Charm whenever they hear another character verbally make any statement. She reflexively rolls (Perception + Investigation) as a social attack against that character's Dodge MDV. She need not speak, instead telepathically implanting a replicated thought-form of her own curiosity in the target's minda command to explain.

If she succeeds, that character must completely state all information necessary to understand the targeted statement. This includes contextual details, background information, the meanings of any unclear phrases or idioms, and all other data needed to understand everything that he meant in making the statement. If the targeted statement was a lie of omission or a half-truth, the character must supply any information he willingly withheld, spoiling his deception. However, if he outright lied, he only need supply details necessary to understand the false statement. Outright errors in data lead to corrupted understanding. The target may resist this unnatural mental influence for a cost of two Willpower. He intuitively understands that his mind is being controlled, although he must successfully resist the Charm, either by successfully exerting his MDV or by paying Willpower, and be able to perceive the Infernal in order to understand that she was responsible.

A second purchase of this Charm at Essence 3 allows the Infernal to discreetly probe minds. Instead of compelling her target to verbally state all clarifying information needed to fully understand the statement with this Charm, the Infernal may choose to instead rip the knowledge from his mind, instantly understanding all information he would have supplied through a telepathic bond. The target may still resist this mental influence normally. However, even if he successfully resists the influence exerted by this subtler mode of the Charm, he does not recognize the Infernal as being responsible for his psychic violation. While he knows that some unknown force has attempted to control his mind, he does not know who or what exerted the influence on him unless he uses Charms designed for that purpose. In addition, the Infernal may now use this Charm to target statements that are made telepathically, in addition to those that are spoken.

Source: The Demented One

EMBEDDED LOGIC-PATTERN FORTRESS

Cost: ; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: World Architect Prerogative

The Principle of Hierarchy reinforces the bulwarks of existence and reality that the Primordials set against the Wyld, embedding patterns of order and meaning into everything that it defines. This Charm upgrades World Architect Prerogative. The Infernal may use it to sear his sorcerous will into the foundations of reality itself, creating a sorcerous ward centered within (Willpower x 10) yards of himself. This ward is identical to the one created by World Architect Prerogative, but it remains in the location designated by the Infernal, rather than moving with him. If the Infernal does so, the duration of the effect is extended to one week.

Source: The Demented One

ERROR-DETECTING MODE

Cost: ; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Compulsion

Duration: Permanent

Prerequisites: , Conceptual Context Expansion

She Who Lives In Her Name cannot comprehend the concept of deception. Accurate data is correct. Inaccurate data is an error to be corrected. There are

no other possibilities. This Charm upgrades Conceptual Context Expansion. If the Infernal uses it to target any statement that is an intentional lie or deception, it compels the speaker to elaborate the truth of the matter, rather than simply clarifying his own lie. In addition, if the Infernal activates Conceptual Context Expansion to target any statement that she knows is a lie, either by making a roll to read the motivations of a character or through magic, its cost is reduced to one mote.

Source: The Demented One

EXTENSIVE EXPERIMENTATION METHOD

Cost: 8m, 1wp; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Extra Action

Keywords: Combo-OK

Duration: Instant

Prerequisites: , Cautious Observation Procedure

The only logical approach to unknown or anomalous subjects is complete scientific examination, testing every variable and analyzing every detail of their existence. This Charm is a magical flurry of up to (Essence + 1) actions. The Infernal may take any kind of action she wishes with this flurry, but all actions must target a single character, or else be actions that do not have any target. This magical flurry ignores Rate and multiple actions penalties, and imposes a DV penalty on the Infernal equal to the highest penalty for any one action in the flurry. If the Infernal uses any actions in the flurry to target a character that is the subject of Cautious Observation Procedure, she recovers a two mote for each such action that succeeds.

Source: The Demented One

FUNDAMENTAL PRINCIPLE MANIPULATION

Cost: (+0m or +2m); **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: , Principle-Invoking Onslaught

Cosmic principles and phenomena are all encoded onto the shinmaic substrata of existence, engraved in the foundations of reality as the titans brought forth being from nothingness. Ultimate command of these is immanent to the Primordials, an aspect of their being as much as their essence or souls. This Charm upgrades Principle-Invoking Onslaught. The Infernal may activate it to supplement a telekinetic attack as an innate power, which does not count as Charm activation. In addition, if she uses a stunt to attack a character with a substance of form of energy that is antithetical to their nature, at the Storyteller's discretion, her attacks deal aggravated damage. Potential examples include incinerating a wood elemental with a wave of fire, corroding the innards of an Alchemical Exalt with thaumaturgic rust, or discharging a focused beam of ultraviolet light on the Ebon Dragon. The Infernal may also extend these benefits to telekinetic clinches supplemented by Principle-Invoking Onslaught, but must pay a surcharge of two motes to do so. If she wishes to deal aggravated damage with her clinch, she must pay two motes at each interval to do so.

Source: The Demented One

HAZARDOUS EXIGENCIES ANALYSIS

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Counter-Conceptual Interposition

The Infernal dispassionately analyzes the threats posed by their opponents, calibrating their countermeasures to efficiently and effectively negate the danger they represent. This Charm reduces the cost to use Counter-Conceptual Interposition by two motes against any attack enhanced by a Charm or Combo that has already been used to enhance an attack against the Infernal in that same scene. This discount only applies against Combos if that exact Combo has already been used against the Infernal even if it contains Charms that have been used against them. A second discount of two motes applies against any attack that has not been enhanced with Charms at all, as such mundane threats can easily be assessed and negated. At Essence 4, a third discount of two motes applies against any attack made by a creature of the Wyld. These discounts stack.

Source: The Demented One

MANIFOLD MIND-STORM ONSLAUGHT

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: War

Duration: Permanent

Prerequisites: , Vectored Force Repulsion

She Who Lives In Her Name understands all systems completely, regardless of their scope or complexity. Be it the orbit of a single mote or the position of every single mote in the universe, she understands them all. It is no more difficult for her to engage and destroy an entire army than it is to do so to a single mortal. This Charm upgrades Mind-Hand Manipulation. If the Infernal makes a telekinetic attack against a mass unit, she may ignore up to her (Essence/2) in external penalties to her attack roll due to the opposing unit's Magnitude. Similarly, if she telekinetically defends against a attack made by a mass unit using the Parry DV, the attacking unit loses up to (Essence/2) automatic successes on the attack roll from its Magnitude.

A second purchase of this Charm at Essence 4 allows the Infernal to cut down armies arrayed against her, engaging mass units with scientific precision and emotionless efficiency. If the damage she inflicts on an enemy unit with a telekinetic attack causes them to suffer Magnitude loss, the Infernal adds her (Essence/2) to the difficulty of the Morale roll that unit must make to avoid suffering rout. Only the most battle-hardened and steadfast of soldiers can hold the line while their allies are systematically disassembled and dismembered all around them by an invisible menace.

Source: The Demented One

VECTORED FORCE REPULSION

Cost: ; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Mind-Hand Manipulation

The Principle of Hierarchy calculates and maps the theorems by which multiple

distinct elements can function cooperatively to optimize their combined effect. She understands every form and fashion of collective effort, for she is the architect of it all. If the Infernal telekinetically defends against a coordinated attack or an attack made as part of a flurry, she may ignore up to one point of penalties to her Parry DV from coordinated attack penalties and onslaught penalties. A second purchase at Essence 4 allows her to instead ignore up to (Essence/2) in penalties.

Source: The Demented One

MORAL PARADIGM CALIBRATION

Cost: 4m; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Touch

Duration: Indefinite

Prerequisites: Cosmic Transcendence of (Virtue)

She Who Lives In Her Name comprehends ethics and morality within the same paradigm she understands all things, an absolute system of mathematical perfection. Any deviance from her own ethical standards is anomalous data to be corrected and adjusted for. Placing her hand upon another character, the Infernal reshapes his Virtues to align with the tenets of her own absolute morality. This strengthens any Virtues the target has rated at 5+ if the Infernal has purchased Cosmic Transcendence of (Virtue) for them, causing that character to convert all dice to automatic successes when rolling the relevant Virtue. However, the Principle of Hierarchy is undermined when lesser entities are led to disobey its precepts by their free will. Whenever a character spends Willpower to suppress a Virtue that is targeted by this Charm, it erodes the Shaping magic. Once they have done so a number of times equal to the Infernal's (Essence), the Charm's effects are terminated, causing their human Virtues to reassert themselves. At Essence 5, characters targeted by this Charm also gain Virtue-specific benefits of the Charm, gaining them exactly as the Infernal has. A second purchase of this Charm at Essence 4 allows the Infernal to grant it the Sorcerous keyword, rewriting the definition of a character's Virtues on the shinmaic level. Although this sorcerous effect is normally vulnerable only to Sapphire Circle Countermagic, it can be dispelled by Emerald Circle Countermagic if the target has spent any Willpower to suppress an enhanced Virtue.

Source: The Demented One

MOTONIC FORCE CONTROL

Cost: (+2m per penalty, 1wp); **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Combo-OK

Duration: Permanent

Prerequisites: , Principle-Invoking Onslaught

She Who Lives In Her Name carefully controls every variable of her experiments. No possibility is permitted to arise without her planning for it; those that do are quickly excised from reality. This Charm upgrades Principle-Invoking Onslaught. Whenever the Infernal activates it to enhance a telekinetic clench, she may spend up to (Essence + Occult) motes and a point of Willpower. The clench suffocates its victim, brutally choking them. For every two motes spent, the victim suffers a -1 external penalty on rolls to resist the clench, until it is released. Whenever the

Infernal successfully controls the clinch and crushes the victim, she may choose to deal lethal damage.

Source: The Demented One

ORTHODOX MIND VOCABULARY

Cost: (+1m or +3m); **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Conceptual Context Expansion

She Who Lives In Her Names obsessively analyzes and criticizes all information, qualifying and quantifying the empirical accuracy and objective moral value of each separate fact. If her compulsive calculations indicate that any input is undesirable, it is immediately rejected and redacted. This Charm upgrades Conceptual Context Expansion. If the Infernal successfully uses it in Step 2 of a social attack in order to analyze any spoken mental influence, she may pay a single mote to perfectly dodge the unwanted influence, even if it is undodgeable. The surcharge increases to three motes if the influence aligns with any Virtue the Infernal has rated at 3 or higher, or if she knows the statement is true, either by rolling to read the motivation of the speaker or through magic.

Source: The Demented One

REALITY-STABILIZING PATTERN MENDING

Cost: (+5m); **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Pattern-Reassertion Touch

She Who Lives In Her Name understands the universe as an interconnected design of systems. It is inefficient to correct the errors in each individual sub-system when she can simply mend the whole. This Charm upgrades Pattern-Reassertion Touch. The Infernal may pay a surcharge of five motes to extend its curative effects to multiple characters, up to a total with effect Magnitude (Essence) or less. If they are not organized into a formal mass unit, the Infernal must be capable of perceiving them all separately. The Infernal may assess and prioritize all ailments affecting each character separately, healing them as if they all benefited from the Charm's effects separately. The Infernal need not touch all characters, but each one that he does not touch must be willing to receive the Charm's effects, and must be within (Essence) yards of either the Infernal or another valid target of this Charm. At Essence 6, this range is extended to (Essence x 100) yards. A second purchase of this Charm at Essence 7 removes the limit on the maximum Magnitude of characters the Infernal may heal at one time.

Source: The Demented One

STOCHASTIC ENTITY PROBE

Cost: ; **Mins:** Essence 2 , She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Essence-Dissecting Stare

This Charm permanently upgrades Essence-Dissecting Stare. If the Infernal observes any character who is a creature of the Wyld or who suffers from Wyld mutations while it is active, this fact is made Obvious to him. She also adds (Essence) automatic successes on any roll made to analyze a Fair Folk Charm. At Essence 4, this bonus also applies to rolls made to analyze any Charm with the shaping keyword. In addition, Essence-Dissecting Stare now makes all shaping effects Obvious to the Infernal's senses, not just Charms.

Source: The Demented One

SYMBOLIC MEANING ENCHIRIDION

Cost: 1m; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: Unshattered Tongue Perfection

She Who Lives In Her Names constructed the syntactic principles and fundamental grammatical systems that compose all languages. It is impossible to express any concept in linguistic forms that she has not already conceived of. This Charm can be activated in response to an unexpected social attack, making it no longer unexpected, and allowing normal defense.

Source: The Demented One

SYSTEMATIC IMPOSITION OF CAUSALITY

Cost: 8m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-OK, Shaping, Touch

Duration: Instant

Prerequisites: , Stochastic Entity Probe

The Principle of Hierarchy gives order and stability to chaos, setting patterns and tenets that enforce ordered logic on all things. She calcifies the essence patterns of the Wyld into more pleasing designs, purging the dross of gossamer from existence. Activating this Charm, the Infernal must touch a raksha, weaving its alien congeries of essence to her will. She rolls (Willpower + Essence), at a difficulty of the raksha's Heart Grace rating. This roll may be enhanced with the Excellencies of She Who Lives In Her Name as though the dice pool were a combination of (Attribute + Ability). For each threshold success the Infernal garners, she may negate a single Fair Folk Charm that have been activated as part of the raksha's Assumption, terminating the duration of that power. She cannot, however, target Assumption Charms with this effect.

A second purchase of this Charm at Essence 4 allows the Infernal to terminate the Assumption of a raksha, so long as she gains threshold successes that equal the raksha's (Essence x 2). Doing so cancels the duration of the Assumption Charm and all Charms activated alongside it. Raksha whose Assumptions are stripped away in Creation risk calcification, as normal. If the Infernal witnesses the calcification of a raksha she targeted with this Charm, she bleeds off a single point of Limit from the pleasure of watching its agonizing final moments. She may do so no more than once per scene.

Source: The Demented One

UNIFIED FUNCTION DIRECTIVE

Cost: 1m per target, 1wp; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Simple (Speed 3)

Keywords: Combo-Basic, Servitude, Shaping

Duration: One scene

Prerequisites: Component Drone Overmind

Individual entities are lesser components of a greater whole. The Infernal sends out a telepathic pattern, uniting her hive-mind in a synergistic gestalt. This Charm exerts unnatural mental influence on any or all members of the hive-mind created by the Infernal that she can perceive, causing them to instantly gain a secondary Motivation. The Infernal may dictate the terms of this new Motivation, but it must be a concrete, attainable objective.

Whenever a drone that is subject to this programmed Motivation receives the benefits of limited aid on any action that works towards the goal, the dice added are converted to automatic successes, so long as the assisting character is also subject to this Charm's influence. Any attempt to coordinate an attack among multiple characters that are all united by this Motivation receives (Essence x 2) automatic successes. In addition, targets of this Charm may parry to defend other targets as if they had taken a Defend Other action to protect them. This unnatural mental influence cannot be resisted by spending Willpower, although a character who spends Willpower to resist the effects of Component Drone Overmind is also freed of this Servitude effect.

A second purchase of this Charm at Essence 5 allows the Infernal to use it on mass units made up entirely of drones, paying a cost of one mote per dot of Magnitude possessed by the unit. Such armies move in mechanical unison like that of perfectly calibrated clockworks, coordinated by a single collective will. They add the Infernal's (Essence) to their Drill rating, to a maximum Drill of the unit leader's (War + Essence). The leader of a unified unit automatically succeeds on any roll made to change formation or turn, or to merge with any unit that is also subject to this Charm.

Source: The Demented One

SILENT VOCALIZATION NETWORK

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Disembodied Voice Tintinnabula

When the Wyld Hunt invaded the province of the akuma Yohani during the Shogunate, they found strange wispy things floating through the air, an eerie symmetrism in the landscape, and silence that grated on the ears. Interrogating natives did little; they simply stared blankly, as though they found the crudity of physical speech to be foreign and incomprehensible. It was not until the cultist's dreams were invaded by Four Black Dice, then-master of the Hunt and a Lunar Exalt, that Yohani's location could be determined.

This Charm permanently enhances the Infernal's Unshattered Tongue Perfection, allowing characters affected by that Charm to telepathically communicate with other

characters affected by that Charm, provided they are within (Infernal's Essence + Linguistics + characters Essence) yards. The characters voice? cannot be disguised in any way, and the receiver is automatically able to identify the direction from which they are talking?. The Infernal is aware of all such conversations, as though they were prayers relayed through Penitents Like Scattered Grains ("Manual of Exalted Power: Infernals", pp. 120). A mass combat unit comprised entirely of such characters do not require any relays.

At Essence 5+ this Charms range expands when applied to members of the cult created by Chirality Prohibition Index, allowing members of the same cult affected by Unshattered Tongue Perfection to telepathically communicate with each other within the borders of their sacred land, regardless of the distance between them.

A second purchase of this Charm at any level allows characters under the effects of Unshattered Tongue Perfection to lend mental aid to their brethren. They may use the intimacies of other characters within telepathic range to help increase their MDV against contradictory mental influence (they are not made aware of the subject or context of the intimacy used, feeling only a bolstering of will). This effect stacks to a maximum of +(Infernal's Essence) MDV, and is fully compatible with any bonus or penalty granted by their own intimacies (even identical ones, such as loyalty toward the Infernal's cult), Virtues and Motivation. This effect is Obvious to the contributing character, who experiences a sudden flash of memory regarding the intimacy in question, and can deliberately suppress it to deny her comrade the bonus.

In addition, character within telepathic range can offer each other limited teamwork bonus to mental rolls without actually spending any effort on the action in question, their own spare mental capacity whirring and pulsing in aid of the greater whole.

Source: Revlid

WORLD-SPANNING CONSENSUS DEVISEMENT

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Unshattered Tongue Perfection (x2), Chirality Prohibition Index

And all of the world spoke with one tongue. This Charm permanently enhances Unshattered Tongue Perfection, reducing its cost to one mote when using it to target an individual that holds the magical intimacy of loyalty created by Chirality Prohibition Index. It also removes the upper limit on Magnitude when using it to target a group comprised entirely of such individuals.

At Essence 4+, this effect can also be applied when targeting demons created by the Infernal or descended from She Who Lives in Her Name, or characters that use automaton virtues (such as those broken by Will-Crushing Force or infected by Mind Spider Curse, or, indeed, actual automatons).

If the Infernal knows Will-Crushing Force, she may indoctrinate mortals whose will she breaks within the borders of a sacred land created by Chirality Prohibition Index. The broken mortals Motivation is replaced by that cult's Policy, and they gain an intimacy of loyalty to the cult, which places them under the same Servitude effect as every other cult member.

At Essence 4+, this effect can be used outside of the borders of a sacred land, provided the Infernal is within (Essence x 25) miles of the sacred land he wishes to indoctrinate the drone into.

Source: Revlid

INFINITE CO-OPERATIVE HARMONY

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Silent Vocalization Network (x2)

There is no one; there is only all, working in harmonious unison. If the abominations who locked away their creators cannot understand this, they must be made to. This Charm permanently enhances the Infernals use of bonus dice acquired through limited teamwork (”Exalted”, pp. 125). If the character granting these dice is currently affected by Unshattered Tongue Perfection, the bonus dice they would grant are converted to an equal number of automatic successes.

A second purchase of this Charm increases the number of dice that the Infernal can gain through limited teamwork by (lower of Bureaucracy or Essence), provided that all characters aiding her in this fashion are affected by Unshattered Tongue Perfection.

At Essence 4+, this Charm may be purchased a third and final time. At this level, any character affected by Unshattered Tongue Perfection who aids the Infernal is treated as having the minimum necessary abilities to attempt the task on their own (provided the Infernal herself meets these requirements). In addition, Unshattered Tongue Perfection is permanently enhanced, granting all the effects of this Charm to those affected by it.

Source: Revlid

CALIBRATIVE COLLABORATION CANTATA

Cost: 25m, 2wp; **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Simple (Speed 10)

Keywords: Combo-OK, Servitude, Obvious

Duration: Instant

Prerequisites: , Chirality Prohibition Index, Infinite Co-operative Harmony (x3), Broadcast Announcement Prana

This Charm can be activated a maximum of once a month, while the Infernal is using Broadcast Announcement Prana to project her voice from at least one source within the sacred region created by Chirality Prohibition Index. She defines one project, which can be as complex or simple as she desires; it could range from prepare for war on Paragon? to clear away the debris and mutants left by a Wyld Storm in order to build new roads and develop greater trade links with Paragon? to bake a massive cake for the Perfect of Paragon?. However, it cannot deliberately exclude any members of the cult, cannot require the cultists to leave the borders of the sacred region, and cannot directly deal with any knowledge or behaviour proscribed by the cult in question.

Whatever it is, the project is translated into music and broadcast across the entirety of the sacred region; this music can range from a simple, hummable set of notes to a full ballad describing the project in question. Within moments, the song worms its way into the intimacy of loyalty borne by all members of the cult, resonating within the symmetry of the landscape to lead its adherents to work toward the project it

exults. As the sacred music of purpose spreads, every mortal within the sacred regions borders is immediately subjected to the social attack described in Chirality Prohibition Index. Should it beat their MDVs, they immediately gain the full intimacy of loyalty described in that Charm, regardless of how many scenes it would normally have required. During Calibration, this social attack extends (Infernals Essence) miles out beyond the borders of the sacred region.

All non-mortal natives of Malfeas within the sacred regions borders are also subjected to this social attack, though it only applies a mundane intimacy of loyalty toward the cult, and does not incorporate the usual Servitude effect. This intimacy lasts for the projects duration, unless it takes place during Calibration, in which case the intimacy is as durable as any other.

Once those two effects have been resolved, every character with an intimacy of loyalty toward the cult is immediately affected by Unshattered Tongue Perfection, if they were not already. This application of the Charm costs the Infernal no motes, but only lasts for the projects duration, unless it takes place during Calibration, in which case the Charm lasts for its normal duration.

Every character with an intimacy of loyalty toward the cult then suffers from an unblockable, undodgeable Servitude effect, leading them to work together to accomplish the goals of the project as best they can over the next five days. This desire overrides other obligations to the cult if necessary (including the compulsory hour-per-day spent puzzling over the landscape). All but the simplest of projects will be split up into a number of different roles; for example, preparing for war on Paragon would require some cultists to build the tools of war, while others map out the route their army would take, and others train to be soldiers.

Each character will gravitate toward the role their own skills are best suited to, unless the Infernal deliberately directs them (or a class of individuals to which they belong) towards another role. Either way, they completely understand their own role in the project, and are made aware enough of the other roles (though the full scope is beyond any individual worker to understand; it inhabits the same blind spot in their awareness that the Infernal does).

Those under this Servitude effect are divided amongst the various roles of the project as efficiently as possible, but all of them feel the compulsion to work; if the limits on how many dice can be added by teamwork to a given task have already been met, then they must find another role to aid in. If there is no valid role that they can grant even the slightest mechanical aid in, they will spend the projects duration wandering the sacred landscape, lost and aimless, contemplating its perfected geometry until a spot opens up in one of the projects roles.

Those under this Servitude effect increase the total number of dice they can be granted by limited teamwork by a further (Infernals Essence), stacking with the increase granted by Infinite Co-operative Harmony. They also ignore any mundane external penalties to rolls directly pertaining to their role in the project, and treat any mental influence that would damage or contradict the project as an unacceptable order.

If a roll necessary to the project is completed with excess successes, those additional successes are not lost. Instead, they are applied as automatic successes (added by a Charm) to any other roll necessary to the project that would otherwise fail. If no rolls remain to be enhanced at the end of the projects duration, total up all excess successes; one demon descended from She Who Lives in Her Name enters Creation

unbound but with an intimacy of loyalty toward the cult for every five excess successes. During Calibration, the radius of the sacred region also expands by one mile for every ten excess successes.

For the rest of the month after this project ends, every character who was under the Servitude effect benefits from one automatic success on all rolls to regain Willpower by sleeping; the fruits of a job well done.

After activating this Charm, the Infernal is free to leave; her song will continue to echo around the alien mysteries of her sacred landscape even in her absence. It will be whistled by cultists as they work, screeched by labouring demons in perfect harmony, and find expression in the hum and clatter of purpose and pattern.

Source: Revlid

EVIDENT FALSIFICATION REJECTION

Cost: 4m; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Factual Determination Analysis

The Principle of Hierachy has no need for false or incomplete data in her calculations; attempts to force such nonsense upon her is met with cold, logical rejection. This Charm can activated in response to any mental influence (unnatural or otherwise) that is predicated on a statement that the Infernal knows to be false (or at least, that she knows the speaker believes is false), providing her with a perfect dodge against it. The Infernal's knowledge of falsehood can be a result of her own independent knowledge, or the findings of this Charm's prerequisite. If this Charm has already been used to defend against that false statement (or a near-identical variant of it) earlier in the scene, its cost drops to one mote; repetition does not avail the enemies of truth.

As a unique Flaw of Invulnerability, this Charm automatically fails if employed against a hierarchical superior in an organization to which the Infernal belongs (such as if the Whispering Flame attempted to reject a claim of Malfeas').

Source: Revlid

NECESSARY APPENDAGE RETRIEVAL

Cost: ; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Ego-Infused Pattern Primacy (x2), Wholeness Rightly Assumed (Crippling), Mind-Hand Manipulation

In the Primordial War, a Night Caste went to great lengths to steal one of the perfect spheres of She Who Lives in Her Name. Having escaped with his prize, he found his larceny was for naught, as she simply recalled the pilfered body-part from a distance. Perhaps it is coincidence that the sphere in question was one of the three shattered in her great Torment at the end of the war. This Charm permanently enhances Ego-Infused Pattern Primacy; so long as Mind-Hand Manipulation is active, the mote cost to instantly heal a Crippling effect is removed. Amputated limbs are distantly retrieved and reapplied to the body, while crushed organs are discretely re-assembled within the body by subconscious telekinetic surgery.

A second purchase of this Charm expands Ego-Infused Pattern Primacy, allowing it to counter theft of artifacts that the Infernal owns and is attuned to. The artifact in question vanishes after the usual amount of time in a crackle of pure white light, returning to the Infernal through Elsewhere. This ability only functions if the artifact remains attuned to the Infernal for the entire duration of the theft.

Source: Revlid

FLAMES LIT WITHIN

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: Analytical Modeling Intuition

This Charm grants the Infernal an additional Peripheral Essence pool that they can fill by following their Urge. **Source** Broken-Winged Crane, p. 19.

Source: Broken-Winged Crane

TIDINGS OF A BITTER SEASON

Cost: - (3m, 1wp); **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisites: Counterpoint Inquisition Defense

This Charm makes it harder for others to comprehend the motives of the Infernal, and can damage those who truly fail to grasp his alien nature. **Source** Broken-Winged Crane, p. 19.

Source: Broken-Winged Crane

HOLLOW MIND POSSESSION

Cost: 5m, 1wp; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-OK, Native, Touch

Duration: Indefinite

Prerequisites: Analytical Modeling Intuition

This Charm allows the Infernal to possess and control the artificial intelligences that govern manes, warstriders, hellforged items and the dream-eaten, leaving backdoors for his eventual return and provoking them to develop their own personalities that mimic hers. Repurchases greatly increase the range of this Charm. **Source** Broken-Winged Crane, p. 19-20.

Source: Broken-Winged Crane

NOUMENA-SEIZING ASSIMILATION

Cost: 10m, 1wp, 1ahl; **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Blasphemy, Combo-OK

Duration: Instant

Prerequisites: , Hollow Mind Possession (x3)

This Charm allows the Infernal to make a massive backdoor-inducing attack with Charms:Hollow Mind Possession Hollow Mind Possession across drag-onlines.Source Broken-Winged Crane, p. 20-21.

Source: Broken-Winged Crane

DISEMBODIED VOICE TINTINNABULA

Cost: 1m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: One Scene

Prerequisites: Unshattered Tongue Perfection

The Infernal may telepathically communicate with those beneath her in a hierarchy, including those affected by Unshattered Tongue Perfection, or borken by Mind-Spider Curse or Will-Crushing Force. Social attacks made in this way are enhanced.Source Broken-Winged Crane, p. 22-23.

Source: Broken-Winged Crane

VOICE LIKE CRYSTAL FACETS

Cost: (1wp per target); **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Native, Social

Duration: Permanent

Prerequisites: Disembodied Voice Tintinnabula

This Charm allows the Infernal to split her dialogue between multiple characters, excluding others. It also enhances Disembodied Voice Tintinnabula.Source Broken-Winged Crane, p. 23-4.

Source: Broken-Winged Crane

BROADCAST ANNOUNCEMENT PRANA

Cost: 10m; **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-OK

Duration: One Scene

Prerequisites: Noumena-Seizing Assimilation, Voice Like Crystal Facets

This Charm allows the Infernal to broadcast her voice a great distance from every material intelligence she has a backdoor, which also allows her to use a number of Charms through them. She may also use her crystalline form in Heuristic Logos Shintai with this Charm..Source Broken-Winged Crane, p. 24.

Source: Broken-Winged Crane

SPACE MONSTER SCREAM

Cost: 10m, 1wp, 1ahl; **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-OK, Native, Obvious

Duration: Instant

Prerequisites: Voice Like Crystal Facets

This Charm allows the Infernal to unleash a damaging scream that turns those who die from it into crystal statues.Source Broken-Winged Crane, p. 24.

Source: Broken-Winged Crane

WORLD-WHALE KEENING

Cost: 5m; **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Reflexive

Keywords: Combo-OK, Native, Obvious

Duration: Instant

Prerequisites: Space Monster Scream

The Infernal lets out another scream, detonating those poor souls crystalized by Space Monster Scream. Source Broken-Winged Crane, p. 25.

Source: Broken-Winged Crane

INTERLOCUTION METAMORPHOSIS PROPHECY

Cost: 5m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: One Scene

Prerequisites: Disembodied Voice Tintinnabula

The Infernal chooses a language she does not speak, and becomes understandable to all who speak it. Source Broken-Winged Crane, p. 23.

Source: Broken-Winged Crane

MIND-SPIDER CURSE

Cost: 7m, 1wp; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Reflexive

Keywords: Combo-OK, Servitude, Sorcerous

Duration: Instant

Prerequisites: Hollow Mind Possession

The Infernal sends out a pulse from a manse she has infected with Hollow Mind Possession, crushing the free will and heroic potential of mortals. This is particularly potent when applied to children. Source Broken-Winged Crane, p. 21-22.

Source: Broken-Winged Crane

PRECISION THOUGHT-FORCE EXERCISE

Cost: ; **Mins:** Essence 2, She Who Lives in Her Name N/A; **Type:** Permanent

Keywords: Obvious

Duration: Permanent

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

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

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

* The Charm may be used to protect others with Defend Other actions out to its maximum range rather than the usual (Dexterity rating) yards.

* The Charm can be used to deliver Touch effects as though the emanated force is part of the Infernal's body.

* The Infernal adds +2 to his Defense Value Parry DV using Mind-Hand Method while taking a Guard action. With Essence 4+, this benefit also applies while using Defend Other to protect someone.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/03/31/ink-monkeys-vol-7-hell-s-chosen.aspx> Ink Monkeys, Vol. 7

Source: Ink Monkeys

FIRE-WALL SECURITY PROTOCOL

Cost: - (+3m); **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Crystal-Fire Barrier Technique

When is a door not a door? When it is a wall. When is a rule not a rule? Never. Rules are always rules, they simply have loopholes or exceptions that allow the hierarchy to run more smoothly. This Charm permanently enhances its prerequisite, allowing an Infernal to specify a range of subjects that will pass through her barriers without impediment, treating it as though it were not there for the purposes of movement. She selects these subjects upon creating the barrier, or upon reshaping it with Recursive Geometric Reconstruction. There is no limit to the number, broadness, or narrowness of the subjects she may choose to allow free passage, with examples ranging from a subject as broad as water? to as narrow as Thrice Radiant Misho, as he passes over this section of wall that serves as a bridge over a chasm? to as shallow as only characters of Appearance 5 or higher, at night time? and may include time periods, demographics, physical or spiritual properties, etc. Magical disguises do not fool the barrier, but actual changes (through Shaping effects, etc) will allow a character to fulfil conditions that they previously did not.

Source: Stormgear

RECURSIVE GEOMETRIC RECONSTRUCTION

Cost: (+1m/+2m); **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Spacial Reinforcement Method

The Principle of Hierarchy despises waste, and is far more likely to repurpose her existing constructs, shifting and bending them into new forms, than she is to simply discard resources that could yet suit her grand designs. This Charm permanently enhances Crystal-Fire Barrier Technique. The warlock may reflexively rearrange any single one of his simple constructs created with Crystal-Fire Barrier Technique at a cost of one mote (this is not a Charm activation). Doing so causes the construct to instantaneously reshape itself, bending, dematerializing and twisting to better fit the Infernal's needs. Characters may move across or past the barrier before it fully reshapes, in the exact same fashion as they would if it were a new barrier being erected.

At Essence 5+, this Charm automatically upgrades, allowing an Infernal to create even more complex arrays of barriers. By paying a surcharge of three motes when using Crystal-Fire Barrier Technique, the warlock removes all restrictions on the complexity of shapes created by that Charm, allowing her to craft an infuriating maze of walls and corridors or produce astounding, mind-bending geometry that seems to defy common logic. The maximum length of any dimension of a shape created by Crystal-Fire Barrier Technique increases to (Essence x 30) yards when it is used in this way. Rearranging such a complex pattern costs two motes, and takes three ticks to complete, during which characters may move across or past it as though it were a barrier created that tick.

Source: Stormgear

SPACIAL REINFORCEMENT METHOD

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Crystal-Fire Barrier Technique

When the Whispering Flame assigns a duty, she does not expect it to be shirked. When she places a barrier, she does not expect it to be circumvented. All shapes created by the warlocks Crystal-Fire Barrier Technique increase their bashing and lethal soak by (Willpower). They also acquire (Essence +1) health levels, allowing them to persist past the first health level of damage they suffer.

At Essence 5+, this Charm automatically upgrades, allowing the Infernal to increase the duration of Crystal-Fire Barrier Technique past one day, to a maximum of (Willpower) days.

Source: Stormgear

PYRIAN WALL REFORMATION

Cost: - (+2m); **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Crystal-Fire Barrier Technique

She Who Lives in Her Name has a broad base of power, built on a bedrock of systems and logic. Reformatting one ability to suit another situation is a simple task. This Charm may be purchased up to five times, with each purchase requiring a different prerequisite Charm, as detailed below.

Unseen Force Application: The warlock may make her constructs difficult to perceive by paying a one mote surcharge during their creation or reconstruction. If she does so, the Obvious keyword is removed from that construct, and it becomes invisible to mundane sight. Essence vision (such as that granted by All-Encompassing Sorcerers Sight) will see the constructs as normal, and someone given reason to suspect their existence may deduce their presence and rough location with a difficulty 4 (Perception+Awareness or Occult) roll.

Principle-Invoking Onslaught: The warlock may alter the appearance of her constructs, creating them as walls of flame or ice or raw electric fury, or whatever other material (existent or otherwise) that she can imagine. If such a shape is attacked,

its component Essence erupts in a retributive strike. This produces a one-time environmental effect extending one yard from the attacked shape, with a trauma of (Essence) and a damage of (Essence)L. This effect is directed outwards from the side of the shape that was attacked, leaving the area behind it unharmed. Constructs of similar composition are immune to harm from this effect, and each such construct may produce it a maximum once every five ticks. At Essence 5+, the range of this environmental effect expands to (Essence /2) yards from the shape.

Will-Crushing Force: The warlock may apply the same disturbing resonance to her shapes as the spheres of the Whispering Flame herself; whenever a character attacks one of the warlocks shapes and fails to inflict any damage upon it at all, they immediately lose one point of temporary Willpower as a Shaping effect, as though it had been drained by Will-Crushing Force itself.

Orbital Impact Storm: The warlock may reflexively and remotely detonate any number of her constructs by paying one point of Willpower. Doing so creates a one-time environmental effect centered on the detonated construct, which does no harm to any of the Infernal's other constructs. Each effect has a radius of (Essence x 15) yards, a trauma of (Essence)L and a damage of (dimensions of shape in yards /10)L.

Fire-Wall Security Protocol: The warlock may set any of these effects to activate when the conditions of that Charm are met, instead of or in addition to the barrier becoming permeable. In the case of the Orbital Impact Storm purchase, this increases the cost of creating that construct by one point of Willpower.

Source: Stormgear

SPARE PARTS REDISTRIBUTION

Cost: 10m (+1wp) ; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Simple (One Dramatic Action)

Keywords: Obvious, Training, Shaping, Crippling

Duration: Instant

Prerequisites: Pattern-Reassertion Touch , Wholeness Rightly Assumed , Tool-Transcending Constructs

The perfection of She Who Lives in Her Name is beyond question—she freely restores herself from any minor harms that slip through her defenses. ¶

Sadly, other things are not the Principle of Hierarchy, but with this charm she may shore up the flaws in one lesser being with the merits of others. That this exchanges quantity for quality is entirely acceptable. ¶

This charm establishes a role of donor and recipient between two living entities of the same species, over the next hour, the Infernal takes the whole tissues of the one to repair and improve the temporary or more permanent shortcomings of other. He may freely transfer Health Levels (Up to his Essence/2 per activation), Physical Attributes (One attribute per activation), or Mutations (As Physical attributes) from the former to the latter. Such traits are not exchanged; a target donating Health Levels does not take damage, but permanently loses them (starting at his -2 levels and working up), and if he loses physical attributes then he must deal with the sudden consequences of possessing a score of 0 in the relative trait. The Infernal may not increase the number of the Recipient's total Health Levels with this charm, unless the Donor possesses extra Health Levels not granted by charms. ¶

The Infernal may also heal Crippling effects, if they are of a suitably physical nature—the donor's eyes disappear from their sockets, only to reappear in the sockets of

the beneficiary. The Infernal must replace damaged or inferior materials; he may not simply transfer a set of lungs into a perfectly healthy recipient's chest, nor "upgrade" a great athlete with the grace of a lame beggar.¶

The donor need not be willing, but must be Inactive if they do not wish to cooperate. Regardless, it is a small mercy that this charm is painless to both targets of this charm. While this charm does require that the donor be alive, the Essence of the Infernal sustains them—regardless of what he has taken already—as long as he continues to activate this charm on his subsequent actions (though it only requires a willpower point for the initial activation). The losses inflicted by this charm are Crippling effects, but cannot be restored by the charms of She Who Lives In Her Name; what she has deemed spare parts, she may not revisit save to take more.¶

While almost always some degree of obvious, depending on the source of the donor tissue, the replacements are never required to be off-putting—the Principle of Hierarchy abhors such asymmetry—but the Infernal wielding this charm is not constrained to Her aesthetics.¶

The Whispering Flame cannot make herself beneficiary of this charm. The closest things to her in nature are her fellow Primordials, and even if they were willing, their fundamental natures still clash with her own too much.

Source: Mockery

SPARE PARTS REDISTRIBUTION

Cost: -(6); **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Obvious, Sorcerous

Duration: Indefinite

Prerequisites: Spare Parts Redistribution, Will-Crushing Force, Charms:Cosmic Transcendence of (Virtue) Cosmic Transcendence of Compassion

If the Whispering Flame must kill, then she must kill. However, in her compassion there are...alternatives to the death of a foe. All too often, of course, one is an assortment of completely amenable traits that only need be broken down from an undesirable whole. ¶ This charm enhances Will-Crushing Force; if the Infernal deals enough damage to kill a foe—or to break his will, if the target is mortal—she may opt to use this enhancement. If she spends 6 additional motes, the opponent is unmade in white flame, but not replaced. Instead, his Essence lingers in an invisible, intangible pattern visible only—regardless of one's material state—to actively searching Essence Sight; the target remains conscious, but unable to move more than five yards from the Infernal.¶

Regardless of the target's disincorporated form, he is considered constantly available and incapacitated for the purposes of Spare Parts Redistribution. In fact, that charm is also enhanced by Essence-Unravelling Mercy; the Infernal may also Train a recipient's Mental and Social Attributes, Virtues, and Willpower as though they were Physical Attributes. ¶

If the Infernal desires, she may communicate with—or perfectly ignore—the unmade target; unfortunately, said target frequently ceases to be worthwhile conversation fairly quickly; his cognitive functions can and will break down as the appropriate qualities are distributed to others.¶

For all other intents and purposes, the character is dead, unable engage in combat, nor to wield or be targeted by any further charms except Spare Parts Redistribution, or those that may undo this effect; if Essence-Unravelling Mercy is disrupted, the

target explicitly does not rematerialize, immediately dissolving into ambient Essence.

Source: Mockery

REFINED EIDOLON CONVERSION

Cost: (+1wp); **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Will-Crushing Force

Every year, at Calibration, Characters:Octavian Octavian procures (through means both violent and financial) ninety-seven of the finest human slaves he can, before tossing them into the cavernous maw of his progenitor, Characters:Munaxes Munaxes. They fall, and fall, and fall, and rather coming to a terminal halt, they each find themselves surrounded by a corona of white fire, one that sears and remakes them. Then they are released into the bordermarches, wandering out from a place of desolation to patrol the edges of Creation. None save Cecelyne and the Whispering Flame herself know from where this tradition originates.

This Charm permanently enhances its prerequisite. Whenever a character would be broken and reborn as a soulless (but otherwise identical) creature of darkness, the Infernal may reflexively pay one point of Willpower to instead transform them into a unique variety of demon, referred to as a Convert by the adherents of the Whispering Flame.

The mortal is rendered hairless, with perfectly smooth, unmarred alabaster skin, and a spherical, featureless head. Their toes and fingers are standardised in length, and become seemingly jointless, shifting around the hands and feet as necessary. Their navel vanishes, along with their genitalia and other secondary sexual characteristics.

They no longer need to eat, sleep, or breathe, and are a demon in every respect (naturally dematerialized, Essence-pool, native to Malfeas, etc).

All their traits remain the same as before, save their Virtues and Motivation, which are altered as normal. They gain an intimacy of loyalty toward any one organisation to which the Infernal belongs, and she may excise any other intimacies she disapproves of. For this purpose, the Infernal is considered to belong to any cult she created through Chirality Prohibition Index; inflicting such an intimacy of loyalty ensures that the cult's Policy will become the demon's Motivation.

They gain access to the following Spirit Charms: Materialize, Plague of Menaces (visible only to the Infernal, and anyone under the effects of her Unshattered Tongue Perfection), Bane Weapon (Wyld Entities), and (Infernal's Essence) Excellencies appropriate to their Ability ratings.

All Converts benefit from the effects of Unshattered Tongue Perfection, as though it was applied by the Infernal that created them. This requires no actual mote expenditure on her part.

If the Infernal knows Principle-Invoking Onslaught, she may instead create other varieties of demon by using that Charm to introduce some new and exotic element into the otherwise pure white fire that consumes the victim, such as a scream of pain for a blood ape or an electrolyzed prophecy for a tomescu. The Infernal must pay 1xp for each new demon template she wishes to incorporate into this Charm, which cannot be used to create new breeds of demon. Demons created in this manner have

the normal Virtues and Motivation for their breed, though they do bear an intimacy of loyalty toward an organisation to which the Infernal belongs, as described above.

As a general ruling, if the Infernal has already purchased demon templates for one demon-creating Charm, such as From Desolation, Life or Inner Devils Unchained, then she may use them with every other such Charm at no additional experience cost.

Source: Revlid

ASSUMING DIRECT CONTROL

Cost: 5m; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Reflexive (step 10)

Keywords: Combo-OK, Obvious, Sorcerous, Total Control

Duration: Indefinite

Prerequisites: Mind-Spider Curse

Sometimes, direct intervention is necessary among the perfected mortals. A Warlock inside a Manse and in possession of its material intelligence can take over one of her Mind-Spider Curse's victims as a Total Control effect, its eyes burning with the light of the Whispering Flame and its skin cracking with a feint light from within its body. Only one body can be controlled that way at a time, and doing so impose a -3 internal penalty to any action the Warlock takes with her real body within the Manse. The Warlock can only target victims of the curse within the range of the psychic pulse of Mind Spider Curse or "jump" from an existing controlled Victim to another within (Essence x 100 yards) in its line of Sight. Once the control taken, the target can go anywhere within the same Realm of Existence, even though the Warlock must stay inside the Manse. Changing Realm of Existence, exiting the Manse terminates the Charm with no ill effect for both side - so is reflexively terminating the Charm or the Charm being dissipated by Countermagic. If the victim is killed while possessed, it explodes (harmlessly) into a burst of white flames with no ill effects on the Warlock currently controlling it.

The Warlock may use any of her target's senses, and speak through it - the resulting voice sounds like the Warlock's own although slightly distorted. The controlled Victim can only use its own Charms powered with its own Essence reserve, unless explicit exceptions - in the occasions she can use her own Charms, she use her own Essence pools. "(As a point of clarification, in Mind Spider Curse "mortals" seems to have been mistakenly used instead of "living being" - until errata this charm consider that the latter as what should be read)".

The Warlock can channel dices with the First She Who Lives in Her Name's Excellency (or successes if she knows the associated second Excellency) and add to the Victim's pool using her Trait for the limit of dice added through Charms. She can also use Factual Determination Analysis and Essence Dissecting Stare with using her Victim's eyes as her own or use Analytical Modeling Intuition within (Willpower x 10) yards of the Victim. Using her own Charm through her Victim is a Blasphemous effect centred on the Victim and using the Charms minimum Essence to determine Celestial reaction.

The Warlock can repurchase this Charm to be able to use their Mind-Hand Manipulation with a range interval of (Willpower + Essence) yards around the Victim.

Category:Charms from Xellos

Category:Yozi Charms

Category:She Who Lives In Her Name Charms

Source: Xellos

CONTRABAND ELIMINATION FIELD

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: , Crystal-Fire Barrier Technique

Everything has its place. The Principle of Hierarchy ensures that it stays there. This Charm permanently enhances its prerequisite, allowing the Infernal to declare up to (Bureaucracy) categories of objects to be contraband upon activating it. These categories can be as broad or specific as she desires; weapons? is a valid category, as is swords?, slashing swords?, scimitars? or scimitars made in Nexus with an blue-dyed leather grip?. Such categories must describe the physical properties of the object, not the character who owns it, or any other factor that could not be determined by direct material observation of the object in question.

To everything except the declared contraband, the created barrier is without substance, allowing characters and objects to pass through as normal (because of this, it is not vulnerable to physical attack, only countermagic). However, it solidifies around any contraband that attempts to pass through it, preventing passage. This obstruction is Obvious to characters bearing such objects, allowing them to back off and find another way around, or discard the contraband in question.

Alternatively, they can force their way through as a miscellaneous action, which inflicts (Infernals Essence x 10) unsoakable health levels of damage to the object in question, as an Obvious Shaping effect accompanied by colourless sparks. Contraband artifacts cannot be destroyed in this manner, though they may suffer cosmetic searing, and at Essence 5+ they are automatically deattuned as a Shaping effect.

Source: Revlid

STRUCTURAL INTEGRITY RESTORATION

Cost: ; **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Shaping

Duration: Permanent

Prerequisites: , Hollow Mind Possession, Ego-Infused Pattern Primacy

The Whispering Flame can restore anything within her hierarchy, whether it is her own perfect body, or the flawed constructs she makes use of. Those who might claim otherwise are liars and fools. This Charm permanently enhances the Infernal's ability to repair manse that she has acquired direct control of through Hollow Mind Possession. The Infernal may make a patch job ("Oadenol's Codex", pp. 63) to a damaged manse that she is in direct control of with a single miscellaneous action, and does not need a patch kit to do so. She simply rolls (Intelligence + Craft + Essence) at a difficulty of (lost manse levels + 2), and stabilizes the manse on a success. Incidentally, a manse under the Infernals direct control will never be reduced to level-0 through power failure alone. The Infernal may repair a damaged manse that she is in direct control of without the need for any material components; the necessary materials are recycled from the damaged chunks of the manse and the surrounding Essence of the demesne. Similarly, she ignores the minimum traits to repair the manse, her own perfected self-understanding of its structure substituting for such

academia. Ordinarily, repairing a damaged manse requires 100 man-hours of work per level lost to power failure; if the Infernal is in direct control of a damaged manse, this is reduced to 25 man-hours. If she is present in the manse, she may work on it herself, but even if she is not, she may permeate the manse with her own orderly Essence, forcing it to repair itself at the rate of a single mortal worker.

Artifacts with a repair rating do not require maintenance while the Infernal is in direct control of them, and she may repair them from a distance as described above, at the rate of a single mortal worker.

Source: Revlid

ENERGY-REDIRECTING DIOPTRON

Cost: (2m); **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Counterattack

Duration: Permanent

Prerequisites: , Force-Suppression Barrier

The Principle of Hierarchy abhors inefficiency; it is a simple matter to recycle the energy her enemies waste on their attacks. This Charm permanently enhances its prerequisite. Whenever the Infernal uses her Force-Suppression Barrier-enhanced DV to avoid being struck by a purely energy-based attack (such as an Elemental Essence Bolt, a shot from an Essence Cannon, or an attack from a beam weapon), she may reflexively pay two motes as a non-Charm activation in order to make a counterattack in Step 9 of that attack, targeting any character she desires. This counterattack has the same maximum range and traits as the original attack, but uses a dice pool of (Willpower + Occult).

This Charm can be purchased a second time if the Infernal knows Crystal-Fire Barrier Technique, allowing her to pay an additional three motes when activating that Charm. If she does so, the barrier autonomously counterattacks against purely energy-based attacks that strike it and do not destroy it, as described above. This counterattack automatically targets the original attacker, and uses a dice pool of only (Infernals Essence + Occult).

Source: Revlid

PARTITIONED SENTIMENT EXIMBODIMENT

Cost: 5m; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-OK, Obvious, Sorcerous, Stackable

Duration: Indefinite

Prerequisites: , Cosmic Transcendence of (Virtue)

The Principle of Hierarchy is not beyond emotion. Nevertheless, she has done her best to distance herself from its biases, segregating her likes and dislikes from the core of her duty and self (they are one and the same). Thus do some of the spheres that form her body lose their sheen for a time, and take on a more elliptical orbit. Upon activating this Charm, the Infernal selects any one of her intimacies that resonates with a version of Cosmic Transcendence of (Virtue) that she knows (including those derived from Third Circle Souls). This intimacy manifests as an immaterial crystalline shape of varying animation and illumination, ranging in size between the size of the Infernals eyeball to their fist, hovering somewhere about her person. For the duration of the Charm, that intimacy does not count toward her maximum. In addition, she may disconnect herself from it as a miscellaneous action with no DV penalty. If she

does so, she is treated as no longer possessing that intimacy; it does not affect her behaviour, it cannot be exploited by (or be used to resist) social attacks, etc. She may restore that intimacy when the scene ends, or reflexively by spending one point of Willpower. Targeting a sphere with countermagic destroys it, returning the intimacy to the Infernal as normal (unless the intimacy is currently disconnected, in which case the Infernal must pay Willpower to reflexively return it, or lose it entirely).

With a second purchase of this Charm at Essence 3+, an Infernal who has disconnected an intimacy may pay a single point of Willpower as a non-Charm activation to grant it an obsessive autonomy. These sentiments are built using the rules for necrotech constructs ("Manual of Exalted Power: Abyssals", pg. 193), with a coil rating equal to (Infernals Essence/2). Each sentiment is designed specifically for a given intimacy by the Infernals player, and retains its design from activation to activation.

Regardless of its design, each sentiment comes with the Small and Glider augmentations for free, and lacks the Infection, Stench, and Terrifying special abilities. They cannot take the Attunement, Hollow or Transcendent Revenant Vessel augmentations. They are immune to mental influence, use automaton Virtues, and possess a single Urge; to uphold the intimacy from which they were created. As normal for creatures with Urges, they will even act against their creator if necessary. They can move up to (Essence) miles from their creator, until Essence 10, at which point they may move anywhere within the same realm of existence (and will be tugged along should their creator leave it). These sentiments are still Sorcerous, and can be dispelled through countermagic with the effects detailed above. Destroying them physically has the same effect. The Infernal can painlessly and costlessly recall a sentiment to herself (ending their autonomy) as a miscellaneous action requiring physical contact.

Source: Revlid

LEASE THE FLAME

Cost: 3m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Simple (Speed 5)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Ego-Infused Pattern Primacy

She Who Lives in Her Name is sometimes benevolent in her schemes against gods and man. More than revenge, she savors the opportunity to prove that her enemies need her. This Charm functions identically to Essence-Lending Method (see Exalted, p. 217) save for the following changes:

The warlock need not touch her subject. She may simply will the power into a character she can perceive up to a mile away. She may transfer up to (Essence x 5) motes in this fashion. If both she and her target have Overdrive pools, she may transfer motes from her Overdrive pool into her subjects Overdrive pool. She may also transfer Essence from her default personal or peripheral mote pools into her Overdrive pool, or the Overdrive pool of another, at a rate of three regular motes per every one offensive mote. As with Essence-Lending Method, these transfers do not contribute to anima displays. Finally, if the warlock is lending Essence to a hierarchical superior in an organization to which she belongs (such as the Whispering Flame to the Primordial King), she may Lease the Flame without spending Willpower.

Source <http://forums.white-wolf.com/cs/blogs/freelancers/archive/2010/10/29/ink->

monkeys-vol-37-charm-medley-part-iii.aspx Ink Monkeys, Vol. 37

2.5errata source=Scroll of Errata text=No character can receive more than five motes on a single action from any combination of effects that voluntarily transfer Essence between characters. This restriction applies equally to Lease the Flame, Essence-Lending Method, Essence-Draining Touch, and all similar magic.

Source: Ink Monkeys

ANALYTICAL MODELING INTUITION

Cost: 3m, 1wp; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisites: Factual Determination Analysis

With this Charm an Infernal invades the mind of another to extract information. Source Manual of Exalted Power: Infernals, p. 131-132.

2.5errata source=Scroll of Errata

¶ The activation roll of this Charm is a social attack against the targets MDV. ¶

Source: Manual of Exalted Power: Infernals

COUNTER-CONCEPTUAL INTERPOSITION

Cost: 5m; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

Prerequisites: Essence-Dissecting Stare

This Charm produces a crystal sphere that shatters, disgorging a phenomenon to perfectly parry an attack. This Charm suffers from the Imperfection of the Principle of Hierarchy. Source Manual of Exalted Power: Infernals, p. 133.

2.5errata source=Scroll of Errata cost=8m

Source: Manual of Exalted Power: Infernals

MIND-HAND MANIPULATION

Cost: 10m; **Mins:** Essence 2, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Combo-OK, Obvious, Sorcerous

Duration: Indefinite

Prerequisites: Essence-Dissecting Stare

This Charm grants the Infernal use of telekinetic powers with which to manipulate and assault the world around him. Source Manual of Exalted Power: Infernals, p. 134-135.

2.5errata source=Scroll of Errata

¶ All of the attack options granted by this Charm have the Overwhelming tag, with minimum damage 2. Rate is capped at 5. ¶

Source: Manual of Exalted Power: Infernals

HEURISTIC LOGOS SHINTAI

Cost: 15m, 1wp; **Mins:** Essence 5, She Who Lives in Her Name 0; **Type:** Simple

Keywords: Blasphemy, Form-type, Obvious, Shaping

Duration: Indefinite

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

The Infernal turns into a massive collection of crystal spheres, vastly enhancing her telekinetic capabilities and opening up new applications for other Charms. Source Broken-Winged Crane, p. 25.

2.5erratasource=Scroll of Errata

Heuristic Logos Shintai does not reduce damage in Step 10; instead, the Infernals crystalline form adds +20B/20L soak. She does not need to eat, drink, or breathe while in this form.

Source: Broken-Winged Crane

UNIVERSAL PRINCIPLES OF (VIRTUE)

Cost: -; **Mins:** Essence 6, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Training

Duration: Permanent

Prerequisites: Cosmic Transcendence of (Virtue)

This charm permanently transforms the way in which the Infernal feel his Virtues. The character can purchase this charm for any Virtue for which he has the appropriate Cosmic Transcendence of (Virtue). This Charm set the cap of that Virtue by his Permanent Essence. He also gains a sixth dot into that Virtue, like a Training effect, and enters an experience debt of 15 experience points.

The character no longer thinks like a human. He needs to spend (Virtue - 4) Willpower points to act against this Virtue. Each Virtue also imposes different side effects:

”Compassion:” The Infernal understands that his vision of the greater good is the only way to maintain the order of the universe. He takes any action that oppose to his greater good as unacceptable orders, even if this actions demonstrate any minor? use of Compassion.

”Conviction:” The character traits any effect to alter the emotional context of his Intimacies, lessen them outright or alter her beliefs or memory with Illusion effects like unacceptable orders. However, he also takes any knowingly act against any of her Intimacies like unacceptable orders.

”Temperance:” The character takes any mental effect that would exert an Emotion effect over him like an unacceptable order. Unfortunately, he also takes like unacceptable orders any attempt to break a sworn oath.

”Valor:” The Infernal incapacity to have fear is uncomfortable to his opponents. He can replace his Appearance for Valor in any situation where he can take advantage of this fearless visage. Also, he adds one to the Valor checks of his enemies to see if they flee combat. On the other side, he takes any attempt to retreat from a battle as an unacceptable order.

Source uMaese Mateo

Source: Maese Mateo

METHODOLOGY OF UNWASTED HOURS

Cost: -; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords:**Duration:** Permanent**Prerequisites:** Essence-Dissecting Stare, Any She Who Lives In Her Name Excellency

Humans need to sleep, to restructure their minds and to revitalize their bodies. However, as far as She Who Lives in Her Name is concerned, sleep and dreams are merely distractions from the more pressing needs of her servants, and is something that she is happy to do without. By purchasing this Charm, her servants take on a fraction of her nature.

Once this Charm is purchased, the character does not sleep. Instead, when she would sleep, she passes into a fugue state, during which she focuses exclusively on a single task, preferably one that is primarily mental in nature. The character may spend the night researching the habits of a kingdom she wishes to visit, performing thaumaturgical rituals, constructing strange devices or simply cataloging her treasures, but she must do something. The night counts as full time spent performing that one task, with all of the benefits that this gives. She may even activate her Charms or Combos, provided that she does so only to improve or support the task she is undergoing. The character still counts as sleeping, and can recover Willpower upon waking as usual for sleep. Her awareness of her surroundings during this time is strictly limited, focused on the task she has set her mind to, and any attempt to draw her attention will be the same as trying to wake her. She has no conscious control over her actions, and her memories of them when she wakes will be extremely spotty (knowledge gained from research will be there, but she may not even realize it at first, for example).

There are two downsides to this effect. The first is that such devotion does not adapt to change. If the character's task becomes impossible for her to accomplish, due to her materials being removed or her catalogue being completed, she will instantly and instinctively begin a new task, following the same guidelines as above but dedicated to her urge. If this is also impossible, she will promptly wake up as though from sleep, and gain a dot of Limit for shattering her perfect order. Furthermore, the character may not choose to forgo this effect; she must always have something to do before she rests, or else disaster will strike. Infernals who learn this Charm have been known to spend long nights engaged in obsessive-compulsive activities simply because they had nothing more productive onhand, leaving them exposed when morning comes.

A character who knows both this Charm and the Essence 5 upgrade of Running to Forever may choose whether to dash through the night or spend it in study and work in order to count as resting.

source uFrivYeti

Source: FrivYeti

SHATTERED-SPHERE FURY

Cost: 10 motes, 1 Willpower; **Mins:** Essence 3, She Who Lives in Her Name 0;**Type:** Simple**Keywords:** Shaping, Combo-Basic, Obvious**Duration:** Instant**Prerequisites:** Pattern-Reassertion Touch

She Who Lives in Her Name refuses to acknowledge the existence of this Charm,

for its nature fundamentally appalls her, and the fact that she developed it speaks volumes about her desires that she prefers not to consider. The fact that Infernals might learn this Charm as well disgusts her, but she cannot withhold it from those who seek it, and a few of her champions have already taken steps along its pathways.

Using this Charm, the character strips away a piece of her own soul in order to strike at the natures of those around her. Upon activation, the character removes up to (Essence) dots from any of the following Traits-Attributes, Ability Abilities, Virtues, Willpower, or Essence. No Trait may be reduced below 1.

The power then lashes out at everyone within (Essence x10) yards, friend or foe. The character rolls her newly-reduced (Essence + Willpower). Any targets with an Essence rating lower than the number of successes rolled lose the same dots that the character lost. This cannot reduce any of their own Traits below 1.

Damage done by this Charm is not permanent; instead, it recovers at a rate of one dot per day, in whatever order the player who activated the Charm wishes. If magic is used to heal this damage, treat each dot of lost Traits as a separate Shaping effect.

At Essence 5+, the character may choose to spend any number of additional Willpower points when activating this Charm, and choose that many of her Traits. Affected enemies lose one less dot of those Traits, but they may be reduced to 0. At Essence 7+, the character gains the terrifying ability to permanently strip power away. This costs an additional point of Willpower, but all dots lost by both the character and her targets are lost forever. Dots lost in this manner may never be recovered.

source uFrivYeti

Source: FrivYeti

SHATTERED-SPHERE FURY

Cost: -; **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: Shattered-Sphere Fury

This Charm permanently upgrades Shattered-Sphere Fury. Instead of targeting Traits, the character may target concepts directly within her own and her targets' minds-as usual, this invocation affects both the Infernal and those around her. A single concept targeted in this way counts as four dots worth of Traits.

Characters who lose access to a concept can no longer properly conceptualize it. Any Intimacy Intimacies and Motivations directly related to the concept are lost. Losing a concept does not prevent a character from interacting with it, but they rationalize any exposure as a separate thing. For example, a character who loses the concept of "red" would see the color as grey, and attempts to explain that it is a separate color fail. A character who loses the concept of her brother would not recognize him, interacting with him each time she met him as a new person. A character losing the concept of "Essence" could not study effects to increase her Essence pool or to respire Essence faster, but might still recognize that she could use her Charms more quickly after resting in a Manse and would certainly still reflexively spend Essence when activating her Charms.

It is ultimately up to the discretion of the Storyteller what the removal of a given concept from a target's perceptions and thoughts might do to her, but it should not remove their ability to function (unless a vast swath of concepts are removed). Those

few Infernal scholars who know of this Charm speculate that She Who Lives in Her Name may have used this Charm against many lesser Shinma to cause them to forget themselves, removing them from Creation in her devastating final attack.

source uFrivYeti

Source: FrivYeti

ENRAPTURING LANDSCAPE MEDITATION

Cost: ; **Mins:** Essence 3, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: Desecration, Enlightening

Duration: Permanent

Prerequisites: , Chirality Prohibition Index

The perfected symmetries of She Who Lives in Her Name are reflected in the world around her. Those who meditate upon them long enough may gain some fleeting insight into her wonders, and thereby transcend their flawed nature. This Charm permanently enhances its prerequisite, allowing it to affect enlightened mortals. Further, any character who is part of the cult created by Chirality Prohibition Index may treat the compulsory hour spent considering the regions geometry as a dramatic action, rolling (Intelligence + Occult or Lore) against a difficulty of 5. If they succeed, their Essence awakens to the alien aesthetics of their home, and they immediately gain the Enlightened Essence blight as a Desecration effect (note that, since they will also gain the Creature of Darkness deformity, this will not normally cost them any xp).

If they fail, however, they immediately gain a pox-level derangement (or increase a pre-existing derangement by one level), which cannot interfere with the intimacy or Servitude effect applied by Chirality Prohibition Index. All such derangements are removed if the character later succeeds on the roll. In any case, they may only attempt this dramatic action once per day; only during the hours meditation prescribed by their hierarchical superior can they begin to reach enlightenment.

In addition, enlightened mortals who are part of the cult (or the Infernal herself) may treat time spent trying to puzzle out the sacred geometry of the region as time spent training to increase their Essence rating.

Source: Revlid

EMPTY TEMPLATE PROLIFERATION

Cost: (+1wp); **Mins:** Essence 4, She Who Lives in Her Name 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Partitioned Sentiment Eximbodiment, Hollow Mind Possession

As much as her lord values total annihilation, the Principle of Hierarchy acknowledges that preservation has its uses. This Charm permanently enhances Hollow Mind Possession. Whenever the Infernal uses that Charm to take direct control of a material intelligence, automaton, etc, she may pay one point of temporary Willpower upon relinquishing control to store a copy of that MIs entire self?, memories and all, within her own psyche.

The mental storage space this requires is represented by a single intimacy, with its subject and context chosen by the Storyteller to best represent the directives and

personality (such as it might be) of the copied MI. This intimacy can be eroded and exploited as normal, but while the Infernal has access to it she may perfectly impersonate the copied MI and has ongoing access to everything it knew; at the time of copying, at least. Should this intimacy be turned into a sentiment-automaton with the second purchase of Partitioned Sentiment Eximbodiment, it will bear the copied MIs personality and knowledge in its entirety, with that MIs pre-existing Virtues and its Motivation converted into an Urge. The form of the sentiment should be as closely modelled after that of the MI as possible.

If the Infernal wishes, the next time she successfully infiltrates an MI, she may replace it with one she has stored. She immediately exchanges the intimacy produced by the stored MI with one appropriate to the MI being replaced, as the stored MI takes over all the functions and knowledge of the original.

At Essence 6+, the Infernal may replace an MI with a stored persona, and still retain access to the replacing MI in the form of an intimacy, allowing endless proliferation of her favoured automatons.

Source: Revlid

PRIMORDIAL DIRECTIVE OBLIGATION

Cost: 5m; **Mins:** Essence 4, Socialize 2; **Type:** Supplemental

Keywords: Combo-OK, Obvious, Intrinsic

Duration: Instant

Prerequisites: Any two Socialize Excellencies

Pulling on the weight and majesty of contracts un-broken even after the Surrender, the Infernal reinvokes the clause wherein the Gods must assent to commands given by their masters. Social attacks supplemented by this charm become undodgeable, and parry attempts are tested against the greater of the Exalt's rolled Social Attack *or* static PMDVs, whichever is greater. Furthermore, all such commands are treated as if they are within the target's motivation. Gods and Elementals with an equal or higher Essence rating are immune to this effect.

This charm is explicitly permitted to supplement the actions of other abilities.

Source: Tommathy

MIND'S EYE AMPUTATION

Cost: 1m, 1hl; **Mins:** Essence 2, Szoreny 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: One day

Prerequisites: Cracked Mind Insight

Sometimes, a garden must be pruned. The Infernal cracks his mind in half as he would with Cracked Mind Insight, but rather than utilize the two mind-halves, he discards one of them. This allows the Infernal to selectively forget anything he would not like to remember. The Charm furthermore acts as a perfect dodge against any social attack, in which case both the attacker and the Infernal hear the disturbing cracking noise as the Infernal's mind splits into two, and the part of his mind that was convinced is tossed from his brain. In this case, the Charm is Obvious, but only to the attacker.

Source: Riklurt

FLOATING MIRROR MIND

Cost: 5m, 1WP; **Mins:** Essence 3, Szoreny 0; **Type:** Simple

Keywords: Obvious, Combo-Basic

Duration: One day

Prerequisites: Cracked Mind Insight

This Charm allows the Infernal to tear out a part of his mind, to send it scouting for him. This is an Obvious effect as shreds of silver and white light are ripped from the Exalt's head, without leaving any wounds. The half-mind manifests as a dematerialized, silvery image of the Infernal, clearly visible and easy to identify to those who can perceive dematerialized spirits. While the half-mind leaves the Infernal's body, the Infernal can control it, though the half-mind is incapable of materializing and cannot even harm other dematerialized spirits, as it's weak and flimsy like rice paper. The Infernal is aware of the half-mind's surroundings, and can direct it like a spy. The half-mind cannot parry, only dodge, and it does so using the Infernals DDV. It cannot use Charms. It has a soak of 0 and if it even takes a single point of damage, it vanishes - though no harm befalls the Infernal, except that he may not activate the Charm again for the remainder of the day.

The invisible spy is not perfect, however. It shows up in any reflective surface as readily as if the Infernal had been standing there himself, which means it must be directed to stay away from mirrors and clear pools of water. If only slightly reflective surfaces are around (windows, murky water, etc.) characters are at a -4 external penalty to discover the half-mind.

Source: Riklurt

MASOCHISTIC MIRROR REAPING

Cost: 7m; **Mins:** Essence 3, Szoreny 0; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Mirror Soul Gaze

In order to activate this Charm, the Infernal must gaze into some reflective surface, preferably a mirror. He may then drag any mind he has kidnapped by use of Mirror Soul Gaze into view, replacing his reflection with the image of that person. Talking to the reflection in the mirror, he may hold a conversation with the captive. By itself, this Charm does nothing more.

However, if the Infernal inflicts harm on himself while talking to the person in the mirror, the pain and harm is transferred to the captive, allowing the Infernal to effectively torture his captured victims, reaping information from them as long as he can withstand the pain himself. For every health level he inflicts on himself, the captured victim suffers a cumulative -1 penalty to MDV, and as long as he inflicts at least one health level of damage, the mental influence is Unnatural.

Source: Riklurt

TRIUMPH OF STOLEN GLORY

Cost: 1m; **Mins:** Essence 3, Szoreny 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites: Stolen Beauty Mask

Szoreny thrives in challenges, and he especially loves victory and success.

Szoreny is open-minded though, and doesn't care whether the victory is his - if it isn't, he will make it so. The Infernal may activate this Charm whenever he succeeds on a stunt that resonates with "his targets" motivation, so long as the target is present when he does. The Infernal rolls (Charisma + Relevant Ability used in the stunt), adding his Essence in extra successes. If the result exceeds the target's Dodge MDV, the target suffers receives an immediate Intimacy of hateful envy towards the Infernal. If the result exceeds the Dodge MDV of any witnesses, they receive an immediate Emotion effect to openly admire and flatter the Infernal, even if they are enemies - they can't help but respect his great skill. Both of these effects are unnatural mental influence, and cost 2 WP to resist. In this way does Szoreny win himself beloved enemies to compete against.

Source: Riklurt

MIRROR SOUL GAZE

Cost: 5m; **Mins:** Essence 3, Szoreny 0; **Type:** Simple

Keywords: Combo-OK

Duration: One year

Prerequisites: Cracked Mind Insight

The eyes mirror the soul, and Szoreny knows much about both souls and mirrors. Gazing into the eyes of a dying person - God, Exalt or mortal doesn't matter - the Infernal absorbs the memories of that person. However, the absorption is imperfect at this level of mastery; rather than just obtain the person's memories, the Infernal absorbs the entire personality as a second mind. He may then switch back and forth between the two personalities at the cost of one mote, reflexively, though he has no control over what the "victim" does, nor does he acquire the "victims'" knowledge - that knowledge is accessible only to the victim's mind, now contained separately in the Infernals' body. The victim is aware of having died and having been absorbed by the Infernal.

Note that the victim's soul still passes on as normal - he may even leave a ghost. The memories of his personality and life are merely contained in the Infernals' second mind, believing itself to be the victim, somehow mystically transferred to the Infernal's body. The victim is unaware of anything the Infernal does while his own mind is in charge, experiencing this time as a mysterious unconsciousness. The Infernal is aware of everything the victim does, and may hike along in the back seat of his own body until time arises to take the reins once more.

A second purchase of this Charm at Essence 5 allows the Infernal to store stolen personalities indefinitely, without the need to commit motes.

Source: Riklurt

ROMANTIC SELF-MAIMING ONSLAUGHT

Cost: 4m, 1+ lhl; **Mins:** Essence 3, Szoreny 0; **Type:** Supplemental

Keywords: Combo-OK, Emotion, Obvious

Duration: Instant

Prerequisites: Masochistic Mirror Reaping, Triumph of Stolen Glory

The Silver Forest knows that everything can be reflected, redirected and represented by something else. There is not so great a difference between one man's pain and another's - both are fundamentally very similar. Romantic Self-Maiming

Onslaught is Szoreny's way of sharing beautiful suffering with others, which he always does when he loses himself in romantic soliloquy.

When this Charm is activated, the Infernal conjures sharp shards of glass and silver out of nowhere, and uses them to cut his flesh. Telling the world about his great pain and suffering, he proceeds to melodramatically maim himself with a suitable explanation - as a punishment for terrible sins, to ease the pain of love lost, or simply to feel alive.

Any social attack supplemented by Romantic Self-Maiming Onslaught becomes unnatural mental influence, causing the target to sympathize with the suffering Infernal in some way. Furthermore, every health level the Infernal suffers as a result of cutting himself allows him to add one automatic success to the roll made for the social attack. The supplemented social attack also costs one more Willpower than normal to resist, or two more Willpower if the Infernal spends 4 or more health levels on the Charms' activation. The Infernal may not spend more health levels on activating this Charm than his Compassion score, however.

Source: Riklurt

SELF STRIKES SELF

Cost: 4m; **Mins:** Essence 3, Szoreny 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Stolen Beauty Mask

Szoreny loves a challenge, but sometimes it is prudent to just win. Hence, when the Silver Forest does not wish to suffer an attack, he hides behind his own illusions, and lets the mirror take the blow.

When activating this Charm in response to an attack, the Infernal calls up the attackers' mirror image like a shield before her. A perfect copy of the attacker appears a fraction of a second before impact, and then shatters into a million pieces as the blow makes contact. The Infernal perfectly parries the attack using the mirror image as her weapon, even if the attack was unblockable. As an additional useful side effect, the Infernal sees her enemy's mirror image up close when this Charm is activated, meaning that even if he is shooting at her from a distant airship, she can see exactly what he looks like - but only for a fraction of a second.

This Charm suffers the Imperfection of the Silver Forest.

Source: Riklurt

STOLEN BEAUTY SERENADE

Cost: 4m or 0m; **Mins:** Essence 3, Szoreny 0; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Social

Duration: Instant

Prerequisites: Stolen Beauty Mask

Much like he copies the beauty around himself, reflecting it in a million facets, so does Szoreny reflect beautiful words and convincing arguments. This Charm is a social counterattack carried out with the same dice pool as the attackers'. It can be used regardless of whether or not the opponents' social attack hit. Note that bonus successes are not part of a dice pool; the Infernal rolls the same amount of dice as the attacker, but must rely on his own Charms if he wishes to add successes as well.

If the Infernal actually repeats the opponents' argument, only changing a few key words to make the argument rebound upon the speaker, this Charm costs zero motes. Likewise, the Charm costs zero motes if the Infernal merely repeats the opponents' argument in a mocking singsong voice, though the effectiveness of such a counterattack is limited.

Source: Riklurt

MIRROR'S EDGE

Cost: -; **Mins:** Essence 3, Szoreny 0; **Type:** Permanent

Keywords: Obvious

Duration: One scene or until ended

Prerequisites: Self Strikes Self

This Charm permanently upgrades its prerequisite. If the Infernal uses Self Strikes Self against a hand-to-hand attack, he may choose not to have the mirror image shatter, but instead parry the blow and remain in existence. Doing so adds four motes to the Charms' activation cost. Once the Infernal has saved the opponent's reflection, he may wield it like a weapon. The reflection has the following statistics:

Accuracy: Permanent Essence / Damage: (Willpower) L / Defense: Appearance / Rate: Permanent Essence / Tags: Piercing, Martial Arts

Against everyone but the reflection's owner, the traits listed above are those of the reflection's owner. Against the owner, however, the Infernal may use the highest of his own or the opponents' trait for each of the weapons' values.

The Infernal chooses whether he wields the reflection like a bizarre, razor-sharp weapon, or whether it acts on its own accord with the Infernal controlling it like a puppeteer pulling invisible strings. In either case, attacks with the reflection are made with either Melee or Martial Arts. If the reflection is holding a ranged weapon, the Infernal may also attack with Archery or Thrown as appropriate, with a range equal to the weapon wielded by the reflection. The weapon occupies both his hands, whichever way he wields it.

Finally, while the Infernal is holding the reflection, the cost of Self Strikes Self drops to 2 motes, but only against the owner of the reflection. If the Infernal wishes to utilize Self Strikes Self against another target, he may use the reflection he is holding to do so, and needs not summon a new one (though he may if he wish, by reflexively discarding the current reflection before activating Self Strikes Self). In this case, the cost of the Charm remains unchanged. If the Infernal drops the reflection, it disappears and the Charms' effects end.

Source: Riklurt

STOLEN BEAUTY ORCHESTRA

Cost: 15m, 1wp; **Mins:** Essence 3, Szoreny 0; **Type:** Simple

Keywords: Combo-OK, Social, Obvious

Duration: One scene

Prerequisites: Stolen Beauty Mask

The Silver Forest knows from experience that many often persuade few, and his own fragmented mind is only held together by this principle. Hence, he has learned to use his own multitude of selves to persuade others.

When an Infernal activates this Charm, he glows with a silvery light, and numerous reflections appear around him in dazzling brilliance, that then solidify into actual

people. These humans are nothing but smoke and shadows, though, illusory individuals pulled from Szoreny's exceptional memory. For the duration of this Charm, the Infernal is treated as a social unit with a Magnitude equal to (lowest of Infernal's Appearance or Permanent Essence). Furthermore, if the Infernal knows a person's Intimacies, he may choose to include these Intimacies as part of his social group when he creates it; if the target is unaware that the Intimacy is just a reflection, he is treated as having an Intimacy to the entire social group. The group's Policy is "loyalty to the Infernal", and its Loyalty is equal to its Magnitude minus one. The Charm is only Obvious on the tick when it is activated, and it is impossible to pierce the illusion without use of Essence sight (in which case it is automatic, as the mirror images have effectively Essence 0).

Source: Riklurt

MIRROR-BREAKING SYMPATHY STRIKE

Cost: 4m (1 wp); **Mins:** Essence 4, Szoreny 0; **Type:** Simple (Speed 4, DV -2)

Keywords: Combo-OK, Obvious, Blasphemy

Duration: Instant

Prerequisites: Mirror's Edge, Masochistic Mirror Reaping

Images are meaningful. Szoreny knows this, and is careful not to let anything catch his true appearance, for he knows that someone who possesses your likeness can do you terrible injury.

When the Infernal activates this Charm, he destroys the likeness of a target. This likeness may be a mirror holding her reflection, a statue or painting, a simple doll or an actual reflection stolen by means of Mirror's Edge. If the likeness isn't perfect (Storyteller's discretion, but actual mirror images always qualify, and only particularly well-made works of art qualify), the Infernal must pay a point of Willpower in addition to the four notes. The Infernal must be able to destroy the object with a feat of strength, unless it is a reflection stolen with Mirror's Edge, which the Infernal can destroy automatically.

If the target is within (Essence x 3) yards at the time of the Charm's activation, he suffers an attack that automatically hits bar perfect defenses, and inflicts (Infernal's Essence/2) levels of unsoakable aggravated damage. It is customary to supplement the Charm with maniacal laughter, but it isn't required.

Green Sun Princes find that this Charm is especially nasty when used in a Combo with Green Sun Nimbus Flare, and both Szoreny and Malfeas encourage this unholy union - Szoreny is closer to Malfeas than most other Yozi, after all.

Source: Riklurt

STOLEN BEAUTY SELF

Cost: -; **Mins:** Essence 4, Szoreny 0; **Type:** Permanent

Keywords: Permanent

Duration: Permanent

Prerequisites: Stolen Beauty Serenade, Stolen Beauty Orchestra

Having mastered the art of stealing beautiful words, beautiful looks, and a beautiful entourage, the Infernal takes his insane vanity one step further. Few Infernals dare learn this Charm, for its effects cannot be reversed once learned.

After having learned this Charm, the Infernal loses his true visage. His Appearance score still counts for purpose of Charms, but for all intents and purposes he no longer

retains any static appearance, instead always changing to show Szoreny's stolen visages. The Infernal removes the max cap imposed by Appearance on MDV penalties, as each person who sees him in a beautiful guise beholds something unearthly fair. He may set his Appearance score to anything between 0 and (maximum allowed by Stolen Beauty Self, based on the people present) as a reflexive action. Furthermore, he may change his features at will to anything within the human spectrum, even including illusory Mutations, but he may never use the same visage more than once - Szoreny is easily bored of playing with the same reflection. Once he has worn a particular face, it is lost forever. He is free to invent any visage on the spot, however - Szoreny has lived for Ages, and in his library of reflections are an infinite multitude of false identities. Szoreny sees through cheating, though, and does not allow anything too similar to a face the Infernal has already used - in effect, the Infernal is doomed to never present a familiar face to anyone.

The Infernal may not create illusory equipment with this Charm, but he can change his attire, making his clothes seem like anything he can imagine so long as it is purely decorative (that is, he may not create illusory armor).

Even when Charms try to detect him, the Infernal adds his Essence score to the difficulty of identifying his true nature - and those who manage to pierce this behold something terrible; the Infernal's true visage is just a shapeless emptiness, gleaming silver and white.

Source: Riklurt

ENEMY-KEENING ATTITUDE

Cost: 10m, 1wp; **Mins:** Essence 3, Szoreny 0; **Type:** Reflexive

Keywords: Combo-OK, Training

Duration: Instant

Prerequisites: Triumph of Stolen Glory

To activate this Charm, the Infernal must best a person in some way - how is irrelevant, it can be anything from winning a Gateway game to placing a particularly snide remark to the person in question, to defeating them in combat. Using Triumph of Stolen Glory on the person also qualifies. The Infernal spends 10 motes and one Willpower, and gloats about his victory to the target. The player of the target then has two choices:

Resist the Charms' effects, which is automatic and costs nothing, "or" accept the Charms effects. If the target accepts, he is immediately placed under a Training effect, capable of raising any one trait involved in the Infernals' victory to match that of the Infernal. The trait can be literally anything, an Attribute, an Ability, a Virtue, a Specialty, with the one exception being Permanent Essence - so long as it could help the target win in a rematch against the Infernal. The training effect is instant, and occurs at any time the Infernal wishes during the next 24 hours, at which point the target immediately becomes aware of his newfound skill. This Charm cannot be used on the same target more than once per lunar month.

There is, however, a price tag to excellence. To accept the training effect, the target must also accept a Compulsion effect to immediately seek out and challenge the Infernal in a rematch, of the same kind as the challenge that triggered the Charm. Resisting this Compulsion effect costs 1 WP per scene, and ceases to affect the target once she has spent a total of 5 WP towards resisting it. Worse, if the target fails to defeat the Infernal, the Compulsion remains - it does not disappear until the target

successfully bests the Infernal.

Some Infernals use this Charm to quickly teach their friends valuable lessons, engaging in pleasant training sessions. The Charm sees far greater use in luring an opponent into a trap, however.

Source: Riklurt

THROUGH THE LOOKING GLASS

Cost: 15m, 2wp; **Mins:** Essence 3, Szoreny 0; **Type:** Simple

Keywords: Obvious

Duration: Instant

Prerequisites: Floating Mirror Mind, Stolen Beauty Mask

Szoreny floats through his own mirrors effortlessly, and he expects no less of those Infernals who pursue his teachings. This Charm allows Infernals to travel unimpeded by crass material barriers.

Gazing firmly into a reflective surface, the Infernal steps into it, and disappears in an explosion of silvery light. He reemerges in front of it, but now in a dematerialized state. While dematerialized, he enjoys the same bonuses as a dematerialized god does, with one exception - like his Floating Mirror Mind spy, he shows up in reflective surfaces as readily as if he had been corporeal. Furthermore, in order to turn back into a materialized state, he must use the Charm again; until he does so, he remains in a dematerialized state.

To utilize this Charm, the Infernal must find a reflective surface large enough for his body to fit into - unless he can fit his entire body through its frame, it will not work. The Infernal must actually be able to pass through the mirror to become a reflection. This restriction applies both to becoming dematerialized and to materializing, meaning that he can only become corporeal again if he finds a mirror or clear pool big enough to squeeze through.

Source: Riklurt

BLURRED GLASS MIND

Cost: 6m; **Mins:** Essence 3, Szoreny 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: One scene

Prerequisites: Mirror Soul Gaze

Having absorbed a dead victim's memories, the Infernal erases the border between his own mind and that of the victim. The two minds fuse, but the fusion is imperfect, and the Infernal does not gather everything he needed. First and foremost, the Infernal gains no actual information possessed by the victim - to gather information, he must use Masochistic Mirror Reaping.

While under the effect of this Charm, the Infernal gains the following bonuses:

He may choose (Essence x 2) Abilities in which he uses the absorbed victim's rating, rather than his own. He instinctively knows the victim's rating in all Abilities.

He uses the highest of his own or the victim's Virtues, for all four Virtues. This effect is not optional.

He may choose one Mental Attribute in which he uses the victims' rating, rather than his own.

He gains (Essence) automatic successes on any attempt to impersonate the victim.

There is a crippling drawback to this Charm, however. If the Infernal encounters any of the victims' Intimacies while this Charm is active, he immediately gains an Intimacy towards that person or concept. This Intimacy fades after 24 hours unless the Infernal's player wishes it to remain, but is until that point completely real to the Infernal - and he is not automatically aware that the Charm caused the Intimacy's appearance, even then. He just inexplicably developed an emotional attachment to something.

Source: Riklurt

MERCURY FORGE SAP

Cost: - (+1m); **Mins:** Essence 2, Szoreny 0; **Type:** Permanent

Keywords: Poison

Duration: Permanent

Prerequisites: Jagged Mirror Edge

All the boughs of the Silver Forest may seep his toxic sap. Whenever the Infernal makes an attack with a weapon created by a Szoreny Charm, he may reflexively pay one mote to coat it in any poison created by a Szoreny Charm until the end of his action. This does not count as a Charm activation.

Source: Revlid

CRACKED MIRROR BLADES

Cost: - ; **Mins:** Essence 3, Szoreny 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Armoury Of Reflections

A cracked mirror has more reflections and more sharp edges. This Charm upgrades Armoury Of Reflections, increasing the limit of the Mirror Blade Library to (Essence x8). In addition, the Infernal may add ranged weapons to his library, subject to the normal restrictions. When created with Polished Blade Is A Mirror, they are unloaded, but the Infernal may reflexively create more ammunition by spending 1 mote per shot (if they would not already be powered by his Essence, in which case they use the standard costs). Any projectiles fired are as reflective as their weapons, arrows looking like shards of glass and firewand shots seeming more like blasts of burning mercury.

Source: Revlid

ARMOURY OF REFLECTIONS

Cost: - ; **Mins:** Essence 3, Szoreny 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Polished Blade Is A Mirror

Within Szoreny's body is a hall of mirrors, which contains the reflections of his most worthy foes, the ones that pushed him through their existence to grow in order to mirror them. The Infernal's soul is similar, mirroring those weapons that impressed him most even as they broke his bones and cut his skin. The Infernal gains a Mirror Blade Library, consisting of melee weapons, thrown weapons, or shields, both mundane and magical, which he may call into existence at will, mirroring their Creation-

bound counterparts wherever they may be. The combined Artifact/Resources ratings of all the items in the Library may not exceed (Essence x5), although the effective Resources rating of any non-Artifact weapon or shield is halved for this purpose (rounding down). Artifacts with a rating of N/A may not be included in the Library, nor may any Artifact with a rating higher than the Infernals permanent Essence. The Infernal may add to the Library any weapon or shield he has mirrored or personally handled in the past week, and may remove weapons from his Library at will broken shards are easily tossed aside. Any weapons or shields in the Library may be called into existence with the Charm Polished Blade Is A Mirror, exactly as though they were being mimicked.

Source: Revlid

POLISHED BLADE IS A MIRROR

Cost: 1m+; **Mins:** Essence 3, Szoreny 0; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: One Scene

Prerequisites: Jagged Mirror Edge

For one scene, the Infernal twists his Essence into a mimicry of his opponents weapon. He chooses any of the non-ranged weapons, throwing weapons, or shields that he can see. A copy of this weapon or shield instantly appears in the Exalts hand, its colours replaced by a mirror-like reflective surface. It has the same statistics and abilities as the original, but it vanishes at the end of the scene (or when the Infernal dismisses it). Only the Infernal may wield his mirrored item it falls through the hands of anyone else, insubstantial as a reflection. This Charm costs one mote per Resource dot of the weapon or shield being mimicked (to a minimum of one mote), or two motes per Artifact dot. He may mimic as many weapons or shields as he can hold with a single activation of this Charm. This Charm increases its cost by one point of temporary Willpower if at least one of the weapons or shields being mimicked is an Artifact.

The Infernal may not mimic an individual weapon or shield with an Artifact rating higher than his permanent Essence, and he may never mimic an Artifact with a rating of N/A. If the Infernal is ever disarmed of a copied weapon by an actual example of the same type, the mirrored blade shatters and disappears.

Source: Revlid

SIGHT OF TURNING MIRRORS

Cost: 2m; **Mins:** Essence 2, Szoreny 0; **Type:** Reflexive (Step 1)

Keywords: Combo-OK

Duration: One Scene

Prerequisites: First Szoreny Excellency

This Charm may be activated in response to any attack made against the Infernal. His eyes flicker into colourless mirrors, as the images of his foes movements are bounced within the mirrors of his mind until they are fully understood. For the rest of the scene, the warlock increases his DV pool by (Essence) dice against attacks made by that enemy using the same ability (for example, activating this Charm in response to an attack made using Archery would allow the Infernal to increase his DV against Archery-based attacks made by that opponent). This DV increase does

apply against the attack that the Charm was used in response to, and this Charm may be used multiple times to cover additional enemies or abilities.

Of all the Yozis, Szoreny is the most able to understand the ebb and flow of the martial arts world, even if actual mastery is beyond him. Within his reflective forest, demonic sifus meditate beneath toxic waterfalls, while the new princes of hell practice katas within dojos built from silver wood and mirrored paper. At Essence 3+, this Charm gains additional usage against martial artists. If this Charm is used in response to an attack that was enhanced by or made with a Martial Arts Charm from any Style (including a Form Charm), the Infernal increases his DV bonus by a further (Essence/2) dice against attacks enhanced by or made with Charms from the same Style (note that this bonus is applied to all such attacks, not just those made by the original attacker).

At Essence 4+, the Infernal may purchase this Charm a second time, making use of it into an innate power rather than a Charm activation; doing so permanently shifts his eyes into organic mirrors, like quicksilver marbles. If he ever cries, his tears are beads of mercury, tainted with his own blood. In addition, if used against the same opponent multiple times in one scene, its cost is reduced by one mote with every subsequent use against that opponent, to a minimum cost of zero motes.

Source: Revlid

UNLIMITED BLADE MIRRORS SHINTAI

Cost: 10m, 1lhl; **Mins:** Essence 4, Szoreny 0; **Type:** Simple

Keywords: Combo-Basic, Obvious

Duration: One Scene

Prerequisites: Armoury Of Reflections

One of the Infernals arms becomes a perfect mirror for an instant, and then shatters into a thousand shards, costing him a single lethal health level. These shards scatter over the battlefield, protruding from the ground like the roots of the Quicksilver Forest himself. The Infernals arm reforms, and he may instantly draw blades from these shards as though they were doorways to his own armoury of reflections. As long as this Charm is active, the Infernal may reflexively equip or discard any weapon or shield in his Mirror Blade Library, as though he were using Polished Blade Is A Mirror, at no mote or Willpower cost.

Source: Revlid

PERFECTED REFLECTION OF MOTION

Cost: ; **Mins:** Essence 3, Szoreny 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Sight Of Turning Mirrors

Szoreny's humaniform jouten is a perfect mimic of everyone. It looks exactly like you, and your worst enemy, and your mother, and a million other people you've never met, all at once. It sometimes unsettles the other Yozis that the only being Szoreny never tries to look like is himself. This Charm permanently enhances its prerequisite. Upon activating that Charm, the warlock may increase its cost by one point of temporary Willpower. Doing so immediately informs him of his opponent's rating in the ability used to make that attack, as well as any specialties they may have in that ability. For the rest of the scene, he may use his opponent's ability rating

in place of his own when making attacks with that ability (if he does so, he must also use their specialties in place of his own).

If the ability in question is Martial Arts, then the effects of the Infernals mimicry are increased. For as long as he uses his foes ability rating instead of his own, he may use any Martial Arts Charm that he has seen that character use this scene, as though he learned it through the Fiend anima power. He may even learn such Charms permanently as a Training effect (provided he could do so normally, at the usual xp cost), as though his opponent had been a patient teacher rather than a desperate rival.

Source: Revlid

MOTONIC MIRROR UNDERSTANDING

Cost: ; **Mins:** Essence 4, Szoreny 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Sight Of Turning Mirrors

The flow of motes through Creation is familiar to Szoreny. He was there when such processes were devised, after all, and was involved in the creation of many a fundamental physical law equal and opposite reactions were a measure that he pushed through almost on his own, supported mostly by Isidoros, who felt that everything deserved a chance to punch back. This Charm permanently enhances its prerequisite, allowing the Infernal to mimic and use Charms from any attacking ability he has paid Willpower to learn the rating of, not just Martial Arts.

However, as an additional limitation he may only use Charms that the opponent in question has actually used against him in this scene, and cannot learn them as a Training effect (even if he could normally learn them as a Fiend). In addition, the first time in a scene he uses such a Charm against a character other than the one he mimicked it from, he immediately gains a point of Limit. Charms mimicked in this way always suffer from Szoreny's aesthetic Taint, sheening with quicksilver and twisted glass.

If the attacker in question does not use Ability-based Charms, then the Infernal may instead choose to learn their Strength or Dexterity rating, as well as gaining access to their (used) Charms of that attribute, just as described above. He may not mimic their attributes, however; that magic lies deeper in Szoreny's tree.

Source: Revlid

JAGGED MIRROR EDGE

Cost: 1m+; **Mins:** Essence 2, Szoreny 0; **Type:** Simple (Speed 3, DV -0)

Keywords: Combo-OK, Obvious

Duration: One Scene

Prerequisites:

The Infernal calls his essence into a shard of devil-mirror, highly reflective and just as sharp. This shard uses the stats for a knife, found in the Exalted Core Rulebook, and dissolves without a trace at the end of the scene or when the Infernal dismisses it. Only the Infernal may wield this knife it falls through the hands of anyone else, insubstantial as a reflection. The Infernal may increase the cost of this Charm by one mote to make a created knife of exceptional quality, and may spend

further notes as appropriate to create as many knives as he has free hands with which to hold them.

Source: Revlid

STOLEN BEAUTY MASK

Cost: -; **Mins:** Essence 2, Szoreny 0; **Type:** Permanent

Keywords: -

Duration: Permanent

Prerequisites:

Szoreny surrounds himself with beautiful things, and in himself reflects all things beautiful. Those who learn his Charms share this false reflected beauty, though at a cost. From the point where the Infernal purchases this Charm, his Appearance score is automatically set to match the Appearance score of the most beautiful person present, to a maximum of 5. The Infernal reflects the beauty of those he surrounds himself with. Unfortunately, this effect cannot be turned off - so if surrounded by ugly beggars, the Infernal is as ugly as they, unless there is someone else more beautiful around that he can copy.

It is still possible to recognize the Infernal for who he is; the change in appearance is subtle and nearly invisible to the naked eye. Even if the Infernal is normally terrifyingly ugly, something about him just looks "just right", whenever he's in the company of someone pretty.

A second purchase of this Charm at Essence 4 removes the maximum cap, allowing the Infernal to shine along with even the Fair Folk. A third purchase at Essence 5 allows him to "add" his own (natural, unmodified) Appearance score to the Appearance provided by this Charm.

Source: Riklurt

FIRST SZORENY EXCELLENCY

Cost: 1m per die; **Mins:** Essence 2, Szoreny 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites:

Szoreny "reflects" and "internalizes". More than the other Yozi, he's "ever growing" and "hungers for challenges". Szoreny possesses a "childlike curiosity" and is "greedy", hoarding reflections, trinkets, artwork and other things that he has "stolen". He takes nothing for granted. He seeks out the power of others and "makes it his own". Szoreny "loves his enemies", to the point of being obsessive about them, and seeks to "become like them". Szoreny "adores beautiful things" and does not hesitate to take them and "make them prettier". Like Malfeas, he is "vain", but he is also "emotionally unstable" like Adorjan. Szoreny is "elegant" and "artful" in his actions.

An Infernal Exalt may use this Excellency to supplement any roll in which he's "copying behaviour", whether for impersonation or any other reason. He can use it on any valid roll to "seek to understand someone", whether this means interrogating them, learning their secrets by stealth, or simply trying to become their friend. However, true friendship is alien to Szoreny, who sees only improvement and challenges in interacting with others. Szoreny's Excellency can enhance any roll to "steal someone

else's thunder" or to "make another person obsolete", and it is furthermore applicable when the Infernal is "doing someone's job better than him". Unlike the Ebon Dragon, Szoreny is not selfish; he does not seek to humiliate his enemies, rather, he seeks to become them. The Szoreny Excellency can be used on any act of "pointless vanity" and "self-flattery", and on any action where the Infernal "seeks to better himself rather than pursue important goals."

Furthermore, the Szoreny Excellency can be used on any valid roll to "steal something beautiful", whether it's a prized possession or the heart of a lover. It can be used to "teach cruel lessons" intended to make the target better in some fashion, and it can be used to "cut away imperfection" such as ugly children or a misshapen piece of art. Finally, the Excellency is always applicable in situations where the Infernal "helps his enemies", because strong enemies means tougher challenges.

Szoreny's Excellency can never be used to deliberately fail, or give the impression of failure - the Infernal must strive for obvious excellence when he uses it.

Furthermore, the First Szoreny Excellency can never be used to create something unique or original; originality is alien to the Silver Forest, who merely internalizes and reflects that which he sees. This limitation doesn't apply only to objects - it extends to relationships and organizations as well. Hence, the First Szoreny Excellency can only be used to seduce someone if the seduction literally recreates another situation which the Infernal has observed or read about. It can only be used to create an organization if that organization follows plans copied from elsewhere, and so on.

Source: Riklurt

CRACKED MIND INSIGHT

Cost: 1m, 1lhl; **Mins:** Essence 2, Szoreny 0; **Type:** Simple

Keywords: -

Duration: One day

Prerequisites:

Szoreny is a genius, but his mind is no longer one entity - rather, his thoughts are a long string of fleeting memories, glimpses and reflections of the world around him. When an Infernal activates this Charm, his mind cracks into two separate entities with a violent noise that only the Infernal himself can hear. Though the damage is slight, it manifests as a slight bleeding from nostrils and ears. While his mind is thus split, the Green Sun Prince's every roll based on Intelligence is rolled twice, with the Infernal picking the best result - his two minds compete against one another for the best solution.

At Essence 3+, the Infernal may pick this Charm again, in which case the Charm's benefits are extended to rolls based on Wits and Perception as well; his two minds keep a lookout through his ordinary sensory organs. At Essence 6+, he may pick it a third time, in which case it applies to Manipulation and Charisma as well.

There is a downside to this Charm, however. The two mind-halves actually do compete with one another. If both of them should roll the "same" result (that is, the same amount of successes come up on both rolls), the Infernal may apply the result as normal, but the Charm immediately terminates and he is bothered for the rest of the day by his schizophrenic self arguing with itself, as it couldn't come to a conclusive decision regarding which solution was best. This manifests as an external penalty to all social rolls equal to (Infernal's Essence), as he cannot help but mumble or even shout out the loud arguments going on inside his head. The penalty applies for the

rest of the day, during which the Charm cannot be reactivated.

Source: Riklurt

SZORENY MYTHOS EXULTANT

Cost: -; **Mins:** Essence 3, Szoreny 0; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: First Szoreny Excellency

Szoreny's shattered mind lends itself well to handling multiple issues at once, though it has a little trouble focusing on single tasks. As a result, this Charm does not offer any reward for stunts, but rather enhances the stunt itself - in addition to adding dice, the stunt also negates a number of penalties equal to its rating, so long as those penalties were inflicted by the Infernal herself (i.e. they are penalties resulting from her own actions or flurries). The character still recovers motes or willpower on a successful stunt, but the reward is enhanced no further. Source uRiklurt

Source: Riklurt

PRECISE TARGET ATTACK

Cost: 3m; **Mins:** Essence 1, Thrown 3; **Type:** Supplemental

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisites: Any Thrown Excellency

Even in the midst of hordes of foes from Creation and the Wyld, Sinners strike with supernatural precision. This Charm functions as the Solar Charm Joint-Wounding Attack.

Source: Bodhisattva

SHACKLE CAST

Cost: 3m; **Mins:** Essence 2, Thrown 4; **Type:** Simple

Keywords: Combo-OK

Duration: Instant

Prerequisites: Precise Target Attack

Sometimes it is necessary to restrain one of your foes or to take them out of commission without killing them. This Charm allows the Infernal to throw a single thrown weapon and pin the limb of their choice to any nearby surface, including walls, the ground, stonework, etc... The Infernal spends three motes and throws their weapon of choice with a -1 Accuracy penalty. If the weapon successfully strikes the target, the target limb is pinned to any surface within the Infernal's (Essence yards) away from the target in addition to any damage the strike does normally. Pinned targets can attempt to remove the thrown object with a Strength roll versus the Infernal's Thrown rating. If the pinned target is successful in removing the weapon and un-pinning themselves, they suffer an additional unsoakable 1L damage as the weapon is pulled out of their limb. Of course, pinned targets cannot remove the pinning weapons if both of their arms are pinned. Nearby surfaces must be strong enough to hold the target fast. Paper walls, pools of water, bales of hay, etc... are not effective surfaces to pin a target to.

Source: Bodhisattva

VENGEFUL MAIMING ATTACK

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

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisites: Shackle Cast

Infernal Exalts long ago mastered the art of maiming their foes from a distance, practicing on the infinite supply of demons in Malfeas. When using this Charm, an Infernal is able to cast a thrown weapon at their target, completely severing any one limb of their choosing, destroying an eye or creating a disfigurement (which they must declare before they attack). The attack is made with a -2 Accuracy penalty, but if it is successful and the strike does more post-soak damage than the target's Stamina, the target body part is amputated from the Infernal's opponent in addition to any normal damage the attack would do. Opponents who have a limb severed follow the restrictions listed on page 152 of the Exalted Second Edition Core Rulebook under the heading "Sample Amputation Effects".

Source: Bodhisattva

WITNESS-DECEIVING STRIKE

Cost: 3m; **Mins:** Essence 2, Thrown 3; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: Any Thrown Excellency

Infernals have mastered the art of making their strikes unseen by all but the most wary of observers. This Charm functions as the Solar Charm Observer-Deceiving Attack.

Source: Bodhisattva

WHISPER OF DEATH TECHNIQUE

Cost: 3m per action; **Mins:** Essence 3, Thrown 4; **Type:** Supplemental

Keywords: Combo-OK, Crippling

Duration: Varies

Prerequisites: Witness-Deceiving Strike

Sinners know how delicate their missions are and much depends on secrecy. This is a Charm of silent death that imbues the Infernal's weapon with Essence. This Charm functions as the Solar Charm Mist on Water Attack.

Source: Bodhisattva

BURNING BRAND STRIKE

Cost: 1m; **Mins:** Essence 3, Thrown 4; **Type:** Reflexive (Step 7)

Keywords: Combo-OK

Duration: Instant

Prerequisites: Witness-Deceiving Strike

Armed with the fire of the green sun that is Ligier, the Chosen of the Demon Princes strike in silence and with supernatural speed, keeping their enemies off guard. This Charm functions as the Solar Charm Falling Icicle Strike.

Source: Bodhisattva

ANGRY HORNET'S STING

Cost: 4m; **Mins:** Essence 3, Thrown 5; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack

Duration: Instant

Prerequisites: Burning Brand Strike

Those who stand against the Infernal Exalted choose to face their own destruction. The Infernal activates this Charm after using her Parry DV against an attack. This Charm gives the Infernal a thrown counterattack which is resolved in Step 9 of the initial attack's resolution. Note the rules for counterattacks on pages 150 and 183 of the Exalted Second Edition Core Rulebook.

Source: Bodhisattva

GLORIOUS BLADED MAELSTROM

Cost: 5m; **Mins:** Essence 3, Thrown 3; **Type:** Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Distance Vision Attack Prana

The Yozis remember the old tricks of their Solar oppressors and made sure to teach their minions the same tricks that worked so well against them in the First Age in the hopes that they can somehow be turned against the Unconquered Sun and his supporters. To that end, the Infernals were taught the Glorious Bladed Maelstrom in order to visit the same kind of pain and terror upon Creation's heroes. This Charm functions as the Solar Charm Cascade of Cutting Terror.

Source: Bodhisattva

LOYAL BLADES

Cost: 1m; **Mins:** Essence 2, Thrown 2; **Type:** Reflexive (Step 2)

Keywords: Obvious

Duration: Instant

Prerequisites: Weapon-Minding Trance

Infernals know their weapons well and can recall them from nearby as if they were still in their hands. This Charm functions as the Solar Charm Call the Blade.

Source: Bodhisattva

PSYCHIC KNIVES

Cost: 2m; **Mins:** Essence 3, Thrown 4; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Weapon-Minding Trance

Infernals are able to summon up throwing weapons with sheer force of will and a small amount of Essence. This Charm functions as the Solar Charm Spirit Weapons.

Source: Bodhisattva

BALEFIRE CATAPULT

Cost: 4m; **Mins:** Essence 4, Thrown 4; **Type:** Simple

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisites: Psychic Knives

Infernals are blessed by the strength of the green sun of Malfeas known as Ligier and with that blessing are able to summon small portions of his tainted energies. The Exalt spends four motes and a small ball of green flames about the same size as a large stone appears in her hand. The green flames of this summoned fireball are harmless to the Infernal. The Exalt then throws the flaming ball (Speed 4, Accuracy +Essence, Damage +Essence, Range Essence x 20 yards, Rate 3). When the flaming ball hits, it explodes against its target causing Lethal damage against the Infernal's foe and ignoring half of the target's armor soak (rounded up) as the flames wash over him and burrow into the cracks and holes in his armor. Any flammable objects hit by this flaming ball instantly burst into flames and are consumed in (8 - the Infernal's Essence ticks). Non-flammable objects also burn or melt at a rate of (20 - the Infernal's Essence minutes). Items made of the Five Magical Materials are immune to the flames of this Charm.

Source: Bodhisattva

PLAGUE OF BURNING HAILSTONES

Cost: 8m, 1wp; **Mins:** Essence 5, Thrown 5; **Type:** Simple

Keywords: Obvious

Duration: Instant

Prerequisites: Balefire Catapult, Glorious Bladed Maelstrom

Calling upon the corrupted Essence of his own Infernal shard, the Exalt casts a sparkling ball of energy skyward as a Speed 3 Thrown-based attack (no attack roll is necessary). Clouds form instantly and begin a shower of burning hailstones that decimate an area equal to (the Exalt's Essence x 50) yards directly surrounding the Infernal. The Infernal is unharmed by the hailstorm, but any living creatures caught within the blast zone suffer the Infernal's (Essence x 2) Lethal health levels of damage. This Charm renders the Infernal's opponents' Dodge DV inapplicable against the attack. To parry this attack, the defender must successfully parry versus the Infernal's (Essence x 2) or suffer the full effect of this Charm. This Charm must be used under the open sky - it will not work indoors, underground or underwater. Any buildings or trees caught in the blast area are razed to the ground and the terrain is scoured down to bare and smoking ground from this assault. Flammable objects caught in the blast immediately explode doing 4 Lethal health levels of damage to anyone within (the item's Resource cost) yards. The damage from these explosions is dodgeable, even though the hailstorm is not.

Source: Bodhisattva

DISTANCE VISION ATTACK PRANA

Cost: 3m; **Mins:** Essence 2, Thrown 2; **Type:** Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisites: —

The Infernal charges her weapon with the burning Essence of the demon-realm and hurls her weapon straight and true. This Charm functions as the Solar Charm Triple-Distance Attack Technique.

Source: Bodhisattva

WEAPON-MINDING TRANCE

Cost: -; **Mins:** Essence 2, Thrown 3; **Type:** Permanent

Keywords:

Duration: Permanent

Prerequisites: —

In the demon-world of Malfeas, Infernals must always be mindful of where they leave their weapons, lest one of their foes turn their own weapons against them. This Charm functions as the Solar Charm Returning Weapon Concentration.source
uBodhisattva

Source: Bodhisattva

DEMON-SELF DIFFUSION

Cost: 6m, 1 Limit; **Mins:** Essence 3, Unwoven Coadjutor 2; **Type:** Simple

Keywords: Combo-OK, Coadjutor

Duration: One Scene

Prerequisites: Devil-Body Enhancement

The lines between the souls of warlock and coadjutor have already been broken and lost this Charm does little more than stir the spiritual pot, bringing some of the latter's more esoteric abilities to the surface. After activating this Charm, the Prince gains access to (Unwoven Coadjutor) Spirit Charms for the rest of the scene, which he may use as though they were his own, with a one mote surcharge. These Charms must be chosen from those available to the Prince's coadjutor. If these Charms are used to directly further his Urge, the surcharge is removed. If they are used in direct contradiction of his Urge, the surcharge is increased by (Unwoven Coadjutor). Upon Apotheosis, this Charm automatically upgrades, giving the 3rd Circle Soul born from the coadjutor access to his progenitor's Charms in the same manner as Fetich, whether or not he actually is a Fetich. If he is a Fetich, then instead the Willpower he spends as a surcharge for his progenitor's Charms is regained at the normal rate.

Source: Revlid

WHIPPING THE HORDE

Cost: 4m, 1wp; **Mins:** Essence 2, War 3; **Type:** Reflexive

Keywords: Combo-OK, Obvious, War

Duration: Until next action

Prerequisites: Any War Excellency

Something in the very nature of the Infernal Exalted generates fear in the hearts of mortal men. Infernals know this and frequently use their demonic nature to overwhelm their foes. The Exalt can target up to her Essence in military units or (Essence x 100) scattered individuals with this Charm. The Exalt chooses the targets insofar as she cares to specify; otherwise, this Charm affects the closest enemy targets. Individual targets must be able to see or hear the Exalt. Targeted units must be able to see or hear some sort of Infernal-sent signal. This Charm causes targets to fail automatically on all Valor rolls. If used in the instant one or more targets succeeded in a Valor roll, it forces the target to reroll and take the lower of the two rolls. This Charm's effects last until the Exalt's next combat or mass combat action. When used in response to individuals targeted by the Solar Charm Rout-Stemming Gesture, the two Charms cancel each other out and force an automatic reflexive Valor check by the

affected units. When targeting units made up entirely of demons or those infernally tainted, this Charm functions identically to the Solar Charm Rout-Stemming Gesture.

Source: Bodhisattva

WARLORD'S BIDDING

Cost: 3m; **Mins:** Essence 2, War 4; **Type:** Reflexive

Keywords: Combo-OK, War

Duration: Instant

Prerequisites: Whipping the Horde

The will of the Yozis as spoken through the mouth of an Infernal Exalt is absolute. When using this Charm, the Infernal speaks with the authority of the demon-princes and all must bow to his will. This Charm functions as the Solar Charm Commanding the Ideal Celestial Army.

Source: Bodhisattva

DEMORALIZING SHOUT

Cost: 7m, 1wp; **Mins:** Essence 2, War 3; **Type:** Simple (Speed 3 in long ticks)

Keywords: Combo-OK, Social, War

Duration: Instant

Prerequisites:

The voices of the Infernal Exalted carry the weight and terror of the Yozis within their sound. With this Charm, the Infernal is able to cause panic and fear in her targets. This Charm functions as the Solar Charm Mob-Dispersing Rebuke.

Source: Bodhisattva

LEADING THE DAMNED

Cost: 12m, 1wp; **Mins:** Essence 3, War 3; **Type:** Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Demoralizing Shout

The Infernals have a measure of the tainting power and influence inherent in their Yozi masters, and they use that power to subvert the power of all those around them. They have the power to press the weak of spirit into their cause for small periods of time. The Infernal attempts to enforce his will upon everyone who can hear him to join him in glorious violence, his player rolling (Manipulation + Performance or War). The Charm only works against mortals of Essence less than 2, and only if they have Temperance 2 or less. This Charm organizes all characters whom the Exalt successfully persuades and who do not resist the persuasion (see p. 179 of the Exalted Second Edition Core) into an unordered military unit under the Exalt's direction. This unit dissolves if the Exalt abandons it for more than 15 long ticks.

Source: Bodhisattva

MALFEAN AUTHORITY

Cost: 15m, 1wp; **Mins:** Essence 4, War 5; **Type:** Simple (Speed 5 in long ticks)

Keywords: Combo-OK, Obvious

Duration: One scene

Prerequisites: Leading the Damned

Basking in the power and glory of Malfean Essence, the Infernal Exalt channels that power into commanding the legions of the infernal realm. This Charm organizes all willing demons with an Essence half that of the Infernal into an unordered military unit under the Exalt's direction. Seeing as how most demons are willing and eager to wreak havoc on the denizens of Creation, this usually is not a problem. The unit dissolves if the Exalt abandons it for more than 15 long ticks.

Source: Bodhisattva

LORD OF WAR

Cost: 15m, 1wp; **Mins:** Essence 5, War 5; **Type:** Simple (Speed 2 in long ticks)

Keywords: Combo-OK, Obvious, War

Duration: One scene

Prerequisites: Malfean Authority

The Infernal draws the tainted Essence of Malfeas together within herself and infuses her entire body with its power, becoming the ultimate warrior on the battlefield. The Infernal acts as a solo unit of increased prowess, adding 4 to her Might rating and 2 to her Armor rating for the duration of the scene. This Charm also removes the Magnitude bonus that opposing units have against the Exalt. While this Charm is active, the Exalt cannot join with any other unit, but can coordinate attacks with other units. If the Exalt joins with another unit, the effects of this Charm instantly end.

Source: Bodhisattva

PRIMORDIAL AEGIS OBLIGATION

Cost: 15m, 1wp; **Mins:** Essence 4, War 2; **Type:** Simple

Keywords: Combo-Basic, Obvious, Intrinsic

Duration: One Scene

Prerequisites: Any two War Excellencies

Pulling on the weight and majesty of contracts un-broken even after the Surrender, the Infernal reinvokes the clause wherein the Gods must not strike or harm their betters. Weaving the very air around herself into a barrier of old-realm runes, she immediatly draws it close to her skin. All attacks originating from Gods and Elementals of lesser Essence become invalid. Sword strikes, pushed boulders, and even sorcery cast by beings of lesser essence simply bend around her, never touching her skin. A wall of swords still might restrain her, and a falling boulder would most certainly trap her under it, but otherwise her body remains inviolate. In mass combat, enemy Gods and Elementals attacking her unit have their magnitudes reduced by the difference between her Essence and theirs. Gods and Elementals with an equal or higher Essence rating are immune to this effect.

Source: Tommathy

FIRST XANICHI EXCELLENCY

Cost: 1m per die; **Mins:** Essence 1, Xanichi 0; **Type:** Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisites: , None

The Eternal Maze is "capricious" and "seemingly random". He engages in "labyrinthine plots" and "byzantine conspiracies", plans "within plans" that exist sometimes for a purpose, sometimes for his own "obscure amusement". "Convolution" and "trickery" are the tools of Xanichi, and he is ultimately a "showman", a "puppeteer" for whom all the world is a stage and all its peoples "dancing puppets". Xanichi fosters "ambition" and "hope", no matter how senseless or impossible, for he is the patron of "change and evolution". Despite his "colossal intellect", Xanichi finds it hard to resist engaging in "deceit" and "complexity", even when his plans would be better served by simplicity or honesty. He is no stranger to "self-defeat", as his drive for change leads him to "upset all stability", even that which benefits him. The Alchemist of Realities is the greatest of "sorcerers", and encourages "curiosity" and the gathering of "knowledge", no matter how "ill-advised" or "forbidden". He scorns tradition, inciting "dynamism" and "mutation" in all things, be it society or physical form. Xanichi has no problem with turning on his followers, as loyalty is far too steady for his tastes, though he is loathe to fully abandon a plan, preferring to incorporate it into one of his other "myriad plots".

Characters may apply this Charm to actions that facilitate significant change, as well as those that aid the development and progression of "long-term" or "convoluted" plots. "Sorcerous" or "thaumaturgic" actions may always benefit from this Charm. Attempts to "conceal" ones goals or actions generally benefit, as does any action taken with the goal of "manipulating" another, though open and grand displays are not opposed to this Charm at all. This Charm may never be used to keep something static, nor may it support an action that has been openly predicted by another.

Source: Revlid

ASCENDANCY MANTLE OF XANICHI

Cost: ; **Mins:** Essence 5, Xanichi 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: First Xanichi Excellency

The Infernal can spend experience to buy his Essence rating up to a dot higher than his age should permit (see "'Exalted'" Corebook, p. 275). As Xanichi relies on his cultists and sorcerous hideaways, whenever the Infernal is recovering motes at a rate of less than ten motes per hour, he loses all benefits from excess Essence (similar to Cecelyne). This drawback persists only as long as the characters 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. The Infernal may learn only a single Ascendancy Mantle Charm.

Category:Xanichi Charms2eInfCharm

source=Revlid

trait=Xanichi

name=Sorcerous Enlightenment of Xanichi

cost=

min=0

essence=3

type=Permanent

keywords=Native

duration=Permanent

pc1=First Xanichi Excellency

text=The warping aesthetics associated with Xanichi are rainbow colours, feathers, liquidity of form, and flames. However, he has no particular attachment to any element or use of sorcery in the hands of a skilled sorcerer, even stasis is a force for change, altering the world around it like a boulder placed in the middle of a stream. Xanichi places no mechanical restrictions on his sorcerers, except that of the Native keyword; the Eye Of Sorceries welcomes all knowledge, but guards his own jealously.

Source: Revlid

XANICHI MYTHOS EXULTANT

Cost: ; **Mins:** Essence 3, Xanichi 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: First Xanichi Excellency

Xanichi is a master of chance, a feathered serpent with poorly-rolled die for eyes. Though it amuses him to see lesser beings scrabble against randomness of the world, he is careful to see that his fire does not burn himself. An Infernal with this Charm may, after rolling the stunt-enhanced dice pool, remove up to (Stunt Rating x3) of the individual dice results and roll them again, applying the second result as reality refolds itself around his actions, cushioning him against the failings of Fate. Applied to a static value, this allows the Exalt to increase his effective (Attribute+Rating) by (Stunt Rating +1).

Category:Xanichi Charms2eInfCharm

source=Revlid

trait=Xanichi

name=Woven Flame of Sorcery

cost=

min=0

essence=3

type=Permanent

keywords=None

duration=Permanent

pc1=Sorcerous Enlightenment of Xanichi

text=This Charm permanently enhances the warlocks magical abilities, allowing him to focus and reweave his sorceries like a burning tapestry, refining the images they blaze into reality. Whenever he uses a spell of any Circle, he may reduce its mote cost by ten motes or its Willpower cost by one. Doing so, however, increases the number of necessary Shape Sorcery actions to cast the spell by one.

At Essence 4+, the warlock may instead hasten the creation of his spells, pouring additional power in to compensate. Whenever he uses a spell of any Circle, he may choose to decrease the number of necessary Shape Sorcery actions to cast the spell by one. Doing so increases the mote cost of the spell by ten motes, or its Willpower cost by one.

Source: Revlid

RIPPLES TURN THE WHEEL

Cost: ; **Mins:** Essence 4, Xanichi 0; **Type:** Permanent

Keywords: Native, Overdrive

Duration: Permanent

Prerequisites: Sorcerous Enlightenment of Xanichi

One of the lower-key attractions of Xanichis inner world is a simple waterwheel, constructed of wafer-thin basalt strips over a structure of starmetal, with joints of moonsilver. It hangs, listless and perfectly balanced, within a small artificial pool of crystal-pure water. Whenever someone throws a coin or pebble into the pool, the ripples sent out tilt the wheel, however slightly, sending it turning and spinning in subtly different ways. A skilled occultist can, by watching the wheel closely, divine information about the destiny of the thrower.

Just as the ripples of the pool move the mystical waterwheel, the spells cast around the Infernal send ripples through existence, stirring up new Essence within him. This Charm grants the Infernal an Overdrive pool with a capacity of ten motes. Initially empty, it gains motes every time a spell or sorcerous Charm is used within (Essence \times 5) yards of the Infernal. The number of motes depends on the Circle of the spell; one mote for Iron Circle, two motes for Emerald or Onyx Circle, three motes for Sapphire or Obsidian Circle, and four motes for Adamant Circle. Sorcerous Charms add one mote to the pool if their minimum Essence rating is 4 or less, and two motes if it is higher. The source of the spell or Charm does not matter, only that it was cast within the Infernals radius.

The Glamour Sorcery of the Fair Folk is just as usable - Xanichi loves the chaos of the Wyld. Many a time the Eye Of Sorceries has turned the mad magic of the Raksha back on them, such they curse and revere his name in equal measure. Oneiromancy of the Waking or Dreaming Circle grants two motes, while the Desire or Samadhi Circles grant three motes and the Shinma Circle grants four.

Protocols act under similar enough principles to Sorcery for Xanichi to benefit from them (should he ever encounter them). However, Autochthons diseased nature and the foreign construction of the Protocols makes the process far less efficient, with Man-Machine Protocols granting a single mote and God-Machine Protocols granting two.

Source: Revlid

QUILLS PINNED TO JOY

Cost: (+1wp); **Mins:** Essence 4, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: , Charms: Sorcerous Enlightenment of Xanichi Sorcerous Enlightenment of Xanichi (x2)

Xanichis sorcery is paramount, an expression of himself as inherent as the spheres of She Who Lives In Her Name or the seven wings of Oramus. This Charm permanently enhances the Infernals sorcerous abilities. Whenever he casts a spell with the Sorcerous Enlightenment of Xanichi or uses a Charm with the Sorcerous keyword, and it is not reflexively dispelled or otherwise negated before truly being cast, he may pay an additional point of temporary Willpower to affix it to the workings of local reality. If he does so, then any subsequent attempts to dispel the effect are hampered; the Shape Sorcery actions for counter-magic spells targeting that effect

cannot be reflexive, and such spells cost an additional ten motes and one point of Willpower.

Category:Xanichi Charms2eInfCharm
source=Revlid
trait=Xanichi
name=Soul-Mocking Witchery
cost=5m, 1wp
min=0
essence=4
type=Simple
keywords=Combo-OK, Obvious
duration=One scene
pc1=Sorcerous Enlightenment of Xanichi
pc2=Tendril-Mind Insinuation

text=Xanichi can see into the souls of every being, and he enjoys what he sees; a shifting den of self-deceit and halfmade decisions, marinated in the occult energies that run throughout the everchanging landscape of Creation. It is rare that he finds something he has not seen before, but when he does he is quick to pluck it from the innovator's brain, delighting in using it against them. Upon using this Charm, the Infernal chooses one individual he can perceive, and rolls (Intelligence+Occult) at a difficulty of (targets Essence). If he succeeds, he may freely use their Occult rating in place of his own for the rest of the scene, as well as becoming able to apply any of their specialties in that ability. The target feels the Infernal's twitching snake-fingers trawling their subconscious, making this Charm Obvious to them alone.

In addition, the Infernal may use any of the targets spells that he qualifies for (i.e. has the appropriate level of Sorcerous Initiation) as though they were his own, though they bear a surcharge of one point of temporary Willpower if used in this way, and are free of the usual aesthetic warping that accompanies Infernal sorcery, using the aesthetics applied by the original mage. If the Infernal casts a spell he knows only through this Charm, he may pay the appropriate amount of xp to immediately internalize and learn it for himself as a Training effect.

At Essence 5+, the Infernal may also use necromantic spells his target knows, treating his Sorcerous Initiation as being a Necromantic Initiation of one level lower than it is for this purpose. He may not permanently learn Necromancy in this way unless he would normally be able to do so, through such effects as Charms:Ultimate Darkness Internalization Ultimate Darkness Internalization or Charms:Dead But Dreaming Dead But Dreaming. Xanichis love for forbidden knowledge is outweighed by his repulsion and fear of endings and rot the very principles Necromancy and the Underworld embody.

Source: Revlid

EAGLE-EYE SET AFLAME

Cost: 5m; **Mins:** Essence 2, Xanichi 0; **Type:** Simple

Keywords: Combo-OK, Sorcerous

Duration: Indefinite

Prerequisites: Tendril-Mind Insinuation

Xanichi has many eyes, some of which watch, invisible, about all the realms of existence. There is nothing he cannot see, nowhere he does not know, and it is

atop this foundation of presumed omniscience that he builds his perfect plans. Upon activating this Charm, the warlock creates a Sorcerous eye of flame that floats at any spot within (Essence x100) yards of him (he does not need to be able to perceive this spot). The eye is not actually a creature of any kind, but an immaterial Sorcerous projection, invisible except to sight that can perceive dematerialized spirits. As such, it cannot be destroyed by attacks, even those that would strike immaterial creatures, but can be destroyed with appropriate countermagic, ending this iteration of the Charm.

The warlock may spend a miscellaneous action (Speed 5, DV-1) looking through the eye until his DV refreshes, allowing him to perceive what it perceives. This perception is both omnidirectional and omniscient, with every sense directed equally in every direction from the eye. It also uses the warlocks own senses if he has enhanced or impaired them (such as with Charms:Essence-Dissecting Stare Essence-Dissecting Stare or Charms:Witness to Darkness Witness to Darkness) then these effects apply to his perceptions through his eye. While the warlock is looking through the eye, he may direct it, mentally propelling it in any direction at a rate of up to (Infernal Occult) yards per tick. He may still perceive and interact with his own surroundings during this scrying, but suffers an external penalty of -2 to all his dicepools while doing so (if he would rather not suffer this penalty, he can reflexively end the scrying earlier at no penalty, refocusing on the here and now).

The Infernal may have only one eye of flame active at once. Unlike a normal Sorcerous Charm, the Infernal may reflexively end this Charm himself, at any distance. Dimensional barriers do not impair this Charm, though effects that would block scrying do.

The Infernal may purchase this Charm a second time at Essence 3+, increasing the maximum number of eyes he may have manifested at once to three. A third purchase at Essence 4+ increases the maximum number a second time, to (Essence).

Source: Revlid

SIGHT OF THE UNIVERSAL ALCHEMIST

Cost: 5m; **Mins:** Essence 2, Xanichi 0; **Type:** Reflexive (Step 1)

Keywords: Combo-OK, Sorcerous

Duration: Indefinite

Prerequisites: Eagle-Eye Set Aflame

What use is a chemist who cannot read a formula? Xanichi concocts whole new realities in which to play out his scenarios, and so it is the formula of the universe that he must read. Other than its duration and keywords, the effects of this Charm are identical to those of All-Encompassing Sorcerers Sight (Exalted Corebook, pg 222).

In addition, when activating Eagle-Eye Set Aflame, the Infernal may pay an additional mote. If he does so, he grants the eye created by that Charm the effects of All-Encompassing Sorcerer's Sight for the duration of its existence.

Source: Revlid

ALL-SEEING IS ALL-KNOWING

Cost: ; **Mins:** Essence 3, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Eagle-Eye Set Aflame

Xanichi once consumed four of his lesser souls, though they struggled and cried in a manner most convincing. These days, the peacock-feathers that line his humaniform jouten's cape sport four additional eyes. Few have noticed, and none have commented. Ultimately, only Szoreny knows the truth of what happened to those deva. With each purchase of this Charm, the Infernals eyes gain two abilities of his choice, chosen from the four listed below.

"Thought": The eye benefits from a fraction of the colossal intelligence of Huga, allowing it to function without the Infernals continuous attention. It can move and follow the Infernals instructions as though it were an automaton, able to travel to specific locations the Infernal knows the way to, follow specified people it can perceive, or move in a pattern until it finds a specified area, item or character. Orders may be transferred whenever the Infernal is looking through the eye, immediately overriding any previous commands. Once the eyes orders are completed or inapplicable, it will immediately stop in place. It has no ingenuity or initiative, and will not do anything it was not specifically tasked with doing, nor will it develop solutions to any problems that may occur or innovate in the face of complications with its orders. For example, if it is ordered to follow the dragonblood carrying a set of battleplans, and the dragonblood hands these plans to a mortal servant, the eye will stop in place, its orders considered inapplicable.

"Memory": The eye gains a drop of the endless memory of Mune, letting it carry a record of everything it perceives (it is considered to use the Infernals unenhanced senses for this purpose his magical enhancements are only applied when he is looking directly through it). Whenever the Infernal looks through the eye, he may spend a diceless miscellaneous action retrieving its memories, perfectly integrating them into his own. This integration occurs automatically when the Infernal dismisses an eye, but if the eye is dispelled by another character, all stored memory is lost. The Infernal may also have an eye project any of its memories outward in a construct of immaterial light, perfectly portraying events as they occurred (though he may have it start or finish its recollection at any point, allowing a certain amount of creative editing).

"Decision": The eye is infused with a touch of the perfect judgement of Kosi, allowing it to notify its creator of particular events. When looking through an eye, the Infernal may specify certain conditions, ranging in complexity from Someone enters the room? to A blonde man in gold armour says the word Cellar-door to a young girl?. When one of these conditions is met, the eye instantly sends the warlock a signal in the form of a beckoning whisper, a sudden sense of illusory heat, a jangling tone or some other unmistakable sign. My orders are no longer applicable? is obviously an acceptable condition. Each eye may have up to (Essence) triggers lying in wait at a time, each one with a different signal for their conditions being met. If the eye is also infused with Thought, then instead of a signal being sent to him, the Infernal may link a trigger to a new order (as defined in that entry), set when creating the eye. This allows the Infernal to, with a little planning, create multi-layered and complex programs.

"Speech": The eye acquires an echo of the many-throated voice of Talo, giving it the ability to transmit the Infernals voice. When he is looking through the eye, he may speak through it as well, just as though he were at its location. At no additional cost, he may choose to give his voice a reverberating, ominous tone, increasing the difficulty of any roll to identify him by voice by two. He may also, at no additional

cost, cause the flaming eye to become visible, and may (if he wishes) instead have it instead as a humanoid figure composed of those same flames. Finally, he may have the drone telepathically present his message to up to (Occult) characters within (Essence) yards of it, preventing his words from being overheard. Any social attacks the Infernal makes through the eye use his own traits as if though he was present at the eyes location, and he may enhance them with Charms as normal.

Source: Revlid

LENS OF THE VIATICAL

Cost: 20m; **Mins:** Essence 5, Xanichi 0; **Type:** Simple

Keywords: Combo-OK, Obvious, Sorcerous, Touch

Duration: Instant

Prerequisites: Eagle-Eye Set Aflame

Xanichi could tell the lesser beings of the world so many things. He could tell them that all places are as one, that all roads lead to their destination, that paths unseen riddle the universe like tunnels in the woodwork of a house, built into it at the time of its construction. Many of these things would be true, many would be half-truths, a great number would be outright lies. One thing that is certain, though, is that he truly enjoys making a dramatic escape from out of the clutches of his enemies.

This Charm may be activated whenever the Infernal has at least two burning eyes active at once. He touches one, and spends twenty motes to turn both that eye and one other in the same plane of existence into linked portals for the duration of the Charm, allowing near-instantaneous travel from one point to the other. Eyes altered in such a way pulse and stretch, their pupils lengthening and splitting open into a fire-rimmed tear in reality, through which the other side can be seen (though when none can perceive the portal this view sometimes switches to a great void dotted with unblinking eyes). This shift makes them visible and Obvious even to mundane senses, though they are no more vulnerable than before. The Infernal can still use the eye as normal, although it is rendered immobile.

Any character or object that moves into one of the portals emerges out of the other one, just as though they were walking through a mundane door. Each portal is normally large enough to allow a single, average-sized human through at once without slowing. However, the edges of the portal are unnervingly elastic, and larger (or additional) characters can fit through by squeezing this requires a Speed 6 miscellaneous action from each character, which renders them effectively inactive until their DV refreshes, as though they were in a clinch with the portal.

Characters who move through a portal must immediately roll their total number of mutation points (counting negative mutations as positive ones for this purpose), at a difficulty of 3. If they succeed, they move through as normal. If they fail, they suffer a single level of unsoakable aggravated damage, which they may only avoid by accepting a number of points of negative mutations (of the Storyteller's choice) equal to the amount by which they failed.

The warlock may use this Charm on an active portal to close it (and any connected to it, if he wishes) and change it back into an eye.

A second purchase of this Charm allows the Infernal to pay (number of linked portals-1) points of Willpower when activating the Charm, or subsequently pay that point as a miscellaneous action when touching a portal. If he does so, the portal (and all portals linked to it) stretches wider with a sound like tearing sinew, increasing

its capacity for easy movement to (Essence) average-sized humans at once (or an equivalent mass).

In addition, he may activate this Charm again when touching another eye of his (that is not acting as a portal). If he does so, he may link that eye into his portal network, creating a three-(or four, or five)-way portal. Any character stepping into such a portal will emerge out of whichever portal they desire, if they have one in mind. If not, they will exit out of a randomly-chosen portal from the network (including the one they just entered).

At Essence 8+, this Charm can be used to create portals between two separate planes of existence. A Green Sun Prince can open gateways into Malfeas, Yu-Shan, the Underworld, or even his own Heretical soulscape. Interdimensional portals are Blasphemy effects, and have the difficulty of the roll to pass through them unharmed increased to 5.

Source: Revlid

CERTAINTY IS CHANCE UNDERSTANDING

Cost: 2m; **Mins:** Essence 3, Xanichi 0; **Type:** Reflexive

Keywords: Combo-OK

Duration: Instant

Prerequisites: Tendril-Mind Insinuation

Myriad possibilities pass by the eyes of Xanichi, fizzing and burning out as they go unexplored, or gently glowing with his light as they are fulfilled. He does not engage in the perfect calculations of She Who Lives In Her Name, or embrace the mad totality of his uncle Oramus. No, Xanichi gambles, playing dice with the universe. This is not to say the dice are not weighted. Upon using this Charm, the Infernal specifies an action that he (or any other character whose presence he is aware of) could conceivably take in this scene. This could range from hit Peleps Deled with my daiklave? to dodge the traps guarding that door?. He immediately learns the difficulty of the action (or, if the action is an attack, the appropriate DVs of the target), as well as the extent of any external or internal penalties that would afflict it (though not their source). If the difficulty of (or penalties surrounding) the action changes after using this Charm, the Infernal is not notified.

When using this Charm, the Infernal's pupil warps slightly, splitting for an instant into two conjoined dots. This is not noticeable enough to make the Charm Obvious.

Source: Revlid

ECHOING AFTERIMAGE PREDICTIONS

Cost: (+1m); **Mins:** Essence 4, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Castling the Universe

One possibility splits into a dozen, a tree of potential realities that flow behind the Infernal's enemy like a cloak. As he watches, he scans the myriad ways they might attack, a prediction that becomes more difficult as they flicker and fade. This Charm permanently enhances Castling The Universe. After the Infernal uses that Charm, he may pay one mote to reflexively increase his defence dicepools by (Essence) against further attacks made by the character that Castling The Universe was used against.

These additional dice begin to fade at the end of that tick, at a rate of one die per tick. Further applications of this Charms effects do not stack, instead resetting the number of added dice back to (Essence).

Category:Xanichi Charms2eInfCharm
source=Revlid
trait=Xanichi
name=Condescending Master Defence
cost=
min=0
essence=3
type=Permanent
keywords=None
duration=Permanent
pc1=Castling the Universe

text=If the clumsy stabs and blows of the Infernal's foes are obvious beyond causality, the flight path of their arrows is all but a burning trumpet, declaring their intent and telegraphing their target. And to seek to combat him with sorcery! The warlock can only shake his head in mocking pity as he dances around their flints and fires. This Charm permanently upgrades its prerequisite, reducing its cost by one mote when used against sorcerous attacks, or attacks made from range (these two benefits may stack, if they both apply). While the discount against ranged attacks only applies when Castling The Universe is used as a perfect defence, the discount against sorcerous attacks is always applied, no matter the Charms use.

Source: Revlid

CHAZUR'S HYPOTHETICAL DOWN

Cost: (+1wp); **Mins:** Essence 4, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Castling the Universe

Among Xanichis greater souls is Chazur, the Feline Informed. Each of his finely combed teeth glisten with the light of a sun from another world, an alternate reality. An existence where things went one way, and not the other, as they did here. Few minds can withstand such a constant, cosmic uncertainty of the true course of events. Indeed, Kazire himself is beset with doubts as to whether or not he is even alive. This Charm permanently upgrades its prerequisite, allowing the warlock to assault his attackers mind with a rainbow deluge of possibilities. Whenever the Infernal uses Castling The Universe to dodge or parry an attack, he may pay a surcharge of one point of temporary Willpower. If he does so, the attacker must immediately roll (Wits+Integrity) at a difficulty of (Infernals Essence). If he succeeds, he receives a brief glimpse into the alternate realities governed by the Eternal Maze, but is otherwise unhurt. If he fails, however, his mind is plunged directly into the stream of chance for less than a moment, inflicting (Essence) points of derangements on him. He may avoid gaining these derangements by taking a moment to steady himself and separate his own memories from those lived by a dozen alternates. If he does so, he suffers an internal penalty on all his actions equal to the points value of the avoided derangements, lasting until the end of his next action.

Category:Xanichi Charms2eInfCharm

source=Revlid
trait=Xanichi
name=Incomprehensible Nested Heart
cost=3m
min=0
essence=2
type=Reflexive
keywords=Combo-OK
duration=One scene
pc1=Tendril-Mind Insinuation

text=Xanichi hides his motives from the whole world, behind bluff and double-bluff and false dead-ends so convincing that at times one might even believe he cares for nothing, that the entirety of existence is but a passing dream to him. Those few who have seen him act directly know this for the lie that it is - The Alchemist of Realities is no more detached than any other Primordial, he is simply far better at hiding it.

For the rest of the scene, so long as the Infernal does not gain any benefits from an Intimacy or Virtue (such as using it to resist mental influence, or channeling it), it cannot be discerned by mundane means. Even an outright (but mundane) declaration of their feelings on the Infernal's part will result in listeners treating it as a bluff, misunderstanding it, or simply hearing nothing but gibberish. Gaining benefits from an intimacy or virtue immediately rescinds this Charms protection of that trait for the rest of the scene, as the Infernals ties to the mundane world become clear and comprehensible again.

At Essence 3+, this Charm also obscures the Infernals Motivation, provided they do not gain any benefits from it (such as regaining Willpower due to its accomplishment, or using it to resist mental influence). His goals seem alien or nonsensical to others, or else shrouded in layers of byzantine deceptions.

A second purchase of this Charm at Essence 3+ extends its protection to all supernaturally-enhanced attempts to discern the Infernals Motivation, Virtues or Intimacies, forcing a roll-off against perfect effects (in such roll-offs, this Charm benefits from one automatic success) and automatically defeating all others. Whenever a character attempts to use magic to analyse the Infernal in this way, he may unleash a backlash of hissing taunts that echo in their skull, draining one point of temporary Willpower from them. However, such a direct defence of the Infernals true character makes this Charm Obvious to the character in question.

At Essence 7+, the duration of this Charm changes to Permanent, with its mote cost reduced to zero.

Source: Revlid

LOCKED DOORS AND CLOSED LIPS

Cost: 18m, 1wp; **Mins:** Essence 3, Xanichi 0; **Type:** Simple (Dramatic Action)

Keywords: Illusion, Sorcerous

Duration: Indefinite

Prerequisites: Incomprehensible Nested Heart

The champions of Xanichi move subtly, spreading their influence like creepy tendrils across the face of Creation. It is only right that he should aid them in this. The Infernal may use this Charm when interacting with the leader of any cult (or

its supernatural patron, the god or demon or Exalt that is the focus of its worship) worth a background rating no greater than his (Essence). He makes an offer to the leader or patron to obscure the cult. If they accept (it is, of course, permissible to secure agreement beforehand through mental influence), he pays eighteen motes and one point of temporary Willpower and weaves a web of subtleties and magical decoys, using the faith of the cult to distort its impact on the Loom of Fate like the blurred veil of a heat haze. If the Infernal is himself the leader or patron of the cult, he may obviously provide permission for this Charm to be used himself.

Every member of the cult now exudes an Illusion that glosses over any but the most overt signs of their membership; neighbours ignore the odd hours they keep, and strange gatherings are treated as being entirely unremarkable, while many become actively opposed to acknowledging the cults existence, seeing it as nothing but an imagined bogeyman or nonsense conspiracy theory. This illusion can be seen through by anyone with a Dodge MDV of more than (Infernals Essence+Occult), but otherwise has the effect of applying an external penalty of (Essence) to all attempts to investigate the cult, gather details on its organization, membership and activities, or otherwise prove its existence. Characters cannot normally resist this illusion with Willpower, but if it is directly pointed out to them, they may do so by spending two points of temporary Willpower. Characters exuding this illusion automatically see through it, but not through any other illusions created by another application of this Charm; it often benefits Xanichi to keep his cults (or the cults within his cults) ignorant of each others existence. This illusion automatically fools the pattern spiders, as well as any method of divination that relies purely on the Loom of Fate they gloss over the existence of the cult, giving no more information than the diviner already has access to.

Although this Charm will not muffle the sound of a cultist screaming his chants from the rooftops, or mask ritual killings in the streets, it does exert a separate illusion that hides unnatural mutations, as well as any scars, tattoos or mutilations directly related to the Cult in question, making the character seem like an ordinary being of their species. If the character in question would not be able to live in Creation if all their mutations originated in the Wyld, the illusion is weakened, reducing the Dodge MDV required to see through it to (Infernals Essence +1).

When applying this Charm, the warlock chooses a marker that identifies members of the cult. This can be anything; a secret handshake, a hidden tattoo, a codephrase or piece of ritual jewelry. Every member of the cult who benefits from the illusion created by this Charm gains knowledge of the marker (however subconscious), and adopts it in their interactions with the cult (the marker is hidden by the illusion). The warlock himself gains a special eye for the marker not only can he see through all illusions he creates with this Charm, the marker is Obvious to him at all times, allowing him to instantly identify members of cults he has aided in this manner. A little insurance is always a wise acquisition.

This Charm can only be dispelled by targeting the leader or patron of the cult with appropriate countermagic.

Source: Revlid

SEE NO HEAR NO

Cost: ; **Mins:** Essence 3, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Locked Doors and Closed Lips

This Charm permanently enhances its prerequisite, enhancing its ability to shield the cult from the actions of outsiders. A cult under the effects of Locked Doors And Closed Lips ignores any undesirable mundane effect based on proportions of the population that does not specifically target them. A plague that wipes out a fifth of a kingdom will leave the cult unharmed, a raid that destroys a city misses any members of the cult, while lynchings of the religious pass them by. In effect, they become immune to mundane, offscreen? destruction while they are hidden by the Charm. Chaos, riots, upheaval; these things only benefit the agents of Xanichi.

A second purchase of this Charm at Essence 4+ cripples the ability of others to sway the cult from its purpose. Any effect that would inflict a belief, taboo, etc, on the entire cult through one or more members becomes Obvious to the leader, and his MDVs are increased by (Patrons Essence) against it. Xanichi has little desire to see his plans upset by the mindless bleating of idealists.

In addition, if the group leader has a mote pool, he may perfectly defend against such an effect on behalf of the cult by reflexively paying five motes and openly declaring its source an enemy of the cult. If he does so, every cult member present gains an intimacy of religious hatred toward the source of the effect, and enters into a frenzied state with the same effects as the Red Rage of Compassion Limit Break, lasting until the end of the scene. For the duration of this frenzy, the illusion created by Locked Doors And Closed Lips is completely dropped, and the cult is immune to further mental influence, for obvious reasons. The cult leader himself is not affected by this frenzy, and non-extras may exert Partial Control (though no characters involved regain any Willpower or lose any Limit for participating in this mad lynching).

Source: Revlid

AUTOTHAUMATURGISTIC IDEAL DEDICATION

Cost: ; **Mins:** Essence 3, Xanichi 0; **Type:** Permanent

Keywords: Native

Duration: Permanent

Prerequisites: Recursive Maze-Mind

Xanichi lives within the wheels he constructs for his plans, ever-unsure if the plot he is currently constructing is truly his final aim, or merely another step within his own grand strategy. The Infernal gains a 10-mote Peripheral Essence pool, to which he adds one mote of Essence at the end of every hour he actively works toward a fake Motivation created by Recursive Maze-Mind (or, if he lacks a Motivation, obeying the imperatives of a fake Urge).

Category:Xanichi Charms2eInfCharm

source=Revlid

trait=Xanichi

name=Treachery Unknown to All

cost=5m, 1wp

min=0

essence=4

type=Reflexive

keywords=Combo-Basic, Touch

duration=Instant

pc1=Recursive Maze-Mind

text=The agents of the Eye Of Sorceries are many and varied, drawn to him by power, madness or a genuine (if naive) desire to change the world. While they sometimes work out in the open like the Purple Hand cult of the South, a smokescreen for Xanichi's subtler antics, more often they are hidden from the world. Sometimes they are even hidden from themselves. The Infernal may, as a Touch effect costing five motes and a point of temporary Willpower, grant one of his fake Motivations created by this Charm's prerequisite to a single willing target, removing it from his own stock of fakes (this still counts toward his own maximum number of fake motivations).

This fake Motivation overlays the targets own, automatically taking effect just as though they had donned it using Recursive Maze-Mind. The target cannot remove it themselves (though they can subdue it for a scene at a cost of two points of temporary Willpower, allowing their true Motivation to take effect for that duration), and have all memory regarding its acquisition suppressed, rendering them consciously unaware of the falseness of their goals.

The Motivation removes itself upon being completed, or at a trigger determined by the Infernal when setting it. This trigger may range from a specific time and date, or a condition such as upon receiving a mutation? or upon meeting the governor?. The Infernal may set up to (targets Willpower) triggers. Upon being removed, the false Motivation immediately returns to the Infernals arsenal of self-deception, and the target instantly reacquires their original motivation.

At Essence 6+, If the target possesses an Urge of their own, and the Infernal has at least one fake Urge, he may use this Charm to grant them that fake Urge, just as though they had used Recursive Maze-Mind, following the guidelines of the rest of this Charm. A target may have both a fake Urge and a fake Motivation, but may only have one of each at a time.

Source: Revlid

VIZIER-SELF COUNCIL

Cost: 3m, 1wp; **Mins:** Essence 3, Xanichi 0; **Type:** Simple

Keywords: Combo-OK

Duration: One scene

Prerequisites: , Recursive Maze-Mind

Closing his eyes, the Infernal reopens them to a world swimming with impish manifestations of his own mind, dancing and leering around all he sees, advising him on matters great and small, pointing out things he has missed and things he would rather not see. When purchasing this Charm, choose one of the Infernals mental attributes. For the duration of this Charm, all of the Infernals rolls based on that Attribute are rolled twice, with him choosing whichever result he prefers (the Infernal may not voluntarily deactivate this Charm before its natural end). If he applies the effects of Xanichi Mythos Exultant to an action enhanced by this Charm, he may split the redone dice-rolls granted by his stunt between each of the two dice rolls, in any way he desires, for no additional cost.

If both these rolls result in the same number of successes, the Infernal applies his chosen result, but loses the benefits of the Charm for the remainder of the scene. Instead, he suffers an external penalty of (Essence) to all further rolls involving that Attribute for the rest of the scene, as he tries desperately to ignore the contradictory nonsense of his maddening "advisors". He may end this penalty at any point by

immediately gaining one point of Limit.

This Charm may be purchased twice more, each time adding an additional mental Attribute (all Attributes are affected with a single activation, at no additional cost; once a committee has been asked its opinion, it will never withhold it).

At Essence 4+, this Charm automatically expands to cover the Infernals Virtue rolls, as his inner council advises him on moral and spiritual conundrums. If he should roll the same number of successes on a Virtue roll, the external penalty is applied to any roll he channels a Virtue to enhance.

At Essence 6+, this Charms duration increases to Permanent, at no cost.

Source: Revlid

INEVITABILITY OF BETRAYAL

Cost: 5m or 3m (+1wp); **Mins:** Essence 3, Xanichi 0; **Type:** Reflexive (Step 2)

Keywords: Combo-OK, Touch

Duration: Instant

Prerequisites: Vizier-Self Council

Xanichi neither has nor needs friends. He has allies aplenty, but they are met with sideways, suspicious glances; the Capricious Azure intends to betray them, so they must be preparing their own petty treacheries in turn. This Charm may be activated at a cost of five motes in response to any sort of mental influence, causing that influence to become Obvious to the Infernals senses and perfectly parrying it with a suspicious glance or knowing sneer. The Charm can parry unblockable mental influence. If the mental influence would be unexpected, this Charm can still parry it, but the cost to do so is increased by one point of temporary Willpower.

This Charm may not be used against characters toward whom the Infernal has an intimacy of trust or loyalty; such blindspots are fatal flaws for a master schemer. If used against a character the Infernal has an intimacy of suspicion (or mistrust, paranoia, etc) toward, it benefits from a two mote discount. If the Infernal uses this Charm at its full cost, he gains an immediate negative intimacy of suspicion toward the source of the parried mental influence, replacing any positive intimacies he may have had toward the subject.

Source: Revlid

WITH AN ANARCHIC SCREECH

Cost: 4m, 1wp; **Mins:** Essence 3, Xanichi 0; **Type:** Simple

Keywords: Combo-OK, Social, Emotion

Duration: Instant

Prerequisites: Tendril-Mind Insinuation

Where Xanichi walks, peasants overthrow kings, exiled princes return to end republics, and the grand cycle of madness continues. This Charm targets any social group with Magnitude 1+ (be it a cult, a senate, or the entire Realm). The Infernal must have spent at least a day within the last decade fomenting rebellion, unease or a desire for change within the group, whether by putting up provocative posters, having his lackeys give loud speeches from atop buildings, or actually organising a grand conspiracy against the established order. He then activates this Charm in the presence of at least one member of the targeted group.

The Infernal rolls (Manipulation + Socialize + Essence), applying an external penalty equal to the groups Magnitude. If he fails, the rebellion fizzles and dies out

before it really began. If he succeeds, he applies another external penalty of half the groups Magnitude. If he fails here, then a little under half of the social group (mainly concentrated among its lower levels, if the Infernal has failed to secure the support of a higher-ranked member though other mental influence) will be encouraged into rebellion as an Emotion effect, shunning their former comrades as hidebound fools, unrepentant heretics, or oppressive . This may take the form of actual civil war, but will most likely result in secessions, strikes, violent protests, etc. The rebels in question are not necessarily a united block; this is a general sense of disquiet and disregard for authority, not an organized coup (unless the Infernal has put such a thing in place beforehand, in which case many will likely fall in with it). This unnatural mental influence may be resisted for a scene by paying one point of Loyalty, or rejected entirely by paying three points. Otherwise, it lasts until the rebellion? is appeased, succeeds, or is put down.

If he succeeds even after applying the second penalty, he applies a third penalty, equal to the Dodge MDV of the leader of the group. If he fails here, then the previously described effect takes place, but encompasses a greater proportion of the population; two thirds, more of whom will be in the higher echelons of power. In addition, the cost to reject it wholesale is increased to four points of Loyalty. If he succeeds, however, then the entire group is afflicted by this Emotion effect, demanding change. The prime minister seeks new blood for his Cabinet, and new policies to champion, totally altering the face of his party. The king shifts his court completely, declaring war on old allies and making peace with ancient enemies, or even abdicating entirely. People riot in the streets to declare free love and openness, or form lynch mobs and start burning books (and people). Even the most loyal and steadfast of factions will begin to reinterpret tradition, or take radical courses of action to combat the subversiveness that has appeared within their group. This unnatural mental influence may be resisted for a scene by paying two points of Loyalty, or rejected entirely by paying six points. Otherwise, it lasts until the rebellion is appeased, succeeds, or is put down.

This Charm has no effect on individualonly on groups. The Infernal incites chaos and rebellion against the established order within the group, but each individual reacts in their own way. The primary function of this Charm outside of narrative time is to limit the ability of a social group to act, or make it more vulnerable to outside predation (political or military). This Charm is unlikely to result in a fullscale revolution unless other factors (pre-existing conspiracies or unrest) would dictate it, or the Infernal succeeds in his roll despite all three penalties.

Source: Revlid

CALL TO GLORY

Cost: (+5m, 1wp); **Mins:** Essence 3, Xanichi 0; **Type:** Permanent

Keywords: Training

Duration: Permanent

Prerequisites: Flesh Like Melted Wax

The potential for greatness lies within every being, in Creation or beyond, a truth exemplified by the process of Exaltation. It is by Xanichi's carefully considered hand, however, that any pawn on the board may become a queen. This Charm permanently enhances Hand Of Change, allowing the Infernal to elevate those he mutates. If his target with Hand Of Change is a mortal extra, he may expend five motes and a point of Willpower to confer a new and heroic motivation (chosen by

the target mortals player) as a Shaping effect. Doing so transforms the extra into a heroic mortal. Motes spent on this do not count toward the maximum cost of Hand Of Change, but the Infernal cannot spend more motes elevating an extra than he spent on the main effect of the Charm. When using the Charm in this way, the Infernal may apply dots of the Demonic Inheritance background as though they were Affliction mutations.

Category:Xanichi Charms2eInfCharm

source=Revlid

trait=Xanichi

name=Potential-Unlocking Caress

cost= (+2+m/+3+m)

min=0

essence=3

type=Permanent

keywords=Training

duration=Permanent

pc1=Flesh Like Melted Wax

text=Within the Eternal Maze are all possibilities, and each turn may bring a traveller to a new path. Whether that path leads to the summit of Qaf, the heart of the Realm Defense Grid, or the maw of a river dragon is unknown to all but his blind Third Circle Soul, Tireisas. This Charm permanently enhances Hand Of Change, allowing the Infernal to improve the traits of those he mutates. When using Hand Of Change as a Desecration effect, the Infernal may increase his targets ability ratings or attributes as a Shaping and Training effect costing two motes per ability dot and three motes per attribute dot. This may not increase the targets traits over their natural maximums. These motes do not count toward the maximum cost of Hand Of Change, but the Infernal cannot spend more motes improving a character than he spent on the main effect of the Charm.

A second purchase of this Charm at Essence 5+ allows the Infernal to increase his targets trait ratings up to one dot past their normal maximums, although doing so increases the resultant xp cost for the dot in question by half-again. When the mutated character in question uses these unnatural skills, he leaves prismatic afterimages behind his movements, and the things he makes bear the undeniable aesthetics of Xanichi, set with blue feathers, rainbow flames and numerous eyes (making the effects of this Charm quite Obvious). If they wish to avoid notice, they may elect not to use their Infernally-granted abilities, dropping their dice pools (and caps) for the roll accordingly. This xp surcharge is refunded if the target ever reaches the point that they would be able to reach that trait rating normally.

Source: Revlid

FLESH LIKE MELTED WAX

Cost: (+1m/+3m); **Mins:** Essence 3, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Hand of Change

The bodies of those touched by the Capricious Azure roil and fold, their skin restitching into fur, their wounds becoming perfectly healed mouths. This Charm permanently enhances its prerequisite, allowing the Infernal to heal those he mutates.

When using Hand Of Change, the Infernal may spend one mote to heal a single level of his targets bashing damage, or three motes to heal a single level of lethal damage, both of which are Shaping effects. These motes do not count toward the maximum cost of Hand Of Change, and he may restore any number of health levels with each use, but the Infernal cannot spend more motes healing a character than he spends on the main effect of the Charm.

A second purchase of this Charm allows the Infernal to heal Crippling effects at a cost of three motes per effect, or four if the effect is an amputation, as wriggling tendrils reconnect lost limbs and eyes recurdle within their sockets. A third purchase extends his mutating medicine to Sickness effects, which cost three motes to heal, or four if the illness is magical in origin. Both of these are also Shaping effects.

Source: Revlid

BURNING RAINBOW BACKDRAFT

Cost: 3m; **Mins:** Essence 3, Xanichi 0; **Type:** Reflexive (Step 9)

Keywords: Combo-OK, Counterattack, Obvious, Sorcerous

Duration: Instant

Prerequisites: Blade of Mutable Ether

To play with fire is to be burned. The Alchemist of Realities teaches this lesson in the most obvious fashion. The warlock may activate this Charm in response to any attack made against him while he is wielding a weapon enhanced or created by one of his Charms, granting him a counterattack against the attacker in Step 9 of the original attack using his created-or-enhanced weapon. If the weapon in question is one created by Blade Of Mutable Ether, he may pay an additional two motes to make this counterattack unblockable, as his flames flow around any guard. If the attacker is currently affected by a Sorcerous effect created by the Infernal, this counterattack is undodgeable, his magical resonance drawing the conjured blade as surely as a magnet.

Category:Xanichi Charms2eInfCharm

source=Revlid

trait=Xanichi

name=Blade of Mutable Ether

cost=2m

min=0

essence=3

type=Simple

keywords=Combo-OK, Obvious, Sorcerous

duration=One scene

pc1=Flickering Flame of Mutation

text=The Puppeteer Of Feathers And Shade generally avoids such pedestrian weapons as blades, but when he must, he wields a great saber crafted from burning time, its edge formed from a thousand carefully sharpened anti-seconds that shimmer with an oily light. The warlock uses this Charm and spends three motes on any melee or martial arts weapon he is currently wielding, enveloping it a shimmering aura or twisting flame that does not burn him. For the rest of the scene, any attack with the weapon is treated as an attack by Flickering Flame Of Mutation, with a successful hit allowing the martial artist to apply the effects of Hand Of Change, at the normal cost.

At Essence 4+ the effects of this Charm may also be applied to ranged weapons, a corona of mutating fire bursting into existence around each arrow or slingshot.

A second purchase of this Charm at Essence 4+ allows the martial artist to create appropriate ammunition of any quality for ranged weapons enhanced by this Charm, at a cost of one mote for each shot costing Resources or less, and two motes for more expensive ammunition (thrown weapons are treated as ammunition, with their cost reduced by one for the purposes of this Charm). Ammunition created in this manner is formed entirely of the rainbow fire of Xanichi, its solid parts formed from crystallised flame.

The warlock may now also create an entire weapon by using this Charm with a one mote surcharge, using the stats for any mundane weapon of any quality with a cost of Resources or less (he may create multiple weapons with a single activation, provided their total cost is within the boundaries of that allowed by the Charm). The weapon in question erupts into his hand, a shimmering manifestation of rainbow flame or twisted air, and acts exactly as a normal weapon of its type, with the exception that it cannot be sundered or disarmed, may be dispelled by appropriate countermagic, and is under the base effects of this Charm.

A third purchase at Essence 4+ increases the power of weapons created with this Charm, allowing the Infernal to pay an additional point of temporary Willpower when activating this Charm. If he does so, he increases the maximum cost of weapons created by an activation of this Charm to Artifact or Resources. Artifact weapons created by this Charm do not benefit from any magical material bonus. The warlock may also pay this additional Willpower cost when enhancing a pre-existing weapon, increasing its quality rating by two levels, to a maximum of Perfect quality (Artifact weapons lack a quality rating, but may be enhanced in this way to add the Fine bonus to their statistics). A weapon enhanced in this way returns to its normal quality when the Charm deactivates, but its aesthetics are forever warped into something alien to Creation; perhaps it now possesses an unsettling oily sheen or a living eye set into hilt.

If the warlock is wielding a weapon he created or enhanced by paying Willpower, he may channel Flickering Flame Of Mutation through it, reducing its total cost by one mote.

Source: Revlid

GREEN FIRE OF TREASON

Cost: (+2m); **Mins:** Essence 3, Xanichi 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: Flickering Flame of Mutation

The Eternal Maze is a selfish titan, gazing through a universe of infinite complexity and seeing only where he might prevail. Viewed through the heat-shimmer of his emerald flame, others can understand a fragment of this mindset. This Charm upgrades its prerequisite. When using Flickering Flame Of Mutation, the warlock may pay an additional two motes (these do not count toward the maximum number of motes that may spent on the Charm). If he does so, then any character struck by it must roll (lowest Virtue) or suffer the effects of the Limit Break Curse Of The Heartless Weasel for the rest of the scene as a Shaping effect. This effect may be resisted at a cost of two points of temporary Willpower, but if it completes its natural

duration, the affected character regains one point of temporary Willpower (there is never any Limit reduction from the effects of this Charm).

Category:Xanichi Charms2eInfCharm

source=Revlid

trait=Xanichi

name=Embers of Evolution

cost= (+1wp)

min=0

essence=3

type=Permanent

keywords=Sorcerous

duration=Permanent

pc1=Flickering Flame of Mutation

text=The revolution has not been put down. It simmers, cells of cultists and anarchists lying in wait, embers prepared to erupt at the slightest incitement to change. The Infernal may use Flickering Flame Of Mutation with a surcharge of one point of temporary Willpower, as well as the cost of any mutations he wishes to inflict through Hand Of Change, to lay a trap on any surface within range. This trap is a Sorcerous environmental hazard with a radius of (Essence) yards, which takes the form of softly glowing ember-like lights at the centre of the hazard. This will obviously be more suspicious in some places than others it will likely be unnoticeable in a fire or on a jewel, but placing it in a dark room or a flat marble floor will allow it to be spotted easily. This hazard lasts until the end of the scene.

The first character (other than the Infernal) to step into the radius of the embers immediately suffers an attack by Flickering Flame Of Mutation, using the Infernals usual dice pool (he may not augment this pool with Charms). If the target had not noticed the Charm upon triggering this effect, he must roll (Wits+Awareness) against the warlocks (Essence) or else suffer it as an unexpected attack. If the attack hits, it proceeds as though the target had been struck by a normal iteration of Flickering Flame Of Mutation, using the mutations paid for by the warlock upon setting the trap. After the resolution of this attack, the embers gutter out into nothingness, leaving no trace beyond some twisted discolouration where they once laid.

A second purchase of this Charm at Essence 3+ allows the Infernal to charge his embers such that they can strike up to (Occult) different characters before being removed, at a cost of an additional two motes per additional character to be affected. Alternatively, he may lay up to (Occult) individual embers, each capable of affecting one character, at a cost of two additional motes per additional ember.

In addition, the warlock may place a geas on his overeager embers when creating them, forcing them to lie dormant. Instead, they will erupt (as normal) when a specific condition is met within their range while a valid target is also in range, targeting the closest valid target. This condition may range from "At noon" to "When the red-headed dragonblood with the jade powerbow embraces her mother". The embers will not recognise characters by name, though descriptions can be as needlessly specific as the Infernal likes, and they are not fooled by illusions. After this eruption has been resolved, the embers will act as normal, disappearing or waiting for further valid targets if they have more charges in store.

Source: Revlid

NINE FACES OF DIVINITY

Cost: ; **Mins:** Essence 3, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Flammule-to-Fuel Transmutation

When The Alchemist of Realities straddles Creation he will spend idle time with a clutch of randomly selected gods. He will take them up into his hands, and let them fall between his fingers, catching and turning them over again and again, smiling as his very touch warps and mutates them. By the time he loses interest and drops his hobby like an afterthought, the divinities he has toyed with will be little more than unrecognisable horrors or worse.

This Charm permanently enhances Flickering Flame Of Mutation, allowing the Infernal to use it to affect immaterial targets just as easily as material ones, ignoring the natural resistance to mutation possessed by gods and elementals. If the Infernal has enhanced or created a weapon with Mutable Ether Blade, then it can strike immaterial targets as well.

It should be noted here that ghosts cannot be mutated by Xanichi Charms (at least, not without employing Heretical Charmtech), being static creatures fundamentally opposed to his paradigm of chaos and organic change. Instead, they suffer one die of unsoakable aggravated damage for every three points of mutations they would have normally acquired. Non-ghostly creatures of death, such as zombies or Abyssals, are affected normally. They are, however, completely disgusting.

Source: Revlid

FLAMMULE-TO-FUEL TRANSMUTATION

Cost: ; **Mins:** Essence 2, Xanichi 0; **Type:** Permanent

Keywords: Native, Obvious, Overdrive

Duration: Permanent

Prerequisites: Flickering Flame of Mutation

The Infernal's mutating flames drip heatlessly over his fingers, falling to the ground. Where they touch dirt, it twists into new and alien shades, leaving a thin trail as the tiny mewling fires crawl back to the Infernal, reinfusing themselves into his burning Essence. This Charm grants the Infernal an Overdrive pool with a capacity of five motes. Initially empty, it gains a single mote every time the Exalt uses Flickering Flame Of Mutation on a target other than himself.

If the Infernal knows the Charm Blade Of Mutable Ether, then the capacity of the Overdrive pool granted by this Charm is increased to ten motes. In addition, it gains a single mote the first time in a tick the Infernal makes an attack with a weapon enhanced or created by that Charm. Finally, it gains a single mote at the end of any tick in which the Infernal has inflicted more than (Essencex2) points of mutations, spread across any number of characters (mutations he inflicts upon himself do not count for this purpose, as are pre-existing mutations that he releases from suppression).

Source: Revlid

SWEEPING WARPFIRE VORTEX

Cost: ; **Mins:** Essence 2, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Flickering Flame of Mutation

The flames of change drip from a demon's maw like mad napalm, touching children, houses, towns, cities, and leaving none unchanged. This Charm permanently enhances its prerequisite, allowing the warlock to reduce the accuracy modifier of the flame in order to increase the radius of its area of effect, at a rate of one point of accuracy bonus to one yard. The lowest he may reduce his accuracy modifier to in this way is (Essence). If this Charm strikes multiple targets, the warlock must pay for and select each of their mutations separately (he may choose not to apply any mutations at all, in order to conserve motes).

A second purchase of this Charm at Essence 4+ upgrades it, allowing the warlock to only pay the mote cost for the mutations of the most expensive target of each Flickering Flame Of Mutation. Other costs must still be paid separately.

At Essence 8+ the Infernal may instead reduce his accuracy bonus to zero to increase the Charm's radius to one square mile.

Source: Revlid

WARP-TINTED LENSES

Cost: ; **Mins:** Essence 3, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Gnarled Pendulum Infusion

A thousand eyes blink and stare beneath the Xanichi's feathers, and each time they open they look upon the world anew, their pupils morphed, their irises a different shade, their perceptions totally flipped. This Charm permanently enhances Hand Of Change, allowing the martial artist to use it to alter his targets perceptions of the world. He gains access to the following unique mutations, which he may only apply through this Charm;

"Pox - Friends To Lovers": One of the characters intimacies has its context altered. This may not make a positive intimacy into a negative one, or vice-versa, but there are no other restrictions on the new context. The Infernal that applied this mutation chooses both the intimacy and the new context.

"Affliction - Love To Hate": This mutation is equivalent to taking Friends To Lovers twice, and has the same effects, with the exception that no restrictions of any kind are placed on the new context.

"Blight - Nobody To Nemesis": One of the characters intimacies has its subject altered. The character must be at least aware of this new subject, but otherwise needs no justification for transferring their love for their wife (or their hate for their foe) to them. The Infernal that applied this mutation chooses both the intimacy and the new subject.

"Abomination - I Always Feel Like": One of the characters intimacies is marked for either erosion or reinforcement, as their mutated mind twitches and reinterprets events as the warlock wishes. If it is marked for erosion, then any scene spent reinforcing this intimacy instead counts as a scene spent eroding it. A scene spent interacting with the subject of the intimacy, or the Infernal who applied this mutation, always counts as a scene spent eroding this intimacy. If it is marked for reinforcement, then the same occurs, except that any scene spent eroding the intimacy instead counts as a scene spent reinforcing it. The Infernal that applied this mutation chooses the

intimacy in question.

When these mutations fade or are removed, any intimacies they affected return to normal, unless they have been removed completely or otherwise altered in that time. Applying these mutations permanently never incurs an xp cost.

Source: Revlid

GNARLED PENDULUM INFUSION

Cost: ; **Mins:** Essence 2, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Hand of Change

Evolution is not purely beneficial. Birds lose flight, fish lose gills, bears lose sex drive. In the hands of Xanichi, however, evolution can be outright malicious. This Charm permanently enhances its prerequisite, allowing the Infernal to inflict negative physical mutations as well as positive ones, at a cost of one mote per deficiency, two motes per debility, and three motes per deformity. The Infernal may also inflict mental and spiritual mutations, as well as physical ones. These mutations otherwise function just as normal ones applied by that Charm.

Category:Xanichi Charms2eInfCharm

source=Revlid

trait=Xanichi

name=Burnt Offering Transferal

cost= (+hl+)

min=0

essence=3

type=Permanent

keywords=None

duration=Permanent

pc1=Hand of Change

text=Fire turns wood to ash, but nothing has been lost - it is just another example of change. Soon the ash will blow away, and make the ground where it falls more fertile, allowing further growth. This Charm permanently enhances its prerequisite, allowing the Infernal to trade his health in order to further a glorious metamorphosis. When using Hand Of Change, he may voluntarily suffer any number of bashing health levels of damage in order to decrease the mote cost of the Charm by two motes per health level, to a minimum of zero. Motes discounted in this way obviously do not count toward the maximum number that may be spent on the Charm, effectively increasing the maximum number of mutations that may be applied per Charm activation.

Source: Revlid

SERPENT FOLDS ITS WINGS

Cost: ; **Mins:** Essence 3, Xanichi 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: Moulte the Form

Xanichi knows well the value of subtlety. Sometimes, it simply isn't productive to be a winged serpent the size of a small country. Sometimes it is best to slither

into conformity, ready to burst forth when the time is right. This Charm enhances Hand Of Change. When using that Charm, the Infernal may instead suppress active mutations, condensing them into a Sorcerous mark somewhere on the target's body. This costs a number of motes equal to the cost to generate those same mutations, with the usual limits on mote expenditure applying. The mark in question acts exactly as the one described in Moul't The Form, with the exception that dispelling it causes the suppressed mutations to immediately and painfully return.

This Charm may not suppress natural mutations, such as those describing the form of a beastman or engineered race, but may suppress other mutations, even those not applied by the Infernal himself.

Source: Revlid

MOULT THE FORM

Cost: (+2m); **Mins:** Essence 2, Xanichi 0; **Type:** Permanent

Keywords: Sorcerous

Duration: Permanent

Prerequisites: Hand of Change

Time is immaterial to the Eternal Maze, as minutes and ages rebound off its mosaic walls like echoes in a concert hall. What does it matter if change comes now, or within a century? It is all the same to Xanichi, an omnidimensional patience upset only by his love for showmanship. This Charm enhances its prerequisite, allowing the Infernal to delay the application of any mutations (or other effects) generated by it. When using Hand Of Change, the Infernal may pay an additional two motes (these do not count toward the maximum cost of the Charm). If he does so, the effects of the Charm do not manifest immediately, but are instead condensed into a Sorcerous mark somewhere on the target's body, ranging in size from a small coin to a handprint. This mark is invisible to normal sight, but any form of Essence sight reveal a stylised blue symbol of some sort, often a two-tailed comet or feathered serpent; an Infernal can always see their own marks, even through clothing or armour.

The Infernal may reflexively pay one mote at any point to make one of these symbols visible to normal sight, and may (upon doing so) cause the mutations stored within to suddenly erupt into the target's body, as though the prerequisite Charm had been applied at that moment. If the mark is dispelled, the mutations in question are lost.

Unless it is dispelled, this mark lasts until the death of either the Infernal or the target. There is no limit to the number of marks an Infernal may have placed, nor is there any limit to the number of times a single character may themselves be marked for mutation.

Source: Revlid

TENDRIL-MIND INSINUATION

Cost: ; **Mins:** Essence 1, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites:

Xanichi knows well how to make others dance for him; their strings, once found, are easily pulled. Sometimes he will simply set the stage, and allow the puppets to manipulate themselves, directed by the levers and pulleys they set up in their own

souls. This Charm permanently enhances all social attacks the Infernal makes with Manipulation. When applying an MDV penalty caused by such an attack resonating with the targets intimacy, Virtue or Motivation, do not simply choose the highest modifier. Instead, these penalties stack, although each one can only be inflicted once per attack. This means that the maximum MDV penalty that can be inflicted in this way is -6 (-3 for resonating with the targets Motivation, -2 for a dominant Virtue, -1 for an intimacy).

However, the Infernals own attachment to his ideals falters, as he comes to see the flimsy malleability of such justifications. Any MDV bonus the Infernal gains due to the social attack in question opposing one of his intimacies, his dominant Virtue or his Motivation is reduced by one, to a minimum of 0. Bonuses gained against social attacks that would lead him to come to immediate physical danger are unaffected; despite his own capricious nature, Xanichi has never become disillusioned with his own existence.

Source: Revlid

HAND OF CHANGE

Cost: 1+m; **Mins:** Essence 2, Xanichi 0; **Type:** Reflexive (Step 1)

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

Duration: Instant

Prerequisites:

Xanichi sees no appeal in the static forms of Creation. Where his clawed fingers touch, the world ripples and warps, changing in hideously beautiful ways. When the Infernal activates this Charm, he pays one or more motes (to a maximum of (Essence+2) motes per activation) and applies positive physical mutations to the target based on the number of motes spent. A pox costs one mote, an affliction costs two motes, a blight costs three motes, and an abomination costs four motes. These mutations are applied normally as a temporary Desecration effect (though the Creature Of Darkness mutation does not count toward the cost of the Charm), and fade at a rate of (targets Essence) of mutation dots per day, rounding up if necessary, and starting with mutations of the highest value. The mutations themselves are Sorcerous, and may be dispelled with the appropriate countermagic.

At Essence 3+ the Infernal may increase the cost of this Charm by one point of temporary Willpower to make any mutations applied by this Charm permanent, at the usual xp cost. Doing so prevents the mutations from being Sorcerous, making them immune to countermagic.

At Essence 4+ the additional cost to make mutations permanent is waived if the Charm is used on a willing target.

Source: Revlid

UNBLINKING FATIDICAL ORB SHINTAI

Cost: 18m, 1wp; **Mins:** Essence 5, Xanichi 0; **Type:** Simple

Keywords: Form-type, Obvious

Duration: One scene

Prerequisites: Soul-Mocking Witchery, All-Seeing is All-Knowing, Castling the Universe

Most bizarre is the Shintai of The Eye Of Sorceries. The warlocks ribcage opens up, his individual ribs lengthening and flexing like clawed fingers before they stretch entirely backward, forming a pair of wings that hang bare and skeletal for a moment before being sheathed in rainbow feathers. His heart, exposed and beating in his chest, shifts and grows. It fuses with his other organs into a single pulsing mass that encompasses his entire torso, before suddenly gaining a seam down its middle. An instant later, it opens, revealing the wide, staring eye within. Each of the warlocks limbs undergoes a similar transformation to his ribs, morphing and shifting into a wing with feathers the colour of his anima, each of which is lined with similar eyes. His head evaporates entirely, in its place a halo of throbbing light, dancing with patterns related to his anima totem.

For the duration of this Charm, the warlock reduces the casting time of all Sorcery Spells cast through Xanichis Sorcerous Initiation by one Shape Sorcery action. If this would reduce the casting time to less than one Shape Sorcery action, then the spell is instead treated as a Simple Charm, with a Speed of 5, all the effects listed in the spell, and the Sorcerous keyword (along with other keywords listed in the text of the Spell). Such a Charm is also a Blasphemy effect, with a minimum Essence rating based on the Circle of the Spell; 3 for the Terrestrial Circle, 4 for the Celestial Circle, and 6 for the Solar Circle.

The warlock benefits from the effects of Charms:Sight of the Universal Alchemist Sight of the Universal Alchemist (regardless of whether or not he knows that Charm) and adds (Essence) automatic successes to all Perception or Awareness rolls. He will never suffer unexpected attacks they are always expected to him.

For the purposes of Charms:Soul-Mocking Witchery Soul-Mocking Witchery, every character with an Essence lower than or equal to the Infernals is considered to be Essence 1.

The warlock can use Charms:Certainty is Chance Understanding Certainty Is Chance Understanding at a cost of no notes.

Provided its Imperfection is not exploited, Charms:Castling the Universe Castling the Universe benefits from a one-mote discount.

The Infernal can fly, doubling his base Move rate, and can Dash or Jump normally. He may hover without exerting any obvious physical effort.

The Infernal can use clawed fingers within his wings to hold objects, attack, and interact with the world normally - however, he suffers an external penalty of -2 when engaging in fine manipulation with his hands (attempting to pick locks, draw or juggle, for example).

Source: Revlid

FLICKERING FLAME OF MUTATION

Cost: 1m; **Mins:** Essence 2, Xanichi 0; **Type:** Simple

Keywords: Combo-OK, Obvious, Sorcerous

Duration: Instant

Prerequisites: Hand of Change

The fire of Xanichi does not burn, but writhes in his many palms like a pinned piece of an aurora. The warlock gestures toward his foe, sending forth tongues of heatless flame that flow from one colour into the next. This is an attack with a range of (Essence x 20) yards, using a dice pool of (Willpower + Occult + Essence). It ignores bonuses to DV granted by cover or weapons (though enemies in 100 percent

cover are still invalid targets). It does not deal any damage; instead, if it hits, the Infernal may immediately apply the effects of Hand Of Change, at the usual cost.

Category:Xanichi Charms2eInfCharm

source=Revlid

trait=Xanichi

name=Castling the Universe

cost=8m (+1m)

min=0

essence=3

type=Reflexive (Step 2)

keywords=Combo-OK

duration=Instant

pc1=Certainty is Chance Understanding

text=The world seems to pause around the Infernal, as possibilities throb through it like glowing ripples through quicksilver. Mentally reaching out, he picks at one that sings of his perfection, peeling it away from potentia and into reality. Time continues, and he avoids or redirects the foreseen attacks of his foes, seemingly without effort or a single unnecessary motion. An arrogant smirk or mocking declaration of foreknowledge often follows. This Charm may be activated in response to any attack targeting the Infernal, allowing him to perfectly dodge or parry it. This may even be used against unexpected attacks, effectively removing that tag, although doing so increases the cost of the Charm by one mote. This Charm suffers from the Imperfection Of The Eternal Maze.

At Essence 4+, the Infernal may use this Charm without its Imperfection, at a cost of one mote. Doing so removes the unexpected quality from the attack in question, but does not incorporate any perfect defence.

==== Imperfection of the Eternal Maze ====

Xanichi holds himself aloof, hiding his true goals behind veils of deception. Pierce that veil, and you have good as pierced his heart. Charms suffering from this Imperfection increase their cost by two motes when used against a character that knows the Infernals current Motivation. If that Motivation is applicable in the scene is used, this surcharge is increased to four motes. For the purposes of this Imperfection, mindless creatures such as automata that are directly controlled by another character use their master's knowledge of the Infernal's Motivation in place of their own.

If the Infernal does not have a Motivation, he uses his Urge for the purposes of this Imperfection, instead. If the Infernal possesses neither Motivation nor Urge, Charms suffering from this Imperfection automatically fail, devoid of any greater purpose.

Source: Revlid

BROKEN ON THE ETERNAL WHEEL

Cost: ; **Mins:** Essence 3, Xanichi 0; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisites: Gnarled Pendulum Infusion

Change wears down lesser beings, grinding them like an ever-turning millstone. Xanichi cares not - twice as many new horrors will be born from their broken bodies, returning to a cycle of infinite variations. This Charm permanently enhances Hand Of Change, allowing the Infernal to drain a single point of temporary Willpower from

his target at an additional cost of one mote. This is still a Shaping effect, and counts toward the maximum motes that may be spent on the Charm.

At Essence 4+, this Charm automatically upgrades, allowing the Infernal to assail the minds of those who resist the certainty of uncertainty with leering illusions that mirror their inner madness. If the target of Hand Of Change defends against its Shaping effects with a persistent effect that requires no roll or cost-per-defense, such as Integrity-Protecting Prana, the Infernal may reflexively pay one point of temporary Willpower to increase the target's current Limit track by one point as an Illusion effect that requires the expenditure of two points of temporary Willpower to resist. This may inflict a maximum of (target's Essence) Limit per scene on a single character. Obviously, this has no effect on characters without a Limit Track, but inflicts a single point of Resonance on Abyssals and reduces the temporary Clarity of an Alchemical by one (Alchemicals with a Dissonance track instead increase it by one).

Source: Revlid

RECURSIVE MAZE-MIND

Cost: ; **Mins:** Essence 2, Xanichi 0; **Type:** Permanent

Keywords: Stackable

Duration: Permanent

Prerequisites: Incomprehensible Nested Heart

The greatest lies are those we tell ourselves, and Xanichi is among the greatest liars in existence. This Charm may be purchased a number of times equal to the Infernal's Essence rating. Each time it is purchased, the Infernal gains another Motivation. This new Motivation must be somewhat plausible, both with regards to its accomplishment and its objective relation to the Infernal's character and history, but it is still a fake. This fake Motivation may be reflexively adopted by the Infernal at a cost of one point of temporary Willpower, and he acts upon it as though it were his Motivation, only able to work toward his real Motivation subconsciously. Any effect that reveals Motivations, supernatural or otherwise, reveals the fake Motivation rather than the real one. The Infernal may pay one point of temporary Willpower to reflexively drop the fake Motivation in favour of his real Motivation (or another fake one he possesses). A dropped fake Motivation requires a week before it can be donned again.

Fake Motivations differ from real ones in a number of ways.

While the Infernal is using a fake Motivation, he regains Willpower for working toward it only if he fails a Conviction roll, allowing his mind to sink into the comfort of its own deception.

Betraying a fake Motivation cannot be claimed as an Unacceptable Order.

A character who becomes aware of the falseness of the Motivation may attempt to erode it in the same manner as an Intimacy, though the Infernal's Conviction is effectively doubled for this purpose. Upon breaking the fake Motivation, it automatically drops, leaving the Infernal with his true Motivation (or another fake one he possesses, at no cost).

If the Infernal completes a fake Motivation, he cannot immediately increase his Essence, but instead reverts to his true Motivation (or another fake one he possesses, at no cost).

The Infernal may alter any of his fake Motivations by spending a full day in meditation, during which he will frantically speak in tongues about his deepest, truest

desires.

At Essence 4+ the true madness and masterful puppetry of the Eternal Maze comes into effect - any Motivations acquired or changed may be totally unrelated to the Infernal's character, or otherwise totally implausible (making Metagaos into a Bride of Ahlat, for example).

At Essence 6+, up to (Essence-5) fake Motivations may, during a meditation to change them, be altered into fake Urges, following the same mechanics (although they must still follow the guidelines of the Yozi patron in question, and replace the Infernal's Urge rather than his Motivation).

Source: Revlid

WATCH THE HATED BIRTH

Cost: none; **Mins:** Essence 2, Zuratha 0; **Type:** Permanent

Keywords: none

Duration: Permanent

Prerequisites: Wait as the Patient God

The chosen of Zuratha know the power of waiting. When they purchase this charm, they add essence to the maximum number of dice that can be added by aiming. Aim die bonuses beyond the standard three count as a die bonus from charms.¶Zuratha's chosen may purchase this charm up to essence times. The chosen of zuratha may accumulate more than attribute+ability dice aiming this way for purposes of subsequent charms, but may not apply more than their normal caps.¶

At essence 4, aim actions also count as guard actions. If the exalt has Wield the Immobile Force, he may add treat his guard actions as both aim actions and coordinate attack actions against the same target; in this case, add aim dice to both his attack and coordination attempt.

Source: TheHoverpope

ZURATHA MYTHOS EXULTANT

Cost: - ; **Mins:** Essence 3, Zuratha 0; **Type:** Permanent

Keywords: none

Duration: -

Prerequisites: First Zuratha Excellency

Zuratha accomplishes his tasks easily, but rarely profits from his illusory goals. Double the dice granted by stunts, but gain no reward. Category: Zuratha Charms2eInfCharm

name=Wait as the Patient God

source=TheHoverpope

trait=Zuratha

cost=none

min=0

essence=2

type=Permanent

keywords=none

duration=none

pc1=Sleep and Stand Tall

text= The restful god cannot be harmed; his lack of action means that he is ready to move reactively away from anything, his whole existence a coiled spring waiting for a purpose, the only limiting factor the bounds his own soul inflicts. His chosen are likewise ready to respond to anything that would disturb their torpor. This charm permanently enhances the guard actions of Zuratha's chosen. The guard action is now a three tick action that refreshes DV when it ends, and grants a DV bonus of +lowest virtue. This is an alteration to the guard action, not a bonus from charms. The Zurathan may choose to renew the action after three ticks to create a six tick long guard action, or may as usual abort it at any time.¶BR¶

The chosen may purchase this charm a second time at essence 3 to allow them to renew the guard action as many times as they desire without their DV refreshing, in effect creating an n tick long action.

Source: TheHoverpope

REDEFINE THE LOVER'S HAND

Cost: 3m, 1wp; **Mins:** Essence 3, Zuratha 0; **Type:** Supplemental

Keywords: combo-ok, obvious

Duration: instant

Prerequisites: Wield the Immobile Force

Many aspects of Zuratha all work to their unified goal: find the purpose that he seeks. Many souls fight in different manners to reach that end, and yet all fulfill the purpose that is the hunt. The chosen learns to emulate the methodology of Zuratha, and unknowingly his allies become his weapons. This charm supplements a coordinate attack roll. The coordination grants coordinated characters a single attack at their full die pool on the tick when it completes; this attack ignores rate and does not inflict a DV penalty. They may combine this with an attack or flurry of their own, magical or otherwise.

At essence 4, this charm may be purchased again. Up to essence characters whose motivation is in line with the chosen of Zuratha's goals does not require successes to coordinate when this charm is used. They still apply to the coordination's cap of maximum applied successes.

At essence 5, the chosen may purchase the charm a final time to allow them to include enemies in his coordination roll. Apply the coordinated attack successes as an unnatural emotion effect against their MDVs which costs 1 willpower to resist. If they do not, they must use their free attack against the target as desired by Zuratha's chosen.

Source: TheHoverpope

ENJOIN YOURSELF TO NOTHING

Cost: 3m+; **Mins:** Essence 3, Zuratha 0; **Type:** Reflexive (step 6)

Keywords: combo-ok, obvious

Duration: instant

Prerequisites: Wield the Immobile Force

Dreams reflect on and slide off of Zuratha, and those who first dreamed them are punished by those dreams and thank him for it. The chosen of Zuratha reflect attacks onto their allies and friends, preventing their own suffering for the greater good. This charm is a perfect soak charm which negates a single attack against the

user. As an additional cost to activate the charm, an ally of the user present in the same scene suffers automatic levels of unsoakable aggravated damage equal to the attacker's essence. The chosen may choose to reduce this damage by one level per two extra motes spent when the charm is activated, to a minimum of one level. During a guard action, reduce the mote cost to 1 before surcharges. This charm bears the imperfection of the Empty Heart.

Source: TheHoverpope

MAKE NOTHING OF THE DREAMER

Cost: +1wp; **Mins:** Essence 4, Zuratha 0; **Type:** Permanent

Keywords: obvious, emotion

Duration: permanent

Prerequisites: Enjoin Yourself to Nothing

Zuratha knows that the opposition to it is what gives purpose a form. This charm is a permanent enhancement to its prerequisite. When the user activates it, he may spend an extra willpower to roll Charisma+Presence against a target's MDVs - including his enemies. If he beats it, he may treat them an ally for purposes of that charm. He cannot inflict more levels of damage to the target by this means than his essence, and will have to pay extra motes to reduce the damage if it is more than that. This does not bypass the Imperfection of the Empty Heart; his allies may be spared the necessity of suffering his wounds, but the user is not spared his need for their presence.

Source: TheHoverpope

STRIKE THE WILTING HOPE

Cost: 1wp; **Mins:** Essence 3, Zuratha 0; **Type:** Permanent

Keywords: obvious

Duration: Permanent

Prerequisites: Watch the Hated Birth

Patience breeds certainty. This is one reason that the chosen feel that Zuratha has not picked a purpose yet; because the superiority of one has not yet been proven. If the chosen has more aim dice against a target than the target's MDV, they may spend a willpower when they makes an attack. The target becomes certain of the outcome - the attack becomes perfect and will strike even if DVs reduce it to 0 successes. However, this only works against targets who are aware of the attack, and does not function against targets without MDVs, intelligence, or who have automaton virtues or similar phenomena. Category: Zuratha Charms2eInfCharm

name=Ikanii Mythos Exultant

source=thinker

trait=Ikanii

cost=None

min=0

essence=3

type=Permanent

keywords=Incomprehensible (1)

duration=Permanent

pc1=First Ikanii Excellency

text=

Ikanii does not live in the flow of narrative time and linear strategies as his siblings do. Of all the Yozi perhaps only the Shadow of All Things and the Dragon Beyond the World understand the methods of Ikanii. Rather than enhancing the rewards of a stunt or the effect of a stunt as the Ebon Dragon Mythos Exultant does, this Charm empowers the stunt itself. Up to their (Incomprehensible Truths) times per session the Infernal may declare any action even one without descriptive value a one die stunt. Alternatively they may retroactively declare a one die stunt to be a two die stunt after the stunt die is awarded but before they are rolled. It is for Ikanii alone to know the value of his actions. This may not enhance a two die stunt to the three die level.

Source: TheHoverpope

SLEEP AND STAND TALL

Cost: none; **Mins:** Essence 1, Zuratha 0; **Type:** Permanent

Keywords: none

Duration: none

Prerequisites:

Zuratha is quiescent. But his choice not to act does not rob him of his potency. He merely refines himself and waits until he has a goal to expend his energy on. This charm permanently enhances the character's ability to rest. With every eight hours rested, the character regains one virtue channel and must redefine his purpose - he assigns a +3 specialty to any ability. The character cannot keep the same specialty after resting. This can give the character more than 3 specialties in one ability, and the cap for specialty dice applied to rolls supplemented by this charm becomes essence or three, whichever is higher. Category: Zuratha Charms2eInfCharm

name=First Zuratha Excellency

source=TheHoverpope

trait=Zuratha

cost=1 mote per die

min=0

essence=1

type=Reflexive

keywords=Combo-OK

duration=Instant

pc1=

text=

The quiescent god is *passive*, *resigned*, and given to being *obsessive* and *petty*. He is *eager to help*, but often *misleading*. He can give great *short-term gains*, but is *fickle* and *inconstant* over the long term. He *feels the passions of others* and is *empathetic*, but is *rarely interested in opposing others* to complete his goals. He is *not cruel*, but often causes *unintentional harm*.

Characters may apply this charm to actions that *aid others* or *affect only themselves*, as well as actions that are *brief* or *not taxing*. He may use this charm to *maintain his own definition* of self against attempts by others to change that definition, such as by physical or social attacks or shaping. He may

not use this charm for any action taken in the heat of passion, and may not benefit long-term exertion.

Source: TheHoverpope

WIELD THE IMMOBILE FORCE

Cost: none; **Mins:** Essence 2, Zuratha 0; **Type:** Permanent

Keywords: none

Duration: none

Prerequisites: Wait as the Patient God

Zuratha is silent and still, but this does not prevent his souls from using his power to their own ends, thinking that their goals are their own. The chosen have learned to emulate this, and their allies strike for them. This charm permanently alters the nature of the coordinate attack action. It now counts as a guard action for purposes of Wait as the Patient God - coordinate attack actions have a DV bonus of +lowest virtue and take 3 ticks. The user may choose to extend that time if they desire to six ticks, and if they have bought Wait as the Patient God twice may extend it further as per that charm.¶The chosen may purchase this charm again to add lowest virtue in successes to all coordinate attack rolls.

Source: TheHoverpope