

DEBRIS FROM THE FALLEN RACES™



EXALTED
SECOND EDITION



DEBRIS FROM THE FALLEN RACES



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DRAGON KING MARTIAL ARTS

Although they did not invent supernatural martial arts, the Dragon Kings are wholly capable of employing both Terrestrial and (with proper initiation) Celestial styles. The particulars of their physiology are different from those of humans, however, so a large number of martial arts styles were created that explicitly suited the anatomy and temperament of Creation's prehuman masters.

The practice of most of these styles waned with the civilization of the Dragon Kings, and most were lost entirely during the Contagion. Yet, a bare handful of Terrestrial styles survive to the modern day, though not always in the hands of the Dragon Kings who originally practiced them. The rare few Celestial styles associated with the Dragon Kings have fared better. Most are preserved in scrolls or memory crystals in some dusty Sidereal library, if nothing else. Even if the styles in question have no living practitioners at this time, the Celestial Exalted are loath to let potential power fall from their grasp.

WHERE IS SAURIAN HERO STYLE?

The Dragon Kings predate the invention of supernatural martial arts styles. Their innate expressions of martial magic are all contained within their Paths of Draconic Enlightenment. As such, Dragon Kings always require some form of tutor to learn supernatural martial arts, even if that "tutor" is something as simple as a crystal manual or set of ancient murals.

Dragon Kings with Essence 4+ may act as their own tutors, recovering martial techniques from their memories of past lives. Yet, doing so allows them to learn only those Charms they had already mastered in a previous life. An external tutor is still necessary for less familiar techniques.



DRAGON KING TERRESTRIAL MARTIAL ARTS

The following four styles are living relics. Each is an excellent example of the sort of martial arts innovated and practiced by one of the four breeds of Dragon Kings. Each survives into the modern day in some form, as well... and each is fully compatible with use by non-Dragon Kings. Even Dagger Wind Style may be utilized by human martial artists, although its reliance upon wing buffets means that its use is likely restricted to the Lunar Exalted and, hypothetically, enlightened people of the air or Wyld mutants.

FLAME AND STONE STYLE

The mighty Anklok disdained the practice of most martial arts, preferring to rely on their raw might, personal prowess and the gifts of their Paths of Draconic Enlightenment to demonstrate their devotion to the Unconquered Sun. A few styles, however, attracted their favorable regard and enjoyed widespread practice among their kind. Generally, these styles were either particularly suited to their nature or were of special religious significance. Flame and Stone Style is among the former. Developed by an Anklok warrior whose soul has long since been lost to destruction or savagery, it epitomizes the simple brutality and purity of the Desert Dragons.

In the Second Age, Flame and Stone Style has few remaining adherents. It is practiced occasionally in Yu-Shan, but the civilized restrictions of Heaven make it difficult for the Dragon Kings to worship the Unconquered Sun with their customary unrestrained violence and zeal. A few hardy survivors at Scale Crest Island (see the **Scroll of Fallen Races: The Dragon Kings**, p. 20) continue to pass on its forms from lifetime to lifetime.

Its largest community of practitioners, however, is a group of enlightened mortal and Dragon-Blooded bandits living on a table mesa two hundred miles east of Gem. Ninety years ago, a group of raiders led by a Terrestrial outcaste named Saman Dar-Al located an ancient, abandoned Anklok settlement on the mesa whose walls were inscribed with carvings and paintings depicting the forms of a strange,

inhuman martial art. Dar-Al soon lost his interest in banditry, and devoted himself to studying these prehuman ruins. A loose group of archaeologists, ascetics, dervishes and hangers-on has gathered at the site in the years since, still occasionally resorting to banditry to sustain itself. Gem is aware of the community, but has been unable to devote the resources to root it out due to the large number of powerful Terrestrial martial artists in residence.

This style is aspected toward the element of fire.

Weapons and Armor: Flame and Stone Style is fully compatible with armor and is traditionally practiced with a shield. Several of its Charms are designed to employ the tail strike of the Anklok (see the **Scroll of Fallen Races: The Dragon Kings**, p. 37). Attacks with clubs and crystal warclubs are considered to be equivalent to Anklok tail strikes and unarmed attacks for the purposes of Charms of this style.

Complementary Abilities: To survive the brutal training regimens of this style, practitioners must possess Resistance ••.

GREETING THE SUN

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

Emulating the sun's measured arc across the sky, a student of Flame and Stone Style learns to control his vast strength. Beginners practice aiming powerful blows while balanced atop smooth stones, until they eventually master this technique. This Charm may supplement any tail strike or unarmed fierce blow (see **Exalted**, p. 158), reducing its associated DV penalty by one.

ENDING THE CHASE

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Greeting the Sun

Because the Anklok are known for their power rather than speed, they find it expedient to force



opponents to stop moving so that events can more quickly reach their natural conclusion. Utilizing his great bulk and power, the martial artist whirls into a strike directed at an opponent's legs. If an unarmed attack supplemented by this Charm successfully strikes its target, the target suffers automatic knock-down and cannot rise until his DV has refreshed itself twice.

FIRE FOLLOWS SMOKE

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

Type: Reflexive (Step 1)

Keywords: Combo-OK

Duration: One action

Prerequisite Charms: Greeting the Sun

Forethought coupled with conviction is the mark of a truly enlightened warrior. It is traditional for students of this style to learn how to imbue certainty into their most powerful blows by studying the volcanoes of the uttermost South. These ancient mountains give ample warning of their intent, as the martial artist does when he readies a powerful blow.

Yet, by the time they begin to rumble and send up great plumes of smoke, it's usually too late. Fire rains down in torrents too great to be avoided or outrun. So it is with the martial artist.

This Charm may enhance any unarmed fierce blows the character delivers, removing the -1 external penalty associated with such attacks.

FLAME AND STONE FORM

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

Type: Simple

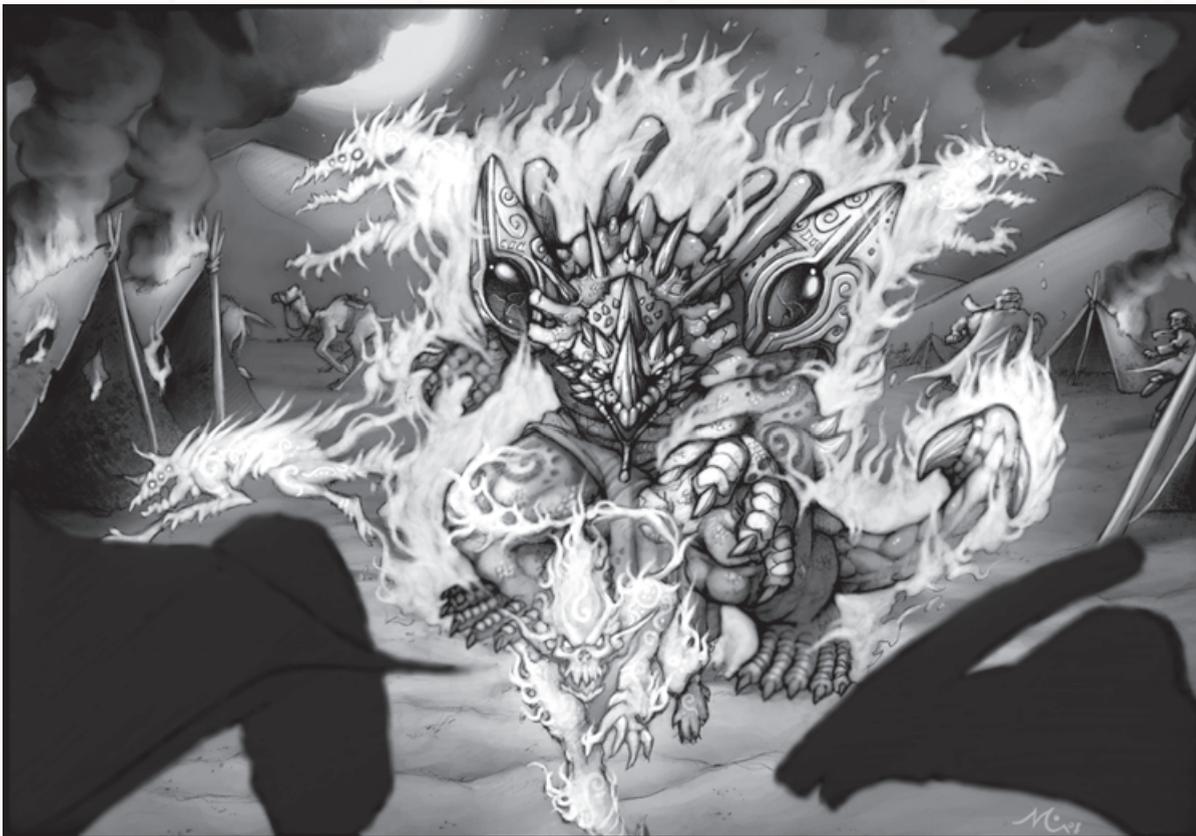
Keywords: Form-type

Duration: One scene

Prerequisite Charms: Ending the Chase, Fire Follows Smoke

The martial artist firmly roots himself, radiating both stillness and a palpable, incipient violence. He moves to deftly block attacks and punish those who foolishly challenged his might. While this Charm is active, the martial artist raises the DV bonus derived from all shields by one and adds two to the damage bonus of all fierce blows.





SUN AND STONE ENDURES

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

Type: Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Flame and Stone Form

Martial artists meditate upon rock formations in the deserts near the Elemental Pole of Fire when attempting to learn this technique. The sun rises and heats the rock throughout the day, until the rock radiates sufficient heat to sear the flesh, forcing the martial artist to leap away. He watches as it grows hotter still, attaining temperatures that would kill any mere mortal. And yet, when the sun sets, the rock remains and is no worse for its ordeal.

When Essence is channeled to emulate the lesson of the sun and the stone, the martial artist raises his natural lethal and bashing soak totals by an amount equal to his Essence, plus one for each point of onslaught penalty to which he is currently subject.

UNBROKEN STONE STANCE

Cost: 2m, 1wp; **Mins:** Martial Arts 5, Essence 3;

Type: Reflexive (Step 2)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Flame and Stone Form

As they approach mastery, Flame and Stone practitioners begin practicing while unclothed or wearing only simple loincloths. They trek across the open desert until they find a likely stone outcropping, then deliver blow after blow to the stones to toughen their body. As the day's training progresses, sharp flakes and shards of stone litter the ground. The martial artist does not heed them any more than the brutal punishment applied to his fists or the way the sun bakes his flesh. His agony is a celebration of the fire of the sun and the rock of the desert. No lesser trauma can daunt him thereafter.

This Charm reduces the post-soak damage of an attack by one die. This effect may explicitly lower



an attack's damage to below the attacker's minimum damage rating, but not to less than zero dice.

STONE IGNITES FLAMES

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

Type: Supplemental

Keywords: Combo-OK, Crippling

Duration: Instant

Prerequisite Charms: Sun and Stone Endures, Invulnerable Essence Core Meditation

Masters of the Flame and Stone Style do not always kill, but they never let an opponent walk away without some lasting mark of the battle. For that matter, they rarely leave opponents capable of walking away. This Charm supplements a tail strike. If it inflicts at least two levels of damage, the martial artist breaks one of the opponent's limbs. (See **Exalted**, p. 152; treat as an amputation effect that does not actually sever the limb in question.) Essence inflames this terrible wound, adding one to the target's wound penalties. Multiple limbs may be broken with successive attacks, but wound penalty inflictions do not stack.

BLACK TIDE STYLE

At a glance, the hulking bodies of the Western Dragon Kings seem ill suited to the practice of most forms of martial arts. Nothing could be further from the truth, though being underestimated generally pleases the deceptive nature of the Sea Hunters. The sound of his bones snapping is generally an opponent's first indication of how badly he has misjudged the Mosok.

Practitioners of the Black Tide Style study the currents of the deep ocean, the habits of seagoing predators and the way the light of the Unconquered Sun dances on the surface of the waves. As a fighting style designed for use in water, its masters learn to let their environment be their grace, even as it slows and entraps opponents.

Yet, aside from a few civilized practitioners on Scale Crest Isle, this martial art has unfortunately passed out of the hands of its creators and now primarily rests in the clutches of their enemies. While some few outcaste schools hand down the secrets of Black Tide Style from master to student, its primary practitioners in the Age of Sorrows are hated Lintha villains.

This style is aspected toward the element of water.

Weapons and Armor: Black Tide Style may only be used with light armor. While traditionally practiced with bare hands or claws, it also considers attacks made with tridents (see below) to be equivalent to unarmed attacks.

Complementary Abilities: Practitioners of this style must be able to swim.

SHELTERING SEAS DEFENSE

Cost: 1m; **Mins:** Martial Arts 2, Essence 2;

Type: Reflexive (Step 2)

Keywords: Aquatic, Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: None

Water is a fickle medium in which to fight for one's life. It lends grace to those born to it, while pushing against every effort of those who have tied their fate to the land. Executing a quick series of patterned guarding motions, the martial artist agitates the water around him so that it pushes against incoming blows, blunting their force. This Charm grants +2L/4B armored soak against one attack.



NEW KEYWORD: AQUATIC

Charms with this keyword may be employed only if the martial artist is submerged in water at least chest-deep, or is completely underwater.

TRIDENT							
Speed	Accuracy	Damage	Defense	Rate	Mins	Cost	Tags
6	+1	+4L/7L	+1	2	Str ••	••	2,D,R



DARTING BARRACUDA STRIKE

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

Type: Supplemental

Keywords: Aquatic, Combo-OK

Duration: Instant

Prerequisite Charms: None

The martial artist practices his strikes while held in the grip of powerful ocean or river currents, learning to identify the flow of water and work with it, rather than against it. An attack supplemented by this Charm ignores half of a target's Parry DV after all other modifiers.

TIDE RUNS OUT

Cost: 1m, 1wp; **Mins:** Martial Arts 2, Essence 2;

Type: Reflexive (Step 1)

Keywords: Aquatic, Combo-OK

Duration: Instant

Prerequisite Charms: None

The world below the waves is less forgiving than the one above. Demonstrating contempt, the martial artist releases an opponent's blood to the wild currents; whether his opponent then bleeds out or attracts a hungry siaka is not the fighter's concern. This Charm requires an unarmed attack that inflicts lethal damage. (With their sharp claws, this requirement presents no trouble for the Mosok; other practitioners could encounter some difficulty meeting it.) If damage is inflicted, the wound bleeds profusely. Exalts bleed from this wound as a mortal, and are even capable of bleeding to death if the wound is not stanching. Wounds inflicted on mortals impose a -2 external penalty on attempts to stanch them.

BLACK TIDE FORM

Cost: 5m (or 7m); **Mins:** Martial Arts 4, Essence 2;

Type: Simple

Keywords: Form-type, Obvious

Duration: One scene

Prerequisite Charms: Sheltering Seas Defense, Darting Barracuda Strike, Tide Runs Out

The martial artist flexes his muscles, then steps into an intricate, ongoing kata. His hands send ripples through the air around him, and his body weaves forward as though it were the depths of the sea. The anima banner of the Exalt liquefies, taking on the

form of luminous water. Practitioners who do not possess an anima banner must pay two extra motes to invoke this Charm, forcing the air to literally liquefy around them in response to their Essence-sculpting kata. While this Charm is active, the martial artist is effectively surrounded by a bubble of water for all purposes. This effect explicitly allows her to meet the requirements of all Aquatic-keyword Charms, as well as presenting the possibility of drowning air-breathing opponents by holding them in a clinch (or of drowning herself, if she is incapable of holding her breath or breathing underwater).

SUN-KISSED MIRROR DODGE

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

Type: Reflexive (Step 2)

Keywords: Aquatic, Combo-OK, Obvious

Duration: One action

Prerequisite Charms: Black Tide Form

The martial artist twists in the water, casting her Essence out in cascading ripples. Her image is imprinted a hundred times on the water, and to maintain equilibrium, she takes the rippling appearance of water into herself. This Charm may be invoked only within one yard of the surface of a body of water. The next attack aimed at the martial artist suffers an external penalty equal to her Martial Arts rating as reflections obscure her true position. Whether the attack strikes or not, however, the turbulence of the attack disrupts the maze of shimmering reflections, revealing the character's true position. The Charm affords no further protection and cannot be reactivated until her next action.

RISING SIAKA TECHNIQUE

Cost: 4m, 1wp; **Mins:** Martial Arts 5, Essence 3;

Type: Supplemental

Keywords: Aquatic, Combo-OK, Illusion

Duration: Instant

Prerequisite Charms: Black Tide Form

The rippling surface of the water provides more than simply defense. By obscuring the martial artist's true position, it allows her to launch full frontal attacks that still strike in unexpected ways. An attack enhanced by this Charm forces the opponent's player to make a reflexive (Perception + Awareness) roll against a difficulty equal to the martial artist's



Essence. If this roll fails, the attack becomes undodgeable. This Charm may enhance only those attacks that strike through the surface of a source of water at a target on the other side (e.g., the surface of the ocean, the face of a waterfall).

SEA-SKY TRANSITION TACTIC

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

Type: Simple (Speed 5, DV -2)

Keywords: Combo-OK, Obvious, Shaping

Duration: Instant

Prerequisite Charms: Sun-Kissed Mirror Dodge, Rising Siaka Technique

The master's refined understanding of the narrow skin that separates sea and sky finds its ultimate expression in this technique. The martial artist makes an unarmed martial arts attack. Should it inflict any damage, then the target inverts his normal breathing requirements for the remainder of the scene. Targets that normally respire air must breathe water, and vice-versa. The martial artist may target himself with this Charm. A second application of this Charm against a target already suffering its effects returns the victim to normal.

DAGGER WIND STYLE

This martial art was innovated among the high crags of the uttermost North by the graceful Pterok, and it suits both its makers and the landscape of its birth well. It is a graceful art, austere and beautiful like the snow-capped mountain peaks; and like those peaks, its gently gliding masters can unleash terrible violence at a moment's notice. The soft crust of snow might conceal deep crevasses, or sharp frozen stone. The snow itself might leap from the slopes to bury the unwary or unlucky. So it is with practitioners of this style, who take the biting winds of their homeland and give it teeth for true, stripping flesh from the bone with power dives and wing buffets.

Unlike many of its contemporary Dragon King martial arts styles, Dagger Wind has stayed almost exclusively in the hands of its original innovators. A few Pterok living in Yu-Shan practice it, and it makes frequent appearances at the Heaven-and-Earth Invitational. The bulk of its surviving practitioners, though, are in Vesathar Valley (see

Scroll of Fallen Races: The Dragon Kings, p. 19), where it has never fallen out of use.

This style is aspected toward the element of air.

Weapons and Armor: Dagger Wind Style is practiced unarmed and in, at most, light armor. Many of its techniques rely upon the wing buffet attack of the Pterok, and so the possession of flight-capable wings is a prerequisite for its practice.

Complementary Abilities: The rigors of this art demand that its practitioners possess at least Athletics •• and the ability to fly.

GUST GUARDS THE MOUNTAIN

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

Type: Reflexive (Step 2)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: None

Those who rely on the wind to carry their attacks to the martial artist find themselves sorely disappointed. A student of Dagger Wind Style first learns to make the air itself her ally. This Charm allows the practitioner to parry lethal ranged attacks with a wing buffet without a stunt. The martial artist raises her Parry DV against such an attack by (Martial Arts/2).

MOUNTAIN STANDS ALONE

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

Type: Supplemental

Keywords: Combo-OK, Knockback, Obvious

Duration: Instant

Prerequisite Charms: None

As maneuverability is her greatest companion, the canny student quickly learns to isolate herself from her opponents. This Charm supplements a wing buffet. Should it inflict any damage, the opponent is knocked back (Dexterity + Martial Arts) yards, with effects identical to Heaven Thunder Hammer (see **Exalted**, p. 242).

DAGGER WIND FORM

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

Type: Simple

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Gust Guards the Mountain, Mountain Stands Alone





The martial artist crouches and stiffens his wings, gathering the wind to him to aid in his attacks and in his defense. While this Charm is active, all wing buffets add one to Accuracy, two to Damage and two to Defense.

TUMBLING AVALANCHE TECHNIQUE

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

Type: Simple

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Dagger Wind Form

Tucking his wings against his body, the martial artist plummets into a power dive. As the wind rushes past, chilling his skin, he takes its power into his limbs and focuses on his target. Finally, just before impact, the martial artist pulls up, grasping his target with his feet and transferring all momentum to hurl his opponent through the air. This Charm constitutes a clinch attempt that, if successful, may be used only to release the target with a throw. The

distance of this throw is multiplied by the number of consecutive preceding actions the martial artist spent dashing in a full-speed power dive, up to a maximum of (Perception) actions.

WING BLADE ATTACK

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

Type: Reflexive (Step 1)

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Tumbling Avalanche Technique

Focusing the wind into a cutting blade around the edge of her wing, the martial artist becomes capable of slicing opponents in twain. Such wounds do not bleed, for the speed and chill of the attack's passing coats them in a thin layer of ice. A wing buffet made using this Charm inflicts lethal damage, and raises its raw damage by one.

WIND FULL OF TEETH

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



Type: Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Tumbling Avalanche Technique

Focusing his Essence into the edge of his wing, the martial artist unleashes a powerful strike. A snarling blast of wind erupts from his wing buffet, sawing apart anything it catches. This Charm supplements a wing buffet, turning its damage lethal and allowing it to strike opponents out to (Perception x 10) yards away.

FANG OF HEAVEN TECHNIQUE

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

Type: Simple

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Wing Blade Attack, Wind Full of Teeth

The martial artist enters a power dive, wrapping himself in a swirling corkscrew of ice-cold wind that screams around him as he accelerates. He pulls up on contact with his target, releasing an enormous wing buffet like a hurricane. Well-aimed strikes using this technique have been known to tear unarmored men apart with sheer wind-force. This Charm may be executed only at the end of a power dive, as with Tumbling Avalanche Technique. The martial artist makes a wing buffet attack rather than a clinch attempt, however, and the raw damage of the attack is multiplied by the number of consecutive Dash actions taken beforehand—again, to a limit of (Perception) dashes.

SHADOW HUNTER STYLE

This dangerous and deadly martial art was developed in tandem by a pair of Raptok masters during the First Deliberative Era of the First Age. Storied companions to the Night Caste hunter and assassin Scarlet Silence, the pair developed Shadow Hunter Style in order to help stalk enemies of the Realm and bring them down without warning. After Scarlet Silence retired to Meru and lost interest in exploring the borders of Creation, the pair returned to Rathess and opened a school, which proved

immensely popular among the city's Raptok and human population.

That was long ago, however. Now there are no remaining large groups of Dragon King practitioners of the style. Scrolls and memory crystals containing instructions in its forms still remain in the city of Rathess, but the few civilized Raptok who dwell there have not yet discovered them. The style has fallen out of use and favor in Yu-Shan, as the city offers few outlets for packs of hunters to stalk prey through its glittering streets and well-maintained parks. (Rumors do circulate among unemployed gods in abandoned sections of Heaven, however, of hungry reptilian predators who have developed a taste for the flesh of the divine.)

In the Second Age, this style's primary practitioners compose a group of quasi-barbarian assassins called the Black Shadow Striders, who hire themselves out to the highest bidder among the various principalities of the Hundred Kingdoms. They fight primarily with wooden finger-claws that replicate Raptok claw attacks—down to the game traits. They usually steep these faux claws in concentrated mixtures of the same jungle poisons that, in lighter doses, they use to awaken their own Essence.

This style is aspected toward the element of wood.

Weapons and Armor: Shadow Hunter Style is practiced unarmed, though small hand-blades or finger claws replicating the natural weapons of the Raptok are compatible with its Charms. It may be used only in light armor. Leaf armor (see **Scroll of Fallen Races: The Dragon Kings**, p. 23) was the traditional garb of its original practitioners.

Complementary Abilities: Depending on the environment in which they intend to practice this style, practitioners must possess at least one dot of Stealth or Survival.

LION AMONG GRASS TECHNIQUE

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None





Fortune favors the canny hunter. If the martial artist cannot conceal his presence, he will at least hide his readiness until the moment he attacks. This Charm supplements a Join Battle roll, adding a number of dice equal to the martial artist's Essence, plus one automatic success for each point of close-range DV bonus he enjoys due to hard cover.

WOLVES SLAY YEDDIM METHOD

Cost: 2m; **Mins:** Martial Arts 3, Essence 2; **Type:** Reflexive (Step 1)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

Nature and history conspire to teach that numbers count for more than individual might; the martial artist heeds this lesson well. This Charm supplements a coordinated attack, permitting the martial artist to reduce the target's DV by an additional point due to his participation, although this benefit applies only to his attack and not those of his allies.

HARRIER DRAWS BLOOD

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Lion Among Grass Technique, Wolves Slay Yeddim Method

Although glory may go to the bravest on the battlefield, victory generally resides with the most opportunistic. This Charm supplements an attack that is unexpected due to the target's being surrounded (see **Exalted**, p. 155), adding (Essence/2) automatic successes to the attack and converting one die of post-soak damage into an automatic success.

SHADOW HUNTER FORM

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

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Harrier Draws Blood

The martial artist compresses his body, sinking down low to scurry about presenting the smallest possible target profile. He moves in quick bursts, propelling himself from cover to cover, carefully selecting the moment most suited for an attack. While this effect is active, the martial artist enjoys an extra point of close and ranged DV bonus when utilizing hard cover (see **Exalted**, p. 147) and adds his Essence to his Move and Dash calculations.

COILED MONGOOSE TACTIC

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

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Shadow Hunter Form

Though natural enemies, the snake and the mongoose are equally fearsome when lurking in their homes. Only pain awaits the fool who tries to extract either hunter from his den. This Charm supplements an attack made while the martial artist enjoys a DV bonus due to hard cover, adding twice the DV bonus of that cover to the raw damage of the attack.

SERPENT AMONG REEDS GAMBIT

Cost: 4m, 1wp; **Mins:** Martial Arts 5, Essence 3;

Type: Reflexive

Keywords: Combo-OK



Duration: Instant

Prerequisite Charms: Coiled Mongoose Tactic

The way of the hunter is one of trial and, all too often, failure. Still, if the first strike fails, a dedicated hunter does not abandon the chase. In the chaos of life-and-death struggle, opportunities to strike again are always available for those trained to take advantage of them.

This Charm permits the martial artist to make a roll to re-establish surprise mid-combat as long as any degree of hard cover at all is available, and adds its close combat DV bonus in automatic successes to the attempt.

BLOOD AND SHADOW TECHNIQUE

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

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Serpent Among Reeds Gambit

At his best, the hunter begins and ends a conflict in one motion. A master of this style is always at his best. This Charm supplements an unexpected attack, causing it to ignore Hardness and double the martial artist's Strength for the purpose of calculating damage.

DRAGON KING CELESTIAL MARTIAL ARTS

Relatively few Dragon Kings ever ascended to the Bulb of the Perfected Lotus. Those who did were generally enlightened at the behest of a Solar lord or as a blessing from an impressed deity. Only a handful of enlightened Dragon Kings survive in the Second Age, all of them living in Yu-Shan—though this could soon change as the Solars return and rediscover ancient Charms that bound them to their one-time draconic allies.

Dragon Kings were traditionally enlightened using the same First Age method as Dragon-Blooded (see **The Manual of Exalted Power—The Dragon-Blooded**, p. 195), although they are capable of reaping the rewards of any method of enlightenment that will expand the horizons of the Terrestrial Exalted.



EYE OF HEAVEN STYLE

This ancient style was invented immediately in the wake of the Primordial War by the Solar Queen Merela. The marginalization of the Dragon Kings had begun even then. Although the Solar kingdom of Ochre Fountain had its capital at Rathess, the prehuman masters of the world were already accorded largely ceremonial positions at most Solar courts. It was clear that the Unconquered Sun's



NEW SOLAR CHARM: DRAGON-SOUL ENLIGHTENING METHOD

Cost: —; **Mins:** Lore 5, Essence 4;

Type: Permanent

Keywords: Enlightening

Prerequisite Charms: Harmonious Academic Methodology

Although their own methods of teaching their young the first steps toward civilized intelligence require several years, Solar Exalted who know this Charm can take even the most savage and mindless stalkers and unlock the latent intelligence within them. This Charm permanently enhances the Solar's ability to train others, permitting him to use Harmonious Academic Methodology to awaken Dragon Kings to rational thought, raising their Essence score to 2 as a Training effect.

This Charm may be used only to give stalkers who possess one dot of Essence a second dot. It cannot be used to give Dragon Kings additional degrees of enlightenment. Until the stalkers' training is completed, the Solar must confine them, since they are savage and cunning beasts until they regain their reason.

favor had shifted from his Dragon King devotees to their former human slaves.

Queen Merela summoned the mightiest champions of the Dragon King race to Rathess on the fiftieth anniversary of the end of the War. There she faced them in a freestyle sparring match that lasted from the rising of the sun to its setting. Many lay dead by the end of the battle, their lives made into devotions to the Unconquered Sun. All who survived, however, had opened their souls to the Bulb of the Perfected Lotus and learned the rudiments of the style the Solar Queen used to defeat them. Merela selected the most skillful Dragon King she had fought, Klasshak of the White Claw (so named

for a wound received in the War, which had leached all color from his right arm), and bequeathed to him full mastery of the style she had invented. Eye of Heaven Style, she explained, was her gift to the Dragon Kings, whom she had grown up among and fought alongside. By proxy, it was also the thanks of the Unconquered Sun.

Klasshak was the first Dragon King master of the style, but far from the last. Almost every Dragon King capable of practicing Celestial martial arts during the First Age studied at least to the Form-type Charm of this style. Its practice waned in the wake of the Usurpation, as the inescapable knowledge that the Unconquered Sun had turned his face from the world gnawed at the heart of the Dragon Kings, allowing a spiritual malaise to set in. Finally, it was almost lost altogether in the Contagion.

Eye of Heaven Style is now practiced by a bare handful of Dragon Kings in Yu-Shan, some very ancient gods, one Gold Faction Sidereal, and almost no one else. The return of the Solars, however, could precipitate a resurgence of the style, renewing the ties between the Lawgivers and the Dragon Kings... or they style might simply pass from memory, one more lost relic of the First Age. Only time will tell.

Weapons and Armor: The exactly calibrated Charms of this style treat attacks made with the sword-club, swordstick (see **Scroll of Fallen Races: The Dragon Kings**, pp. 22 and 23) and orichalcum reaver daiklave as unarmed. This style may be practiced in armor.

SAVAGE WORLD ENDURANCE METHOD

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

Type: Reflexive (Step 2)

Keywords: Combo-OK

Duration: One scene

Prerequisite Charms: None

In the time before man, the hardy Dragon Kings ruled over a far more primal and violent world. Cracks in the earth vented scalding gas. Volcanoes spat their fury at a darkened sky. The seas struck angrily at the shore, and the earth quaked unceasingly with the Earth Dragon's movements. And yet, the Dragon Kings not only endured, they thrived. Creation is now a gentler place, but the rugged prowess of its



original masters has not been forgotten. This technique emulates it.

The martial artist raises his natural lethal and bashing soak against one form of damage for the rest of the scene by an amount equal to his Essence. Specific examples might include all the attacks of a single opponent, attacks from one broad class of weapon (daiklaves, spears, arrows), damage from a specific poison or environmental damage of a particular kind. If this Charm is used to resist environmental damage, double the soak benefit.

DEVOTION THROUGH CONFLICT DISPLAY

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

Type: Reflexive (Step 2)

Keywords: Combo-OK

Duration: One tick

Prerequisite Charms: None

The prehuman era was a time of endless war, as reptilian warriors clashed for supremacy, for honor and for the glory of the sun that shone down on their blood-spattered battlefields. To endure and grow

strong was a sign of both prowess and devotion. This Charm emulates such a steadfast ascension, permitting the martial artist to stand toe-to-toe with his enemies and emerge triumphant. When invoked, it eliminates all Martial Arts and Melee-based onslaught penalties for the rest of the tick.

BLOODY SUN MEMORIAL

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

Type: Supplemental

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: Savage World Endurance Method, Devotion Through Conflict Display

The prehistoric era was a time of conquest and raw strength, where the weak were forced to bow to the mighty. This Charm emulates the raw strength of the Dragon Kings at the height of their civilization, before the coming of the Exalted. An unarmed attack supplemented by this Charm raises its minimum damage value by one, plus one for each point of wound penalties suffered by the target.





EYE OF HEAVEN FORM

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

Type: Simple

Keywords: Form-type

Duration: One scene

Prerequisite Charms: Bloody Sun Memorial

The Unconquered Sun shines down upon the triumphant and the defeated, the glorious and the cowardly, and passes his judgment. So it is with the martial artist—he goes confidently to war, his eye on every aspect of the battlefield, his strength forcing all to kneel before him. A martial artist who assumes the Eye of Heaven Form raises both his Perception and his Strength by an amount equal to his Martial Arts rating. This benefit counts as dice added by a Charm.

BLADE-BREAKING PRACTICE

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

Type: Simple

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Eye of Heaven Form

The Dragon Kings set their strength willingly against the Primordials for the glory of the Unconquered Sun. They eagerly acted as the blade of his Chosen, and they were broken. In remembrance of those who have fallen forever, the martial artist forces his opponents to relive their defeat. This Charm permits the martial artist to make a standard unarmed disarm attempt against an opponent, replacing Dexterity with Strength on the roll if he so desires. If successful, however, rather than a simple disarm, the opponent's weapon is shattered into useless fragments. If the target bears an attuned artifact, then rather than being shattered, the weapon is forcefully de-attuned and cannot be re-attuned for the rest of the scene. Essence-forged weapons such as the Glorious Solar Saber are instantly dispelled and must be re-invoked if the target wishes to continue using them.

ARMOR-RENDING PRACTICE

Cost: 3m, 1wp; **Mins:** Martial Arts 5, Essence 2;

Type: Simple

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Eye of Heaven Form

The Dragon Kings marched in their teeming millions for the glory of the champions of the Unconquered Sun. They took the first blow for the army of the gods and were shattered thereby. In remembrance of those who have fallen forever, the martial artist forces his opponents to relive their defeat. This Charm permits the martial artist to make a standard unarmed attack against a target. Should the attack successfully connect, the martial artist targets his opponent's armor rather than the one wearing it, permanently reducing its soak values by an amount equal to his raw damage. Should this amount match or exceed the armor's total soak, the armor is destroyed.

Magical armor is hardier. Attuned artifacts suffer no penalty unless the martial artist's raw damage meets or exceeds the armor's highest soak value, in which case it suffers partial de-attunement, raising its mobility and fatigue penalties by three each until the wearer can properly re-attune it. Essence-forged armor (such as Glorious Solar Plate) is instantly dispelled if its soak values are exceeded.

ESSENCE-SHREDDING PRACTICE

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

Type: Supplemental

Keywords: Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Eye of Heaven Form

To die in service of the Unconquered Sun is glorious indeed, but for the Dragon Kings, death was meant to be a period of rest between lives of glorious heroism. The Primordials tore asunder the souls of brave warriors by the tens of millions, and no greater atrocity has ever been known. The martial artist does not possess the power or the will to visit such atrocity on his enemies, but he can give them the slightest taste of dissolution of the soul. An unarmed attack enhanced by this Charm, should it connect, destroys a number of the target's motes equal to (the final damage of the attack x 2), targeting Personal Essence before Peripheral.

FIVE FORCES DEFENSE

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

Type: Reflexive (Step 2)



Keywords: Combo-OK

Duration: One tick

Prerequisite Charms: Blade-Breaking Practice, Armor-Rending Practice, Essence-Shredding Practice

Though sore tested by the rigors of the War, the Dragon Kings ultimately stood triumphant alongside the Dragon-Blooded, Sidereals, Lunars and Solars, their heroism to be commemorated in public record and past-life memories for all time. The knowledge of such travails empowers the martial artist. No opposition could daunt a soul that survived the War. For the duration of this Charm, the martial artist is immune to coordinated attack penalties, and her Parry DV is raised to its full value and immunized against penalties of any sort. (As always, remember that inapplicability is not a penalty.)

OFFERING TO HEAVEN

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

Keywords: Combo-OK, Obvious, Touch

Duration: Instant

Prerequisite Charms: Five Forces Defense

Though bloodied by the greatest of trials, the Dragon Kings endure. Their hope for the future is the same as their hope for the past, rooted in their devotion to the Unconquered Sun and alliance with his mighty Chosen. This Charm is the ultimate expression of that devotion. When used to supplement a barehanded attack, that attack inflicts lethal damage if it did not already, and doubles its total pre-soak damage. Should the attack kill its target, the martial artist automatically rips out the victim's heart with her bare hands and offers it up to the Unconquered Sun. This gesture counts as an automatically successful prayer without the need for a prayer roll.





THE PATTERN OF CHAOS

Officially, study in the Chaos Pattern (also called the Unknown Pattern, the Hidden Pattern or the Impossible Pattern) is strictly forbidden. Its power is corrosive, wearing away at the Virtues of any who seek to master it, until they are psychotic predators.

The Pattern of Chaos is smaller even than the Foundation Pattern, with a scant seven Charms directly in its structure. These Charms tap into the strange linkages between Autochthon's creations left behind when the Great Maker fled Creation—the Jadeborn and the pattern spiders. As a result, they have some resemblance to the Charms of the Sidereals, although they are much less powerful in general (being even further removed from the Loom of Fate's operations than the Sidereals are at their worst).

Charms in the Pattern of Chaos normally have a cost in Divergence, as well as motes of Essence, Willpower or health levels. When a student of these Charms breaks, however, he does not suffer a misfortune, as with other Jadeborn. Instead, the pool resets, and he loses one dot of Compassion. This lost Compassion can be regained with experience, but each time a Chaos Seer loses a dot, the “ceiling” he can reach is lowered by one.

When a Jadeborn reaches Compassion 0, he can no longer raise his Compassion with experience, becomes a heartless sociopath with no moral compunctions about killing anyone for any reason (or no reason at all). He is spiritually lost. Chaos Seers who reach Compassion 0 are freed from the Great Geas, no longer gaining Divergence for any reason, and they may consort with the enemies of Creation without (spiritual) reprisal.

THE FATE KEYWORD

Because they interact with the Loom of Fate—however indirectly—some Chaos Seer Charms have a keyword normally reserved for Sidereal Charms. For ease of reference, the Fate keyword has been duplicated here. For more information, consult **The Manual of Exalted Power—The Sidereals**, page 125.

Fate: Against most targets, a Chaos Seer Charm works just as written. The Charm plays the strands of the victim's fate exactly as the invoker intends. Some Charms, however, have a modified effect (sometimes no effect at all) against creatures outside of fate and receive this keyword as a reminder of their limited utility. As general guidelines, Charms with the Fate keyword cannot cause such beings to lose or gain temporary Willpower, directly or indirectly, and cannot inflict unnatural mental influence on such creatures or transport such beings from one location to another. When a Charm inflicts effects in addition to any of these listed here, those additional effects still apply normally to beings outside fate.

Example: A Chaos Seer has a *Compassion* of 2, and reaches 10 *Divergence*. His *Compassion* becomes 1 (which can later be raised again), but the highest *Compassion* he can ever reach is now 4. If the character loses two more dots in *Compassion*, his ceiling will be 2.

THE DIVERGING ROAD

Cost: 1m per point of difficulty reduction, 1+ *Divergence*; **Mins:** Essence 4; **Type:** Reflexive

Keywords: Creation-Bound

Duration: Instant

Prerequisite Charms: None

As the Chaos Seer begins her decent into madness, she begins to receive flashes of insight, premonitions of events just about to happen. These glimpses give the Jadeborn hints as to what the most advantageous action to take is, the best way to get what they want—or to deny others what they desire.





Each mote spent on this Charm reduces the target number of an Ability or Attribute roll the Jadeborn's player is about to make by one, to a minimum of 4. Each success scored on this roll garners the character one point of Divergence.

THE WINDING PATH

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

Type: Simple

Keywords: Creation-Bound

Duration: Instant

Prerequisite Charms: The Diverging Road

Binary decisions—left or right, stop or go, attack or retreat—become little more than child's play for the Chaos Seer. By subconsciously casting forth into the warp and weft of the Loom, he can tell at a glance which option is the correct action to take. Most times he is correct, but the hand of chaos—or the whim of the pattern spiders—can frown even on these interlopers.

When confronted with a purely binary decision—a fork in the tunnels, a decision to trust or not, etc.—the Chaos Seer can spend two motes to gain insight into which way will best advance his cause. The Seer's player rolls (Perception + Essence), with a difficulty adjudicated by the Storyteller based on how much impact the decision actually has and how far in the future its impact will be. The greater either (or both) are, the higher the difficulty. (If neither tunnel has great impact on the character's goals, the difficulty might be only 1. If trusting another character might have tremendous impact on the character's long-term goals—but not for decades—the difficulty might be a 5 or higher.) Each use of this Charm garners the character one Divergence.

THE COMPELLING WAY

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

Type: Simple (one scene/-1)

Keywords: Compulsion, Fate, Social

Duration: Indefinite

Prerequisite Charms: The Winding Path

Madness lends a charisma and potency all its own to the words of the Chaos Seer. His words carry the whisper of madness on them, but at the same time, they are oddly compelling, eventually

wearing down even the hardiest of souls and the strongest of wills.

Each application of this Charm requires that the Chaos Seer converse with his target for a scene or more, though this conversation need not be directly related to the Jadeborn's goals. At the end of the discussion, the Jadeborn's player rolls (Manipulation + Presence) against the target's MDV. Each success scored costs the target one Willpower and subjects her to an unnatural mental influence—which costs an additional Willpower to resist.

As long as the Jadeborn keeps motes committed to this Charm, a character under its effects will continue to obey any reasonable-sounding suggestions from the Seer. Precisely what is considered "reasonable" grows ever more madness-tinged as the victim is subjected to the Seer's conversation. (This is reflected in the character's reduced Willpower. The lower the Willpower, the more insane the orders the character will follow without question.)

THE HAZARDOUS TRAIL

Cost: 15m, 2wp, 1+xp, 1+ Divergence; **Mins:** Essence 5; **Type:** Simple (one scene/-2 DV)

Keywords: Fate, Social, Training

Duration: Instant

Prerequisite Charms: The Compelling Way

Knowledge can be a dangerous thing. Knowledge gained at the feet of the Chaos Seers always carries with it a hint of madness—and often offers as much of a glimpse into the soul of the student as the student gains wisdom from the mind of insanity.

The Chaos Seer can impart knowledge and training in much the same fashion as Incomparable Tutoring Method (see **Scroll of Fallen Races: The Mountain Folk**, p. 72), and the two Charms are nearly identical in operation. The Hazardous Trail differs, however, in that the Seer can also derive knowledge from her student under some circumstances while imparting this knowledge, and the use of this Charm is not at all obvious.

While imparting knowledge—Abilities, specialties, Mental Attributes, Charms or mere information—to her victim, the Seer may also draw insight from him, gaining a like trait in exchange. The Jadeborn must spend any necessary experi-



ence points to gain this trait. He gains Divergence equal to one-fifth the total experience points used during the invocation of this Charm—including any experience point debt incurred on the part of the victim.

The target of this Charm will not necessarily know that he has been subjected to it. The Seer's player rolls (Manipulation + Essence) against a difficulty equal to the target's current Willpower. If this roll is successful, the target has no idea that he has been granted any new traits and may use them subconsciously for some time before being confronted with the evidence of their usage. This can be especially true for Charms. Unlike Incomparable Tutoring Method, the Seer can implant Charms for which the character does not yet meet all the requirements. This is often done with The Diverging Road, planting the seed of Chaos in the unwary.

This Charm is most often used by Chaos Seers to create more of their kind, infecting their jailers with the madness they were themselves subjected to. Indeed, this is the most common way that the Impossible Pattern is taught to others, since so few records of its methods exist.

THE PARALLEL LANES

Cost: 5m, 2 Divergence; **Mins:** Essence 4; **Type:** Supplemental

Keywords: Creation-Bound, Fate

Duration: Instant

Prerequisite Charms: The Winding Path

As her mastery over the strange interface between the Jadeborn and the pattern spiders grows, the Seer is more able to consciously impose her will upon the Loom, manipulating the pattern spiders into enforcing her desires.

Through the use of this Charm, the Seer manipulates reality to enforce two different fates upon a target simultaneously, the outcome of two different probabilities. The Seer invokes this Charm, then her player rolls two attacks (of any sort the character could normally undertake). Although those observing will see only the less successful action actually take place, the target suffers the outcome of both attacks. (The Seer could appear to barely wound his victim with a

physical attack, only to have his opponent fall dead from the cumulative damage of the weak attack and a much stronger simultaneous attack.) Any type of perfect defense defends against both attacks, if it is applicable (or if it trumps applicability).

PATTERN-RENDING ONSLAUGHT

Cost: 8+m, 1wp, 2 Divergence; **Mins:** Essence 5;

Type: Simple (Speed 10)

Keywords: Creation-Bound, Obvious

Duration: Instant

Prerequisite Charms: Demesne-Binding Ritual, The Parallel Lanes

The Charms of the Chaos Seers are often subtle in scope and complex in application. In comparison, Pattern-Rending Onslaught is as elegant in its simplicity as it is monstrous in its brutality. Its underlying principle is trivial. Essence is everywhere, bound up in the laws of form and force inscribed upon the Wyld, defining the Tapestry, the fabric of space and fate.

With this Charm, a Seer reaches out his hand and will to sever a handful of these strands, disintegrating the target in a flare of Essence. This Charm requires 10 ticks to perform. For part of this time, the Seer concentrates on her target, gathering Essence and determining the correct place to strike. During this time (the first six ticks of the action), her DV is halved, due to her concentration. Once this is completed, she makes a slashing motion through the air, releasing her power as a web of colorless streamers that engulf the target and consume it utterly in an iridescent cascade of light, leaving behind only glittering motes of dust. Anyone or anything that somehow survives an attack by this Charm is almost assuredly horribly maimed.

The attack from Pattern-Rending Onslaught is made using the Seer's (Willpower + Essence). It can be dodged but cannot be parried without an enchanted weapon. If a non-magical weapon is used, the parry fails automatically and the weapon is destroyed, even if it is magically enhanced. (Perfect defenses that trump applicability, such as Heavenly Guardian Defense, protect the user, though not the weapon.)





The colorless beams have a base damage of (10L + successes + 1L for every mote spent after the eighth). There is no limit on how many motes the Seer may pour into a single use of this Charm (other than her available Essence). The Charm bypasses all non-magical soak and instantly destroys all non-magical armor. This attack can affect immaterial beings (which the Jadeborn must perceive and target using some other effect).

Anything destroyed by this Charm is truly obliterated, removed utterly from Creation and the Tapestry and leaves no trace of any sort of its existence. Only utterly indestructible objects—Mountain Folk souls, Celestial Exaltations and beings with Primordial Essence—can endure to reincarnate or linger in the Underworld as appropriate. Storytellers should probably allow this Charm to instantly destroy extras and non-magical objects of roughly human size or smaller without any sort of roll, rather than wasting time with an attack or damage roll.

HEART OF CHAOS

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

Keywords: Creation-Bound, Fate

Duration: Instant

Prerequisite Charms: The Hazardous Trail, Pattern-Rending Onslaught, Resplendent Dispersion Technique

The pinnacle of current understanding of the Chaos Pattern, this is, curiously, not the Mastery Charm. Whether this is because there are more Charms left for the Seers to uncover in their madness, or whether this merely means that there is no such capstone Charm for this Pattern is unknown.

Using this Charm, the Chaos Seer can cast his precognitive abilities into the far future or more clearly model the present, gaining insight into what is happening with great detail, as well as what might happen. Roll the Seer's (Intelligence + Essence), with a base difficulty of 3. Add one to the difficulty for every year (or fraction thereof) distant the





character wishes to look. Storytellers may impose additional difficulty modifiers as appropriate.

With one success, the character gleans vague information about the topic of his prognostications. With three successes, the information is much clearer, providing a largely accurate answer to the central question being asked. Five successes provide an answer as well as placing that answer in a helpful context.

The character garners one Divergence for every die that scores a success, even if the attempt as a whole fails. Combining this Charm with The Diverging Road can yield startlingly accurate predictions, but it can also lead to ruinously large amounts of Divergence for the character.

THE NAMELESS HORDES

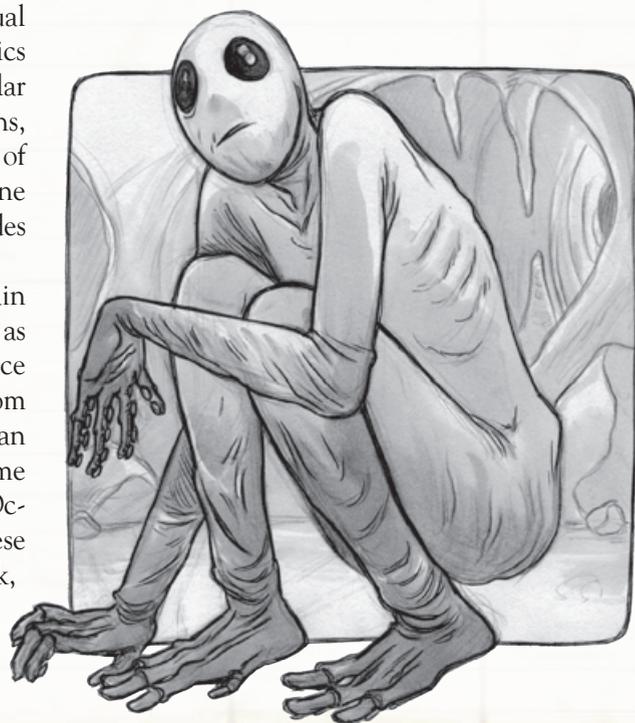
The subterranean foes of the Mountain Folk are legion. They range from near human to monstrous and from undead to immortal. Their incredible diversity makes it impossible to do more than broadly classify them. The vast majority of the Nameless Hordes consist of once-human underpeople, grotesque species of Darkbrood and forbidden gods long banished or imprisoned in the dark. In addition, the Jadeborn occasionally run afoul of less common threats that get lumped in by them with the usual suspects. Such threats include spectres and plasmics from the depths of the Labyrinth, batmen and similar cave-dwelling beastmen, underground behemoths, apheliotropic Demon-Blooded, the last remnants of the people of the earth and more besides. The one commonality to be found is that the Nameless Hordes abhor light and all those who dwell in it.

Far from exclusively battling the Mountain Folk, the Nameless Hordes fight one another just as often and even make nocturnal raids against surface dwellers. Attacks by the Nameless Hordes are seldom organized. Often, they consist of nothing more than wave after wave of enemies attempting to overcome any opposition through sheer weight of numbers. Occasionally, a champion will arise to lead one of these groups more effectively—some powerful nephwrack, demon, chthonic god, Lunar or behemoth. From Ages spent battling the Nameless Hordes, the Jadeborn have learned to fall back when their

foes' ranks suddenly part, as this often heralds the arrival of a much more powerful threat than that posed by their current adversaries.

UNDERPEOPLE

Perhaps the most numerous of the Nameless Hordes are exotic humans known as underpeople. Numerous types of underpeople exist, many mutated by exposure to the Wyld or uncapped demesnes. The underpeople have dwelled beneath the earth since the time of the Primordial War, when the effects of that conflict forced many humans to seek shelter beneath the earth. Since then, many other events—the Usurpation, the Great Contagion, the Balorian Crusade—have driven folk underground for the same reason: safety. Often, it is just individuals or family units who move into the subterranean world, but larger groups occasionally do so or the individuals or families unite to form tribes or join with larger groups of underpeople already living where they have fled. Many groups die out in a generation or two, but some survive. Large tribes of such underpeople dwell in the tunnel systems beneath many of Creation's First Age ruins: Rathess, Nexus, Meru, et cetera. These underpeople are basically human, though they may have developed a Wyld mutation





or two better adapting them to their subterranean lives. They may be modeled with the mortal or Wyld mutant traits in **Exalted**, pages 278–281 and pages 287–288. Such underpeople are often extras.

Two stable breeds, however, have dwelt beneath the earth since the time of the Primordial War. One lives in the cave systems underneath the North (particularly near Gethamane), while a second dwells in the many volcanic caverns of the South. Both appear human in basic shape but possess an inhuman nature that is apparent in the fine details of their appearance. Their pearlescent gray skin is wrinkled and hangs loosely on their compact frames. Rather than proper hands and feet, they possess fleshy palpi covered with small suckers. Rather than proper faces, they possess two large, faintly glowing eyes and a small slit of a mouth, but are otherwise entirely devoid of features. The Northern underpeople have eerie violet eyes, while the South's underpeople have wan green eyes.

These ancient underpeople dwell in metropoli carved from quartz and volcanic glass, and they possess formidable Essence-wielding abilities and impossibly keen senses. They typically try to either kill or flee from trespassers, but they are willing to make deals and alliances, including treaties of safe passage or even mutual aid. Underpeople are scrupulously law-abiding and regard any breach of a treaty, even a minor or accidental one, as an offense punishable by death. They also consider Essence use one of the basic attributes of all intelligent beings and regard ordinary mortals and underpeople as little more than dumb animals. These ancient underpeople serve as one of the greatest threats to the Jadeborn in terms of numbers, organization and strength, but also as one of the few threats in their underground realm that may be dealt with through diplomacy rather than violence.

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

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

Abilities: Athletics 1, Awareness 4, Bureaucracy 2, Craft (Earth) 2, Dodge 2, Integrity 2, Linguistics 1, Lore 1 (Subterranean +3), Martial Arts 1, Medicine 1,

Melee 2, Occult 4 (Art of Elemental Summoning +3, Art of Geomancy +3, Art of Husbandry +3), Presence 1, Resistance 2, Stealth 3, Survival 1

Join Battle: 6

Attacks:

Punch: Speed 5, Accuracy 4, Damage 3B, Parry DV 3, Rate 3, N

Kick: Speed 5, Accuracy 3, Damage 6B, Parry DV 1, Rate 2, N

Clinch: Speed 6, Accuracy 3, Damage 3B, Parry DV —, Rate 1, C, N, P

Soak: 0L/3B

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

Dodge DV: 3 **Willpower:** 5

Essence: 2

Essence Pool: 20

Other Notes: The ancient underpeople possess the Night Vision (x2) and Enhanced Smell poxes, the Enlightened Essence and Wall Walking blights and a unique debility that renders sunlight deadly to them. In sunlight, one of these underpeople is at -2 on all dice pools and suffers one unsoakable level of bashing damage for each minute of exposure.

DARKBROODS

Some Darkbroods are hideous failed experiments that the Primordials banished underground. Others are races that remained loyal to the Primordials and retreated underneath the earth when their masters lost the war with the Exalts. Still others are strange creatures designed long ago to dwell beneath Creation, and who remain there to this day. Regardless, these creatures are uniformly inhuman and invariably hostile to other forms of life, and they fight an Endless War with the Mountain Folk who share their habitat.

HRUGGHA

Theorized by Jadeborn savants to have been designed as a biological weapon by the First Age Copper Spiders, hruggha begin their lifecycles as colonies of phosphorescent green mold that grow within demesnes, upon whose Essence they feed. If an infected demesne is capped by a manse, the hruggha mold begins to disrupt and dissolve the structure in order to release the site's raw energies. (This process requires one week per manse level—each level lost



counts as Power Failure due to damage, see p. 62 of **The Books of Sorcery, Vol. III—Oadenol's Codex**, with identical results.) Demesnes infected by hruggha spores quickly transform into vast spawning pits from which adult hruggha eventually arise at a rate of one per level of demesne per week. To speed up the process, however, hruggha throw captive humans into the pits (usually underpeople, but occasionally surface dwellers), where the sticky hruggha mold holds them fast while it breaks down their flesh, transforming the poor wretches into adult hruggha. Breaking free from the mold without aid requires a (Strength + Athletics) total of 7, though the pits are generally guarded by hruggha, who do their best to return an escapee to the spawning pit. Hruggha infection is treated as a disease with Virulence 5, Difficulty to Treat 5, Morbidity 5 and Treated Morbidity 4.

Adult hruggha are compact, albino humanoids that stand between four and five feet tall and are uniformly caked in filth. They often wear equally filthy scraps of clothing or mismatched pieces of armor they exhumed from graves, dredged from the spawning pits or scavenged from victims. Hruggha visages are hideous caricatures of the human form, with enormous ink-black eyes and slit mouths dominated by sharp teeth. Hruggha hands possess only three digits and their feet only three toes, one of which is just a vestigial dewclaw located at the rear of the foot near the ankle. Hruggha craft simple tools and weapons, and they coat their weapons in excrement or rotten flesh to promote infection.

Hruggha often attack in huge numbers, seeking to capture prisoners for their spawning pits or to spread their infection to new demesnes. Hruggha spores live on in the adults' blood, so it is a simple matter for them to contaminate demesnes or manses they assault. Having battled this Darkbrood for centuries, Mountain Folk have developed decontamination procedures their Warriors undergo after battling the hruggha, as well as methods of cleansing their infection from demesnes.

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

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

Abilities: Athletics 1, Awareness 1, Dodge 1, Larceny 1, Martial Arts 1, Melee 2, Survival 1 (Underground +2), War 1

Join Battle: 3

Attacks:

Punch: Speed 5, Accuracy 4, Damage 3B, Parry DV 2, Rate 3, N

Kick: Speed 5, Accuracy 3, Damage 6B, Parry DV 0, Rate 2, N

Clinch: Speed 6, Accuracy 3, Damage 3B, Parry DV —, Rate 1, C, N, P

Crystal-Studded Club: Speed 5, Accuracy 5, Damage 9B*, Parry DV 2, Rate 2

Stone Axe: Speed 4, Accuracy 5, Damage 8L*, Parry DV 1, Rate 2

Stone Knife: Speed 5, Accuracy 5, Damage 5L*, Parry DV 2, Rate 3

* These defiled weapons add a +2 external penalty to rolls to resist infection (see **Exalted**, pp. 151–152).

Soak: 2L/6B (scavenged armor, 2L/3B)



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

Dodge DV: 1 **Willpower:** 4

Essence: 1

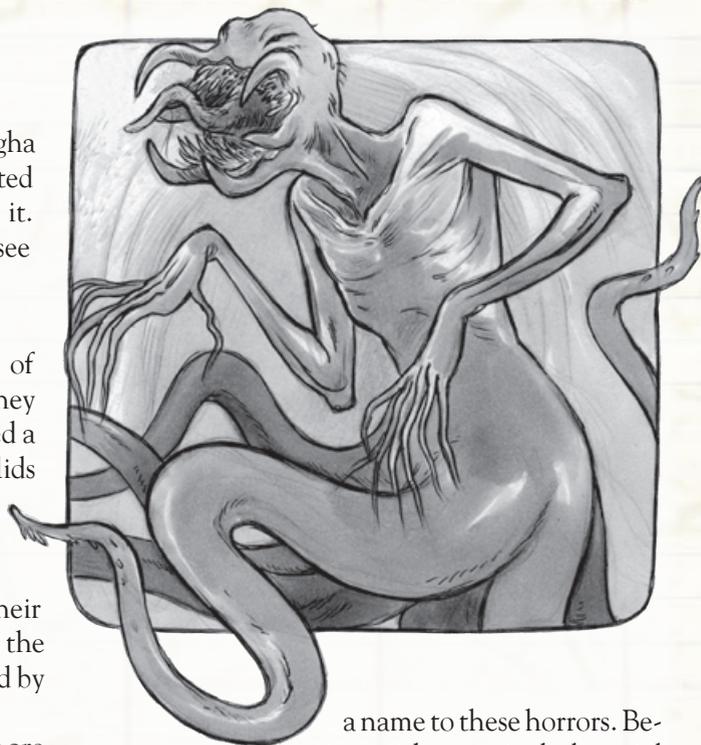
Other Notes: Direct sunlight obliterates hruggha spores and inflicts one health level of aggravated damage per minute a hruggha is exposed to it. Hruggha are considered creatures of darkness (see *Exalted*, p. 192) and are typically extras.

CEPHALIDS

The monstrous cephalids were but one of many races created by the Primordials while they ruled Creation. This Darkbrood was considered a failure by its creators, however, as the cephalids were completely insane. Disgusted, the Primordials drove the cephalids from the surface of Creation and made them vulnerable to the light of the Unconquered Sun. Rejected by their creators and banished from the surface world, the cephalids not only survived, but thrived, fueled by their hatred of all other life.

By the standards of other races, cephalids are hideous. From the waist up, a cephalid vaguely resembles a humanoid, with two lithe and sinewy arms that end in delicate seven-fingered hands with suckers lining the inside. The creature's lower body, however, is a writhing mass of thick, muscular tentacles, each one more than capable of supporting its body weight. Even more disturbing is the cephalid's large head, with its eyes reduced to glittering slits and its horrible mouth featuring a triple row of inward curving teeth and a rasping tongue. A ring of interlocking chelicerae surrounds the mouth, making it appear as if the creature has no mouth at all until it opens, blooming like some obscene flower. Several of the cephalid's powers require a successful bite attack, which represents the monster physically altering its victim's brain with these nimble chelicerae. Cephalids are naturally a sickly gray-green color, but their skins contain chromataphores that allow them to camouflage themselves to better match their surroundings.

As these creatures' communication is entirely non-verbal, the term cephalid was one applied to the Darkbrood by Jadeborn savants that they might put



a name to these horrors. Being neither particularly social nor fecund creatures, cephalids are usually encountered in clutches of three to six adults, though occasionally these guard a nest of jellylike eggs (which take an entire decade to hatch).

Attributes: Strength 4, Dexterity 5, Stamina 4; Charisma 1, Manipulation 4, Appearance 0; Perception 4, Intelligence 6, Wits 5

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

Abilities: Athletics 3 (Contortion +3), Awareness 3, Dodge 3, Integrity 3, Lore 3, Martial Arts 3, Occult 5, Presence 2 (Intimidation +3), Resistance 2, Stealth 5 (When Immobile +3), Survival 3 (Underground +3)

Supernatural Powers:

Call—May mentally communicate with other cephalids

Dreamscape—The mind of a cephalid may communicate through dreams

Harrow the Mind—A cephalid may override other beings' perceptions

Hoodwink—The power of the cephalid's brain overwhelms simpler minds



Memory Mirror—Only those successfully bitten by a cephalid are vulnerable to having their minds invaded by this power

Mind-Knife Sacrament—Given time, the cephalid may permanently alter the mind of another with its bite

Natural Prognostication—The fate of others is apparent to the cephalid

Regalia of Authority—Lesser beings cannot help but do the cephalid's bidding

Stoke the Flame—It is a simple matter for the cephalid to toy with others' emotions

Join Battle: 8

Attacks:

Bite: Speed 6, Accuracy 8, Damage 6L, Parry DV —, Rate 1, N, P

Punch: Speed 5, Accuracy 9, Damage 4B, Parry DV 5, Rate 2, N

Tentacle Whip: Speed 5, Accuracy 8, Damage 7B, Parry DV 3, Rate 3, N, R

Tentacle Clinch: Speed 6, Accuracy 8, Damage 4B, Parry DV —, Rate 1, C, N, P, R

Soak: 6L/8B (Rubbery hide, 4L/4B)

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

Dodge DV: 6 **Willpower:** 9

Essence: 3 **Essence Pool:** 30

Other Notes: Though the cephalids' supernatural powers are modeled on them, they are not actually spirit Charms, but rather innate powers based on their unique physiology. Cephalids possess the equivalent of the Night Vision (x2) pox, the Chameleon and Tusks afflictions, the Armored Hide, Tentacles and Wall Walking blights, a unique Regeneration abomination (heals two levels of bashing damage or one level of lethal damage an action, unless the damage is dealt by heat or flame) and a unique debility that renders sunlight deadly to them (it inflicts one health level of aggravated damage per minute a cephalid is exposed to it). Cephalids are considered creatures of darkness (see *Exalted*, p. 192). A cephalid may maintain up to nine clinches simultaneously, thanks to its numerous tentacles.

FORBIDDEN GODS

The forbidden gods do not serve Heaven. When the Incarnae rebelled, some gods sided with the Primordials against the usurpers. Those who fought alongside the Primordials were executed, but some went undiscovered until much later, when their guerilla campaign within the spirit courts began to disrupt the Terrestrial Bureaucracy. During the First Age, these forbidden gods were hunted down and slain, and the Celestial Bureaucracy denies any survive.

Since that time, however, Heaven has exposed many other gods working against the Celestial Order, and many more have been turned irrevocably away from the favor of Yu-Shan. Mortal savants have appropriated the term "forbidden god" to mean any god Heaven would rather not exist. Many such divinities have fled the harsh gaze of the Unconquered Sun and the ranging eye of Luna to the relative safety that the subterranean world of the Mountain Folk provides, while others have been imprisoned below Creation for their crimes against Heaven.

Forbidden gods are as varied in power and personality as any other divinities. The rank system provided for gods in *The Compass of Celestial Directions, Vol. III—Yu-Shan*, pages 119–128, offers a simple way to generate forbidden gods based upon their comparison to Celestial gods of equivalent power. By way of example, the leech gods dwelling beneath Rathess (see *The Books of Sorcery, Vol. IV—The Roll of Glorious Divinity I*, pp. 69-70) would rank as Third Rank forbidden gods, while Han-Tha himself (see *The Compass of Terrestrial Direction, Vol. III—The East*, pp. 136–138) would rank as a Fourth Rank forbidden god.

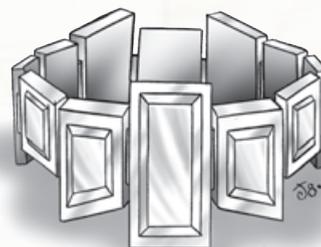
BELT OF CRYSTAL

ADAPTATION

(ARTIFACT ●●●)

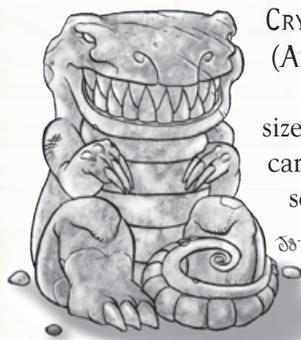
This belt of flat rectangular crystal allows the wearer to exist in almost any natural environment.

He can remain comfortable in a blazing desert, walking barefoot





through a frigid arctic blizzard or even underwater. However, this item only protects the wearer against harsh environments, it does not protect him from elementally based attacks or other environmental effects such as poisons or the energies of the Wyld. In addition, while this device negates the wearer's need to breathe, she still requires food and water. To attune this item, the wearer must commit six motes of Essence. A single large, flat circular crystal forms the belt's buckle, and this crystal has a setting for a single hearthstone.



CRYSTAL OF PROTECTION
(ARTIFACT ●●●)

These items are fist-sized clear crystals, usually carved in the form of some sort of statue, often of a large predator. When the user places it on a solid surface and expends seven motes of Essence, it creates a hemispheric dome of softly glowing sunfire. The dome is four yards in diameter and three yards high, and it provides light equal to late twilight. This Essence dome prevents wind, rain and cold from affecting anyone inside and provides a warm and comfortable environment for them. In addition, anyone from outside of the dome who attempts to enter takes five dice of lethal damage from Essence burns. Armor does not protect against these burns, only the character's natural soak. This dome also provides protection against ranged attacks equal to 75% cover (increase the DV of anyone inside the dome by +3 for ranged attacks). However, it provides no protection against hand-to-hand attacks. The dome lasts until the character who activated it leaves or until a full day passes. As soon as either happens,

the dome collapses and cannot be raised again until the crystal has been exposed to direct sunlight for at least 12 hours. Owners often tie these crystals to their saddles or wear them as pendants.

HEALING ORCHID
(ARTIFACT ●●)

The Dragon Kings bred the rare and potent emerald orchid from the life flowers found in the Far East. This plant is designed to grow on living flesh and can be easily used by any being with an enlightened Essence. The wearer must commit three motes of Essence to keep the orchid healthy.



This plant is a finger-thick vine bearing dozens of thumb-sized leaves and six or seven small, emerald-green flowers. It is designed to wrap around the wearer's arm. When placed there, it sends many small roots painlessly into the wearer's flesh. This flower allows Dragon Kings and other Essence users who heal more slowly to heal as rapidly as one of the Exalted. Exalts and beings who heal as rapidly as the Exalted who wear this flower heal one level of bashing damage per hour or one level of lethal damage every three hours. The healing orchid also gives its wearer a two-die bonus to resist poison, disease or infection. So long as the wearer is alive, the plant survives and functions normally, though it loses its flowers in conditions of extreme cold.



THE CHAOS SEERS

Both bogeymen and prophets to the Mountain Folk, Chaos Seers have existed within Jadeborn society since the time of the Great Geas. They are Enlightened Mountain Folk who somehow possess the ability to gaze beyond the constraints of linear time to glimpse the future. Unfortunately, the cost for their foreknowledge is invariably homicidal madness. The Jadeborn as a whole are at a loss to explain the Chaos Seer phenomenon (though a handful of Artisans suspect the truth). That does not stop the Great Conclave from exploiting the mad wretches, however. At any given time, the Great Conclave has a dozen of these mad prophets incarcerated in a secure prison manse in Urvar in order to make use of their precognitive Charms for the good of Jadeborn society. Despite the tight security on this facility, at least once every few decades one of these mad geniuses escapes and begins murdering key Mountain Folk, apparently with the intent of bringing some unknown future to pass. Such escapees seem driven to play elaborate games of cat and mouse with the Conclave investigators tasked with returning them to custody. In fact, considering the advantage the Seers' precognitive insight gives them over the authorities, it is usually only because the Chaos Seers feel compelled to flaunt their brilliance that they are ever apprehended at all.

The source of the Chaos Seers' power is a tenuous sympathetic connection that exists between the mad prophets and Heaven's pattern spiders. Pattern spiders are, like the Jadeborn, creations of Autochthon: god automata tasked with operating and maintaining the Loom of Fate in Yu-Shan. By exploiting the resonance that exists between the two creations of the Great Maker through a unique Pattern of Charms, Chaos Seers may access the Loom to gain insight and power. Unfortunately, the Jadeborn mind was never meant to interface with the clockwork sapience of the spiders, so it suffers from the exposure. Those few Artisans who have fathomed the connection with the limited knowledge the Jadeborn have of Heaven's workings are unsure why it exists. Did Autochthon intend for his people to develop this connection? Or have the Chaos Seers exploited some flaw in the Great Maker's works?

One of the greatest threats posed by the Chaos Seers is that their condition is, to an extent, contagious. Any Enlightened Jadeborn who interacts for a prolonged period of time with one of the mad prophets risks corruption from his exposure. Seers delight in converting their own jailors and interrogators to their cause, and anyone who drops his mental guard risks being inducted into the Seers' ranks. As a result, anyone who has more than a single conversation with a Chaos Seer over the course of a year must undergo a monthly evaluation of his mental state for the next year just to be safe. Such precautions catch the majority of Enlightened Mountain Folk who are infected by chaos, but not all. It is the official position of the Great Conclave that Artisans are immune to conversion into Chaos Seers and that it is a condition from which only Enlightened undercastes suffer, yet another sign of their degenerate condition. This is merely propaganda, however, and Artisans are as vulnerable to becoming Chaos Seers as Enlightened Warriors or Workers are (though many don't know it). In order to maintain the deception, instances of Artisan Chaos Seers are routinely swept under the rug when discovered, with their crimes often linked to Enlightened scapegoats of the undercastes, who conveniently die while resisting arrest.