

THE BOOKS OF SORCERY, VOL. I

WONDERS OF THE LOST AGE™



A TOME OF
WONDERS FOR



THE BOOKS OF SORCERY, VOL I

WONDERS OF THE LOST AGE™

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INTRODUCTION

Most artifacts used and built in the Second Age are simple in design with few moving parts, built of a single magical material to be nigh-indestructible. Such devices typically have one or two related powers, activated by direct expenditure of Essence or constantly operating as long as the wonders are attuned to their owners. This preference for durable simplicity exists for a number of reasons. First, most Exalted in the Time of Tumult are not well-educated savants. They do not grasp the subtle nuances of clockwork engineering, motonic physics, metallurgy or the myriad other academic disciplines required merely to *understand* sophisticated artifacts, let alone actually maintain them. Therefore, the Chosen prize best those artifacts that are sturdy, portable and built on the straightforward model of “Essence goes in, magic comes out.”

By contrast, many artifacts built during the First Age—especially the High First Age and early Shogunate—follow

different aesthetics and priorities. The master artificers of the ancient world understood that sophistication and complexity were the best routes to greater power. In theory, a common warstrider is no greater a wonder than a grand daiklave (both are Artifact 3), but ask any legionnaire which he’d rather face on the battlefield, and the disparity becomes clear. Even so, warstriders are useful only in certain types of engagements, and they demand far greater Essence (to the point of needing an inset hearthstone just to move), not to mention regular and expensive maintenance by trained technicians. Such drawbacks are not inconsequential, particularly as the inhabitants of the Second Age lack the educated society and vast technomagical infrastructure of their forebears.

Despite prevailing trends, not all Exalted eschew the complexities and complications of advanced First Age artifacts in favor of lesser, more stable devices. For those who can obtain and keep them, the wonders of the past afford great power.



Lookshy's hegemony over the Scavenger Lands and ongoing defiance of the Realm stands as the most visible testament to the power granted by access to technology, but the Seventh Legion is by no means the only example. All who choose this path, however, must also educate themselves sufficiently to keep their devices operational, plus secure sufficient funds to replace worn-out or damaged components. The following are special rules for maintaining First Age technology.

REPAIR AND MAINTENANCE

Although many of the more elegant artifacts familiar in the Age of Sorrows (such as daiklaves and other weapons) are designed to be maintenance-free beyond basic cleaning and the like, other artifacts (particularly those constructed during the Shogunate) require substantial ongoing upkeep to ensure proper function. Shogunate-era artifacts are especially prone to this necessity as the Dragon-Blooded were forced to use expendable reagents and fuels in place of the permanent, but no longer available, substances the Solar Exalted provided during the High First Age. This upkeep takes the form of reinforcement or reapplication of enchantments in some items, while other artifacts need to have exotic components such as expendable reagents or catalysts replenished, particularly after long or strenuous use. While Shogunate technology was powerful, the Dragon-Blooded paid for that power with the time spent to keep them functioning. With a great deal of study and reverse engineering, the savants of the Shogunate could duplicate the function of many First Age weapons, but they could not duplicate the durability and solidity of those devices.

Artifacts have a Repair rating when they require substantial maintenance and repair in order to keep functioning. This rating acts as a general guideline for how expensive and difficult that artifact is to maintain, how much labor must be dedicated to the artifact and how much its expendable parts and materials cost to replace. An artifact's Repair rating reflects a double cost hidden in these items: the ongoing cost of maintaining the device and the cost of repairing it when it breaks down, as all such items eventually do.

Most devices with a Repair rating were originally manufactured during the Shogunate when the loss of Deliberative-era technology suddenly made upkeep necessary in order to mimic the effects and power level of High First Age technology. The High First Age versions of these artifacts might still exist, but they're incredibly rare. These ancient artifacts are identical to their Shogunate equivalents, but they channel Essence to maintain and repair themselves. Therefore, First Age variants of such items are imperishable (until actively physically damaged) and have no Repair rating, but they cost one *or more* additional Background dot(s) to purchase at character creation. The default version of any item is the Shogunate-era version with a Repair rating to convey that those lesser items require constant maintenance and repair.

NEW CHARM: WONDER-FORGING

GENIUS

Cost: —; **Mins:** Craft ([First Age Craft Ability]) 5, Essence 5; **Type:** Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Infinite Craft Mastery, Crack-Mending Technique, Craftsman Needs No Tools

As the premiere artisans of the Chosen, the Solars can achieve in a mortal lifetime what lesser Exalted require centuries of study and experimentation to understand. Purchase of this Charm reduces by one dot each the minimum Craft, Lore, Medicine and Occult requirements to build or repair artifacts—to a minimum requirement of one dot for any Ability normally required for the task. Therefore, an artifact with Repair 4 (normally requiring Lore 5, Occult 5 and Craft 5) would require only Lore 4, Occult 4 and Craft 4 to fix it. Likewise, a Solar creating an Artifact 4 wonder (normally requiring six dots in each of the three Abilities to construct) would need only five dots in Lore, Occult and Craft. Purchasing this Charm also reduces by three the total number of dots characters must have allocated among Craft, Lore and Occult to design manses. Characters may purchase this Charm a maximum of only two times.

Characters could run across technology level four and five versions of the same item, though the latter version will be *much* less common—and much more expensive if it's ever found on the market. (Scavenger lords have learned how to tell the difference between the two, and they price their wares accordingly.) Either version can be purchased at character creation, with one exception: Artifact 4 and 5 items from the Shogunate could have imperishable versions, but if they do, those older, self-repairing variants have an effective Artifact rating of N/A and cannot be taken at character creation. They may be found amidst caches of High First Age artifacts later in the game, however, if the Storyteller so chooses.

Example: Dragon armor was first made in the First Age, but it was still possible to construct it with Shogunate-era technology. With great effort, it can even be manufactured in the Second Age (though only in Lookshy and the Realm). Dragon armor is typically an Artifact 4 item, but it needs to be continually maintained. The much less common First Age version has no Repair rating, but its Artifact cost is one or more dots above the base price, so it will have an Artifact rating of 5 or N/A, at the Storyteller's discretion.

MAINTENANCE

Maintenance is work needed to keep a device functioning—consisting of not just tightening belts, filling reagent

THE LOST ART OF PERMANENCE

The techniques for creating self-maintaining items are all but lost in the Age of Sorrows, even to the Lunar and Sidereal Exalted who remember the First Age. The secret techniques of the First Age craftsmen might still survive in a lost library somewhere, but no one now residing in Creation remembers the secrets of creating such devices. If the Solar Exalted do not rediscover that knowledge, it could be lost for good.

tanks, replacing expendable components and the like, but ritual tasks as well. Such tasks include prayers or sacrifices made to appease the artifact's least god, reapplying or strengthening enchantments and so on.

Maintenance is assumed to be automatically successful. Provided the character has sufficient time, resources and ability, she can keep the device working indefinitely.

Artifacts normally need maintenance dependent on usage. A device that is not used will likely need basic maintenance to bring it up to full working order, but it will not continue to decay. Heavy use of artifacts, especially in combat situations, typically counts as twice normal usage. (Count each hour or fraction thereof as two hours when determining the need for maintenance, unless otherwise noted in the artifact's description.) There is usually a grace period between when maintenance is needed and when the item's performance starts to suffer. Unless stated otherwise, assume the device loses 10 percent of its Speed or Maneuverability, 4B/2L Damage or Soak, or one Power (for certain automata) for every 10 hours by which the device is overdue for maintenance. These penalties accrue until all of the required maintenance has been performed. In extreme cases, the device might actually break from the abuse, causing it to function at this reduced level until it undergoes repairs equal to twice its normally required maintenance. Such repairs reflect a total overhaul, essentially stripping the item down to its component parts and rebuilding it entirely. If a character lets an artifact degrade this badly, have his player roll (Intelligence + Lore [not Craft]) to see if the character possesses the knowledge needed to perform this kind of total rebuild.

REPAIRS

Artifacts that have been broken or damaged can sometimes be repaired, though whether repair is possible depends on a variety of factors. Very old or poorly maintained artifacts can be more difficult or even impossible to repair. Many High First Age artifacts, on the other hand, need only basic maintenance to bring them back to full functionality even after thousands of years of abuse. Repairs are normally a simple task requiring the player to roll (Intelligence + the pertinent Craft Ability—usually Craft [First Age Weapons]) against the difficulty listed on the Repair tables.

Fixing large or unusually complex devices (Artifact rating 4 or higher) might be an extended task, with a total difficulty equal to the Repair rating squared. (To fully repair a Repair 4 device requires the player to accumulate 16 successes on a difficulty 4 task.) Even these massive devices can usually be made to function a time or two with a simple success. The *Skywolf's* sorcerer-engineer could keep her in the air for a short time with a difficulty 5 success, but long-term repairs would require an extended task. A botch on such an extended roll costs the player all accumulated successes and increases the number of successes needed by an amount equal to the number of 1s rolled in the botch.

REPAIR TEAMS

The largest artifacts cannot be maintained by a single sorcerer-engineer, regardless of his understanding of First Age systems, as there are simply too many time-consuming adjustments and repairs that need to be done nigh-simultaneously. Smaller devices can sometimes benefit from an additional technician as well, but for many projects, a single assistant is sufficient (or can even be too much help). Controlling a repair team requires a successful (Charisma + Presence) roll to keep the workers motivated and operating at peak efficiency. The difficulty is equal to the size of the team divided by three (rounded down if the character is a Terrestrial Exalt; rounded up if the character is a Celestial Exalt). Charms that facilitate teamwork, including those associated with the War and Presence Abilities explicitly affect this roll. A repair team must have a number of technicians with Craft (Magitech), Lore or Occult scores equal to (that of the sorcerer-engineer whose player is making the roll, minus 2). All remaining members should have at least one Ability (Craft [First Age Weapons], Lore or Occult) of at least 2. The total size of a repair team is typically equal to the Repair rating times three for large artifacts (such as a *Kireeki*-class skyreme) and times two for smaller artifacts.

TOOLS

Even the most skilled sorcerer-engineer can be hampered if she doesn't have the proper tools for a particular task. Very few artifacts can be repaired with the contents of a carpenter's toolbox or a blacksmith's shop. Such work requires a mixture of sophisticated tools, measuring devices and calibrated instruments and utensils. Even the best hammer, chisel or tongs in Creation is of no use if the artificer requires an Essence needle or a Hyperion key to complete his repairs.

Tool kits from the First Age and the Shogunate can still be found, though they are extraordinarily expensive. A partial kit of random First Age tools assembled in no particular order costs Resources 3. A mostly complete set in decent shape can be found for Resources 4, while a complete set of the most common First Age tools, in good shape, requires Resources 5.

These tool kits are often large. Even the smallest minimal set barely fits in a carefully packed frame pack, and the



FIRST AGE CRAFTS

For mundane repairs of items, characters may use any of the five elemental Craft Abilities explained on page 107 of **Exalted**. These skills are woefully insufficient for working on the sophisticated magical technology of the First Age, however. A blacksmith might be able to crudely patch a hole in a skyship's metal bulkhead with Craft (Fire), but he would not be able to seamlessly restore the original alchemical alloy. To reflect this insufficiency, characters suffer a -2 external penalty whenever they use a mundane Craft to perform maintenance or repairs on a sophisticated artifact. Actually building such devices with mundane Craft ratings is impossible.

Technicians who wish to learn the appropriate skills for building and repairing complex artifacts must learn the appropriate First Age Craft Ability. Two are presented here. Storytellers may devise others as appropriate for more exotic wonders.

Craft (Magitech): A character with this Craft Ability has conducted an intense study of the creation, enchantment and maintenance of weapons and devices from the First Age (including the High and Low First Age). She may have learned the techniques of First Age engineering in Lookshy, at the Heptagram, in Yu-Shan or in some similar locale that still has systems in place to teach such complex lore. This Ability encompasses knowledge of Essence circuitry, motonic physics, clockworks and other highly sophisticated technologies. Most automata and inanimate First Age artifacts are built and repaired using this Ability.

To represent the necessary understanding of precise engineering and the arcane substances used in First Age devices, the character must have two dots each in Craft (Air) and Craft (Fire) and at least one dot in another Craft form before she can learn this exacting discipline. Furthermore, her rating in Craft (Magitech) cannot be higher than her Lore rating.

Most sorcerer-technician characters will have at least moderate levels of this Ability, and *all* sorcerer-engineers are masters or near-masters of this arcane art.

Someone with Craft (Magitech) 1 can perform basic maintenance and repair on simple Shogunate-era devices. Someone with Craft (Magitech) 3 can use schematics to build an implosion bow from scratch (provided he has the components). Someone with Craft (Magitech) 5 can design and build entirely original First Age-style devices and weapons systems, including items never seen before in Creation.

Characters possessing the Savant Background may add their Savant rating to all rolls that use this Ability.

Example Specialties: Automata, Perfected Calculation Arrays, Skyships, Naval Vessels, Biomagitech, Energy Weapons, Transportation Devices, Utilitarian Artifacts

Craft (Genesis): This Ability is required to create or modify life, encompassing detailed studies of bio-Essence templates, mutagenic radiation, inheritance profiles, inter-species compatibility serums, organic alchemy and more. Characters may not have a higher rating in Craft (Genesis) than the lowest of their Lore, Medicine or Occult ratings. See "Rules for Creating Life" on page 117 for the ways Exalted design and customize new organisms. In the epoch before mankind, Dragon Kings used this Craft to make their vegetative technology.

Example Specialties: New Species, Modified Species, Sentient Organisms, Vegetative Technology

largest fills a good-sized workshop. If multiple engineers are working on a large project, they all require their own sets of tools. Since there is some limited overlap, however, the total Resource cost for each additional set decreases by one.

WORKSHOPS

The ability of First Age craftspeople to create many of their Age's greatest wonders came in large part from the factory-cathedrals built by the Solar Exalted. Factory-cathedrals were places of sanctified creation, where materials could be strengthened with prayers and forged into great wonders through the efforts of gods, demons, elementals and, of course, Exalts. Adamant scalpels, Essence-manipulating talismans and glyphs, prayer-drills, Hyperion keys and other tools that were artifacts in their own right helped turn the craftsman's dreams into reality. The smallest full First Age

factory-cathedrals started at around 10,000 square feet and went up from there. In the Second Age, one or two intact factory-cathedrals might still be left in the ruins of untouched First Age cities. Yu-Shan also has a number of full-scale factory-cathedrals, but they don't get much use, and anyone not closely associated with the workings of Heaven will need a very convincing reason to gain access to them. Alternatively, the craft halls of the Mountain Folk contain workshops just as advanced as any factory-cathedral, but the Mountain Folk keep the secrets of their crafts (and the existence of the halls) to themselves, lest the Exalted get too curious.

Shogunate workshops lost much of the Essence-manipulating technology that the Solars had used before the Usurpation, along with access to Second and Third Circle demon artisans and most gods. A full Shogunate workshop requires at least 3,000 square feet for storing even the most basic collection of tools.

- x No tools available. No repair attempt can be made without extensive use of Charms.
- Limited or primitive tools only: stone hammers, flint knives and a fire pit. +4 to the difficulty of all repair rolls not based on Charms.
- Good Iron Age tools: metal tools, hammer and anvil, forge. +3 to the difficulty of all repair rolls not relying on Charms.
- Good tool kit containing some simple but important First Age tools. +2 to the difficulty of repair rolls not based on Charms.
- Shogunate era workshop containing a complete set of Shogunate tools. +1 to the difficulty of repair rolls not relying on Charms.
- First Age factory-cathedral

HOW TO USE THIS BOOK

This supplement contains a wealth of magitech devices with which players and Storytellers may outfit their characters. Whether as part of an **Exalted** character's panoply or as plot contrivances, these artifacts bring a unique flavor to the series in which they are used—and often serve to drive those series forward.

Chapter One: A History of Wonders

This chapter details the rise and fall of magitech technology from its heights in the First Age to its near absence in the Age of Sorrows.

Chapter Two: The Purview of the Golden Barque

This section presents various forms of First Age transport, from personal skycraft to armed and armored troop carriers. In a world of chariots and oar-propelled ships, such vehicles

allow for security and speeds of transport orders of magnitude beyond what the Second Age has to offer.

Chapter Three: The Purview of the Cerulean Lute

This chapter presents artifacts that were common fixtures in the daily lives of the people of the First Age, designed to make those lives better. In the present, these devices serve as everything from status symbols to weapons.

Chapter Four: The Purview of the Crimson Panoply

This section provides personal arms and armor commonly used in combat during the First Age. In the current Age, these weapons can make a talon of soldiers the equal of an army.

Chapter Five: The Purview of the Forbidding Manse

This chapter details the golems, automata, constructed consciousnesses and artificial life that represented the pinnacle of the Twilights' art in the High First Age. Following the Usurpation, most of these devices were destroyed by Dragon-Blooded fearful that these beings' creators had embedded failsafe retaliatory subroutines in their programming. Surviving examples are rare in the Second Age.

Chapter Six: The Purview of the Violet Bier

This chapter outlines a number of First Age weapons of mass destruction. Though most were spent during the internecine conflicts of the Shogunate or against the invading Host of the Fair Folk after the Great Contagion, a number still survive in the armories of the Realm and Lookshy.

Appendix II: Warstriders

This section provides players and Storytellers with rules for constructing and fielding these titans of the First Age battlefield. From the common warstrider to the mighty AI-enhanced royal warstriders, these colossi rule the fields of honor just as much now as they did in the previous Age.

REPAIR TABLES

Repair Rating	Examples	Lore	Occult	Craft	Resources	Time	Difficulty
•	Ashigaru Armor	3	-	-	••	one hour	2
••	Gunzoshu Armor, Light Implosion Bow	4	3	3	••	one hour	2
•••	Warstrider, Lightning Ballista	5	4	4	•••	one hour	3
••••	Chariot of the Infinite Heavens	5	5	5	•••	one day	4
•••••	<i>Skywolf</i>	6	4	6	••••	three days	5
••••••	Realm Defense Grid Installation	7	6	6	•••••	one week	6
Difficulty	Modifier						
+1	Each dot under the minimum Ability requirements						
+1	Substituting a close Ability (Craft [Fire] for Craft [First Age Weapons] to repair a warstrider						
+2	Rushing the job (cuts time in half)						
+1 to +3	Inadequate tools						
-1	Discussing repairs with the artifact's least god (takes one hour, requires successful prayer roll)						
-1	Skilled assistant						
-1	Expert tools (additional +1 Resources cost)						
-1	Extra time taken (doubles time)						
-2	Repair team (see above)						



THIS IS THE PLACE, AUDITOR. THE HEART OF OUR CATHEDRAL-FORGE.



IMPRESSIVE. HOW DID YOU FIND IT?

MY CIRCLE PUSHED BACK THE WYLD TIDES, AND HERE IT STOOD. IMPERISHABLE.



MY CIRCLE BELIEVES IT'S OLDER THAN THE GREAT CONTAGION. IT MIGHT PREDATE THE SHOGUNATE. HOWEVER...



...IT DOESN'T WORK.

NO, WE CAN'T UNRAVEL THE SECRET OF ACTIVATING THIS REFINERY ORGAN.

BECAUSE OF WHAT'S WRITTEN ABOVE THE ORGAN'S KEYBOARD, AUDITOR.

"MAYOIGO"... COULD IT BE, AT LONG LAST?

BUT YOU SUSPECT I CAN?

I AM CONFIDENT OF THIS VERY THING.

YET, WHY SHOULD I WHEN MY COURTESANS AWAIT MY RETURN TO MALFEAS?



CHAPTER ONE

A HISTORY OF WONDERS

When it is remembered at all, the First Age is remembered as a time of unsurpassed wonders, when magic and technology were so fused that they were indistinguishable from one another. Exalt and mortal alike benefited from the partnership of these two disciplines, and many of the denizens of Creation enjoyed an extraordinarily high standard of living thanks to the myriad gifts brought forth by the wonders of the Age. Certainly, compared to the lot of mortals living in the Age of Sorrows, the legends of the First Age seem so fantastic as to be unbelievable, but the Exalted know the truth of those glorious tales. Some of the Chosen have firsthand recollections of that Age of wonders, while others know it through dreams, the long-studied texts of savants or visions of Heaven. The Chosen know only too well all that was lost with the change of Ages.

Now, in the violent and fallen Second Age, the First Age has accrued a mythical significance, particularly among scholars and the learned. In large part, this is due to its remoteness from the present and the fact that so few know of the First Age at all, let alone accurate details. In the minds of those

savants who know anything about its wonders, the First Age represents a monolithic and uniformly ideal era made possible by great magic and artifacts of unfailing puissance.

In truth, the First Age *was* long and its magic and technology *were* powerful, but the Age was neither monolithic nor unvaried. The prevalence of sorcery was not uniform across its span; its technologies changed and evolved. Fads in innovation came and went, as did cults of personality around certain celebrities in the fields of design, engineering, technology and sorcery. (The name and achievements of Kal Bax, for example, are still lauded by those who know their First Age lore.)

The most troubling suspicions about the First Age, however—that it was in all ways more advanced and more civilized than the current Age of Sorrows—are true. If there is to be any hope of the innumerable wonders of that lost Age being returned to the peoples of Creation, or being reinvented entirely, it will require the efforts of not just one or two Twilight lore-masters or sorcerer-engineers, but *all* of them.



THE GREAT WAR

Before the great flowering of the First Age, there was an epoch antedating history, in which the Primordials forged Creation and created the gods to run it. The gods, in turn, created the Exalted and made war on the Primordials. The gods and their allies used wondrous tools and technology to wage their war against the Primordials, and they won that war because of it. Their victory complete, the gods made the Primordials swear oaths on their own names and banished them to the body caverns of their vast brother Malfeas.

In the Primordial War, the most powerful weapon designed by Autochthon, the gods' chief weaponsmith, was the process of Exaltation itself. In the time before the First Age, most denizens of Creation benefited only from the most rudimentary technology. The Mountain Folk and the Dragon Kings had their own technologies, and even some of the darkbrood races showed some skill at creating devices, but young humanity had yet to get beyond very basic technology. Even Twilight Caste Solars had only begun to create, and their most awesome inventions remained centuries away. When it came time for the Chosen to take arms against the Primordials, the Great Maker himself and his favored creations, the Mountain Folk, provided those first Exalted with weapons of legendary elegance and power.

Outside of weapons, however, little in the way of technology or magic had yet been invented or explored. The life of the common man was almost inconceivably harsh, subject as it was to the depredations of the Primordials' monstrous spawn on top of the normal environmental challenges. Everything was waiting to be invented. Humanity, Exalted or not, had not had time to create any technologies of its own. All humanity had had been provided by Autochthon or by the gods or the Mountain Folk or the Dragon Kings, and those gifts were granted only to the Exalted, not to the larger masses of humanity. Inspired by their Great Maker, the industrious Mountain Folk had already begun producing astonishing weapon technologies, but they resided beneath the Imperial Mountain and the gods' great city of Meru, and they had little traffic with mere humanity.

The weapons of Autochthon and his children, however, were advanced and formidable, and their like had never been seen, much less surpassed. Many of those legendary indestructible items exist still, though they're scattered throughout Creation (and beyond). Some are buried in the tombs of their Exalted owners, while others have been lost in mighty battles or taken to Malfeas by the Yozis or their minions after their wielders were vanquished.

Only after the Primordial War ended would the Exalted have the time and opportunity to develop technologies that did anything but destroy. When they did create such technologies, they provided a world of comforts barely conceivable in this harsh Second Age of Man.





AUTOCHTHON: THE GREAT MAKER

In the earliest days of the Solar Deliberative, Twilight Solars and other Exalted innovators (as well as the Mountain Folk, of course) had a great source of wisdom to whom they could turn when designing their great works: Autochthon, the Primordial creator of smithing, technology and machines. It was Autochthon himself who forged many of the miraculous weapons the Exalted used, just as he designed the process of Exaltation itself.

Before the Great Maker took himself Elsewhere, he was a frequent and honored advisor to the Solar Deliberative, and Autochthon's intricate designs were the basis for all but the most basic technology. On occasion, the Great Maker would send one or more of his component souls, called the Divine Ministers, to instruct the most industrious of the Lawgivers in the ways of technology and innovation.

With Autochthon's guidance, the First Age rapidly bypassed and outgrew simple tools, evolving from Bronze Age technology to astonishing levels of advancement in less than a century.

The Primordial's goodwill and assistance ended abruptly when the Solar Deliberative insisted that he subject the Mountain Folk to the Great Geas lest they challenge the divinely ordained supremacy of the Chosen. When tensions with the Deliberative prompted the Great Maker to remove himself from Creation, no contingent was more disappointed than the Solars of the Twilight Caste (many of whom had spoken out against the Great Geas for exactly that reason). Still, with the Mountain Folk's goods to study and the Machine God's detailed plans as the basis for further innovation, inspired artisans, engineers and savants had an unparalleled base on which to build.

THE FIRST AGE

In the Age of Sorrows, there are few who truly understand just how far civilization has fallen. The Exalted, especially the savants among their number, have the clearest understanding of the sheer magnitude of the loss. Some of the Chosen aspire to bring back the wonders of the First Age and endeavor to learn its lost sorcerous and technological secrets. Others are content to replicate what few wonders they can claim for themselves, and still others would rather not dwell on the matter at all lest despair set in.

The golden eon of the First Age lasted a very long time, and referring to the First Age as if it were one long uniform span of time can give the era an inaccurate sense of uniformity. During the First Age itself, scholars divided the Age into a myriad of different epochs and eras, each defined by its own

innovations, conflicts, legends, tastes and schools of thought. In the Second Age, there's scant need (and less ability) to be so detailed in understanding First Age lore.

The Celestial and Terrestrial Exalted have differing opinions of when the First Age truly came to a close. For the Celestial Exalted, the glories of the First Age came to an obvious and painful close with the Usurpation, placing the Shogunate at the commencement of the Second Age. Dragon-Blooded savants, however, insist that the Shogunate rightly belongs in the First Age, claiming that it was the Great Contagion that brought the First Age to a close. (They don't see the destruction of the Anathema as a calamity, after all, but as a great coup by righteous soldiers.)

Most modern scholars divide the First Age into two eras: the High First Age, when the Solar Deliberative ruled over Creation, and the much shorter Low First Age (or Shogunate era), which lasted from the Usurpation to the Great Contagion and subsequent Fair Folk invasion. Even by the most generous definitions, that seminal event brought the glorious First Age to a close.

AUGUST TWILIGHT SPLENDOR

The great crafters of the First Age were those Solars who Exalted into the Twilight Caste. At any one time, there were around 60 of these individuals in Creation, burning with the inspiration of the Unconquered Sun. Members of the Twilight Caste took it upon themselves to discover, remember and create what others could not, and they created much that could be described as miraculous.

Never satisfied with accepting the status quo, the Children of Twilight were innovators without equal, fusing sorcery, technology, architecture, engineering and even thaumaturgy to create works of unparalleled genius, utility, elegance and grandeur.

Some savants have even gone so far as to claim that the High First Age belonged to the Twilights. It was the Copper Spiders who made possible the comfort, the luxuries and much of the decadence of that Age. They constructed manses that stood in perfect harmony with the flow of Essence through Creation, and they devised ingenious systems of communication, agriculture, travel, governance and warfare. The level of comfort and the overall quality of life in those regions with a Twilight viceroy far exceeded those of regions ruled by Solars of other castes.

The innovators among the Exalted did not bring wonders into being right from their heads, however. Even the greatest creators need a system, and so it was with the Exalted.

The first objects of power in Creation came from Autochthon (or the Mountain Folk or Dragon Kings). Many such objects were gifts presented to the Lawgivers in advance of the first great battles with the Primordials. The Twilight Exalted studied these gifts until they gleaned their secrets through reverse-engineering. They soon realized that if they were going to replicate wonders of such power, they were



AESTHETICS AND THE FIRST AGE

For most of the First Age, utilitarian objects were judged not just by their functionality, but according to their aesthetic value as well. An item's beauty was held to be at least as important as its durability and functionality. It was not enough for a manse to cap a powerful demesne. It had to charm the eye and take away the breath with its beauty and grandeur as well. This was true of nearly everything produced by the Celestial Exalted in the High First Age. Motifs from nature—the sensual curves of a plant tendril or flower, the architectural perfection of a seashell, the languid, luminous elegance of jellyfish, the concentric ripples on the surface of a disturbed pool and, always, representations of the sun, moon and stars—were regularly incorporated into Exalted design schemes. Many common items of the First Age, including many buildings, look as if they were grown rather than built. This emphasis on attractive and elegant design made everyday life more pleasant, helped Essence flow freely through Creation and had other benefits as well. The gods of the various natural phenomena found the Exalts' stylized reproductions of their designs quite flattering and could sometimes be charmed into blessing certain objects that resonated harmoniously with their respective spheres of influence. For this reason, an item's (or building's) motifs can sometimes be a clue to its function or an indication of which god it was intended to flatter.

On rare occasions, the Celestial Exalted grew so theoretical or esoteric in their aesthetic sensibilities that they were effectively designing for the pleasure of inhuman deities (or, on rare occasions, Primordials or Yozis). In those cases, their creations were calculatedly hideous to human perceptions. One manse constructed according to such principles was legendary for being so horrific to look upon that mortals often plucked out their own eyes rather than risk seeing the place again. Few of these designs exist today. The Dragon-Blooded of the Shogunate found them so offensive that they sought out all such objects (and buildings) and targeted them for quick destruction after the Usurpation.

going to need tools and facilities equal to the task. To create a sword, one first needs to build a forge, and so it was with the magical technologies of the First Age. Yet the traditional hammer and forge weren't going to get the Exalted very far. To forge a truly wondrous artifact, one needed a suitable workshop filled with powerful, preferably magical, tools.

The Exalted quickly constructed facilities to build better tools, and with these better tools, they were able to build even better tool-forging facilities, and so on. The First Age is a long history of this sort of technological innovation and

evolution that led up to the creation of the first factory-cathedrals, which were, in essence, great industrial artifact tools for building techno-sorcerous artifacts of all description.

Under the direction of Twilight savant-engineers, the factory-cathedrals of the First Age churned out an astonishing array of marvelous devices on a daily basis. Once the Deliberative put in place the necessary infrastructure, the Children of Twilight found themselves capable of creating wonders almost beyond imagining.

Astonishing and powerful though these factory-cathedrals were, they alone were not sufficient to allow the Exalted to create the greatest of the wonders for which the First Age is known. Building the greatest wonders required still *more* of the Exalted. The Realm Defense Grid and the Five-Metal Shrike, for example, were not the product of any single factory-cathedral, but dozens of factory-cathedrals working in concert, each to provide one or more artifact components that became pieces of a larger whole.

IMPOSSIBLE COMPONENTS

Even the finest forge cannot make a good sword from ashes and dung. This principle was reflected, even more exactly, in the creation of First Age wonders. No factory-cathedral, regardless of its capabilities, could make a thing without the proper components, and rare was the wonder that didn't require at least one of the magical materials. Most required components much more exotic than that. The traditional magical materials, while precious and powerful, are only the beginning of the exotic requirements necessary to create the most powerful wonders. First Age craftsmen's texts called for truly arcane substances such as the roots of mountains, a child's hope, the voices of fish or a handful of storm to incorporate into most powerful devices.

The Solar Exalted were uniquely qualified to obtain these rare ingredients. Not only could they send demons in search of these substances, but they could step into the chaos at the edges of the Creation and use Wyld Shaping Technique or Wyld Cauldron Technology to sculpt any ingredient they needed—however improbable or rare it might be in Creation. Only with totally improbable components could totally improbable artifacts be crafted. Therefore, the Solar Exalted were necessary for the creation of the most powerful (and most improbable) artifacts in Creation.

At the peak of the First Age, the Exalted obtained impossible ingredients for the creation of impossible artifact factory-cathedrals to create even more impossible artifacts... and so on. The cycle of innovation and advancement spun rapidly in those days, fueled by the inspiration, brilliance and competitive egos of the Children of Twilight. (The No Moon Lunars were known to devise some astonishing devices of their own, the most amazing of which were forged from the shifting metal known as moonsilver.)

Relatively early in the First Age, the Solar Exalted found themselves capable of creating anything their imaginations could conceive of—at which point they felt obliged to push

CREATING THE FABLED N/A ARTIFACT

To clarify this idea in game terms, the factory-cathedrals of the First Age could create wonders rated up to Artifact 5 with little difficulty, provided they had the necessary component ingredients. (Gathering such components proves a different challenge entirely.) The greatest wonders—those with Artifact ratings of N/A—were the fruits of a yet more complex process. Each segment or subsystem of these greater wonders was created individually, a wonder in its own right. Combine enough Artifact 5 subsystems together and link them together properly through prayers or sorcery, and the result is a powerful N/A-rated artifact. Such component systems could be tiny (a single perfect sapphire, no bigger than a baby's tooth, etched with sacred sutras written in tiny sorcerous glyphs), enormous (an entire five-dot manse that forms part of the Realm Defense Grid) or anywhere in between.

A player who wants her character to create an artifact with a rating of N/A, then, needs to present a proposal to her Storyteller explaining the artifact, what it does and what its various subsystem components are. Based on the artifact creation rules, the Storyteller determines how many artifacts of what rating the character needs to create in order to assemble a wonder of truly astonishing power.

Example: A mountain-pulverizing device called Devil Hammer might require a character to create and link together an Artifact 3 device (to sap Essence from the mountain) with three Artifact 4 devices (one to repel any earth elementals defending the mountain's integrity, one to briefly suspend the flow of natural Essence to the mountain and a third to borrow a piece of the sun's power to create an explosion as bright as the noonday sun himself). Re-creating the Realm Defense Grid, on the other hand, would require combining several Artifact N/A subsystems (and many, many manses to power it).

Attempting to build any Artifact rated N/A requires Intelligence, Lore, Occult and appropriate Craft ratings of at least 6.

the limits of what they could imagine. The hand that crafts is only as innovative as the mind that envisions, after all. And so, the Exalted turned their attentions toward pushing the boundaries of their own creativity. Accordingly, the brilliant Lawgivers, the lore-masters, occultists and crafters-of-wonders, devised scores of methods by which they could expand the scope of their own genius.

Some developed starmetal looms that connected the minds of captive Third Circle demons in parallel and fed the purified cognition of the demon array directly into the minds

of the Exalted. By using such devices, the Lawgivers gained insight into the creative processes of the Yoziis themselves. They fabricated vast luminous containment vessels into which they bound unshaped raksha—and the pure creative potential reflected therein—and monitored the captive as it took on infinite forms in its struggle to escape, many of which had never been seen before in Creation. Others brewed complex (and incredibly toxic) alchemical elixirs for themselves that opened the doors of their understanding—provided, of course, they didn't kill the Solars first. Whatever the means, the results were the same: One by one, the Exalted identified their creative limitations and thought their way through them.

UNIQUE CHIC

Many of the most fantastic creations of the First Age were unique. As far as the Exalted were concerned, mass-produced items were fine for mortals and Terrestrial Exalts, but the Celestial Exalted were above such common possessions. Using *anything* that had been mass-produced was considered below the station of the Celestial Exalted, and particularly embarrassing to the Chosen of the Sun. Such august individuals either created their possessions with their own hands, received them as gifts from powerful entities currying their favor or commissioned great craftsmen to make them. Such possessions included everything from clothing, tableware and furniture to the greatest spirit-invested royal warstriders and skyships. Only a very young or very weak Solar would own *anything* that had not been created especially for her.

In the case of the Solar Exalted in particular, ego was one of the driving forces behind First Age innovation. It was unbecoming of a Lawgiver, particularly one from the Twilight Caste, to make do with another's innovations. The mark of a true First Age craftsman was to design *all* of her own possessions, from the humblest to the most wondrous—and to maintain the same motif across all of them.

For instance, *everything* crafted by Hu Kung, the Sunset King of the Western Isles—from his silverware to his manse to his super-heavy plate armor to his undersea ship—bore his seashell-and-sun motif. Many of his items are still legendary for their elegant design and the clever spells imbued into most of the pieces. Dragon-Blooded savants pay vast sums for any item bearing Hu Kung's crest—even those they can't use or don't understand. To complicate matters further, Hu Kung's Essence has recently taken on a new incarnation—as one of the Abyssal Exalted. This new incarnation has every intention of reclaiming every last piece of his former self's extraordinary possessions, so while Hu Kung's treasures remain very much in vogue among the Dragon-Blooded, the cost for having them has suddenly increased exponentially. Many Dynasts consider possession of these items an invitation to an early death, yet, to some, that only makes the items all the more desirable.

This desire for the unique applied just as strongly to warcraft as it did to common household items. From the



Primordial War to the Usurpation, few Lawgivers would think of entering battle in a ship not specially designed for them (if not of their own devising entirely). This ultimately made the Solar fleet more powerful in battle, as its enemies had very little notion of what to expect from any given ship, and the designs varied markedly. Many of the best warships of the Solar aerial fleet were smaller, more maneuverable and more delicate appearing than the *Skywolf*-class airships that came later—while being much more durable and dangerous in combat. The best-known example of this in the Second Age is the Five-Metal Shrike (see pp. 47-49).

THE DRAGON-BLOODED SHOGUNATE

If the Dragon-Blooded believed, out of blindness, optimism or sheer folly, that the Usurpation would take place without dealing a terrible blow to their way of life, they were gravely mistaken. The myriad gifts of the Lawgivers were everywhere, but often quite transparent to those who had taken the marvels of the First Age for granted. The Shogunate's technology infrastructure suffered a severe blow in the years following the Usurpation. The Terrestrials were forced to acknowledge the many gifts the Solars

had quietly provided to Creation—and just how many they could not replicate.

Shogunate officials tried to claim that technology was necessarily “transitioning” to a new phase in order to purge the system of the ubiquitous taint of the Anathema. Yet there was no question that this new “phase” involved a clear loss of functionality and was not simply a lateral shift, as was maintained by the highest officials in the Shogunate. The people complained, of course, and the Terrestrial Exalted erected extravagant screens of excuses in response, but nothing could be done. In time, the glories of the High First Age were forgotten, and later generations of people had no idea what had been lost.

THE VIRTUE OF CONFORMITY

The Dragon-Blooded did not subscribe to the same admiration of unique items as the Celestial Exalted had in the First Age. They were not the prodigies the Celestial Chosen were, so the Terrestrials codified their designs and played to their strengths by creating mass-produced items that any Dragon-Blood could use. Conformity was considered a high virtue during the Shogunate, and this was as true of technological trends as it was of anything else. It was considered wasteful, arrogant and inefficient to want a

RESPLENDENT ARCHITECTURE I

In the First Age, architecture was considered a deeply spiritual discipline. Most forms of craft, at their highest levels, were seen as spiritual disciplines, but architecture was considered the pinnacle of craft forms. Geomancy played a crucial role in determining building sites and architectural plans. Buildings that did *not* take local dragon lines into consideration were considered crude and ugly affairs.

This emphasis on geomancy was strong throughout the First Age, and buildings constructed then, especially manses, were built in rigorous adherence to strict geomantic principles. Some Solar kings were reputed to destroy any building in their kingdom that was not built in rigorous accordance with geomantic principles. To do otherwise, they said, would be akin to watching the flow of Essence through Creation be poisoned, one building at a time.

First Age manses were known to be able to channel their energies into a multitude of uses instead of (or in addition to) creating Hearthstones. Some of these architectural wonders reflected Essence out into the surrounding landscape in modulated patterns that imbued local fields with greater fertility for larger harvests, mimicking the beneficial aspects of an uncapped demesne without the drawbacks of rampant Essence flow. Others generated defense perimeters, projected decorative or defensive illusions around the manse or simply moderated the local micro-climate. While such effects remain possible in the Second Age, the requisite lore is lost or locked away in libraries, and the Dragon-Blooded are more comfortable staying with tried-and-true architectural practices.

Often, what is soundest geomantically also has the added benefit of appearing beautiful. Geomancy is the study of maintaining harmony with the natural flow of Essence, and such harmony tends to be inherently attractive. Consequently, First Age architecture is generally quite enchanting to look upon as well as durable and multi-functional. The default construction style of manses in the High First Age was the stepped pyramid or ziggurat style, but Solars were not ones to follow patterns blindly, and they often modified manse designs to suit their whims. Some resembled pagodas, others enormous spires, and some looked like nothing else ever built. Sorcery and unthinkably strong and lightweight building materials allowed for designs that could no longer be replicated after the Usurpation: towers of translucent cyan glass a mile high, airy bridges held aloft by crystal towers and cables no thicker than spider silk, buildings that resemble sculpture more than the architectural masterpieces they were, and so on.

Many of the more astonishing examples of First Age architecture were either torn down during the Shogunate (when it was uncertain whether the Dragon-Blooded could maintain the buildings safely in the absence of the Celestial Exalted) or lost to the Wyld after the Great Contagion. Some cities, such as Chiaroscuro and Nexus, are known for their ubiquitous First Age structures, although cities are not the only places to find pre-Shogunate architecture. Creation is vast, and it's possible to be passing through deep wilderness and suddenly come upon a building of transcendent beauty that hasn't been inhabited (or even seen) in over seven centuries. Certain key buildings were even constructed with built-in reality stabilizers, so they continue to exist as oases of order in the madness of the Deep Wyld, waiting for a capable Exalt to build a bridge that will link them with Creation once again.

custom-made item. With only minor variations allowed for rank and status, even Terrestrial daimyos flew in the same skyships and wore the same general fashions as the Dragon-Blooded they commanded. This was considered a sign of good unit cohesion and a symbol of the solidarity shared by all members of the Dragon-Blooded Shogunate.

Throughout the era of the Solar Deliberative and into the Shogunate, it was understood that the Dragon-Blooded overcame their enemies through numbers and strategic teamwork. To function properly as part of a well-tuned group, all members had to conform to the group dynamic, so that if one member were killed, another could quickly step into his place. Interchangeability was key. Just as the Dragon-Blooded were seen as interchangeable, so too were the items they employed. The goods used by the Terrestrials were of uniformly high quality, and much better than anything made available to the un-Exalted (with a few notable

exceptions). For all that, though, they were still high-quality mass-produced goods, not the unique items so favored by the absent Celestial Exalts.

THE DOWNWARD TREND

In general, Shogunate technology was bulkier, heavier, less efficient and inferior in most ways to that of the era that preceded it. In their rush to claim dominion over Creation, the Terrestrials had overlooked a number of problems that flowed logically from their act of regicide. The Chosen of the Maidens knew what was to come, but the Terrestrials hadn't thought the future out with the same clarity. In the end, they were forced to admit that their technological capabilities would inevitably fall far short of those of the Solar Deliberative.

Many facilities had to be shut down (with the quiet aid of undercover Sidereals) lest the Chosen of the Dragons



contaminate (or destroy wholesale) large tracts of Creation through ignorance and misuse. Those operations that even the Sidereals could not safely shut down were buried, hidden, cursed or otherwise placed out of reach of the Terrestrial Exalted.

The Dragon-Blooded had nowhere near the creative resources of the Celestial Exalted, particularly those of the Solars. They could not summon Third Circle demons to create Primordial-perspective-processing systems, nor was their best technology equal to containing unshaped Fair Folk, nor could they weave substance out of the pure chaos of the Wyld as the Solars could. The imperishable miracle components created by the Lawgivers became a thing of the past, and the Dragon-Blooded were forced to devise ways of working around diminishing supplies of all such materials. Earth-aspected craftsmen were able to devise certain substitute materials, though these were far from perfect alternatives. These materials suffered from a disadvantage that the originals did not: They became depleted with use and needed to be replaced on a regular basis.

Dragon armor produced in the High First Age, for example, does not need maintenance or upkeep because it contains powerful and imperishable magical elements created by the Lawgivers. Dragon armor produced during the Shogunate is bulkier and needs ongoing maintenance, as it substituted perishable magical reagents for key components that the Dragon-Blooded were simply unable to replicate.

Many of the elegant designs of the Solars could no longer be produced at all. The delicate luminous machinery of the Solars gave way to heavy, bulky, opaque designs that the Terrestrials could replicate with their limited resources and understanding.

The Dragon-Blooded used brute force and metal as best they could to replicate the effects obtained by the Solar Exalted. They jury-rigged designs to the best of their ability, which often resulted in technology that was effective, if clunky and unattractive.

THE END OF MECHANICAL FRIENDS

Over the course of the First Age, the Solar Exalted had built a wide assortment of automaton “companions,” ranging from strange animate toys resembling rococo insects to automated sexual companions indistinguishable from living mortals. The Terrestrials destroyed vast throngs of golems and assorted automata at the beginning of the Shogunate, not because they didn’t know how to maintain them, but because they did not trust that the Solars had not programmed their creations with retributive contingency commands to be carried out in their absence. (Some Solar artisans had actually done this, though most had not, never dreaming that they could be brought low.) Those automata that were not destroyed were deactivated, placed in storage vaults and buried deep underground. Some were left to guard the tombs of fallen Solars, a last offering of grave goods to the annihilated Lawgivers.

While few of these automata are likely to function after many centuries of lying inert, Exalted savants might be clever

enough to glean their workings well enough to return them to partial or even complete functionality.

THE SPIRIT REBELLION

Not all of the technology woes of the Shogunate were directly tied to the loss of the Celestial Exalted and the sorcery and Charms they wielded. A second tier of unanticipated hardship plagued the new rulers of Creation because of the Dragon-Bloods’ low position in the hierarchy of the Exalted. The Solar Exalted *alone* were authorized by Heaven to rule Creation. It was to them that the Unconquered Sun had granted the title of Lawgivers, and they alone had the right to command the spirits of Creation as they saw fit.

When the little gods saw what the upstart Terrestrials had done, they threw off their chains and rebelled. The agreements between the spirit courts and the Solar Exalted were rendered null and void by the mass assassination of the Lawgivers. All manner of spirits deserted the objects and systems into which they’d been bound, and they refused to gift the Dragon-Bloods with their favor in any capacity. Heaven saw the Dragon-Blooded as barely Exalted, hardly above mortals in status or worth. And given the blatancy and sheer hubris of their recent mass regicide, Heaven saw fit to punish the Terrestrials through its absolute lack of support or even acknowledgement.

While many spirits mourned the passing of the Lawgivers who had extended the borders of Creation and brought stability to Creation, other spirits saw the overthrow of the Solars as an opportunity to disregard the Exalted mandate and hoard power in violation of celestial law.

Dragon-Blooded sorcerers held extensive diplomatic talks with spirit envoys, but to no effect. The spirits refused to serve the Terrestrials, and their departure instantly plunged the Shogunate into chaos as the infrastructure that had made life so comfortable under the Lawgivers collapsed. Entire systems ceased to function, hollowed out and left useless by the spirits’ abdication of their former duties. Bad as things were, they could have been worse. Only the behind-the-scenes maneuvering of the hidden Bronze Faction Sidereals kept the spirits from turning against the unwitting Dragon-Blooded wholesale.

Only the elementals still served the Terrestrials, and they did only what they were bound to do by sorcery. Those elementals who were serving the Solars out of choice (and there were many of them) fled as the other spirits did, and the relatively few Dragon-Blooded sorcerers were able to keep only the most crucial elemental-powered devices running after a flurry of emergency summonings.

This desertion was an insult of unthinkable proportion to the Terrestrial Exalts, and they would not forgive it. To keep spirits in line, members of the Bronze Faction created the Immaculate Philosophy and went to the immense trouble of teaching Immaculate monks Celestial martial arts, something they’d never done before. By giving the infuriated Dragon-Blooded both a reason (the Immaculate Philosophy) and the means (Immaculate martial arts) to injure spirits, the



Sidereals established a system to keep spirits in line—or at least to address their most excessive behavior.

The Dragon-Blooded could not claim divine mandate to rule, but they could now get what they wanted through intimidation tactics. “We can hurt you now,” the new approach said, “and if you stay in line, nobody needs to get hurt.”

Ultimately, the strong-arm tactics of the Immaculates did them no favors. On the contrary, they cemented the spirits’ impression that the Terrestrial Exalted were little more than glorified thugs. The Immaculates kept the peace and prevented spirits from wreaking havoc, but it cost them dearly. Any lingering shreds of hope or respect that the spirit courts may have had for the Shogunate died the moment a band of Immaculate monks committed violence on a spirit simply for accepting prayers from mortals.

THE SILENCE OF THE GODS

It was not just the departure of the small gods that undermined Shogunate technology. The Solars had a long history of asking the gods direct questions about how to innovate on their technology. Vanileth, for example, had long coached Celestial Exalts through the construction of increasingly powerful skyships, and there was no one anywhere in Creation who knew more on the subject. The Celestial gods steadfastly *refused* to talk with the Terrestrials, however. When the gods and elementals alike gave the Dragon-Blooded the cold shoulder, it had severe consequences for all manner of technological research and maintenance.

THE HIGH COST OF ATTRITION

With the Solars gone and the gods aloof, there weren’t just *items* that the Terrestrial Exalted couldn’t fix, there were whole classes of technology they had no idea how to repair, and they certainly couldn’t create more. Terrestrials were meant only to *operate* machinery, so the Celestial Exalted never paid attention to whether the Dragon-Blooded knew how to maintain a great number of major pieces of machinery, including the greatest factory-cathedrals.

While the Terrestrials had these items, they used them as long as they could, but when the items broke or ran down, there was nothing the Dragon-Blooded could do to fix them. As long as these items functioned properly, the Dragon-Blooded were fine, but the moment they stopped working, there was nothing to be done but to dispose of them, preferably after cannibalizing them for components that might work with other models. Given that some of these items were key artifacts around which the Exalted had built their infrastructure, the Terrestrials had no alternative but to watch their technological capacity wither away before their eyes. (The majority of the Solar Deliberative’s luminous-winged air fleet, for instance, was beyond the understanding of even the most brilliant Terrestrial savant-engineer, as were the most complex spirit-bearing warstriders.)

To make matters worse, the constant skirmishes between warring daimyos depleted stores of irreplaceable

technology much faster than anyone expected—much of which could have been useful later to help defend the Shogunate against the Fair Folk instead of feeding the egos of Dragon-Blooded generals.

The vast majority of the truly powerful artifacts left over from the Solar Deliberative were expended within a century of the Usurpation—if the Terrestrials knew about them. Caches of assorted First Age goods were often hidden, either by fleeing Solars or by Sidereals who didn’t want the Dragon-Blooded to deplete every last stash of potent First Age technology. Lunars, especially No Moons, also absconded with caches of artifacts when they fled to the periphery of Creation.

During the Shogunate, the Sidereals alone retained any remnant of the kind of production capacity enjoyed by those living in the Age of the Solar Deliberative. They maintained well-hidden factory-cathedrals throughout Creation and had access to the grand factory-cathedrals in Yu-Shan, although they didn’t necessarily have the skills to operate them well (as most Sidereals learn to craft fate rather than physical objects).

CONTAGION AND COLLAPSE

However calamitous the decrease in technological capabilities after the Usurpation was, the loss of knowledge that followed the Great Contagion was orders of magnitude worse. Primitive though it was compared to the days of the Solar Deliberative, the Dragon-Blooded Shogunate was still a mighty technological power with hypersonic air fleets, mass-production capability and a sophisticated industrial infrastructure.

By the end of the Great Contagion and the wars with the invading Fair Folk, however, calamity had reduced the beleaguered denizens of Creation to the role of mere scavengers. They could only feed off the corpse of the First Age and hoard what remnants of that past grandeur they could render functional. Nine out of every 10 savants fell before the plague, and entire technologies were lost as every last scholar of those disciplines succumbed to the pandemic. While much information survived in books, much was locked away in other, more occult media formats, and data that can’t be recovered and deciphered—as much of it couldn’t be—was of little help.

During both the Solar Deliberative and Shogunate periods, many research facilities were carefully relegated to the fringes of Creation, where they could study the Wyld and where they would do the least harm if their research went awry. These facilities were the first to fall when the Wyld crashed over Creation’s boundaries. Some of these facilities—the ones outfitted with reality engines (see p. 26) or created with Wyld Cauldron Technology—could still survive as archipelagos of reality out in the chaotic sea of the Wyld, and many of them might still contain relics of the First Age.

Entire cities fell before the dissolution brought by the Wyld incursion, and every city that dissolved into chaos represented another library, another factory-cathedral, another component of the Shogunate infrastructure that was lost forever.





RESPLENDENT ARCHITECTURE II

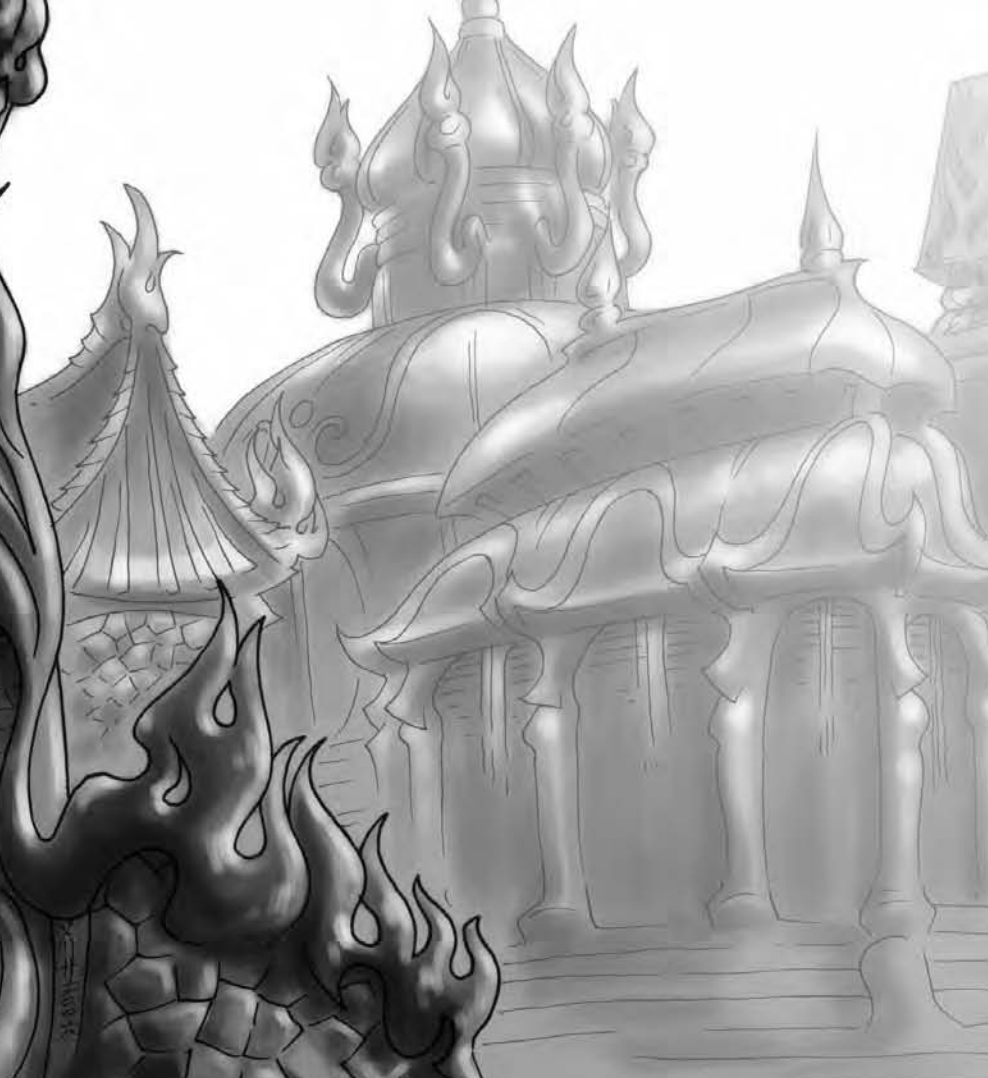
In the absence of the miraculous materials that had been used prior to the Usurpation, architects were forced to pay more attention to functionality and structural integrity. Buildings remained beautiful, but designs became much simpler and less ornate. Shogunate regulations required that builders take geomancy into consideration, though, so the general harmony of place and structure was maintained.

In the violence that followed the Usurpation, dozens of manses were blasted from Creation's face by one side or the other, turning regions that had been stable for centuries into demesnes once more. The Shogunate attended to these sites as time and resources allowed, but the new government was stretched thin, and only those demesnes in heavily populated locales were ever properly capped.

The squared pyramid and ziggurat style of the High First Age was seen as vaguely heretical, so that style was avoided in favor of pagodas and other building styles informed by the sensibilities of the Immaculate Order.

Lacking the powerful sorcery that allowed the Solars to raise perfectly constructed manses with but a gesture, manse construction slowed to a crawl. Dragon-Blooded savants knew how to repair and maintain existing manses, but capping a demesne was never something they'd had to do unaided before the Usurpation. Rebuilding blasted manses was a significant challenge to the Dragon-Blooded, and more than a few stories circulate even still about some of their more catastrophic failures. The exceeding risk made the Terrestrials extremely conservative in their approach to manse creation.

Whenever it was necessary to cap a demesne, the Terrestrials would build a new manse in slavish imitation of the best-known architectural and geomantic principles, primarily because they were fearful of changing tried-and-true manse construction formulae absent Solar guidance.





THE AGE OF SORROWS

By the beginning of the Second Age, many mortals in Creation had been reduced to leading the simplest agrarian lifestyle, lacking even the basic necessities. Gone with the First Age were key infrastructure elements such as water-treatment and -purification plants, water-pumping stations, sewer systems and all forms of Essence-channeling technology.

People were left helpless as the tools that once made life so comfortable ceased to function one after the other. In many places, all technology was lost, and people were forced to light and heat rooms with fire and to grow their own crops if they wanted to eat. In some areas, even basic technologies, such as rudimentary agriculture and fire-making, had to be rediscovered. Literacy rates plummeted in the wake of the Contagion as well, and books were used as fuel just as often as they were used to provide knowledge. At that point, there could be no question that a grim new Age was dawning.

The average level of technological capability in the Second Age is Iron Age technology, though technological understanding varies widely from region to region. Some regions remain stuck with Stone Age technology, others have advanced to Bronze Age, and a few (such as the Haslanti League) are relatively technologically advanced, though still far short of even Shogunate standards. Pockets of Shogunate- and even Deliberative-era technology exist even in this benighted Age, but any large caches are almost certainly hoarded by gods or Exalts.

Many of the First Age's wonders remain hidden in ruins, in the tombs created for the Solars and in archipelagos of Creation adrift in the Wyld. Human scavengers who would reap the old, powerful items from these places quickly learn the hazards associated with treasure-hunting. While hunting artifacts can make a man wealthy, it's far more likely to make him dead. Any place that hasn't been raided yet is likely well defended, either by active defenses (as is the case in Denandsor or Mahalanka) or passive ones, such as the Wyld or even simple geographical isolation. Untold wonders lie even still beneath the Great Western Ocean, under the ice of the North, behind the thickly matted trees of the East and beneath the hot sands and lava flows of the South.

It is a sad fact in the Second Age that, as a general rule, powerful wonders are something scavenged and maintained, not built and refined. Only Lookshy and the Blessed Isle possess the requisite facilities to create even modest Shogunate-level wonders. They continue to use and maintain these facilities (at great expense) largely because each place considers itself locked in an arms race with the other.

THE EIGHT GIFTS OF CELESTIAL GRACE

The august Twilight makers crafted their great works to function long beyond even their millennial spans. These they built to last not just for years or decades, nor even to survive

just for mere centuries. Rather, the Children of Twilight built the greatest of their works to withstand the inconceivable weight of eternity itself. These awesome works have lasted even into the Age of Sorrows, where they continue to function with the ineffable precision built into them by their Twilight creators. Wherever they stand, they are regarded as marvels, remnants from an Age of miracles long lost.

THE DAMS OF HOLLOW

In the First Age, the river system of the River Provinces lived or died according to the Exalts' ability to manage the water from the region's dams. The city of Hollow was the beneficiary of three of these dams, all of different design. Two of these are now broken, or seemingly so, but the third, the most advanced, continues to work flawlessly.

The last dam of Hollow is a vast glyph of red jade installed in the bottom of its river bed. This Essence-powered flood-control rune regulated the speed at which the river flowed and the rate at which the water evaporated, speeding it up during periods of heavy rainfall and slowing it down during times of drought. This "dam" keeps the height of its river constant for miles up and downstream, allowing the river's depth to vary by no more than three inches from a harmonious ideal determined thousands of years ago by the rune's sorcerer-engineer.

THE REALM DEFENSE GRID

This artifact has shaped the face of the Second Age the way a lathe shapes wood. Part early-detection system, part mass-communication device and part weapon, it was the Defense Grid that allowed a single Dragon-Blooded officer to repel the collective might of the Fair Folk armies and save Creation from dissolution. It likewise allowed her to dominate the rest of Creation and force other nations into subservience.

The Realm Defense Grid is a linked system of manses housing detection and weapons systems (see page 46 of **Exalted** for more on the separate war manses).

At the time of its creation in the High First Age, the Defense Grid was intended primarily as an early warning and defense system in case the Yozis or their spawn ever found a way to surmount their bonds in Malfeas. It is unquestionably the most complex, most widespread and most powerful artifact left over from the First Age. While other artifacts are more personally useful, the Defense Grid retains the power to defend Creation itself against Fair Folk, demons and even the Yozis themselves—should anyone else master the techniques for activating it.

THE LIBRARY OF SPERIMIN

If one place could be considered the center of learning for the Old Realm, it would have been the grand city of colleges called Sperimin.

Sperimin was hailed as the greatest center of learning in all of Creation. Twelve great academies, each with campuses spreading out from a central tower, provided places of the



(NOT SO) RESPLENDENT ARCHITECTURE

Geomantic concerns are no longer fundamental as they were in more enlightened times. While many people, Exalted and un-Exalted alike, retain some passing understanding of geomancy and its importance in building, the discipline has lost much of its former importance and many of its more esoteric applications. Most denizens of the Second Age build wherever necessity or convenience leads them, paying no attention whatsoever to the flow of Essence through the structure or the local landscape. Construction is largely managed by workmen who are ignorant of simple safety practices, much less the higher precepts of geomancy. In an Age when shantytowns are such common sights, geomantic considerations are considered luxuries or grace notes, if at all.

The situation has been better in the Realm until recently. The ministers of the Realm once insisted on proper geomantic building practices before granting their leave to build any structure. A basic degree of safety, aesthetic value and harmony with local dragon lines was required of any building. Since the disappearance of the Empress, some builders have taken to bribing officials to overlook violations of building codes, resulting in a spate of ugly, unsafe and geomantically unsound construction. While such ignorant building practices aren't yet common, they are becoming more so as the Realm's chains of command grow more corrupt.

Outside of the Realm, the situation is much worse. It is common to find ugly and inharmonious constructs polluting the landscape with poisoned Essence flows. In the lawless frontier environment of the Threshold, only Sijan and Lookshy still enforce strict building codes with regard to geomancy.

The last eight centuries have seen the creation of very few new manses. Those that *have* been built have scaled back considerably on beauty and fancy Essence-channeling effects in favor of simple, workman-like functionality. These edifices serve their function adequately, but few of them do so with any elegance, attempting to make up for their lack of grace with sheer size. While they cap demesnes as well as any First Age structure, their ability to generate hearthstones represents the pinnacle of their Essence-channeling functionality. No longer do manses moderate local weather patterns or maintain the fertility of surrounding fields. While the principles of that kind of construction can still be found in lore and libraries, building a manse is an enormous undertaking, and few Second Age architects are willing to risk deviating from the most rudimentary elements of geomancy.

highest learning for mortal, Terrestrial and Celestial Exalt alike. The 12 college towers were likewise arrayed, in harmonious radial symmetry, around the central hub of Sperimin, a vast library tower shared by all 12 academies.

The 12 great academies passed on learning in the fields of Agriculture, the Arts, Cosmology and Theology, Engineering and Architecture, Government, History, Martial Arts, Medicine, Military Science, Mining and Metallurgy, Sorcery and Thaumaturgy, and Trade. Numerous smaller academies teaching a range of disciplines had campuses elsewhere in the city, but it was the Great Twelve that held the position of honor at the city's center, and at the center of it all was the library.

The great Library of Sperimin contained books, tomes, scrolls, sutras and the crystal codices of the Dragon Kings. It held the knowledge of the First Age in several redundant formats to prevent any loss of that knowledge. Earth elementals maintained the crystal-based tomes, while wood elementals maintained the scrolls and books written on plant-based media. Automata read books to those who did not choose to read themselves, and they could discuss the tome's contents afterward. Gods of scholarship and learning walked the halls of the library and blessed the students—Exalted and mortal alike—in their efforts to master the vast body of knowledge of their Age.

Far more than just a repository of knowledge, however, the great Library of Sperimin was a center for the study of all the arts of all of the Solar Deliberative's many cultures. Dance, song, storytelling, puppetry, acting, music, cuisine, military science, crafts and the like were studied, discussed and analyzed in fine detail. Cultural presentations from around Creation were a nightly occurrence.

After the Usurpation, Sperimin's fortunes took a turn for the worse. Kept there only by the honor of teaching the Celestial Exalted, many of the gods and spirits were not interested in staying on to teach thuggish and impertinent Dragon-Blooded. Sperimin and its academies went from being the First Age center of knowledge and learning to being a sorcery school managed (secretly) by the Sidereals. The much-vaunted library went from being one of the acknowledged wonders of the Age to being a backwater research facility within the span of a century. The knowledge was still there, but the body of individuals capable of understanding much of the material (and willing to pay the exorbitant tuition and do the difficult work) had dwindled. Instead of a haven of learning and understanding, it became a musty place where the old went to putter and remind themselves of better times under the Solar Deliberative.

With the de facto collapse of civilization caused by the Great Contagion and the subsequent invasion of the Fair Folk, Sperimin became a ghost city. The last librarians of the city activated potent protective wards to protect the most valuable collections before succumbing to the Great Contagion.

While Sperimin was considered a great First Age city, it was too far off the beaten path to attract a population again after the Great Contagion. More often than not, Sperimin's survivors wound up in other cities in the East, usually Larjyn or Nexus.

And then Raksi arrived.

Raksi, the Queen of Fangs, remembered Sperimin from the First Age and found it to her liking. No one at the beginning of the Second Age had the ability to keep her and her army of apemen from taking over the city, and she has ruled as queen ever since, long ago changing the name to Mahalanka on a whim. Barbaric though she is, Raksi respects knowledge, and she covets any knowledge she does not possess. This is fortunate in that the Lunar queen has preserved the extensive knowledge in the Library of Sperimin, though how anyone else will ever gain access to it while she lives is a great mystery.

THE BOOK OF THREE CIRCLES

Within the Library of Sperimin—in its grand central chamber, in fact—can be found a wonder in its own right, a tome containing the collected sorcerous lore of the High First Age. This tome is the single most comprehensive source of spells in Creation, containing hundreds of spells from all three circles.

Technically speaking, *The Book of Three Circles* comprises three separate books, each containing the spells of one circle of sorcery. Each tome was considered a wonder of its own wondrous Age. The pages of the books were made of woven spider silk, and the bindings were sentient automata. Each volume knew its own contents intimately and would assist a sorcerer who was looking for a particular spell or piece of knowledge. Each volume

was also said to have its own distinct personality, though such claims could be metaphorical as easily as literal.

If commanded to do so by a Solar Exalt, *The Book of Three Circles* would release a small swarm of iridescent white spiders to spin a brand new copy of the pages containing a particular spell or chapter. It was also rumored in the High First Age that Solars had other access privileges not shared by lesser Exalts, but the nature of these privileges has been lost to time.

All three volumes are protected by the most sophisticated defense and protection spells of the First Age. Attempts to burn them are fruitless, as they consume the fire and store it as Essence. The pages can be ripped only with a (Strength + Athletics) total of 8 or better, and even then, the white spiders in the binding repair any damage in the blink of an eye. This is not to say that *The Book of Three Circles* is indestructible, just that it would take a great deal of diligent work to destroy it.

By order of the Solar Deliberative in the High First Age, every worthwhile sorcery spell had to be entered into *The Book of Three Circles*, so as to create a central clearinghouse of sorcerous lore. To be included in *The Book of Three Circles*, a sorcery spell had to be submitted to the Council of Savants of the Academy of Sorcery in Sperimin, which consisted of 12 members, three from each Exalt type. At least one member of the Council had to be able to replicate the results claimed





by the spell's creator before that spell could be included.

Once accepted for inclusion, a spell was exhaustively detailed in the pages of *The Book of Three Circles* in terms of its Essence-manipulation techniques, the gestures necessary to trigger the spell and any appropriate warnings. Actual spells in the book take up relatively little space, but the scholarly exegesis introducing each spell tends to run on for as many as 100 pages (in the case of a handful of Solar Circle Spells).

In the First Age, any Celestial Exalted sorcerer who did not contribute at least one spell to *The Book of Three Circles* during her lifetime was considered an underachiever, and some names appear with a frequency best described as legendary. The famed sorcerer-engineer Oa-Té contributed no fewer than 27 spells to the book, 12 more than his nearest competitor.

In the Second Age, *The Book of Three Circles* is among Raksi's most prized possessions. While she's a fair Celestial Circle sorcerer, the Queen of Fangs has mastered only a small fraction of the spells in the book. She sees it largely as a trophy, as opposed to the treasure trove of knowledge it could be in the right hands.

THE FIVE-METAL SHRIKE

The skies of the South are the only known home of the sentient wonder known as the Five-Metal Shrike. Part skyship, part terrible bird of prey, the Five-Metal Shrike streaks through the sky leaving a wake of thunder behind it.

The Shrike is 50 yards long. Its golden body is an orichalcum carapace over jade supports. It has an array of five large starmetal wings on each side and four smaller wings arranged around them. Its tail assembly comprises an array of bladelike moonsilver stabilizers. Its First Age design gives the Shrike a degree of maneuverability unlike any airship from the Second Age. It can rotate in midair, change directions instantaneously or even hover in place.

The weapons systems of the Shrike, among the most lethal remaining in Creation, are capable of burning entire civilizations from the face of Creation. Blazing blue eyes dot the Shrike's orichalcum shell and cobalt lightning springs forth from them when the Shrike wills it. Its greatest weapon, known as the Godspear, can vaporize cities and level mountains. When the Shrike opens its beak and activates the Godspear, a sun-bright lance of light and fire pours from its mouth, and whatever it touches, it turns to cinders and slag. There is no account of the Shrike using its most powerful weapon since the turn of Age, though that doesn't necessarily mean it has not done so.

Fair Folk and agents of the Yozis seem to be the Shrike's primary targets, although it occasionally destroys villages in the South for reasons known only to itself.

THE PENITENT OF THE LAP

Far to the Southeast, a carved stone mountain—variously called the Penitent, the Last Suppliant or simply the Old Man—rises above the farming city known as the Lap, which is located in the bowl formed by the giant's stone legs in full lotus position.

The Penitent was created in the First Age as an enormous public-works facility carved from elemental stone and made into a dragon-line projector and Essence-flow controller, a control and concentration device to master the somewhat erratic and dangerous Essence flows of the South.

Only Solar Exalted are authorized to enter the control chamber located in the Penitent's head, and it has not been used since the Usurpation. The last sworn brotherhood of Terrestrial Exalted to remember the true power of the Last Suppliant used an array of Essence weapons to try to gain access as the twin blows of the Great Contagion and the Fair Folk invasion were devastating Creation. Even with those mighty weapons, all the panicking Dragon-Bloods managed to do was literally deface the Old Man, who now has only black slag over large portions of its vast head, including where the face would be. The Penitent's stone body, however, remains whole. (Moreover, it houses the sanctum for a potent but addled fire elemental named Swan Dragon.) The Penitent's function has been all but forgotten by even the wisest savants and lore-masters, though it's probable that its function is explained in a handful of books scattered across the abandoned libraries of Creation.

Within the control chamber behind the Penitent's blasted eyes is a meditation chamber. From here, the operator can sense, strengthen or weaken dragon lines and even temporarily increase or decrease the rating of a demesne (and thereby the manse that caps it). To operate the Penitent, a Solar must take a meditative posture, much like that of the Penitent itself, and then, his player makes a (Perception + Occult) roll. Provided he gets even one success, the Solar's consciousness expands by orders of magnitude, and he senses the flow of Essence throughout the whole of the South. Every dragon line and dragon nest, every demesne and manse, every anomaly, ripple and flaw in the vast pageant of flowing Essence becomes blazingly clear to him. He senses where Creation is tainted by shadowlands and where the Wyld is unraveling the threads of Creation.

The uses to which the Penitent's geomantic focusing capabilities can be put are almost limitless. It essentially allows the operator to selectively manage Essence flows, tapping or enhancing the flow of Essence through Creation as necessary. In the First Age, the Penitent was used to make manse construction safer, drawing off wild energies that might otherwise put the construction crew at risk. By turning the heat up on a Fire-aspected manse (i.e., by boosting its Essence flow) the Penitent can prepare it to power a factory-cathedral. Likewise, an enemy's manse can be tapped from a distance to impede his Essence recovery and leave his hearthstones inert. Wyld zones within Creation can be tapped until they implode and disappear. Empowering a Solar-aspected manse thus prepares the sacred structure to transmit powerful prayers to the Unconquered Sun. These are simply the most common uses to which the Penitent's capabilities could be applied.

As long as a manse is constructed well enough to manage the increased Essence flow directed to it by the Penitent, it's a stronger manse. Most First Age and Shogunate manses are



built to handle this kind of short-term fluctuation. Second Age manses have a tendency to explode when the Essence flow increases dramatically, however, with all the catastrophic effects associated with such an event.

If the operator of the Penitent has malice as his intent, he can even focus local dragon lines enough to destroy First Age Manses. Doing so requires the dragon lines to be dramatically intensified for a week per level of the manse to be destroyed. Even then, though, some strategic First Age Manses (such as those in the Realm Defense Grid) are shielded from even the most extreme Essence fluctuations and cannot be destroyed in this way.

The Penitent can manipulate the flow of Essence in this way in a radius of just over 2,000 miles. While it could, in theory, affect portions of the Blessed Isle, the geomancers of the Heptagram (and their Sidereal advisors) would likely be able to discern what was happening. Whether they could do anything about it, on the other hand, is another story. The Penitent is a single piece of solid volcanic rock carved from the heart of a large mountain. The head alone is several miles in diameter, and mostly solid. As such, it's unlikely to fall to any enemy not making ample use of powerful Essence weapons.

In the First Age, it was considered proper to notify Heaven before using the Penitent, as doing so sometimes resulted in unexpected fluctuations in Essence flows throughout Creation. Heaven *will* know if the Penitent is being used, as doing so effectively strums the threads on the Loom of Fate, giving the pattern spiders fits.

THE GREAT OBSERVATORY OF RATHESH

Deep in the jungles of the Southeast lies Rathesh, the lost city of the Dragon Kings, called the First City. Scholars whose existence long predated the Exalted (or even humanity), the Dragon Kings were loyal followers of the Unconquered Sun and, later, of his Chosen as well. They fought alongside the Exalted in the Primordial War and died by the thousands in the service of the gods. The Great Observatory of Rathesh, and the Orrery of Arainthu within, were two of many gifts created by the Children of Twilight for the Dragon Kings in recognition of their faithful service and the terrible toll the war took on their race.

Twilight Solars and Dragon King savants labored many years to create the Orrery. The Dragon Kings provided the Exalted with records of the stars going back to the primordial age before humanity, and the Solar Exalted provided the inspiration, the expertise and the *vast* quantity of starmetal that makes up the device's core. (At the time, this starmetal was rumored to have come from the remains of a powerful god, perhaps a sixth Maiden, felled in the war against the Primordials.)

The Orrery is a powerful device that creates predictive models based on the movement of the stars across the heavens as well as the flow of Essence through Creation. By combining astrology and geomantic divination techniques, the Orrery of Arainthu is far more accurate than astrology by itself. The

uncanny accuracy of its astrological predictions was legendary among those who studied the lore of the stars and planets, and even the Sidereal Exalted were known to covet it. It is said that the Orrery of Arainthu allowed the Dragon Kings to predict the Great Contagion and the invasion of the Fair Folk, and that the Sidereal Exalted—who failed to see either of those developments—mocked them for their “false” prophecy through their mouthpiece, the Immaculate Order.

Forewarned was not, in that case, forearmed, however, and the Dragon Kings were able to do nothing to stave off either the Contagion or the Fair Folk invasion. The double catastrophe decimated their numbers as it did humanity's, and given their already dwindling population, the end of the First Age was very nearly marked by the end of the Dragon Kings themselves. The luckiest of their people went into long hibernation in crystal cocoons, but their numbers are few. Rathesh is now an overgrown ruin, and its few remaining Dragon Kings are mindless monsters.

The Great Observatory itself is an enormous dome of highly polished starmetal beneath which blazing motes of Essence mimic the slow dance of the sun, moon, stars and comets in their travels through the sky. Viewers need only gaze up into the dome to find themselves in the heavens, voyeurs amidst the Celestial gods themselves. Constantly in motion, the projected heavenly bodies of the observatory reflect the motions of their heavenly counterparts so perfectly that gazing up at the true sky is redundant. More convenient yet, the observatory has settings that allow its users to magnify, clarify or hide parts of the sky they wish to view in more detail or not at all.

One setting, known only to the greatest masters of the place, allowed for very faint and often obscured viewing of wan and unfamiliar constellations. This foreign sky was (and would remain) unknown even to the First Age's most knowledgeable astrologers and navigators, but the Dragon Kings knew it for what it was: a reflection of the dark stars of the Underworld, as driven through the sluggish heavens of the dead by the Calendar of Setesh.

Within the great complex of buildings that comprises the Great Observatory is the other astonishing marvel of Rathesh: the Orrery of Arainthu, an immense clockwork model of the heavens with all of the components reproduced in miniature. When operational, a brilliantly glowing human-sized Sun crosses through the “sky,” a metamorphosing Luna dances through her phases in radiant silver, and each of the Maidens, aglow in her corresponding color, goes about her celestial business. Numerous stars, comets and other celestial bodies also take part in this empyreal ballet, and it is said that the patterns of these heavenly bodies change and adapt to one another just like their heavenly counterparts do.

In the Second Age, the Orrery of Arainthu is quiescent most of the time, although it springs to action briefly before and during important astrological events—violent collisions of comets, solar eclipses and the birth and death of stars, among others. Although it has not been tuned or attended to since the turn of the Second Age, its model of the heavens is still without



flaw when it works, but that happens with diminishing frequency. Returning the Orrery to perfect working order would take time, expertise, money and Essence, all in large quantities, and should the task be mishandled, the device could be ruined.

The Bronze and Gold Factions of the Sidereal Exalted both have their eyes on the Great Observatory of Rathess and the Orrery of Arainthu, though neither side is willing to break the long-held détente over the artifacts.

THE TERRAFORMING ENGINES OF OPAL SPIRE

At the pinnacle of the First Age, the Solar Deliberative was known for its massive terraforming projects, works carried out in facilities located on the fringes of Creation to expand the world's frontiers. The largest of these was the city known as Opal Spire, named after the iridescent terraforming tower at its center.

The opal spire itself was a massive floating tower some 700 feet high with a chamber for a Solar pilot at its pinnacle. This tower was a shimmering, iridescent, nacreous white when active, and it was often hailed as one of the most beautiful *and* utilitarian objects ever devised during the High First Age. The slowly hovering spire contained several batteries of reality engines, as well as incredibly arcane devices capable of amplifying its pilot's Wyld-Shaping Technique. Also housed in the tower was an armada of skyships fitted with Wyld-stabilizing artifacts.

When deployed, the skyships would emerge from the tower to range out into the Wyld to calm the chaos. The spire's Solar pilot would then use an amplified version of either Wyld-Shaping Technique or Wyld Cauldron Technology to sculpt the chaos into useful terrain. The tower would remain in the center of the new land until the last of the region's Wyld energies had been absorbed, at which point it would return to its base in the city of Opal Spire to recharge atop its manse.

Once the newly sculpted terrain was stable, powerful Sidereals would then use Neighborhood Relocation Scheme to drag developing communities into these new lands in order to consolidate Creation's gains.

The city of Opal Spire developed around the manse that powered the terraforming tower, and it eventually grew into a significant naval and port city and a hub for most of the sea and air travel in the North.

In the Second Age, the city of Opal Spire exists under dozens of feet of snow, and even its enormous spire is hidden by driving flurries and a thick coat of ice. The city effectively died during the Usurpation when a Solar sorcerer summoned the behemoth Vorvin-Derlin, the Slayer of Armies (as allowed by the terms of the Yozis' surrender agreement), to destroy his Dragon-Blooded attackers. That it did, but only after ripping apart the sorcerer, who had not taken his severe injuries into account as he performed his summoning. The Slayer of Armies was true to its name, and before falling into a long sleep, it massacred every last citizen of Opal Spire who could not be evacuated.

Opal Spire likely remains one of the best-preserved First Age cities—those parts that remain. While the battle between the demon and the Dragon-Blooded lasted for some days and

REALITY ENGINES

Among the many complex components of the terraforming tower of Opal Spire are a battery of reality engines, devices that stabilize (or soften) reality. In the First Age, reality engines were used to crystallize portions of the Wyld into temporary stability to make it safer and easier for Solar terraforming engineers to use Charms such as Wyld-Shaping Technique and Wyld Cauldron Technology. They could also reinforce or defend areas that had been dragged into the border marches of the Wyld by Sidereal engineers using Neighborhood Relocation Scheme.

In the hands of a skilled reality engineer (a Solar Exalt with Lore, Occult and Craft [Reality] of at least 6), reality engines can slowly weave Wyld zones into solid Creation or soften portions of Creation into Wyld zones.

The discipline to master reality engines is, thankfully, not native to most Fair Folk. Still, they have repeatedly tried to use reality engines to unweave tracts of Creation, with mixed results. Either way, the consequences are catastrophic: if not to Creation, then to the Fair Folk, who can be utterly and annihilated if they make a mistake at the controls of these devices.

definitely inflicted property damage before the Terrestrials retreated, much of the city remained well preserved beneath its mantle of ice and snow throughout the Shogunate. Having been abandoned since the Usurpation, it never suffered the scavenging and depredations of the Shogunate or the anti-Solar propaganda campaign that befell the cities of Creation.

Much of the city (but none of the terraforming machinery) was lost when the boundaries of Creation fell in the onslaught by the Fair Folk that followed the Great Contagion. Creation gives way to the Bordermarches of the Wyld just north of the city's center, though the reality engines in the tower have kept them from creeping any closer.

While Opal Spire contains vast storehouses of First Age technology, few can survive the climate long enough to explore. The air temperature this far north rarely exceeds 70 degrees below zero, and the freezing fog of the North often takes it much lower.

WONDERS FORGOTTEN OR LOST

Not all the great wonders that survived into the Second Age of Man are known for what they are. Some have withstood the passage of centuries largely intact but, for whatever reason, are not functioning as flawlessly as the Eight Gifts of Celestial Grace. Were some enterprising savant to learn of these dormant wonders, many could still be restored to their full functionality and splendor—with a deep understanding of First Age lore and a great deal of diligent effort. Only three of these compromised wonders are listed here, but many more dot the face of Creation, waiting silently for either restoration or final collapse.

THE HOLY CITY OF ONDAR SHAMBAL

Founded by one of the most powerful Zenith monks of the Solar Deliberative era as a great monastery city, the city called Ondar Shambal was designed with the utmost attention to geomancy and the sacredness of its architecture.

The city was built as a solid prayer to the Unconquered Sun. Every white granite block was carved, blessed and put in place by a Zenith Caste Solar with assistance from Exalted, mortal and Dragon King monks. The city was round, like the sun and ringed with a high, thick wall to remind the city's residents of the separation of secular and sacred space.

The city's beautiful white buildings were laid out in a mandala pattern intended to please the eye of the Unconquered Sun, the god to whom the city was dedicated, as he passed over the city each day.

Such was the architecture of Ondar Shambal that the geomantic flow amplified prayers and made them reverberate deliciously in the gods' ears.

By itself, any one of the city's three spiritual advantages—the geomantically innovative and spiritually resonant architecture, the block-by-block blessing of the city's every building, and the mandala-layout of the city—would have enhanced the prayers of the city's inhabitants significantly, thereby making them inherently more pleasurable to any deity to whom they were addressed. All three of these factors in concert resulted in a gestalt effect that amplified the power of

prayers by orders of magnitude. These potent entreaties—in the form of songs, chants, prayer gongs and the like—could be heard throughout the city and, sometimes, for miles beyond the massive walls, as a constant, comforting murmur.

In essence, Ondar Shambal was a prayer given the form of a city.

Ondar Shambal is listed as a lost wonder because the southern portion of the city sustained significant damage during the Usurpation, breaking the mandala pattern of the city and drastically weakening the city's power to amplify the prayers of its citizens. By the time of the Great Contagion, no one remembered that Ondar Shambal had been built as a prayer-city, and in the chaos that followed the Fair Folk invasion, no one gave any thought to the city's reconfigured layout, and much of the city's architectural power was quietly lost.

In the Second Age, the Holy City of Ondar Shambal is the very secular city of Whitewall. If an enterprising Solar were to discover the city's history and restore the integrity of the city's mandala design, it might well be possible to restore one of the spiritual wonders of the First Age.

LUTHE, THE DROWNED CITY

Once there was a golden fabric that rippled atop the oceans south and east of the city now known as Abalone. This golden fabric consisted, not of threads, but of buildings connected with cables—orichalcum temple domes, adamant





spires and great bronze market halls—and this expanse of floating buildings stretched for miles, bobbing gently on the waters of the great ocean. This great golden city that rode the waves was called Luthe.

Powerful magic kept the city floating and stable even during the most violent hurricanes. Luthe was not anchored to the bottom, and the secret of its integrity was that it did not fight the motion of the waves, but rode it. The city powered itself by absorbing the tumultuous motion of the water and transforming it into light and stability.

Luthe's economy rested on a tripod of industries: fishing, ship-building and tourism. It was the largest of the Solar Deliberative's naval bases, but it was also known as an oceanic paradise where the Exalted and other wealthy individuals could cast off the burden of duty for a few paradisiacal weeks at a time.

When the Usurpation came, Luthe's Solar queen, Anyama, sabotaged the city and sent it plummeting nearly 5,000 feet to the ocean's floor, where a strike force of Water-aspected Terrestrials, forewarned by Sidereal advisors, launched their ambush. None of the Dragon-Blooded survived the encounter, but neither did Queen Anyama ever reach the surface.

In the Second Age, Anyama's throne supports only one burden: the enormous moonsilver trident Islebreaker, which belongs to the legendary Lunar Admiral Leviathan. The admiral himself still swims the waters around Luthe, where he and his beastmen hunt kraken and play at games of war.

Luthe is resting over a demesne that has kept the city's Essence batteries full. A savant with the will and the know-how could, theoretically, raise most of the city to the surface, although the difficulty of such an act would be entirely in the hands of the Storyteller. (As a suggestion, the raising of Luthe would entail an extended dramatic action and require no fewer than 100 successes to achieve.)

THE SENATE CHAMBER OF THE SOLAR DELIBERATIVE

At Creation's physical and intellectual center for most of the First Age, the Senate Chamber of the Solar Deliberative was responsible for housing the collected assembly of 700 Celestial Exalted demigods and their Dragon-Blooded footmen and lieutenants.

Meru, the city from which the gods ruled Creation before the Primordial War, was located on the slopes of what is now known as the Imperial Mountain. It was a place of flawless architecture and wonders inconceivable in the grim Second Age. Amidst this perfection and splendor was the Senate Chamber of the Solar Deliberative, the capital of Creation.

There was no more beautiful place in Creation than Meru, and the chamber of the Deliberative was the pinnacle of that perfection. The chamber was formal without being pompous, ornate without being gaudy, and elegant without being ostentatious. The gods of architecture themselves had praised its design—and well they should, since it was the gods who had originally built Meru.

The Senate Chamber was enormous, containing 700 seats for members of the Deliberative and galleries for many

more. While it was the Solars whose votes mattered, the Lunar and Sidereal Exalted were allowed to speak and weigh in on issues of import to the Deliberative.

At the center of the Chamber was the circle of seats called the Solar Circle, sometimes called the Small Circle, reserved for the Chosen of the Sun. The skies were perpetually clear over Meru, and the weather was always balmy and perfect, by order of the Solar Deliberative and the Celestial gods in Yu-Shan. (As one Deliberative member phrased it, "Rain is for farmers.") The seats of the Solar Circle, accordingly, were beneath the open sky, that all they said and did in that chamber might be observed by the Unconquered Sun himself.

The Great Circle surrounding the Small Circle comprised the so-called Crescent of the Lunar Society and the unnamed arc of Sidereal advisors.

Unassigned gallery seating above and behind the Deliberative body was reserved for the daimyos, favored members of the Terrestrial host, and gods and mortals waiting to address the Deliberative.

While it was perfectly acceptable to use Charms in the Chamber, doing so caused a holographic glyph to appear over the user's head that identified all known Charms. This prevented Charms from being used to tamper with Deliberative business. Unknown Charms were identified as such, though using unknown Charms (or sorcery) in the Deliberative Chamber was considered rude.

While there was room for all 700 Celestial Exalted, the truth was that the entire Deliberative met very infrequently. The presence of representatives from the Lunar Society and the Sidereal advisory body wasn't strictly necessary except during highly formal occasions or times of great conflict.

Each seat in the Deliberative Chamber was reserved for the bearer of a particular Exalted Essence. Once a new Celestial had been properly educated in the ways of the Chosen, he would enter the Deliberative Chamber and go to the seat reserved for his Essence. There, he would take his seat and commit a mote to the console in front of him. Doing so, he would see floating before him his personal dynasty, the names and titles of all his prior incarnations, and his rulership station (as the seats were called) would greet him accordingly. ("Welcome Tanrio, Zenith Caste Chosen of the Unconquered Sun, Incarnation of the Essence of Ur-Dai-Ken, Supreme Hierophant of Meru, Incarnation of the Essence of Ré-Kia, Destroyer of the Primordial Lykkennan, the Cavern That Devours Cities.") It would make this announcement only the first time the young Exalt took his seat, as a formality, though the individual could ask to hear it again any time he chose. Accordingly, a Solar who restored the Deliberative Chamber could learn a great deal about her prior incarnations, although it might take some time, as a seat is attuned to only one Essence.

The technology of the Deliberative Chamber was such that it could project the debates held there throughout Creation for all to see. The Realm Defense Grid could even be remotely accessed from the Solar Deliberative Chamber, though this was done only in times of crisis.

THERE.
THAT'S THE
SCARLET SABER.

SOMETHING'S
IN THE WATER
WITH US, CAPTAIN.

WHAT IS IT?

WHAT THE...

DIE,
ANATHEMA!

IT'S AN
AMBUSH!



CHAPTER TWO

THE PURVIEW OF THE GOLDEN BARQUE

At the start of the Primordial War, the Exalted were a new army, having only recently been elevated from the ignorant and infirm masses of humanity who still labored as a servitor race beneath the reign of the Dragon Kings. Apart from their travel Charms, the chief modes of conveyance employed by the earliest Chosen were actual steeds, with the comparative handful of artifact vehicles donated by the Mountain Folk reserved for the most critical battles. In their ingenuity, the artisans of the Exalted swiftly replicated and expanded upon their borrowed technology, adapting the designs into troop transports and artifact weapons platforms. By the end of the war, the Exalted fielded a broad range of vehicles on land, by sea and even through the air. Progress only accelerated in the dawn of the First Age, as the Exalted no longer had to build factory-cathedrals in remote or defensible locations in order to protect them from the hordes of the Primordials. Instead, the Chosen built vast complexes of interlinked facilities, each dedicated to mass-producing a single type of component. Out of these industrial cities arose

the Skyfleet of the Deliberative, dwarfing even the Aerial Legion of Yu-Shan in its raw destructive power. Below, the earth shook beneath the footfalls of warstriders (see pp. 136-160) and heavier machines optimized for construction and sieges, while the whole of the West's vast oceans glittered with a navy of nigh-unsinkable warships and colossal trade vessels patrolling between the archipelagos.

The widespread destruction wreaked during the Usurpation destroyed much of the industrial infrastructure needed to maintain and improve the more advanced forms of transportation the Exalted used. Worse, the pinnacles of technology—self-maintaining devices containing integrated automaton components—were programmed to serve only their Celestial masters, so the either fought in defense of them or powered down in protest of the coup. The Dragon-Blooded Shogunate wisely decommissioned all sentient vehicles created by the Solars that they could find as part of their Wyld Hunt, scavenging what they could for spare parts. Without the requisite factory-cathedrals



creating replacement parts for those that wore out, however, the Terrestrials could only conserve their dwindling stockpiles, keeping their best equipment carefully stowed in hangars between uses. Internecine fighting throughout the Shogunate period squandered much of what remained, and the hordes of the Fair Folk shattered the rest during the Contagion. As of the Time of Tumult, the Realm keeps its meager stockpiles of artifact vehicles in reserve for the most serious engagements. Lookshy, meanwhile, fields its larger arsenal using a model of planned obsolescence, knowing full well that it cannot hope to maintain effective First Age tactics for more than another millennium at absolute best, or perhaps a century or two of heavy warfare.

VEHICLE TRAITS

All First Age vehicles have a number of special traits appropriate to their function, each of which is explained as follows:

Speed: This is the craft's top sustainable speed, with the number before the slash given in yards per tick and the second number in miles per hour. During mass combat or other situations in which ticks pass at a rate of one per minute rather than one per second, multiply the first speed value by 60 to obtain the vehicle's mass combat speed. Note that, except where noted, vehicles cannot generally dash, or rather, the speed given is the maximum speed possible, and the usual penalties for dashing are compensated for by the need for the pilot's attention.

Maneuverability: This trait gauges the overall responsiveness of a vehicle to its pilot. In most cases, this value is given as a positive number, indicating the number of dice added to all rolls made to control the craft. Half this value (rounded up) is its Dodge DV against attacks while piloted (vehicles lack a Parry DV). Note that some ungainly devices actually impose a penalty on piloting rolls, as represented by a negative Maneuverability. The letter following a craft's maneuverability (R or S) indicates whether the craft is piloted using a pool of (Dexterity + Ride) or (Wits + Sail).

For some vehicles, characters must have a minimum rating in certain Abilities in order to pilot them at all. These minimums are provided after Maneuverability in parentheses. Most commonly, the Ability in question is Sail or Ride, though some sophisticated devices require minimum Lore to understand the complex controls. For every dot by which a character fails to meet the minimum Abilities required for piloting, subtract two from the vehicle's Maneuverability. Pertinent specialties add to Ability scores to meet these minimum requirements.

Endurance: Some vehicles have limitations on their operation, whether due to limited power cells or fuel, hearthstone requirements or perhaps components that must be maintained to avoid degrading performance or even total systems failure. Any such limits are explained after the Endurance header.

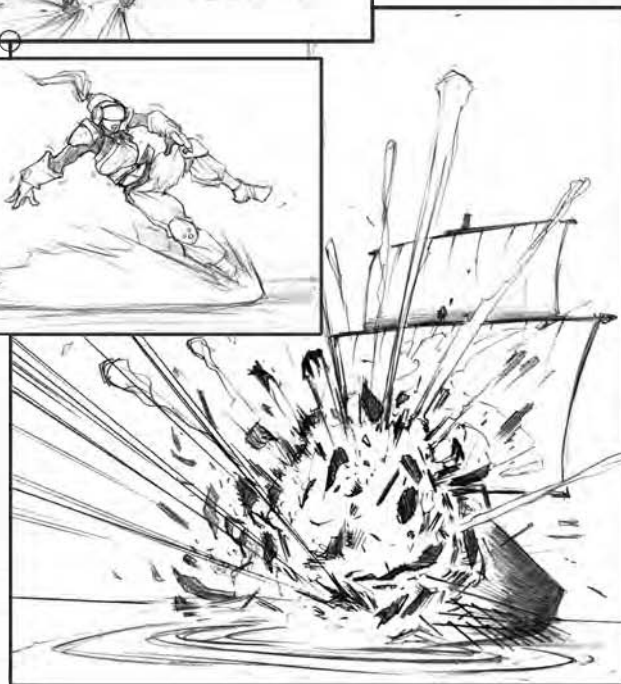
Crew: This trait has two values separated by a slash. The first is the crew complement necessary for standard operation. For each crewmember the vessel is short of this number, its Maneuverability drops by one. The second number is the minimum crew. If a vessel has fewer than this number of crew members aboard, it cannot operate at all. Some sophisticated vehicles have minimum traits in parenthesis after crew, exactly as with Maneuverability. Crewmembers must meet these requirements in order to count as crew, reflecting the need for specialized training to operate extremely sensitive and elaborate controls.

Cargo: If a vehicle can accommodate passengers beyond its crew complement, such will be listed here. If a vehicle is operating on a skeleton crew, add the unused portion of the crew complement to the maximum passengers it can accommodate. Vehicles that can carry a specific weight or size or cargo also have this information in the Cargo heading. Storytellers should remember that these values aren't ironclad. Squeezing a couple of extra bodies into a passenger liner capable of holding 100 people is not a big deal, though some of the bunks will be more crowded than usual. In contrast, doubling the passenger manifest might not be physically possible, but even if it is, the conditions will be extremely cramped and uncomfortable and quite possibly unsanitary and conducive to disease. Logic and reason should guide Storyteller adjudication of overload effects, whether penalizing Maneuverability or Speed or both.

Armor: A vehicle's Armor is given as standard soak values separated by a slash. Note that vehicles do not have a natural soak, and as such, effects that depend upon armored soak apply in full to a vehicle's Armor (such as piercing attacks halving the protection value). Like all inanimate objects, artifact vehicles have a Hardness equal to their soak, allowing them to ignore most lesser attacks. Unlike with inanimate objects, however, damage in excess of soak is rolled rather than automatically applied. In addition, magical effects that do not damage objects made of the five magical materials have no effect on artifact hulls.

Health Levels: Since most vehicles are not alive, they do not have health levels in the strictest sense of the word. Their structural integrity is analogous, however, so the name remains constant. A vehicle's health levels are not differentiated by wound penalties, but instead use the following table:

Health Level (Abbreviation)	Effects
Undamaged (U)	None; operates normally.
Minor Damage (M)	Half Speed and Maneuverability (rounded up); -1 external penalty to piloting rolls.
Critical Damage (C)	Speed drops to one quarter normal rate (rounded up); Maneuverability 0 (if normally positive); -3 external penalty to piloting



Inoperative (I)

rolls; consecutively unbroken successful piloting actions required to avoid automatically crashing.

Ceases functioning. See Inoperative effects by craft type.

Destroyed (D)

The vehicle immediately explodes, crashes, falls apart or otherwise suffers violent destruction.

Vehicles must be repaired to regain lost health levels (see p. 6).

Weapons: The integrated armament of a particular vehicle type (if any) is listed in standard attack formats. Artifact weapons explained elsewhere in this book are simply listed with an appropriate page number.

RULES

Inoperative Vehicles: Airborne vehicles reduced to an “I” health level plummet to the earth. Unless a vehicle is flying extremely low to the ground (Storyteller’s discretion), this crash should happen only after every passenger takes at least one action, providing the opportunity for heroic last-ditch piloting or bailing out and jumping to safety, etc. Turning an impending crash into a rough landing requires a difficulty 5 piloting roll with the pilot’s final remaining action.

Passengers still suffer 10B from a rough landing, while the vehicle suffers an additional 30B, but this is usually much less damage than an actual crash would inflict.

Ground vehicles reduced to Inoperative grind to a halt. In an environment with minimal obstacles (an empty plain or dune), this carries no further risks. In a forest or urban area, however, the pilot must use her next action after the vehicle becomes Inoperative to avoid crashing (difficulty 4). Success averts all ill effects.

Aquatic vehicles on open water rarely face immediate obstacles that could prompt a crash, but the danger still presents itself in shallow water, near reefs, in the midst of a packed naval battle, traveling down winding rivers and so forth. Treat aquatic vehicles as ground-borne, with the added danger of taking on water (see “Sinking”).

Destruction/Crashing: Vehicles that crash or suffer sufficient damage to reduce them to their “D” level are destroyed. All passengers suffer dice of lethal damage equal to the vehicle’s total maximum health levels, as does anything (or anyone) into which the vehicle crashes. Particularly large vehicles powered by Essence reactors might explode, inflicting significantly greater damage over a larger area. The capacity for explosion is listed in the Other Notes section as appropriate.



Ramming: In order to ram a target, a vehicle must be capable of reaching the target during its pilot's action. Ramming is an attack itself, using the appropriate piloting pool modified by Maneuverability as normal with Speed 6 and Rate 1. The attack can be dodged, but it cannot be parried without an extraordinary stunt. If successful, the attack inflicts damage to the target and ramming vehicle as if from a crash. Some vessels are built with reinforced ramming prows, providing a greater soak for the ramming vehicle than usual.

Sinking: While vehicles do not bleed and suffer further injury from damage the way living beings do, aquatic vessels do the reverse. Once a ship reaches its Minor damage health levels, it suffers one die of unsoakable lethal damage per minute until the hole is plugged and made watertight. At Critical damage or worse, water pours in more quickly, applying levels instead of dice. Once Destroyed, a ship's hull is so riddled with holes that it breaks apart, sinking within a minute.

Emergency repairs require the appropriate raw materials on hand and a successful (Wits + Craft [Wood]) roll at difficulty 3 (while suffering Minor damage) or difficulty 5 (while suffering Critical damage or worse). Such repairs take one miscellaneous action in long ticks or five minutes out of combat. A separate repair roll must be applied for each attack that inflicted damage, though multiple breaches do not generally increase the rate at which water pours in.

Compartmentalized First Age hulls suffer only a single level of damage per damage incident from taking on water. Therefore, a compartmentalized vessel that suffers damage to bring it to a Minor damage level has one die of lethal damage rolled after a minute, and then no further water damage. If reduced again to another Minor damage level, the ship takes another level of lethal damage after a minute, then nothing, et cetera.

Attacking Aerial Vehicles: Ground-based opponents cannot generally attack airborne vehicles in close combat unless the vehicles swoop very low (such as to allow a pilot or passenger to strike with a close combat attack of her own). Use the rules for aerial targets on page 154 of **Exalted** for such circumstances.

Piloting Rolls: Characters do not need to make piloting rolls to operate a vehicle through smooth terrain (or while motionlessly hovering/floating) provided they maintain a smooth trajectory and travel at half maximum speed or less. Turning or otherwise maneuvering requires a piloting roll, most often at standard difficulty, though higher for hairpin turns, barrel rolls with aerial vehicles and so forth. In rough conditions or while traveling faster than half maximum speed, Storytellers may require successive piloting rolls at regular (or irregular) intervals with a variable difficulty appropriate to the situation. For example, handling a boat or skyship in heavy winds is difficulty 3, while an actual storm is difficulty 5, and a hurricane can reach 7+. Landing a skyship, docking a

boat or parking a ground-based vehicle in a specific spot also requires a piloting roll. In an effort to move stories along, Storytellers may reduce the success or failure of long-distance travel to a single roll at a higher difficulty than normal, reflecting the cumulative success or failure of many rolls. Storytellers should do so only when there is no real danger or hardship to the travel, though.

Failing a piloting roll means that the vehicle is out of control or else cannot succeed in the maneuver. A failed landing of a skyship is a rough landing (see p. 32), while a failed docking might mean the ship accidentally rams the dock. By contrast, characters can usually attempt a failed action again in short order, though retry penalties accumulate for consecutive failures normally (see **Exalted**, p. 121).

During combat, a pilot must make piloting rolls with each action (or must at least make piloting rolls as part of a flurry). Failure to do so means the pilot has lost control of the craft and it travels in a random (but appropriate) direction at its current speed. If the pilot does not regain control with her next action (+1 to whatever the piloting difficulty would normally be), the vehicle crashes (if possible) or else continues veering off course. Storytellers should liberally interpret crashing to situations. For example, a boat on open water has nothing to crash into, but it can capsize or suffer some other mishap like miring in seaweed and whatnot. If the pilot regains control, maneuvers resume normal difficulty.

Botching a piloting roll is always very bad. Crashing is almost a given, though if the situation does not permit a reasonable crash, some other appropriate misfortune could happen. For example, a ship might careen off a wave at a sharp angle that hurls everyone on deck overboard unless their players make successful (Dexterity + Athletics) rolls for the characters to keep their balance. Storytellers should remember that it's bad form to kill off all the protagonists because of one bad dice roll. Such an ignoble demise is not in keeping with the epic heroism of **Exalted**. Fiery explosions and high action devastation are definitely in genre to the game, which is why losing control of vehicles is so bad, but characters should almost always have a chance to do *something* to save themselves from certain death. This nebulous something might mean steering a plummeting warbird into rough skidding landing that carves a mile-long furrow across the earth or leaping overboard before the thunderclap of a lightning ballista shatters a ship's hull to flinders.

TRANSPORT ARTIFACTS

What follows are examples of First Age transport technology that survive into the Time of Tumult, though in some cases hidden away half-broken in remote corners of Creation. Storytellers should use these as templates for designing custom variants of these craft and for understanding the aesthetics and prowess that guided Deliberative and Shogunate engineers.



EXCELLENT AIR BOAT (ARTIFACT •• OR •••)

Repair: 2

Ordinary Haslanti air boats are mundane constructs of cloth and feathersteel. Several years ago, however, Haslanti relic-hunters exploring the ice-covered ruins of the First Age city of Tzatli, located beneath the Haslanti settlement of Diamond Hearth, uncovered the remains of a dozen First Age Essence engines. Using small fragments of knowledge gained from Vanileth, the God of Artificial Flight, and making their own studies of these relics, teams of mortal thaumaturges, God-Bloods and Haslanti outcaste Dragon-Blooded have created eight enchanted air boats and are currently working on rebuilding the remaining four Essence engines. Meanwhile, Haslanti relic-hunters are eagerly searching for additional Essence engines, while the thaumaturges and Dragon-Blooded are also attempting to reverse engineer these engines, so that they can actually create more of these wonders, instead of having to rely on scavenged relics.

Unlike normal air boats, which propel themselves with peddle-powered air screws and use hot air generated by burning kerosene or whale oil to provide lift, these artifacts use Essence for both purposes. Because these vessels are primarily mundane constructs that use Essence power only for a few essential functions, they are relatively easy to build and require absolutely no maintenance. All that is necessary is for the captain to commit four motes of Essence to the vessel and its Essence burner generates unlimited supplies of hot air, while the vehicle's sorcerous engine also turns the vessel's air screws. Two of the existing vessels are now captained by outcaste Dragon-Blooded, five are in the hands of skilled mortal thaumaturges, and the remaining one is under the command of a God-Blooded Haslanti.

Four of these air boats are small vessels designed for use by aerial scouts, by commandos or for rapid courier service. These vessels are each 100 feet long and 30 feet in diameter. They can carry their crew of three, up to seven passengers, and up to three tons of cargo. Their moveable internal walls can also easily be refitted to carry up to 20 passengers and one ton of cargo. Each of these small air boats has a cruising speed of 30 miles per hour, can cover up to 600 miles per day and possesses an Artifact rating of 2. The football-shaped gas bag is quite durable, constructed as it is from alchemically treated rasp-spider silk.

The remaining four air boats are each immense creations 250 feet long and 60 feet in diameter, designed to carry a crew of six along with 70 passengers or troops and 10 tons of cargo. They can also be easily refitted to carry 25 passengers and 20 tons of cargo. Each of these huge creations has a cruising speed of 20 miles per hour, can cover up to 400 miles per day and possesses an Artifact rating of 3. The cigar-shaped gas bag is constructed from alchemically treated rasp-spider silk, like its smaller cousin.

The Haslanti never sell their ordinary air boats, much less these marvelous artifacts. Exalts and powerful God-Bloods who perform truly impressive services for the Haslanti League might be given one of the small artifact air boats, but the Haslanti do not give these air boats to Dynasts or to any Exalts loyal to the Realm.

FAST COURIER EXCELLENT AIR BOAT

Speed: 15/30mph

Maneuverability: +2S (Lore 1, Sail 2)

Endurance: Requires the pilot to attune the vessel's Essence engine for a commitment of four motes.

Crew: 3/3

Cargo: Seven passengers, plus up to three tons of cargo; or 20 passengers, plus one ton of cargo.

Armor: 6L/6B (Gas bag: 2L/2B)

Health Levels: Ux5/Mx10/Cx3/Ix2/D (Gas bag: Ux2/Mx5/Cx2/I/D)

Weapons: None normally.

Other Notes: As a vehicle of purely Second Age construction, this ship's armor lacks the Hardness ubiquitous to First Age artifact vehicles.

LARGE TRANSPORT EXCELLENT AIR BOAT

Speed: 10/20mph

Maneuverability: +2S (Lore 1, Sail 2)

Endurance: Requires the pilot to attune the vessel's Essence engine for a commitment of four motes.

Crew: 6/3

Cargo: Seventy troops, plus 10 tons of cargo; or 25 passengers, plus 20 tons of cargo.

Armor: 8L/8B (Gas bag: 3L/3B)

Health Levels: Ux10/Mx7/Cx5/Ix2/D (Gas bag: UX4/Mx10/Cx4/Ix2/D)

Weapons: None normally.

Other Notes: As a vehicle of purely Second Age construction, this ship's armor lacks the Hardness ubiquitous to First Age artifact vehicles.

SWIFT RIDER (ARTIFACT •••)

Repair: 2

This Essence-powered vehicle is one of the smallest and was designed during the Shogunate as an alternative to both horses and larger, more complex vehicles. In form, it consists of a single padded seat that can hold one rider or a rider with a passenger riding pillion behind. This seat is connected to a bicycle-like framework that contains hooks for hanging a pair of large saddlebags and a pair of foot rails for the driver and passenger to rest their feet. These foot rails also double as a stand that holds the vehicle upright when it is stationary. To operate this artifact, the owner must place a hearthstone in the socket immediately in front of the driver's seat and then commit five motes of Essence to the vehicle. This hearthstone provides no benefit beyond activating the swift rider. Swift riders weigh only

25 pounds, and they can be folded up so that they occupy half of a standard pack.

The vehicle is controlled much like a horse. When in use, a swift rider can fly up to three yards off the ground and move at speeds of up to 80 miles per hour, covering up to 800 miles per day. In combat, a swift rider can dash at speeds of up to 40 yards per tick. One of the most impressive features of this vehicle is that when facing a deep chasm or other obstacle, the rider can spend one mote of Essence every tick to allow the vehicle to fly at any height above the ground. During this time, it can move up or down as much as 20 yards per tick. Once the rider ceases to spend this Essence, the vehicle will drop in altitude until it is no more than three yards off the ground, but will continue to move normally. Although they appear relatively delicate, they are actually quite sturdy. Today, swift riders are rare, but the legions of Lookshy have almost three dozen and use them to carry messages and bear shock troops.

Speed: 40/80mph

Maneuverability: +0R (Lore 1, Ride 2)

Endurance: Requires a hearthstone plugged into the control panel to operate, and the pilot must also attune the vessel for a commitment of five motes.

After 250 cumulative hours of operation since its last maintenance, it begins to suffer one level of unsoakable bashing damage every further 10 cumulative hours of operation it is overdue.

Crew: 1/1

Cargo: Two riders, plus a pair of saddlebags; or one rider and 200 pounds of cargo.

Armor: 10L/10B

Health Levels: Ux10/Mx5/Cx4/I/D

Weapons: None.

Other Notes: A swift rider and its pilot both have a Dodge DV equal to $([\text{the pilot's Dexterity} + \text{Ride} + \text{Essence}] \div 2)$, and the pilot may use her Parry DV to defend against attacks launched at her vehicle or herself.

WINDBLADE-CLASS PERSONAL TRANSPORT

(ARTIFACT ●●●)

Repair: 3

The smallest skyship model produced in the First Age, the *Windblade*-class personal transport normally appears as a heavy metal chevron the size of a large belt buckle. Attuning this device costs only one committed mote. When thrown or dropped by an attuned bearer who spends an additional 10 motes (uncommitted), the device slows and hovers in midair, unfurling cunningly articulated plates to form a narrow, angular platform roughly a yard long. The device's master can step up onto this platform with one foot ahead of the other on marked control pads at any time in this configuration, triggering enchantments that make the personal transport adhere to her feet and prevent falling. The device is piloted with the feet, leaving the user's hands

free to hold weapons or perform other tasks. During the First Age, archers equipped with these transports used them as mobile sniping platforms above a battlefield. While flying or hovering, these craft emit an oscillating hum. They must be fed 10 motes by their user every hour, or they slowly fall to the ground and retract back into their portable state. A few particularly exotic daiklaves can unfurl into *Windblade* craft. Such daiklaves are rated Artifact 4, and have the statistics of normal daiklaves while not in flight mode. Attuning such a device requires the usual five motes instead of one.

Additional properties of a *Windblade*-class transport depend on the magical material used in its construction:

Orichalcum: These models are faster, with a Speed of 50/100mph.

Moonsilver: These models are more nimble and responsive, with Maneuverability 7.

Starmetal: These models weave and dip across the skeins of fate as well as air, adding two to the Dodge DV of craft and pilot beyond normal.

Jade: Built exclusively of blue jade, these models have small integrated cannons that fire lightning pulses from a forward-facing spur mounted on the underside. Each blast costs the pilot five motes and has the following statistics: Speed 6, Accuracy (pilot's Dexterity + Archery), Damage (8L or 12B) piercing, Range 100, Rate 1. Variant models have an integrated elemental lens instead.

Soulsteel: At will, the pilot can extend jagged blades like bat wings from each side of the craft. The pilot attacks by "ramming" opponents with these blades as a Speed 5, Rate 2 attack. The craft takes no damage from this ramming, but the target suffers 10L + attack successes. Opponents killed by these blades are typically beheaded or cut in half.

Speed: 34/70mph

Maneuverability: +4R (Lore 1, Ride 3)

Endurance: Consumes 10 motes per hour; suffers one level of unsoakable bashing damage for every 50 cumulative hours of operation since last maintenance.

Crew: 1/1

Cargo: Pilot's personal possessions only. Particularly heavy loads, such as a pilot carrying a second person in her arms, halve Speed and apply a -3 Maneuverability penalty.

Armor: 10L/15B

Health Levels: Ux7/Mx4/Cx3/I/D

Weapons: Usually none; jade and soulsteel models have weapons as noted.

Other Notes: Characters flying on a *Windblade*-class personal transport are treated as holding a tower shield (see **Exalted**, p. 377), but this protection is not compatible with other shields or cover (only the best value applies). A piloted transport and its pilot both have a Dodge DV equal to $([\text{the pilot's Dexterity} + \text{Ride} + \text{Essence} + \text{craft's Maneuverability}] \div 2)$, and the pilot may use her Parry DV to defend against attacks launched at her vehicle or herself.



BATTLE CARRIER (ARTIFACT ●●●●)

Repair: 3

This large vehicle is specifically designed to carry troops into battle and to break through fortifications and other similar barriers so that those troops can rush through the breach and attack the defenders within. A battle carrier is a low, rounded oval that tapers to a point at the front. This vehicle is 60 feet long, 20 feet wide and nine feet high. It can carry up to a talon of soldiers in Spartan but acceptable military conditions. Designed for long-term occupancy, it even contains bunks where these troops can sleep. Alternatively, the vehicle can accommodate a trio of warstriders and all needed support personnel. To operate this vehicle, the driver must place a hearthstone from a two-dot manse (or better) in the control console and commit seven motes of Essence. This vehicle can travel at a constant speed of up to 20 miles per hour, allowing it to cover up to 400 miles per day. Lifted by a cushion of Essence, the vehicle floats up to three yards off the ground, and its hull is as resistant to damage as any other First Age hull (see p. 31). Battle carriers can be completely closed, so that the pilot sees outside through transparent armored view screens, protecting everyone inside from attack. The vehicle can also open up six firing slits on either side and

two in the back. Each firing slit provides a single warrior with 90% hard cover (+2 melee DV, +4 ranged DV) and allows these warriors to fire arrows, firewands and any other handheld ranged weapon at enemies outside. In addition, this vehicle is fitted with a single light implosion bow (see p. 130). This weapon is operated and fired from inside the battle carrier, by a gunner who sits in a seat next to the pilot. The pilot cannot both operate this vehicle and fire the light implosion bow.

This vehicle's greatest attack power ties to the ability of the driver to overdrive the Essence engines to propel it at exceedingly high speeds. At a cost of seven motes, the driver can propel the vehicle at a speed of 100 miles per hour (50 yards per tick) for up to 10 ticks. In this state, interior Essence shields cushion the occupants from all shocks caused by sudden acceleration or impact. If the vehicle strikes anyone while moving at this velocity, it inflicts a total of 30L of damage. Raise this damage to 40L and halve all armor (round down) when this vehicle strikes a wall or hull not made from First Age alloys. This vehicle's construction allows it to damage First Age hulls and walls as effectively as Charms or artifact weapons. Before making such an attack, the vehicle must travel for at least 50 yards to fully build up speed.

Battle carriers have a total of seven doors, three on either side and one on the back. Each door is six feet wide and allows two armed and armored soldiers to exit this vehicle at once. The doors can be opened with a reflexive action by the driver. Once all are open, 14 soldiers can exit the vessel every tick, allowing an entire talon of soldiers to be out and ready for action in nine ticks. This vehicle is exceedingly reliable and requires no maintenance for normal use. Overdriving its engines is quite taxing, however, and using it to batter through fortifications is even more so. The Realm has only eight of these vehicles, while Lookshy has 21. In Lookshy, these vehicles compose one of the primary methods of ground troop transport for elite troops.

Speed: 10/20mph; 50/100mph in overdrive

Maneuverability: +1S (Lore 1, Sail 1)

Endurance: Requires a hearthstone from a two-dot (or better) manse plugged into the control panel to operate, as well as a seven-mote commitment by the driver.

In addition to the normal servicing required by a light implosion bow (see p. 130), after every 50 times the driver overdrives the Essence engines, the battle carrier must undergo routine maintenance and repair. In addition, every time it is used to ram a vehicle or structure counts as an additional time that the engineers were overdriven. Every 10 times the engines are overdriven after this limit reduces the vessel's Speed in both normal and overdrive modes by 20%, until the engines cease to function.

Crew: 1/1

Cargo: One talon of soldiers, plus their personal gear; or a pair of common warstriders and their support personnel.

Armor: 20L/25B

Health Levels: Ux15/Mx10/Cx10/Ix5/D

Weapons: A light implosion bow.

Other Notes: None.

CHARIOT OF THE INFINITE HEAVENS

(ARTIFACT ●●●●)

Repair: 4

One of the smallest and most common transport vehicle designs of the First Age, chariots of the infinite heavens (sometimes called sky chariots or skysleds for short) appear to be actual chariots, albeit absent a horse team in front and featuring vented thruster bulbs in place of wheels. Depending on the exact design, three or four support struts extend for landing and retract during flight. Of the thousands of these craft built in the First Age, barely 200 remain in the fleets of the Seventh Legion, with scattered handfuls found elsewhere in the world.

The pilot of a skysled stands in the front of the craft, directing its flight by tapping and sliding his fingers across a row of crystal controls. Flight status is conveyed through the flickering illumination that plays across the control panel. Enchantments in the craft lock pilot and all passengers designated by the pilot in a stabilizing field that prevents

anyone from falling off (even if the craft turns completely upside down). Anyone can pilot one of these vessels, even mortals without access to Essence. As a deterrent to theft, however, many copies require a single mote to be fed into the controls at fixed intervals (usually once per day). Failure to supply the mote causes the engines to gradually power down, giving the thief enough time to land safely before the controls completely lock.

Speed: 39/80mph

Maneuverability: +2R (Lore 1)

Endurance: Requires a hearthstone from a two-dot (or better) manse plugged into the control panel to operate. Some models have security features as noted above. Requires maintenance every 20 hours of use, lest it suffer one unsoakable level of lethal damage per 10 hours in arrears.

Crew: 1/1

Cargo: Two passengers, plus their personal gear

Armor: 12L/18B

Health Levels: Ux10/Mx5/Cx4/Ix2/D

Weapons: Usually none. Variant models (also Artifact 4) mount a light implosion bow (see p. 130) on a gimbaled mount for a gunner to fire, but the weight of this weapon reduces the craft's Maneuverability to -2 and reduces Speed to 29/60mph.

Other Notes: Understanding a sky chariot's crystal instrument panels requires knowledge of Old Realm, though characters who do not read this language can still attempt to pilot the craft at -2 Maneuverability. The pilot and passengers in one of these craft are treated as having 25% cover or 75% cover if attacked from below.

RESPLENDENT DOLPHIN-CLASS UNDERSEA

COURIER (ARTIFACT ●●●●)

Repair: 3

Created as quick and discreet modes of transportation for traveling diplomats and assassins operating in the West, a surprising number of these portable First Age submersibles have survived into the Second Age. Most belong to the Realm, though Lookshy has a few that it lends to elite operatives tasked with covert missions on the Blessed Isle. The elder Lunar Leviathan has several dozen stored in his sunken city of Luthe, which he guards as zealously as all other treasures buried in his domain (despite having no use for them).

In their portable mode, *Resplendent Dolphin*-class vessels appear as black jade-alloy eggs just small enough to fit inside a barrel. Despite their size and density, they weigh only 200 pounds in either configuration, making them eminently transportable by wagon, mount or hidden in a cargo hold aboard a ship. Transforming the courier into vehicle mode requires that the pilot attune to it for a cost of five motes. With this commitment of Essence, the vehicle may be commanded to instantly unfold into a small, sleek vessel nine yards long and three yards in diameter shaped roughly like a



stylized fish. The top of the vessel is a narrow walkway (one yard wide) flanked by narrow fins that serve as low railing. A small hatch in the center of the walkway provides the only means of entrance or exit, and only one character may do so at a time using a miscellaneous action.

The vessel's interior is not so much cramped as cozy, with a surprising passenger capacity for the ship's size. Behind the passenger cabin is a small cargo hold that may be locked from the outside (useful for transporting prisoners). While powered with its pilot's Essence and the energies of an inset hearthstone, the vessel supplies pure water extracted and filtered from the outside, and pure air created entirely out of Essence. It has lavatory facilities, and its seats can recline to serve as small beds. The pilot's chair sits in front of the others and is also larger than the rest, with crystal control panels set in each armrest. Two large transparent windows like eyes allow the pilot to navigate visually, while geomantic instruments allow her to navigate underwater based entirely on sensor readings.

Speed: 20/40mph on surface; 12/25mph submerged

Maneuverability: +1S (Lore 2, Sail 3)

Endurance: Requires a level-2+ hearthstone plugged into the control panel to operate, and the pilot must also attune the vessel for a commitment of five motes.

After 250 cumulative hours of operation since its last maintenance, it begins suffering one level of unsoakable bashing damage every further 10 cumulative hours of operation it is overdue.

Crew: 1/1

Cargo: Seven passengers in comfort, plus four barrels (or equivalently sized cargo, such as two additional passengers carried uncomfortably in the locked hold).

Armor: 15L/15B

Health Levels: Ux8/Mx6/Cx4/Ix2/D

Weapons: None (though a few have added mounts for a single light implosion bow, which must be removed and stowed prior to submerging or the weapon is ruined and its drag halves the vessel's submerged Speed)

SIEGE STRIDER (ARTIFACT ●●●)

Repair: 3

This powerful weapon is essentially a six-legged, two person warstrider that is 30 feet long, 20 feet wide and 18 feet tall. It looks roughly like a giant beetle made from one of the five magical materials and has four sturdy, multi-jointed legs and features a pair of large claws designed for digging and rending. Activating this weapon requires the driver to place a single level-3+ hearthstone in the artifact's hearthstone socket and to commit 12 motes to this device. The driver controls the weapon's four sturdy legs and also operates its two arms. The artifact's four legs are capable of moving it quite rapidly. In addition, because the driver can sit down and must only move a pair of foot pedals and a lever to operate the four legs, operating this vehicle is far less exhausting than controlling an ordinary warstrider.

This vehicle can march at speeds of up to 20 miles per hour and can cover up to 300 miles in a day. Unlike two-legged warstriders, this vehicle can jump only a quarter of the distance its Strength would indicate. Also, because the driver operates it by pedals and levers and does not actually wear it, he cannot use any Athletics Charms to augment the vehicle's mobility.

Also unlike ordinary warstriders, this artifact's arms are not designed to hold weapons. Instead, the strider is protected by its gunner. This artifact carries a powerful blast cannon that extends out of a rotating turret on the artifact's back, slightly in front of the vehicle's middle. This weapon is operated by a gunner who also sits inside the vehicle in a separate compartment from the driver. This weapon cannot be operated by the driver unless the driver shuts off the vehicle, climbs out of his hatch, opens the hatch to the gunner's seat, climbs in and fires the weapon. The blast cannon functions as both an ordinary light implosion bow (see p. 130) and a lightning ballista (see p. 132), and is powered by the gunner's Essence. If the gunner spends one mote of Essence, the weapon fires a half-power light implosion bow shot. If the gunner spends two motes, it fires a full-power light implosion bow shot. If the gunner spends three motes, the weapon fires a lightning ballista shot.

This artifact's arms are specifically designed to be able to rip down the toughest walls, tear open hulls made of First Age materials and, if necessary, move earth and rapidly construct large-scale earthworks. Because they are designed specifically for this purpose, all attacks made by these arms against inanimate objects such as walls, gates, ship hulls or statues first halves the object's soak (round down), making these arms exceptionally powerful tools for breaking sieges and destroying walls. Also, one of these artifacts can build up to 5,000 cubic feet of earthworks—such as a wall 10 feet tall, 10 feet thick and 50 feet long—in one hour. Alternatively, the artifact could create a trench or moat of equal size in the same time.

Speed: 10 (dash 30)/20mph

Maneuverability: -6R (Lore 1, Ride 2)

Endurance: Requires a level-3+ hearthstone plugged into the control panel to operate, as well as a 12-mote commitment by the driver.

Because of the inherent stability and simplicity of four-legged locomotion, this artifact requires maintenance only every 100 hours of operation. Every hour of combat counts as two hours of operation, however. Every 10 hours that maintenance is in arrears, the ordinary penalties caused by lack of warstrider maintenance begin to accrue. Also, the blast cannon must be serviced after every 100 firings.

Crew: 1/1

Cargo: None.

Armor: 24L/24B (Hardness: 26L/16B)

Health Levels: Ux10/Mx5/Cx5/Ix5/D

Weapons: Blast cannon.



Other Notes: The siege strider possesses a Strength of 20 and hand-to-hand combat stats as follows:

Name	Speed	Accuracy	Damage
Defense	Rate		
Siege Strider Claw	6	+0	+12L* +0 2

*This damage is treated as piercing damage against all inanimate objects.

SWIFT MIDDAY BRILLIANCE-CLASS LIGHT

WARSHIP (ARTIFACT ●●●●)

Repair: 4

The most widely manufactured type of vessel in the navies of the Solar Deliberative and the Dragon-Blooded Shogunate alike, the *Swift Midday Brilliance* class of light warships remains the most common First Age design afloat. Several dozen mostly intact copies exist, most controlled by the fleets of the Realm, while twice that number float in various states of disrepair as flagships of various coastal principalities and island nations throughout Creation.

The nearly organic hulls of these ships are 27 yards long and six yards in the beam, with a broad curved rudder set in the stern and a pair of four-yard-diameter paddlewheels mounted to either side of that. A single mast rises from the

center of the deck, capable of folding back and retracting in a long dorsal compartment or else rising up, telescoping and locking in place for wind-powered use.

Activating the ship's paddlewheel drive requires a commitment of five motes channeled into its pilot station controls. By rotating the paddlewheels together or adjusting relative speeds, the warships may be propelled or swiftly maneuvered. The drive system can be used for a cumulative total of only 10 hours, requiring two hours powered down to lower the tolerated total by one hour. While not in use, the wheels spin freely without friction and do not impede wind-powered travel.

The original armament for these warships included two light implosion bows (see p. 130) mounted on the foredeck and one aft (just behind the pilot's station), plus two lightning ballistae mounted facing forward on limited turrets. Very few copies in the Second Age feature all (or even any) of these original weapons, as most of these valuable cannons were scavenged for use elsewhere. Since none of the cannons were actually powered by the ship itself, such scavenging does not actually impair function. By default, the artifact rating given for a *Swift Midday Brilliance* assumes no First Age weapons, each of which must be obtained as separate artifacts. For a cost of Artifact 5, however, a ship may be



assumed to have one light implosion bow still mounted in one of the original turrets.

Speed: 15/30mph under sail; 24/50mph under power

Maneuverability: -3S under sail; -1S under power

Endurance: None

Crew: 15/4 (or 1/1, if piloted by an Essence-channeler using the drive system)

Cargo: Two common warstriders curled in a fetal position, one talon of infantry or equivalent cargo.

Armor: 30L/30B

Health Levels: Ux35/Mx20/Cx10/I/D

Weapons: None; varies

WHIRLIGIG-CLASS COURIER (ARTIFACT ●●●●)

Repair: 2

These ships were created during the First Age as fast couriers and vessels designed to carry moderate-size cargoes long distances. Despite being slower than flying vehicles, these ships were regarded as a reliable alternative that required neither hearthstones nor frequent maintenance to operate. These vessels were created to rapidly carry cargoes on both the open sea and along all but the narrowest rivers. In addition, they are safe and reliable in all but the worst storms. Shaped roughly like a pumpkin seed and made of the finest First Age materials, the hull is 64 feet long and 16 feet wide. Its advanced construction gives it excellent stability, despite having an unusually shallow draft. Even without activating any of the craft's Essence-powered technologies, it can sail in waters as shallow as five feet deep.

This vessel was designed to be propelled by advanced Essence-engines, but it was also fitted with a mast that requires only one hour to put up or stow. Designed for use in emergencies or when crewed by mortals, the mast and sail allow the craft to travel at speeds of up to six miles per hour or 125 miles per day on the open sea. The ship's primary propulsion system, however, is a pair of inboard Essence engines that propel the vessel with jets of water. This vessel was designed so that any Essence-user who gripped the wheel and committed five motes of Essence could propel the vessel at speeds of up to 20 miles per hour, allowing it to travel up to 400 miles per day.

The ship requires a crew of at least three to operate, one of whom must be an Exalt or other Essence-user. For the ship to work at peak efficiency, it must have a crew of at least four. The vessel is designed to accommodate a captain and three or four crewmembers as well as four or five passengers. The vessel is fitted with moveable bulkheads that allow it to be easily refitted to carry up to 15 passengers, but doing so reduces the size of the cargo hold and the amount of cargo the vessel can carry by one half. This vessel has a flat deck with a large central cabin that contains a common room for the crew and passengers, the kitchen, as well as a small but exceedingly sturdy room designed to hold especially valuable cargo. This room also often doubles as a weapons locker and is fitted with an advanced First Age lock that

cannot be picked without using Charms. Below the deck, the front half of the space has a seven-foot ceiling and is outfitted with the various cabins all provided with lights, climate control, plumbing and fresh water, all powered by the vessel's ambient Essence accumulators. The double-sized captain's cabin is located in the very front of the ship and doubles as a navigation room. It contains maps and advanced navigation equipment. The large, dry, climate-controlled cargo hold occupies the entire rear half of the vessel's belowdecks space. It can accommodate up to 12 tons of cargo, while additional cargo can be tied down to various lashing points placed on the deck.

The captain of a Whirligig-class courier can also raise a low-level haze shield (see p. 92)—for three motes per hour—which protects the deck and crew from waves, rain, hail and extremes of temperature. This shield also increases the DV of everyone and everything on deck by one. Because it was designed more for reliability than power, this device does not require regular maintenance.

In addition, the Exalt powering this vessel can temporarily overdrive the engines in one of two ways. The captain can spend seven motes of Essence to double the ship's Speed for one hour. In this mode, the vessel has a top speed of 40 miles per hour. The captain could also choose to spend one mote every three ticks to cause the engines to create a shallow cushion of Essence under the vessel, allowing it to ride one yard above the surface of the water at its normal speed. Designed to allow the vessel to navigate rapids, sand bars, rocky shoals, and similar difficult waters with ease and safety, operators can use this mode to travel short distances over land, in some cases allowing the vessel to move from one branch of a river to another. In this mode, the vessel can travel up to 10 yards per tick over land or sea. Because of the strain produced by overdriving the engines, the vessel cannot use both modes of engine overdriving at once.

This vessel was not built with onboard weapons. The Whirligig soon became popular with smugglers and other lawless seafarers, however, who occasionally fitted it with moderate powered weapons such as small or medium Essence cannons or light implosion bows. The ship's hull is as resistant to damage as any other First Age hull (see p. 31).

Today, the dreaded Lintha pirates own three of these vessels, the Realm owns a dozen, and Lookshy has a small fleet of 10 of these ships that it uses to transport marines and important cargoes along surrounding the coast and the nearby rivers.

Speed: 3/6mph under sail; 10/20mph under power; 20/40mph on overdrive

Maneuverability: -3S under sail; +1S under power

Endurance: The pilot must attune the vessel for a commitment of five motes.

Although this vessel's engines do not require maintenance from normal operation, because of the extreme strain overdriving puts on them, the engines must undergo refitting after every 50 times they are overdriven in either mode.

Every 10 times they are overdriven after this reduces the vessel's Speed in both normal and overdrive modes by 20 percent, until the engines cease to function.

Crew: 4/3

Cargo: Five passengers and 12 tons of cargo belowdecks, plus up to four tons of cargo lashed to the deck; or 15 passengers and six tons of cargo belowdecks, plus up to four tons of cargo lashed to the deck.

Armor: 20L/25B

Health Levels: Ux15/Mx10/Cx10/Ix5/D

Weapons: None; varies

WARBIRD (ARTIFACT •••• OR •••••)

Repair: 3

One of the most elegant single-pilot skyship designs of the First Age, warbirds appear as stylized raptors or bats with articulated wings that retract while landed or extend to full spread for flight. Unlike clockwork steeds (see pp. 107-108) built in the likeness of great birds, warbirds do not actually beat their wings to fly. Instead, the wings conduct and focus an Essence-powered repulsion field that applies invisible thrust against the air. This field is normally audible as only a dull thrum, but it screeches like a loud bird cry whenever the craft suddenly changes direction.

Pilots ride warbirds by strapping themselves into a saddle mounted in an indentation on the vessel's back, using movements of knees and gripped controls to guide the skyships. Projected stasis fields keep the air immediately around the saddle still so that the pilot can breathe normally at full speed, but these invisible energies do nothing to keep pilots who are foolish enough to take off without strapping in from falling (miscellaneous diceless action to fasten straps). Two passengers can sit directly behind the pilot in minor discomfort, or else, the passenger's web harness can secure comparably weighted cargo. Warbirds were primarily intended as single-person craft.

To help their pilots conserve Essence, First Age warbirds (Artifact 5) were often equipped with reagent-powered weaponry fed from an internal alchemical reservoir. Only after the reservoir ran out would pilots have to power on-board weaponry from their own Essence pools. Warbirds intended as anti-infantry bombers mounted warstrider fire lances (see p. 159) in their beaks with 15 motes worth of alchemical fuel (Resources 3 for each refueling). Those made for aerial dueling held a light implosion bow instead (see p. 130), with 30-mote equivalent alchemical tanks (Resources 3 to refuel). All warbirds could slash with their landing claws, cutting swaths through armies of weak adversaries and opening weak points in enemy formations with each swooping pass. Of course, the greatest armament available to a warbird was always intended to be its pilot. These fast-attack vessels could deploy Celestial Exalted faster than any vessel of comparable size without requiring the massive Essence drain of travel sorcery.

Speed: 60/120mph (180/360mph in steep dive)

Maneuverability: +3R (Lore 1, Ride 2)

Endurance: Requires a level-2+ hearthstone plugged into the control panel to operate. Requires maintenance every 20 hours of use, lest it suffer one level of unsoakable lethal damage per 10 hours in arrears.

Crew: 1/1

Cargo: 2 passengers or equivalent weight in cargo.

Armor: 10L/15B

Health Levels: Ux10/Mx5/Cx4/Ix2/D

Weapons: Claws (Speed 5, Accuracy +3 ([Dexterity + Ride] to hit), Damage 12L (16L with dive), Defense –, Rate 1); some mount First Age weaponry.

Other Notes: Riders have 75% cover from below and 50% cover from all other directions. First Age models have cannon weapons and do not need maintenance.

GLORIOUS DRAGONFLY-CLASS PATROL BOAT

(ARTIFACT •••••)

Repair: 3

Manufactured during both the High First Age and the Shogunate, these small, fast patrol boats were specifically designed to be crewed by a circle of Celestial Exalts or a sworn brotherhood of Dragon-Blooded. The craft were created for Exalts to patrol the oceans and to allow them to rapidly respond to any emergencies on the high seas. In addition, these vessels were also designed to be equally effective on coastal patrols and policing river traffic. Shaped like an enormous, narrow canoe and made of the finest First Age materials, the hull is 60 feet long and 13 feet wide. Its construction gives it excellent stability, despite having an unusually shallow draft. Even without activating any of the craft's Essence-powered technologies, it can sail in waters as shallow as three feet deep.

This vessel was designed to be propelled by advanced Essence engines, but is also fitted with a mast that takes at least two hours to erect and an hour to stow. Designed for use only in emergencies, the mast and sail allow the craft to travel at speeds of up to four miles per hour on the open seas. The primary propulsion system is a pair of inboard Essence engines that propel the vessel with jets of water. The vessel was originally designed so that any Essence user who gripped the wheel and committed seven motes of Essence could propel the vessel at speeds of up to 30 miles per hour, allowing it to travel up to 600 miles per day. The controls were also originally designed so that a mortal could grip the wheel and spend two points of Willpower, in an emergency, to power the vessel for up to 12 hours. When operated in this fashion, it could attain only half-speed (15 miles per hour) but would allow mortal retainers to pilot the vessel if all of the Exalts on board were incapacitated. All surviving vessels owned by the Realm have had this feature disabled and the controls altered, so that only Exalts can activate the vessel's Essence engines.



Because this ship is primarily designed for policing, it is quite heavily armed for a vessel of its size. These patrol boats are all fitted with a single medium implosion bow (see p. 130) mounted near the bow and capable of a 270 degree angle of fire. They also have either a pair of medium Essence cannons (see p. 131) or two warstrider fire lances (see p. 159) mounted on the sides. Vessels specifically designed for Dragon-Blooded crews might have a single unusually large elemental lens mounted near the rear of the ship instead. This item functions as a normal elemental lens (see p. 77), but it also triples the range of all of the Charms it boosts. The elemental lens is approximately one foot in diameter and cannot be removed from the vessel without destroying the lens, just as the Essence cannons and fire lances are also built into the ship and are also impossible to remove without destroying them.

Simply piloting this ship requires a crew of at least two, of which one must be an Exalt or other Essence-user. To fully operate all weapons and have the ship work at peak efficiency, it must have a crew of four (five for those vessels fitted with two Essence cannons or fire lances). The vessel is designed to accommodate up to six Exalts in small but relatively lavish quarters, as well as three servants or assistants in somewhat more modest conditions. This vessel is fitted with a large cabin on deck that contains the dining room, the kitchen and a room containing maps and advanced navigation equipment. Below the deck, there is a space with a seven-foot ceiling that is outfitted with various cabins, all provided with lights, climate control, plumbing and fresh water, all powered by the vessel's ambient Essence accumulators. In addition, the vessel has a small hold located belowdecks capable of carrying up to four tons of cargo. This hold is located near the front of the vessel and is 11 feet wide and eight feet long.

In addition to the vessel's other useful features, the Exalt powering a *Glorious Dragonfly* patrol craft can temporarily overdrive the engines in one of two ways. In both cases, the operator must spend 10 motes of Essence to overdrive the engines for one hour. In one mode, the vessel can temporarily travel twice as fast as normal, giving it a top speed of 60 miles per hour (up to 30 yards per tick in combat). In the other mode, the engines create a shallow cushion of Essence under the vessel, allowing it to ride one yard above the surface of the water at its normal speed. Designed to allow the vessel to navigate rapids, sand bars, rocky shoals and similar difficult waters with ease and safety, operators can also use this mode to travel short distances over land, in some cases allowing the vessel to move from one branch of a river to another. By spending 15 motes of Essence, the pilot can cause the engines to both double the vessel's speed and allow it to ride on a cushion of Essence simultaneously.

The Realm has 26 of these vessels, while Lookshy has a dozen. The Realm uses them primarily as escort vessels, while in Lookshy, they are most often used to patrol the

nearby coast and the portions of the two local rivers going from Lookshy to Nexus and Sijan.

Speed: 2/4mph under sail; 15/30mph under power; 30/60mph on overdrive

Maneuverability: -3S under sail; +2S under power

Endurance: The pilot must attune the vessel for a commitment of seven motes.

Although this vessel's engines do not require maintenance from normal operation, because of the extreme strain overdriving puts on them, the engines must undergo refitting after every 50 times they are overdriven in either mode. Every 10 times they are overdriven after this reduces the vessel's Speed in both normal and overdrive modes by 20 percent, until the engines cease to function. Each hour that the engines are overdriven in both modes simultaneously counts as two hours for purposes of maintenance.

Crew: 4/2

Cargo: Nine total crew and passengers and four tons of cargo belowdecks.

Armor: 25L/25B

Health Levels: Ux25/Mx10/Cx10/Lx5/D

Weapons: A medium implosion bow and either a pair of medium Essence cannons, a pair of warstrider fire lances or an oversized elemental lens.

INDOMITABLE CONQUEST PLATFORM

(ARTIFACT ●●●●●)

Repair: 4

These light skyships were never produced in large numbers, but their sturdy construction has allowed almost a dozen known copies to survive into the Second Age. Indomitable conquest platforms appear as rounded pentagonal disks tapering to a bulb on top and bottom. Shutter irises in four of its lower faces can open, allowing passengers within to fire bows or use other weapons to attack targets on the ground or on the same overall plane of height (useful since the craft mounts no weapons of its own). The back panel folds into an extendable ramp to deploy troops onto the battlefield without even fully landing. The top five faces are made of black crystal that is transparent from within and opaque from the outside, allowing those onboard to see out and guide the craft.

Retractable struts allow the indomitable conquest platform to land on virtually any surface, though it sinks in liquid or deep mud. Seals can be engaged to make the craft air- and watertight, either in the event of planned submersion or to protect occupants from poisonous fumes. The vehicle can move underwater at half its usual maximum flight speed. The vessel contains only 10 hours of air while sealed, however, divided among all crew and passengers.

Except while landing or taking off, indomitable conquest platforms are all but silent. More impressively, their hull plating boasts adaptive camouflage capable of mimicking the surrounding environment as long as all windows and

doors are fully closed. With the cloaking device engaged, characters can spot it only with a successful reflexive (Perception + Awareness) roll at difficulty 3 (if moving) or 5 (if still). Once a character spots it as a blur in the air, she may continue to track it normally as long as it does not leave her field of view. If she loses sight of it, she must locate it again normally. Although effective for reconnaissance or deploying commandos past enemy lines, the most common use of these magnificent vehicles was to position a general unseen above a battlefield where he could direct individual unit commanders.

Only one pilot is necessary to fly an indomitable conquest platform, and she sits in a throne at the center of the vehicle, surrounded by a bank of crystal instrument panels attached to her armrests in a crescent before her. If desired, the top of the ship can open in an iris, allowing the throne to rise on an elevator pedestal so the captain can sit on top. This feature was normally only used for sorcerer-pilots to rise up and cast powerful battlefield spells from hovering platforms before retreating back into the relative safety of their vehicles.

Rarer variants of this craft feature energy shields or teleportation drives in lieu of a cloaking device, as explained below.

Speed: 29/60mph

Maneuverability: +4S (Lore 1, Sail 2)

Endurance: Requires a level-3+ hearthstone plugged into the pilot's throne to operate. The pilot must also attune to the control console, costing one mote. Every 25 hours of cumulative operation since the vehicle's last maintenance inflicts one level of unsoakable bashing damage to it.

Crew: 1/1

Cargo: 12 infantry or five mounts with riders (assuming horse-sized mounts) or one warstrider crouched in a fetal position; other comparably sized and weighted cargo may be substituted.

Armor: 15L/20B

Health Levels: Ux15/Mx7/Cx5/Ix3/D

Weapons: None

Other Notes: Understanding an indomitable conquest platform's crystal instrument panels requires knowledge of Old Realm, though characters who do not read this language can still attempt to pilot the craft at -2 Maneuverability. Characters inside one of these vehicles have full cover and may not be attacked as long as all windows and doors are secured. Irises can be opened enough to grant 90% cover for seeing out or 50% cover for archers to fire out, or even opened wide enough for three armored warriors to walk through or a single led horse to enter or exit the craft.

Models equipped with energy shields may deploy them as a coruscating bubble of light around the hull. Such shields increase the craft's Armor to 25L/30B. More importantly, the shield is solid to immaterial beings and disrupts magic entering it from outside. Reflexively roll 10 dice whenever a being tries to use a Charm or spell to affect anyone inside

the shield against a difficulty of the attacker's permanent Essence. On a success, the magic is absorbed and deflected by the shield, though this does not stop the magic from affecting valid targets outside the shield. Shield-equipped variants require a level-4+ hearthstone set in the command throne, and they cannot cloak. Also, they can move at only Speed 10/20mph with an active shield. If the shield generator is destroyed, the resulting explosion inflicts 20L to everyone and everything within 300 yards of the blast.

The third and rarest variant of this craft has neither cloaking device nor shield, but instead, carries a moderately powerful air elemental imprisoned in its engine. Using the spirit's Portal Charm augmented by an intricate bank of Essence capacitors, these vehicles can teleport themselves up to 100 miles away, making up to three "jumps" per day using a miscellaneous action. The pilot must have previously visited the destination point, or exact topological coordinates must be fed into the engine ([Intelligence + Lore] miscellaneous action at difficulty 4). During translocation, a corona of blue-white lightning crackles over the hull with a deafening thunderclap. The vessels never teleport into solid objects. If blocked from their destination, they appear as near as physically possible. Teleportation-equipped vehicles require a level-4+ hearthstone to function.

Tactical enchantments imprinted into the command throne of an indomitable conquest platform subtract two motes from the cost of all War Charms activated by a seated pilot (to a minimum of one mote).

MANTA-CLASS TRANSPORT (ARTIFACT ●●●●●)

Repair: 4

Originally built to ferry units of Dragon-Blooded commandos into battle, *Manta*-class skyships look like nothing less than giant airborne replicas of their namesake rays. Great fixed wings sweep out to either side, with propulsion generated by long tail spires that crackle with sporadic Essence discharges in flight. Notably larger than indomitable conquest platforms, these vessels are nearly 20 yards wide and 30 yards long (counting their tails). Two doors on either side allow passengers and crew to embark or exit, while a large ramp in rear beneath the tail can drop to load cargo or troops. *Manta*-class skyships are not designed for aquatic landings, but they can land on any firm ground.

These ships require a pilot and copilot capable of channeling Essence, plus three additional crewmembers, all of whom sit clustered in a cramped bridge toward the front of the craft. The remaining space within the hull not occupied by the vessel's engines is entirely devoted to the single cargo hold.

The Realm currently has 23 *Manta*-class transports in full repair, though they are deployed only for emergencies, owing to the exorbitant costs of keeping them afloat and the diminished tactical importance placed on First Age vehicles in official Legion strategy manuals. By contrast, Lookshy fields more than 100 of these vessels, keeping two thirds in



the sky and a third docked for repairs at all times. Though expensive, this show of force has won enough battles and helped build a reputation of technological invulnerability to justify the cost to the Seventh Legion directorate. A few of the larger cities in the South and East have one or two of the vessels, most somewhat damaged from lack of proper maintenance.

Speed: 49/100mph

Maneuverability: +1S (Lore 2, Sail 2)

Endurance: Requires two level-2+ hearthstones plugged into controls on the bridge to operate. Both pilot and copilot must each commit three motes to their control stations during flight. After a Manta-class transport has operated for 100 cumulative hours without maintenance, it suffers one level of unsoakable lethal damage for each 10 hours it is in arrears.

Crew: 5/2 (Lore 1, Sail 2)

Cargo: Two warstriders curled in a fetal position, one talon of infantry (short distances only, as there are no living accommodations) or equivalent cargo.

Armor: 15L/20B

Health Levels: Ux20/Mx10/Cx7/Ix3/D

Weapons: Two warstrider fire lances (see p. 159) on turrets in either side beneath each wing, capable of aiming at most targets except those directly above.

Other Notes: Passengers can open slits in either side of the hull to fire bows or other personal ranged weapons from within, and such characters have 75% cover. Otherwise, all passengers and crew have total cover and may not be attacked.

MOBILE REPAIR AND FABRICATION PLATFORM

(ARTIFACT ●●●●●)

Repair: 4

During the High First Age, few devices required maintenance, and the mighty Solar Exalted could swiftly repair and refit the few that did. After the Usurpation, however, the Terrestrial Exalted faced the daunting task of maintaining advanced technologies that were considerably less durable than the wonders of the Solar Exalted. In addition, the armies of Creation were pummeled by renewed attacks by the Fair Folk, and the few surviving Anathema periodically loosed powerful demons on Creation. One of the answers to these problems was the creation of several dozen mobile repair and fabrication platforms. Some moved



with the armies of the Shogunate, while others traveled circuits between isolated small cities and large towns that required advanced technologies but lacked the facilities for refitting all of them. In addition to making repairs, these vast mobile structures were capable of manufacturing almost any artifacts of level 1–3 that were designed for individual or small unit use, including warstrider weapons (but not warstriders), daiklaves and Essence cannons, as well as relatively complex items such as gunzoshu armor. These traveling factories require regular restocking with supplies of jade and other raw materials, but they contain all of the necessary facilities for transforming industrial reagents, jade and steel ingots and similar raw materials into replacement parts and finished artifacts.

Because of the advanced nature of these facilities, using them reduces the difficulty of all repair and maintenance attempts on artifacts by two and also reduces the difficulty of all rolls to create one- to three-dot artifacts by the same amount (to a minimum of 1). In addition, the advanced automation and permanently bound minor elementals in these factories allow even partially trained characters to repair advanced artifacts. Treat the Repair ratings of all artifacts as two less than normal (to a minimum of Repair 1) when they are refitted by this factory. This reduction reduces Ability, Resources and time requirements as well as the difficulty level of the repairs or maintenance.

These factories are all exceedingly large. Each is a boxy construct 25 yards long, 10 yards wide and five yards high that can swiftly unfold into a factory complex 30 yards long and 20 yards wide when it stops. Although it can be used while in motion, it offers a reduction of only one difficulty and one dot in Repair ratings in this state, and it cannot be used to manufacture artifacts. To operate at its full capacity, a mobile repair and fabrication platform must stop, and the crew onboard must spend at least two hours setting it up for use.

Activating this impressive construct requires the use of a single level-3 hearthstone to power the repair and production facilities, as well as another level-2 hearthstone to activate the advanced automation that allows the factory to fold for transport. The second hearthstone also powers the Essence impellers that provide lift and propulsion for this vast complex. When folded for transport, this huge construct can travel up to three yards above the ground and can move at speeds of up to 15 miles per hour, covering up to 300 miles per day. To operate at full efficiency, a mobile repair and fabrication platform requires a factory crew of at least three Essence users (at least one of whom must be some form of Exalt) and at least three assistants, who need only be mortals with at least Lore 2 and Occult 2.

This huge artifact also includes small quarters than can house six individuals in relative comfort or up to nine in moderately cramped conditions. For security purposes, an Exalt must spend an additional five motes every day that this artifact is either moving or operating as a stationary

repair center. In addition to its many other benefits, a mobile repair and fabrication platform is well armored. The majority of the facility's protection, however, applies only when the artifact is closed and ready for travel. When unfolded, its soak is greatly reduced, and it is treated like an inanimate object made of normal materials. Although none of these factories were designed with weapons, many were fitted with them later. (Weapon such as light implosion bows must be purchased separately.)

Today, only a few mobile repair and fabrication platforms remain fully operational. Both the Realm and Lookshy own two of these priceless artifacts. The Realm also owns two more whose Essence impellers have failed, so that they are now stationary Shogunate-era factories. In addition, an outcaste Dragon-Blooded scavenger lord working out of Great Forks owns one, as does another outcaste Dragon-Blood who is loosely based in Chiaroscuro. The mostly intact ruins of several other such artifacts can be found in various locations, including one that lies in the jungle just outside the ancient city of Rathess. Repairing one of these magnificent artifacts would be an almost impossible undertaking for anyone other than a circle of Celestial Exalted. As with other similarly large artifacts, the characters in a circle can each pool their points to purchase this artifact. If the members of a circle possess or find such an artifact, it is likely to become the focus of the series as well as their new home.

Speed: 7/15mph

Maneuverability: -1S (Lore 2, Sail 2)

Endurance: Requires a level-2+ hearthstone plugged into controls on the bridge to move. Requires a level-3 hearthstone to operate the facilities. Every day of operation requires an Exalt spend five motes of Essence on the device.

Crew: 9/2 (Lore 1, Sail 2)

Cargo: Nine workers and several tons of raw materials/finished goods.

Armor: 25L/25B

Health Levels: Ux50/Mx25/Cx20/Ix5/D

Weapons: None normally

Other Notes: When unfolded, the mobile repair and fabrication platform has its Armor reduced to 10L/10B, without Hardness, and damage is applied as normal for inanimate objects rather than rolled.

TRAVELING PAGODA (ARTIFACT ●●●●)

Repair: 4

While magical vehicles of all shapes and sizes were abundant in the First Age, and common in the Shogunate, mobile dwellings were somewhat less common. During the height of the First Age, some Celestial Exalts constructed entire cities that were mobile. Others, along with a moderate number of Terrestrial Exalts, preferred to have more modest and easily mobile dwellings. Most of the surviving traveling pagodas were constructed during the later days of the High First Age and during the period of the Dragon-Blooded



Shogunate, when increasing uncertainty meant that some travelers refused to rely upon hearthstones powered by distance menses as the power sources for their vehicles and dwellings. Instead, traveling pagodas used powerful Essence accumulators to draw in Essence from the ambient energies of Creation. Because they rely upon this more diffuse power source, these huge artifacts are not as swift as most vehicles, and they also are far more limited in how high off the ground they can fly. Instead, they conserve energy by riding slightly above the ground, held aloft by the currents of Essence that travel along the surfaces of the land and the sea.

Traveling pagodas can fly up to three yards above the ground and can move at speeds of up to 40 miles per hour, allowing them to cover up to 800 miles per day. When one is either hovering or in motion, the Essence flowing around the base of the vehicle produces a clinging white cloud of water vapor that typically extends from the bottom of the vehicle both down and out to the sides for one yard. As a result, the traveling pagoda appears to be moving or sitting on an unusually white and puffy cloud.

The pagoda itself is 20 yards long, 15 yards wide and two stories high, and a separate three-story-high observation tower and pilothouse is attached to the rear of this building. This artifact can house up to six Exalts in vast luxury and contains more modest quarters so that each Exalt can bring along up to one servant or assistant each. A room is also provided for the pagoda's chief steward. Some of the interior walls can be moved and altered, allowing it to hold differing numbers of Exalts and servants. As a result, it can be easily refitted to carry up to nine Exalts, who must make do with the pagoda's automated comforts and a more modest staff of three or four servants.

The pagoda contains a library that may be stocked by the owner, a large kitchen, elaborate baths, several rooms that can be devoted to exercise, sorcerous practice or entertaining as desired, as well as large and luxurious private rooms. The entire pagoda is fitted with Essence-powered light and climate control, as well as running water that automatically replenishes itself from humidity and local rainfall. Originally, these vehicles were designed to be outfitted by their owners, but all surviving traveling pagodas were furnished long ago. Their present owners must either contend with the state of the archaic and occasionally decaying furnishings or spend both money and time furnishing it.

Although none of these pagodas were designed with weapons, a few were fitted with them later. Weapons such as light implosion bows (see p. 130) must be purchased separately. These traveling dwellings were designed for defense, however. Like many First Age structures and hulls, the construction of this mobile dwelling is exceedingly durable. Also, like many large artifacts, characters in a circle can each pool their Background points to purchase this artifact.

Speed: 20/40mph

Maneuverability: -3S under sail; +2S under power

Endurance: The pilot must attune the vessel for a commitment of seven motes.

Crew: 1/1

Cargo: Up to 13 inhabitants.

Armor: 20L/20B

Health Levels: Ux40/Mx25/Cx10/Ix5/D

Weapons: None

DAWNING SUN INDOMITABLE-CLASS HEAVY

BATTLECRUISER (ARTIFACT N/A)

Repair: 5

One of the more impressive ship designs of the First Age, the *Dawning Sun Indomitable* class of heavy battlecruisers formed the backbone of the Deliberative's navy. No fully intact copies are known to have survived into the Second Age, though a handful of damaged copies deployed by the Realm still outclass virtually anything else afloat. Built with long, sleek trimaran hulls out of a light organic crystal as durable as the five magical materials with sweeping curves impossible to duplicate with wooden construction, they are breathtakingly beautiful to behold, stylistically reminiscent of birds in flight. From stem to stern, each of the three hulls measure 55 yards long, though the outer hulls are six yards in the beam compared with the 10-yard beam of the center hull. Paddlewheel drive assemblies hang between each hull like those of the smaller *Swift Midday Brilliance* class vessels, though none of the extant copies of *Dawning Sun Indomitable* cruisers have functional drives.

Although none alive remember, save perhaps a few of the eldest Sidereals and Lunars, all that is needed to activate one of these ship's drives is for a Solar Exalt to take the pilot's position in the center hull and commit 10 motes to take command of the vessel. Only such a captain could redistribute power to feed the ship's integrated weapons systems, which included a range of lightning ballistae, heavy and light implosion bows, Essence cannons and other, more esoteric energy weapons. Nowadays, what scraps of weaponry remain on the relic hulls must be powered directly by the gunner, though most of the guns have been stripped away and replaced with firedust cannons, ballistae and other primitive mechanical weapons.

Speed: 10/20mph under sail; 34/70mph under power

Maneuverability: -4S under sail; -1S under power

Endurance: None

Crew: 74/12 (or 1/1, if piloted by a Solar captain under power)

Cargo: One wing of infantry or four warstriders or combination/equivalent.

Armor: 50B/50L

Health Levels: Ux50/Mx30/Cx10/Ix10/D

Weapons: Varies

THE FIVE-METAL SHRIKE (ARTIFACT N/A)

Repair: 6

One of the wonders of the ancient world, remarkable even in its own day, the Five-Metal Shrike is easily the most deadly skyship and one of the deadliest weapons ever built by the Exalted. At the time of the Shrike's invention, conventional logic guiding war-machine production held that bigger was better, a philosophy best exemplified by the Deliberative's four *Titan*-class aerial citadels, flying mountains bristling with hundreds of Essence cannons possessing hulls large enough to cast whole cities into shadow beneath them. No tributary nation could ever hope to survive an assault by one of these nigh-indestructible vessels, and so, they drifted lazily over their respective Directions of the Threshold as visible threats of the Deliberative's power.

The Solar warlord Kan-Hur witnessed the grotesque and gratuitous wastefulness of the *Titans* and was dismayed at the endless silos of Thousand-Forged Dragons cropping up like mushrooms around Creation. In response, he commissioned a trio of his brightest peers to build a replacement, wagering all the fortunes earned in over 1,000 years of conquest on their genius. He wanted a single weapon, no bigger than a *Manta*-class transport, yet with enough firepower to shatter a city and fast enough to reach any point in Creation in less than a day. Moreover, he wanted to bind an intelligence into the vessel so that it could keep itself from falling into enemy hands if the worst happened to its crew. In command of such a weapon, Kan-Hur saw his rise to preeminence among all Solar generals.

Assembly of the Five-Metal Shrike took more than a century, and the skyship was all but complete when the Usurpation came. Kan-Hur died before he could ever witness his grand dream come true, ironically defending his unfinished superweapon in a hangar aboard one of the very *Titans* he so detested. When he finally realized he could not win, he fought his way to the primary engine room of the citadel and cleaved its regulator coils with his daiklave to keep the Shrike from the Dragon-Blooded. The resulting explosion destroyed the *Titan* with everyone aboard and obliterated the Archipelago of Xur over which the citadel was presently stationed, but the Shrike itself activated its defense shield at the last moment and survived, flying out of the burning cloud to seek haven in the barren Southern wastes.

In the millennia since its flight into exile, the Five-Metal Shrike has been spotted only sporadically. The most famous sighting occurred when it swooped in to vaporize the invincible scorpion-devil behemoth Nashkriya led into Creation during the Fair Folk invasion of the Great Contagion before disappearing again, out-flying all pursuit. This one sighting confirmed its continued existence to the Realm and Lookshy, and both have quietly (and fruitlessly) sent expeditions throughout the South in search of the Shrike ever since. Unconfirmed sightings of the vessel (or

an object matching the vessel's description) have grown quite common in recent years. More disturbingly, a Guild caravan came back to Chiaroscuro last year empty-handed, reporting that dozens of firedust farming compounds in the deepest South were utterly destroyed by some unknown force that left only glassy craters where the border towns had stood. Whether this is the handiwork of the Shrike or some other entity is presently unknown, though the craters are consistent with its weaponry.

In appearance, the Five-Metal Shrike is a 50-yard long jade-hulled raptor with backward-sweeping starmetal sails functioning as wings, soulsteel ribs supporting its reinforced superstructure, moonsilver conduits and wires linking individual systems together, and heavily armored at every vulnerable point with gleaming plates of orichalcum. Only seven habitable chambers make up the interior, a bridge set in the front of the ship's abdomen with a hallway leading to an almost claustrophobic engine room closer to its aft. The hallway that connects the two features doors to three cabins on the port side and two more on starboard. All other space inside the Shrike is filled with its half-living construct machinery and weapon systems.

The bridge itself has four control stations centered around a command throne for the ship's captain. Any of the vessel's functions may be delegated to one of the auxiliary stations by the captain, who otherwise controls everything himself using a complex interface of semi-corporeal hologlyphs projected in tiered concentric rings of light that spin around the throne during flight. The ship's artificial intelligence is housed in an urn-sized processing core beneath the floor at the captain's feet, where it is hooked into every matrix bundle of moonsilver neural wires running through the hull.

The weapon systems integrated into the Five-Metal Shrike are without peer. It can concentrate and emit its Essence as a beam of coruscating plasma from any point along its hull where moonsilver nerves intersect beneath the surface (and there are hundreds of these intersections spread throughout the hull). It can also fire such blasts internally from bulkheads to repel attackers who breach its sole ventrally mounted access port (Soak 15L/20B, 100 health levels needed to breach a hole large enough for an adult to crawl through). It can also do so to attack would-be Solar captains who cannot present proper command codes.

Though quite effective, the vessel's plasma beam array is only a secondary system. The ship's primary weapon is known as the Godspire of the Five-Metal Shrike, and one blast from this cannon (mounted in the ship's beak) can vaporize a small city or shatter a mountain.

The Shrike's defensive capabilities are no less spectacular than its offensive power. It can envelop itself in a glowing shell of golden energy called the Aegis of the Unconquered Sun that perfectly soaks all damage from all attacks for a short time, though doing so prevents it from retaliating against its attackers or flying at anywhere close



to its top speed. Fortunately, it can use its extremely efficient Essence collecting sails (known as the Grasp of the Maidens) while shielded, allowing it to rest in a state of near invulnerability while it recharges. Just as incredibly, the ship's construct hull is capable of self repair while powered down through a subsystem named Luna's Magnanimity, allowing it to regenerate damage like a living thing. Finally, in the unlikely event it encounters an adversary capable of destroying it, the Shrike can simply speed away by employing the Flight of Shooting Stars drive, propelling the craft at 500 mph and letting it rapidly outpace all but the most potent travel spells of Solar Circle Sorcery.

Speed: 49/100mph (244/500mph using Flight of Shooting Stars, see sidebar)

Maneuverability: +5S (Lore 6, Sail 6)

Endurance: Requires five level-5 hearthstones plugged into the reactor core of its engine room to operate. The captain must commit one mote to bind the vessel to himself after receiving the acceptance of the ship's Thought Core. For every hour it stays aloft, the Five-Metal Shrike suffers one level of unsoakable bashing damage from strain on its neural nets and components.

Crew: 1/0 (Any character attempting to control any system of the Five-Metal Shrike from an auxiliary control station must have Lore 6, plus Sail 6 if attempting to pilot the ship.)

Cargo: Any number of personal possessions that would fit in five comfortable one-person cabins.

Armor: 30L/60B (+ Aegis of the Unconquered Sun, see sidebar)

Health Levels: Ux50/Mx25/Cx15/Ix10/D

Weapons:

Plasma Beam Array: Speed 5, Accuracy (gunner's Wits + Archery + 5), Damage 15L piercing, Range 500, Rate 5*
 Godspire of the Five-Metal Shrike: Speed 5, Accuracy (gunner's Wits + Archery), Damage (special, see sidebar), Range 600, Rate 1/day**

* Each blast from the plasma beam array costs the gunner five motes or drains five motes from the Thought Core's Essence pool.

** Each blast of the Godspire drains 500 motes from the Thought Core's Essence Pool.

Other Notes: Understanding the Five-Metal Shrike's instrument panels requires knowledge of Old Realm, though characters who do not read this language can still attempt to pilot the craft at -2 Maneuverability. Passengers aboard the Five-Metal Shrike have total cover and may not be attacked. The ship has the requisite five hearthstones installed aboard it already, fed by manses hidden and scattered at the disparate edges of Creation. Any geomancer who finds one of these manses and knows of its connection to the Shrike can ritually map the manse's dragon lines to get a rough fix on the skyship's position. Doing so requires eight hours of work, plus an (Intelligence + Occult) roll at difficulty (10 - the total number of different Shrike Manse the character

THOUGHT CORE OF THE FIVE-METAL SHRIKE

Repair: 5

The synthetic intelligence that controls the Five-Metal Shrike is a composite entity formed from crystallized Essence jointly donated by the three sorcerers who built the vessel. To that spiritual energy pattern, they affixed a set of logical motivation imperatives that could dynamically respond to new variables while multitasking the thousands of regulatory processes needed to control every subsystem of the skyship. The unnamed construct is a marvel of automaton engineering, an artifact nearly as impressive in its own right as the vessel it was built to manage. It will only obey a Solar captain with the correct command codes spoken in Old Realm, though once it accepts a captain, it aids and obeys him without question or hesitation.

Motivation: Obey authorized captain; protect and regulate the Five-Metal Shrike.

Attributes: Strength 0, Dexterity 0, Stamina 12; Charisma 1, Manipulation 1, Appearance 0; Perception 5, Intelligence 2, Wits 6

Virtues: Reception 2, Transmission 5, Stability 2, Power 5

Abilities: Archery 5 (Essence Cannons +3), Awareness 5 (Initiative +3), Craft (Magitech) 3 (Five-Metal Shrike +3), Integrity 5 (Obeying Programming +10), Linguistics (Native: Old Realm; Flametongue) 1, Lore 3 (Operating First Age Technology +3), Occult 3, Presence 5 (Intimidation +3), Sail 6 (Skyships +3), War 3 (Skyship Tactics +3)

Join Battle: 14

Attacks: None; commands Five-Metal Shrike and all that ship's weapons.

Soak: 12L/12B (Hardness: 12L/12B)

Health Levels: -0x10/-1x10/-2x10/-4x10/Incap

Dodge DV: None **Willpower:** 7

Essence: 8

Essence Pool: 800

Other Notes: Automaton physiology (see pp. 96-97). The Thought Core of the Five-Metal Shrike is completely sessile. It cannot naturally respire Essence, but must use the Grasp of the Maidens power (see p. 49) of the Five-Metal Shrike to replenish its expended energies. Its enormous Essence rating and pool is a function of the reactor core and overall ship it is part of and not a true measure of any spiritual enlightenment on its own part.

has previously located and studied). Success narrows the ship's location down to a square mile area equal to the roll's difficulty x 10. Please see the accompanying sidebar for rules on the Shrike's unique Essence powers.

POWERS OF THE FIVE-METAL SHRIKE

The following powers are unique capabilities built into the Five-Metal Shrike as part of the ship's inherent workings. They cannot be emulated or learned by other beings, but they may be activated on behalf of the Shrike by its Thought Core, by an attuned captain or by any crewmember whose control station is given access to the system in question by the captain.

Aegis of the Unconquered Sun

Cost: 4 motes per tick

Surrounding the Shrike in a protective shell of golden light, this energy shield projector may be reflexively activated as needed. While active, the Aegis provides a perfect soak against all damage directed at the Shrike. No force can penetrate the barrier, not even the full might of the Celestines or Primordials. Effects that do not actually inflict damage against the Shrike (or by extension, any of its occupants) are not stopped, however, so it is entirely possible for mental Charms or spells to "persuade" those within to lower the shield, or perhaps to attack a victim's mind directly. While the Aegis is active, the Shrike has a vastly reduced maximum Speed of five yards per tick (10mph) and can use no other Essence power except the Grasp of the Maidens.

Flight of Shooting Stars

Cost: 20 motes per hour

By furling its wings back and engaging this drive system using a miscellaneous action, the Shrike's maximum speed becomes 500 mph, and its flight trails a shower of blazing sparks behind it. With this power active, the ship can use none of its other Essence powers.

Godspear of the Five-Metal Shrike

Cost: 500 motes

Projecting a half-kilomote charge into a narrow beam of destructive force, the Godspear of the Five-Metal Shrike is the most powerful reusable energy weapon ever built by the Exalted. Before it can fire, the cannon must be charged. Doing so requires five successive commitments of 100 motes from the ship's Thought Core as a miscellaneous action. During this time, the ship can take no other actions except to hover in place, its opened beak glowing with the brightness of the sun itself. Aborting the firing sequence after it has begun wastes all motes committed to the blast and inflicts five levels of unsoakable aggravated damage to the Shrike.

Once the cannon holds the requisite number of motes, it may be fired at any time as an attack (its statistics are listed in the Shrike's write-up). Until it fires the charged Godspear, however, the ship remains unable to do anything else except hover and aim, unless it aborts the blast. All objects and beings within 25 yards of the target are utterly destroyed, effectively suffering

infinite levels of lethal damage. The Godspear affects material and immaterial objects alike; spirits slain by its awesome power are obliterated and do not re-form. Perfect defenses of any variety completely stop the power of the Godspear.

After resolving the primary effects of the Godspear, everything material and immaterial within 500 yards of the annihilated radius suffers 50 levels of lethal damage from the all-consuming shockwave of heat and force erupting outward from the blast radius. Subtract the soak ratings of every object caught in the blast from this value to determine the total damage suffered. Unlike the initial beam, the shockwave cannot be dodged (unless the dodge can somehow move the character outside the blast radius), and it cannot be parried without the aid of Charms. If parried with the aid of magic, add the character's DV to his lethal soak for the purpose of reducing the total damage.

Upon firing its Godspear, the Five-Metal Shrike can use any of its other Essence powers, allowing it to raise the Aegis of the Unconquered Sun against the expanding shockwave.

In the unlikely event that the Shrike is destroyed, its reactor explodes as if targeted by a blast from the Godspear, causing a similar explosion to erupt outward, but the damage is 100 levels of lethal damage out to a radius of one mile.

Grasp of the Maidens

Cost: None

The Shrike splits and spreads its wings into feathered sails of starmetal lace crackling with electrical discharges of power. This deployment requires a miscellaneous action. While active, the sails draw motes from everything out to a dozen miles away in great undulating ripples, and all beings with Essence pools in that radius feel pressure pulling in the general direction of the Shrike. The skyship regains five motes per tick spent using this power, but it cannot use any other power with the sails spread except the Aegis of the Unconquered Sun.

Luna's Magnanimity

Cost: Varies

Unlike most vehicles or automata, the Five-Metal Shrike can actually repair itself. This process takes one hour and costs 15 committed motes for a level of bashing damage, one week and 30 committed motes for a level of lethal damage, and one month and 50 committed motes for a level of aggravated damage. While healing, half-liquid moonsilver cables spread like webbing across the damaged area, forming an organic-looking patch that intermittently glows when light escapes between the pulsing woven filaments.



GATES OF AUSPICIOUS PASSAGE (ARTIFACT N/A)

Repair: Special (see below)

The minds of the Celestial Exalted were very adept at bypassing the challenges presented by Creation's vast distances. Probably the most astonishing facet of the High First Age infrastructure was the powerful transportation system called gates of auspicious passage, which allowed an Exalt to enter the gate portal in one city and exit the gate portal a few steps later in a different city after passing the intervening distance Elsewhere. Every large city had at least one gate of auspicious passage, and passing from Meru to Denandsor or Hollow to Sperimin was no more difficult than walking five yards. In most cities, the gates were solely for use by the Celestial Exalted, as even a single passage required an incredible amount of Essence. A single Exalted luminary and her entourage might literally require 1,000 motes. Depending on how many manses (or other Essence sources) powered the gates, the time between uses could be anywhere between hours and weeks. Terrestrial Exalted were sometimes allowed to use gates of auspicious passage if their Celestial overseers needed to transfer troops from one city to another in a short period of time. On special occasions, as an exceptionally high honor, mortal scholars and heroes were allowed to use the gates as well, but this practice was never common.

Gates of auspicious passage were not merely stationary artifacts, they were the result of a complicated system of artifacts and, therefore, wholly a product of the First Age's extensive sorcerous infrastructure. In the fallen Second Age, all that remains of these portals—and only in a handful of cities—are decorative metal gates and very short (but highly ornamented) passageways that lead directly into a wall covered with periapts, complex glyphs and jade tiles inscribed with sutras to the Maiden of Journeys.

The gates of auspicious passage were among the first major infrastructural losses after the Usurpation. Even minute changes in the system's calibration caused significant problems. Not even the most accomplished Sidereal lore masters and savants were able to fathom the arcane principles that allowed the gates to function, and when important Shogunate officials began disappearing in transit (or emerging horribly *changed* from their passage), the system was shut down entirely. The gates themselves were often removed or built over in many cities, to remove yet one more reminder of the Shogunate's technological plummet.

The gates were left standing in many cities, and considering their centuries of abandonment, they are in surprisingly good condition, especially in those places where the gates were preserved by being built over or hidden. Restoring the system that made gates of auspicious passage possible would require an Exalt to restore vast portions of the First Age infrastructure not just in one city, but in the cities at both ends of the passage he's attempting to restore. Given the unknown nature of Elsewhere, it's also possible that the

paths between gates might have changed or healed shut in the intervening centuries.

Certain spirits—city fathers, gods of technology or even the Maiden of Journeys herself—might be willing and able to provide suggestions to Exalts who have curried their favor, but even with assistance, the task is a daunting one. *With assistance from an appropriate spirit or god, the task requires 100 successes on an extended (Intelligence + Lore) roll for each end of the connection.* This is a dramatic action, and one roll can be made for each week of solid research and work on reactivating the portal. In the absence of divine assistance or tutoring from some entity who understands the system (a savant surviving from the First Age, for example), the number of necessary successes is doubled (to a total of 400 to reactivate both ends of a connection). The Savant Background can be used to enhance this roll.

KIREEKI-CLASS ASSAULT SKYREME

(ARTIFACT N/A)

Repair: 5

Named for the goddess of oceanic predators, *Kireeki*-class assault skyremes were designed during the early High First Age as urban-pacification weapons platforms and mobile garrisons. The 100-yard-long ships were eventually phased out in favor of more advanced and efficient designs, with a few operational models docked and powered down in military history museums on the Realm. After the Usurpation, the scientists of the early Shogunate recognized that they could not maintain the more advanced vessels remaining to them, and so, they resurrected the blueprints for *Kireeki* and constructed several dozen of the ships. Only five of these skyremes definitively survived the civil wars of the Shogunate and the epic battles fought during the Great Contagion into the Second Age, and all of these form the core of the Lookshy Sky Guard. Vanileth, God of Artificial Flight, is rumored to own one also, while less credible rumors persist of three docked at Rathess during the Great Contagion that have never been accounted for. Most bizarrely, numerous sailors who have never even heard of Lookshy have described a vessel with a suspiciously similar appearance crewed by pirates who strike from the clouds, but such accounts have never been verified, and it is far more likely that the sailors in question saw one of the Fair Folk's flying war whales. Both the Seventh Legion and the Realm would pay a handsome reward to anyone who could verify the existence and location of a sixth First Age assault skyreme.

Far more impressive than those built during the Shogunate, Lookshy actually commissioned a *Kireeki*-class skyship named *Skywolf* only two centuries ago, but it took 28 years to construct—during which time virtually all production of other First Age weapons stopped in order to finance the project. While Lookshy could conceivably build more even today, the cost would be astronomical

and would likely encourage the Mask of Winters to invade Marukan while the Seventh Legion was occupied with the ship's construction.

Kireeki vessels appear roughly like orcas made of steel and jade alloys, their hulls oblong and tapered in back to fork outward in massive engine nacelles. Stabilizing fins set at angles to each side and pointed slightly ventrally end in numerous weapons turrets, while a single deckhouse rising from the dorsal deck terminates in the ship's bridge. Clustered in stacks of two each port and starboard, four bulbous Essence turbines power the ship and lift it into the air, while a slender ventral fin holds weapons and a small observation deck.

As Lookshy's flagship, *Skywolf* boasts the full complement of First Age weapons originally mounted in *Kireeki* skyremes. Two hearthstone-powered lightning ballistae (see p. 132) face forward, capable of striking targets ahead or ahead and below the ship (i.e., ground targets at long range). The ventral fin spire holds four medium implosion bows (see p. 130), one firing forward, one aft, one starboard and one port. Two light implosion bows (see p. 130) and a warstrider fire lance sit in independent turrets on both the starboard and port fins (each bank capable of firing in its respective direction, forward or aft). One more light implosion bow capable of firing to any of the four directions or up is mounted atop the bridge itself. For defense, the ship has a skyship haze shield installed (see p. 92). Finally, assorted ports throughout the hull allow passengers to use personal weapons through arrow slit iris ports.

None of Lookshy's other *Kireeki* ships have equivalent armament. Those ships replace the lightning ballistae with medium implosion bows, the medium implosion bows with light implosion bows and dispense with the fire lances and light implosion bows altogether. More importantly, none of these other vessels are undamaged as *Skywolf* is, but Lookshy can afford to keep only its flagship in perfect condition at present.

Kireeki-class skyremes require a crew of five Essence channelers, plus 15 additional personnel. In emergencies, the ship can be flown with as few as the core five, but doing so would be massively unsafe and would very likely result in a catastrophic crash. The ships carry two scales of sky marines with their own cramped barracks for guard and commando duty at all times, plus up to a wing of soldiers in cargo holds for short distances. For comfort and sanitation, the Lookshy Directorate usually limits cargo hold deployments to three talons if the ship must fly more than a week to its destination.

Speed: 68/140mph

Maneuverability: -1S (Lore 3, Sail 3)

Endurance: Requires three level-3+ hearthstones plugged into controls on the bridge to operate, plus any hearthstones required for weapons. Five of the crew (including the pilot) must each commit three motes to their control stations during flight.

After a *Kireeki*-class skyreme has operated for three cumulative hours without maintenance, it suffers one level of unsoakable bashing damage. This minor damage can be repaired in flight (**Repair:** 2). After 100 cumulative hours operating without spending a day in dry dock, it suffers more significant and expensive breakdowns, taking one unsoakable level of lethal damage per hour of flight in arrears).

Crew: 20/5 (Command Crew: Lore 3, Sail 3; Auxiliary Crew: Lore 1, Sail 2)

Cargo: Two scales of commandos plus one wing of infantry, or equivalently weighted cargo in holds. External tethers can hold up to eight warstriders or equivalent, though such cargo has only 25% cover.

Armor: 20L/30B

Health Levels: Ux40/Mx30/Cx10/Ix10/D

Weapons: Ideally, two lightning ballistae, four medium implosion bows, five light implosion bows, two warstrider fire lances, skyship haze shield, though most are fielded with lesser armament.

Other Notes: Passengers can open slits in either side of the hull to fire bows or other personal ranged weapons from within. Such characters have 75% cover. Otherwise, all passengers and crew have total cover and may not be attacked. *Kireeki*-class vessels can land only in special hangars built specifically to accommodate and support their fins, or else, they must dock on sufficiently large bodies of water. Their hulls float, and they may even serve as slow and ungainly boats—Speed: 10/20mph; Maneuverability: -5.

While powered up, the Essence turbines drain ambient Essence within a mile of the ship. This drain has no real effect as long as the ship continues to move. For each five-hour interval that one of these vessels stays powered up in the same area, however, all beings capable of respiring Essence do so at a cumulative -1 mote rate per hour. For example, after five hours, resting in the area grants only three motes, while sleep or meditation affords seven motes. At 10 hours, the rates drop to two and six, and so on, until 40 hours pass and no respiration is possible. Those inside the ship are affected as well, but only if the ship stays in the same area.

PERSONAL TRANSPORT ARTIFACTS

Even in the High First Age, not every Exalt traveled about in skyships or rode clockwork steeds. To be certain, many did; the technology was almost ubiquitous at the height of Solar rule. Other less ostentatious options existed, however, and some of those devices that have survived into the Second Age are listed here. If anything, personal travel artifacts are more prized in the Time of Tumult than ever before, if only because they do not require the same degree of maintenance and massive Essence expenditure as full vehicles.



PERFECTED BOOTS (ARTIFACT •)

Repair: 1

This artifact has been made since the early days of the First Age, but most modern examples were manufactured in Lookshy. Almost half of the Dragon-Blooded ground troops fielded by this martial state wear a version of this artifact. Once the wearer commits one mote of Essence to this item, these boots become the most comfortable footwear she has ever worn. This artifact keeps the wearer's feet cool and dry in all conditions, and she will never develop blisters while wearing them. In addition to comfort, these boots also allow the wearer to both run and march considerably faster than normal. In combat, the wearer adds three yards per tick to all move actions and six yards per tick to dash actions. When walking long distances, the wearer can march at a speed of 10 miles per hour and can cover up to 100 miles in a day, allowing the wearer to overtake carriages and to easily keep up with all but the fastest mounted characters. In addition, the wearer adds two to her Strength when calculating jumping distances. This bonus adds directly to the wearer's Strength if the jumping distance is multiplied because of Charms, additional artifacts or anima powers. One of the primary advantages these boots provide for Lookshy is that heavy infantry who wear these boots can easily keep up with cavalry troops, allowing Lookshy forces to be exceedingly swift and mobile.

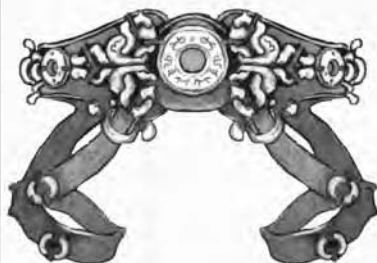


ESSENCE GLIDER (ARTIFACT ••)

Repair: 1

Unlike the vast majority of magitech artifacts, the first example of this device was not created by one of the Exalted. Instead, it was manufactured by Talshari, a powerful God-Blood in the Haslanti League who was the child of Vanileth, the god of artificial flight. The mundane gliders used by the Haslanti and the icewalkers are typically made from wood or feathersteel and cloth. The lightest examples weigh approximately 20 pounds and can fold to fit in a small traveling pack. Talshari, however, wished for a glider that was lighter, stronger and more responsive. The result was this fragile-looking construct of jade, feathersteel and Essence that has a wingspan of 20 feet.

The Essence glider appears to be an exceptionally slender and delicate glider frame that lacks a cloth covering. Any Essence-user who commits two motes to it can fold or unfold this glider. It weighs only 10 pounds and folds small enough that the user can either fit it in a small portion of a pack or wear it underneath a cloak. When the user spends two motes of Essence, the glider automatically unfolds, and the framework is covered with a faintly glowing fabric of solidified Essence. The glider remains active for one full scene, and the user can easily extend this duration by spending an additional two motes per scene. Because it is so responsive, this glider provides four bonus dice to add to the (Dexterity + Ride) roll necessary to control the glider. The Essence glider can soar on thermals, and it also multiplies the distance the user can jump vertically or horizontally by five if the user has room to unfold its wings. (This bonus is added to other bonuses gained from Charms or anima powers.) In addition, even if the user steps off a 10-yard-high battlement on a windless day, the glider will travel 200 yards before it lands. In the North, this item is quite popular with God-Bloods, outcaste Dragon-Bloods and mortal thaumaturges of the Haslanti League.



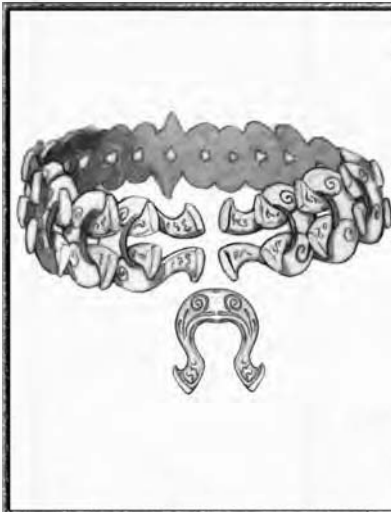
JUMP HARNESS (ARTIFACT ••)

Repair: 1

Although actual flight is the domain of Exalts and gods, as well as few beastmen and other winged magical creations, Dragon-Blooded technicians created these devices during the Shogunate to allow mortals to partially emulate the powers granted to their Air-aspected betters. This artifact was specifically developed for use by jump troops, who would leap out of huge skyships, plummeting safely to the ground. The use of such jump troops allowed the military leaders of the Shogunate to deploy troops exceedingly rapidly and to field troops in regions too dangerous to land skyships. Most drop troops were equipped with ashigaru battle armor and shock pikes, although a few were armed with fire lances.

Jump harnesses consist of a large, thick belt made of links of blue jade that is connected to a pair of sturdy mesh straps that encircle the wearer's upper thighs. To use the jump harness, mortal wearers must spend one temporary Willpower—this Willpower is treated as committed and effectively lowers the character's maximum temporary Willpower. Exalts wearing this artifact need spend only two motes of Essence to activate this device for one scene. The device automatically and reflexively draws two motes of Essence from a falling Exalt, unless the Exalt deliberately chooses not to spend these motes.

When using this item, the wearer can place it in one of two modes. In swift-descent mode, the unit allows the wearer to fall at normal speed and then it rapidly but safely decelerates the wearer a few yards above the ground, allowing him to fall any distance without harm. In this mode, the wearer falls quite rapidly, attaining an average speed of 30 yards per tick in a 100-yard fall. In slow-descent mode, the wearer falls at a constant speed of five yards per tick, allowing him to survey the terrain below and to attack with distance weapons. Although descent from high altitudes can take as much as several minutes, the wearer can fall any distance without harm. Also, in this mode, the wearer can jump twice her normal jumping distances in both horizontal and vertical jumps. Today, Lookshy has almost 200 of these artifacts and regularly uses them with its Manta-class skyships and Skywolf. In addition, almost a decade ago, the Haslanti League recovered several dozen of these units from the ice-covered city of Tzatli. Today, their elite troops use these artifacts to make daring attacks from Haslanti air boats.



BELT OF AERIAL MOBILITY (ARTIFACT ●●●)

Repair: 1

This artifact almost always consists of a belt formed of links of blue jade, and in First Age versions of this artifact, these links are usually inlaid with small amounts of orichalcum. When the wearer commits three motes of Essence to the belt, it sizes to fit and can thereafter be comfortably worn with any garment. Anytime the wearer reflexively spends three motes of Essence to empower the artifact, she rises an inch or so into the air and can walk on air for the rest of the scene. During this scene, the wearer can walk safely over water, quicksand, pools of acid or rivers of molten lava. Alternatively, she can will herself to rise up into the air in a form of movement that resembles walking on air as much as it does true flight. The character can walk or run normally, and in combat, she can use both the move or dash maneuvers at her normal movement rate (which she can enhance with Charms normally). The character can use this item to move in any direction, including up or down. Moving using this belt requires no more concentration or effort than normal walking or running. This belt's buckle contains a setting for a single hearthstone.

During the First Age, many Exalts wished to move swiftly and easily through the towers of Chiaroscuro and to the vast floating palaces that floated above the largest cities. Others used this item to enter and leave skyships with ease. In addition to being a convenient form of movement, there were also entire talons of Dragon-Blooded warriors who used these artifacts to allow them to serve as troops on board skyships. They could rapidly deploy from the ship to the ground as well as easily attack and board other flying vehicles as part of vast aerial battles. Today, these items are difficult but possible to create, and many dozens survive from the First Age and the Shogunate.



AMULET OF SHADOW WALKING (ARTIFACT ●●● TO ●●●●●)

Repair: 3

These onyx and magical material talismans can take many forms, but the most common designs built in the First Age were fashioned as belt buckles, pendants, bracelets or rings. Regardless of their form, the devices all require a commitment of five motes and possess the same two powers. Although the amulets do not receive magical material bonuses, they still cost double to attune if they are constructed of the wrong material for the wearer's Exalt type.

Concealment: Shadows gracefully bend and flow to conceal the character from sight. This power is always active as long as the Exalt wears the amulet (though it may be voluntarily suppressed). It grants a two-die bonus to all Stealth rolls or a four-die bonus while the character is actually hiding in a patch of darkness or using the Shadow Form power.

Shadow Form: For an additional reflexive expenditure of 10 motes (committed) and one Willpower, the wearer's body and personal possessions dematerialize for a scene, though he can terminate the power and rematerialize at will. Upon doing so, the character cannot use the power again for at least five minutes. This power may be activated in response to an attack in order to avoid it, but the wearer must perceive the attack in order to evade it in this manner. While in shadow form, the character can physically interact with other incorporeal entities and objects as if they were solid, but he passes through corporeal matter just like spirits do in their natural state. The Exalt remains visible to observant material beings as a darkened translucent apparition of himself, however. More importantly, he can still be attacked and damaged by corporeal beings, provided the attacker wields a magical weapon or activates a Charm to aid/create the attack. Finally, the character is not actually a spirit, so he remains subject to mortal needs for sustenance and air (and must hold his breath while passing through solid or liquid matter).

Four-dot versions of these artifacts add a third power:

Shadowstep: The wearer can spend five motes as a diceless miscellaneous action to transport herself and her non-living personal possessions via shadow to anywhere in her line of sight up to a maximum distance of (Essence x 10) yards away. Such transit is silent and does not draw attention. The character simply steps into a shadow and vanishes, instantly reappearing at her destination in a similar shadow. Five-dot versions extend the maximum range of teleportation to one mile and allow her to carry one other touched character along by increasing the cost of the trip to 15 motes and one Willpower.



TRANSCENDENT PHOENIX PINIONS (ARTIFACT ●●●)

Repair: 2

Many iconic portraits and carvings of First Age Terrestrial Exalted warriors depict them with burning wings extending from their backs. These once-common artifacts are the reason for such artistic renderings. In appearance, transcendent phoenix pinions are jade and feathersteel alloy torcs connected to organically curved shoulder plates that wrap slightly down the back, with straps under each armpit holding the assembly in place.

When activated by an expenditure of Essence, rubies set in the back of each shoulder plate glow and project a spray of burning Essence that shapes into stylized wings like those of a bird. Although these artifacts do not trail sparks and fly with beating wings, the artifacts have the same costs and effect as the Essence Thrust Drive feature of Air Dragon armor (see pp. 85-86). In addition, as long as a character is flying using the wings, she adds two to both DV values as the wings automatically flutter to interpose themselves in the path of incoming attacks. Unfortunately, the brilliantly burning wings obviate all mundane attempts at Stealth.

Because of their composite design, transcendent phoenix pinions have no magical material bonuses and may be readily used by all types of Exalted. Variant designs built by deathknights in recent years incorporate soulsteel in place of jade and project amethyst-hued wings of smoldering light shaped like those of a bat.



WINGS OF THE RAPTOR (ARTIFACT ••••)

Repair: 2

While transcendent phoenix pinions are well suited to tactical flight, they require a constant influx of Essence to keep active, and their ostentatious design makes stealth nigh-impossible. Wings of the raptor represent an improvement in personal flight technology, taking the form of exquisite floor-length capes fastened at the throat with ornate clasps that hold a single hearthstone socket. During the High First Age, the capes were often embroidered as iconic tapestries aesthetically appropriate to their intended wearer. Those made for Solars were usually pure white with elaborate golden sunburst mandalas centered on the back, quite different from the subdued midnight-blue Sidereal capes sparkling with their inset constellations of diamond beads.

Characters must commit one mote to these wings in order to attune them, but doing so does nothing except allow the clasp to function as a hearthstone amulet. Activating the wings requires a reflexive commitment of 10 additional motes. This causes the cape to flare back and unravel as though in a sudden gale, reshaping itself into a pair of great wings like those of a bird (or bat) that stretch six yards from wingtip to wingtip. With the wings active, the wearer can fly at five times his usual running speed or hover with slow and graceful beats. Outside of combat, he can accelerate faster, soaring at speeds up to 80 miles per hour. Because the wings are considered a natural extension of the body, wearers do not need to divert actions to aerial maneuvers as with piloting a skyship. Moreover, all maneuvering rolls required by negative environmental conditions (such as flying through a hurricane or weaving through a narrow canyon) are made reflexively using a full pool of the character's (Dexterity + Athletics + 6). Finally, the characters Dodge DV increases by three in flight owing to the artifact's extreme maneuverability.

Wings of the raptor have additional powers depending on the magical material used in their clasp: **Orichalcum:** At will, the wearer may command the wings to glow with a brilliant golden light that surrounds him in a halo of glory, adding three to his Appearance rating.

Moonsilver: The wings resize themselves to accommodate any form the Lunar assumes. In addition, the character gains sensory acuity appropriate to a raptor, adding six dice to vision-based Awareness rolls while in flight.

Starmetal: These wings are particularly subtle and silent like an owl, adding a six-die bonus to Stealth rolls. **Jade:** Resonating with the elemental energy of the air itself, these wings naturally buoy themselves without any conscious effort from their wearer. As such, the Terrestrial can literally fly in his sleep with as much competence as if he were awake (aiding in long-distance travel), though he cannot do anything else but move and maneuver.

Soulsteel: These bat-like wings house a razor-edged skeleton. The Abyssal may use the bladed wings to attack with the same statistics as a soulsteel reaper daiklave (see *Exalted*, p. 385). Furthermore, he can slash while flying past an opponent without disrupting his flight.



RING OF VANISHING ESCAPE (ARTIFACT •••••)

Repair: 3

Though the Chosen are the greatest warriors ever to walk the face of Creation, even the mightiest of the Solar Exalted can find themselves overcome in battle. Savants developed these artifacts as a means of prudently retreating from certain defeat. The talismans appear as two concentric rings of the appropriate magical material etched with arcane sigils. The rings are detachable; the inner one is intended to be worn as jewelry, while the outer ring must be installed in the hearthstone pedestal of a level-3+ manse to which the character is attuned (each manse can accommodate only one such device). Once the outer ring is installed, the manse's hearthstone provides Essence as if it had a rating one dot less than its true value, but the jewel continues to provide its other powers normally. The worn ring must be attuned for a commitment of three motes to make the two-part artifacts functional.

If all of the necessary conditions are met, the Exalt can activate the ring at any time and from any location as a diceless miscellaneous action costing 12 motes. Upon activation, the character's body and personal possessions dissolve into wisps of glowing smoke as she teleports to the central room of the manse housing the outer ring. The sudden transport is spiritually exhausting. As a result, the character suffers a -3 internal penalty to all non-reflexive actions for one scene. Rings of vanishing escape do not receive magical material bonuses, but still cost double to attune if they are constructed of the wrong material.

Until recently, the elders of the Sidereal Exalted were the only Chosen known to own copies of these artifacts in the Second Age, using them to transport to their Celestial Manses in Yu-Shan without the hassle of traveling through a Heaven Gate. In the past few years, however, some deathknights have been seen to vanish in a disturbing spray of shadows as they fled to their Underworld manses. A ring of vanishing escape cannot transport a character into or out of planes of existence that are sealed from the world in some fashion, including Malfaeas and Autochthonia. Moreover, characters traveling deeper into the Wyld than the Middlemarches cannot use these artifacts to find their way home.



DO YOU
THINK THE EMISSARY
ITSELF HASN'T TRIED
TO KILL ME ALREADY,
HOLY MAN?



I'LL TELL YOU
WHAT I TOLD IT.
IF I DIE, THE SECRET
OF THIS DAM'S
CONTROLS GO
WITH ME.



THE
SURROUNDING
FARMLANDS
WILL DROWN...

MERCHANT TRAFFIC
ON THE YELLOW
RIVER WILL CEASE -
OOMPF!



IF YOU THOUGHT
ONE DAY OF THIS
WAS BAD...

ALL RIGHT,
SES. WHAT DO
YOU WANT?



I...
I WANT MY
SON BACK.

CHAPTER THREE

THE PURVIEW OF THE CERULEAN LUTE

UTILITARIAN DEVICES

To those living in the violent and dangerous Time of Tumult, the artifacts of the First Age deemed most impressive are typically those with obvious military applications. The High First Age, however, was a golden era of relative peace and prosperity in which magical technology enhanced

every aspect of daily life. Self-heating pots and indestructible knives that never dull might seem trivial or wasteful in the Second Age, at least when compared with daiklaves and implosion bows, but such utilitarian artifacts played a major role in raising the overall quality of life for everyone during the First Age.



BULB OF DEMISE AND RENEWAL (ARTIFACT •)

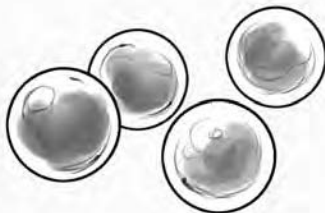
Repair: N/A

The Dragon Kings who predated humanity were known for their mastery of plant-based technology. One form of Dragon King technology that gained popularity among mortals and Exalts alike in the jungle cities of the East and the South was the bulb of demise and renewal. A simple plant bulb the size of a boy's fist, it was designed to get rid of the bodies of the dead. The bulb would be placed in the mouth or into an incision made in the abdomen, and it would then send roots and tendrils throughout the body over the course of 12 hours. Within 24 hours, the body would decompose completely, and an enormous stalk of brightly colored flowers would stand above the human-shaped mass of knotted roots. The highly fragrant blossoms would last for a week, and then, the entire plant would wither, leaving only a bundle of dried roots in which could be found one to three fresh bulbs of demise and renewal. Bodies consumed by the growth of these bulbs do not rise as hungry ghosts, and their souls are sent instantly to Lethe—borne aloft on brightly colored flower-petal wings—for reincarnation.

For a time in the High First Age, bulbs of demise and renewal were a popular means of disposing of the dead, although knowledge of the bulbs was largely lost during the Great Contagion.

In the Second Age, bulbs of demise and renewal are found only in Sijan, where their properties are well known and respected. They also exist in a few small communities in the jungles of the South and the East.

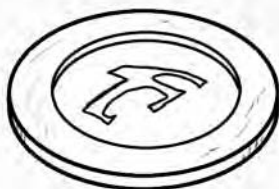
Bulbs of demise and renewal can also be placed in living bodies—and with much the same results, as long as the person is prevented from removing the bulb. When so used, the growth of the plant quickly kills its host and consumes the remains. This is the more popular use for these bulbs in the barbarian-controlled lands of the East, particularly among Rakshi's apemen.



FIRE PEARL (ARTIFACT •)

Repair: 1

These scarlet orbs of flawless red jade are roughly an inch in diameter and were originally invented as a type of reusable ammunition for heavy alchemical flame weapons such as fuel bolt launchers (see p. 75). In the Second Age, only well-educated savants know this bit of trivia. To most people who have heard of them, fire pearls are merely useful baubles that can start fires without need for tinder or flint. To use a fire pearl in this manner, a character need only hold it and concentrate his attention on a flammable inanimate object no bigger than himself within one yard. Roll the user's (Wits + Lore) at a difficulty of 1 for highly flammable targets such as dry wood, or difficulty 3 for moderately flammable objects such as fresh corpses or wet wood. If successful, the target object catches flame and burns normally thereafter. Fire pearls can be used only three times per day without Essence expenditure, but further uses cost only one mote apiece. With a stunt, it is possible to ignite a number of small and similar objects in a single action, such as lighting all the candles in a candelabrum with a flamboyant gesture.



FIVEFOLD HARMONIC ADAPTER (ARTIFACT •)

Repair: 1

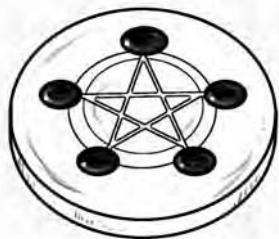
Appearing as thumbnail-sized disks of a single magical material engraved with mystical glyphs and surrounded in a ring of adamant, these devices automatically adhere to any artifact constructed of a different magical material. Any Exalt who tries to attune the "host" artifact can do so for the same cost as if it were made of the correct material for her Exalted type, provided the fivefold harmonic adapter attached to it is actually made of the correct material for her. Once the host artifact is attuned, the adapter cannot be pried off until its owner allows attunement to lapse. In the Realm, these artifacts are carefully regulated, as the Immaculate Order takes a very dim view of Dragon-Blooded who use the tainted weapons of the Anathema.



GILL CLOAK (ARTIFACT •)

Repair: 2

These brilliantly colored diaphanous cloaks are beautiful but otherwise unremarkable on land. In the water, however, once the wearer commits two motes to the cloak, the translucent membrane spreads out behind the wearer and collects air dissolved in the nearby water and allows the character to breathe underwater, although it does not let the wearer speak or grant any other capabilities.



HEARTHSTONE COMPASS (ARTIFACT •)

Repair: 1

These three-inch spheres of jade and adamant have five gimbaled concentric rings on their exterior that each rotate in separate directions. Attuning one of these devices requires a commitment of two motes (regardless of the owner's Exalt type). While holding the device, an attuned owner sees a glowing thread of light leading from it to the exact geomantic center of the nearest manse. However, if the owner presses the correct series of pressure plates on the compass, it unfolds to reveal a small compartment. (Puzzling out the device's function requires a successful [Intelligence + Lore] roll, difficulty 1, if the user is unaware of it.) If a hearthstone is placed within this compartment, the device closes, and the thread of light instead points to the center of the manse that created the stone. Treasure hunters often make use of this feature to locate abandoned or ownerless manses through their "useless" hearthstones. These artifacts function only in Creation, though the dead have their own variants for locating inauspicious manses raised in the Underworld.



RESPLENDENT PERSONAL ASSISTANT (ARTIFACT •)

Repair: 2

During the long ago days of the First Age, these items were popular trinkets owned by the majority of Essence users. Many thousands remain today, lying in graves and ancient ruins, but new ones are also being manufactured in the Realm, and many Exalted ship captains own them. Regardless of their age, these multi-function artifacts are one-inch-wide bracelets made of an exquisite combination of all five magical materials.

In addition to containing a miniature jade compass that points to the Elemental Pole of Earth and also reveals both how far the wearer is from this elemental pole and how far above or below sea level she is, this artifact also contains a minute timekeeper. The least spirit of this timekeeper tracks the exact second, minute, hour, day and month by listening to the whispers of the pattern spiders. In addition to keeping track of the time, the assistant also can instantly tell the phase of the moon and how much time remains until the next sunrise or sunset. The compass combined with the timekeeper provides a -1 reduction in difficulty to all rolls involving navigation or astrology that the user makes. At the wearer's choosing, this device can either whisper this information to her or display it on a tiny panel of jade. The user need only commit one mote of Essence to activate the artifact and to cause the bracelet to size to fit.



THOUSAND COMFORTS LOUNGE (ARTIFACT •)

Repair: 1

When given the choice between an item that could perform only one function and one that had many, the Exalted always preferred the latter. The thousand comforts lounge was a piece of furniture that shifted to be any type of furniture its owner desired, from a chaise, to a couch, to a bed, to a large hassock. The lounge could replicate any manner of posh, overstuffed furniture, but it could not change textures to become, for example, a wooden sleeping platform or a metal throne.

These items were quite popular and common in the First Age, and while most existing models are clearly somewhat worse for the wear, they are still to be found in the homes of wealthy Dynasts, who obtain them from artifact smugglers and antiquaries.



WINDSLAVE DISK (ARTIFACT • OR ••)

Repair: 1

Extremely common in the First Age, these devices still see regular use throughout the Realm and more prosperous cities of the Threshold. In appearance, they are blue jade-alloy disks the size of large coins. If pressed against an inanimate object and attuned for a commitment of three motes, the disks mystically adhere to the touched object until pried loose by their owner (which ends the commitment). As long as they remain affixed, the disks reduce the object's weight by half or by 500 pounds, whichever is less. Multiple disks attached to the same object stack, but each lightens the current weight, so it is not possible to make an object truly weightless.

Two-dot windslave disks cost five motes to attune but reduce the weight of affixed objects by a flat 500 pounds. If this would result in negative weight, the objects instead levitate to a height of one yard above the ground and drift at a speed up to 10 miles per hour, adjusting direction and speed in response to the mental commands of the disk's owner. The effects of multiple disks of this type are cumulative, so a sufficient number of them can theoretically lift and move any object, no matter how heavy it is. During the First Age, these models were used to load heavy crates aboard cargo vessels and to move large blocks of stone intended for use in manse construction.



CACHE EGG (ARTIFACT • TO ••••)

Repair: 1

Created to store treasured or particularly useful possessions Elsewhere, both to keep them "nearby" at all times and out of the reach of thieves, these jade vessels have the shape and texture of large eggs. The volume of a cache egg determines its artifact rating as follows:

•	one cubic foot or less	•••	three cubic yards or less
••	up to one cubic yard	••••	up to 10 cubic yards

Eggs rated at three dots or better are all but unheard of in the Second Age. Most are lost, having been either broken or banished Elsewhere by long-dead owners.

Opening or closing a cache egg requires a touch and costs one mote. Up to half the shell may be opened from any point on its surface. The interior is hollow and may be filled with any inanimate cargo up to its maximum volume. If the shell is completely sealed and the vessel contains nothing living, a character may touch it and spend 20 motes (uncommitted) to banish the vessel as a diceless miscellaneous action, causing it to flicker and vanish from the world into the non-space of Elsewhere. While banished, the egg retains an arcane link to the character who banished it, allowing her to recall it at any time into a space large enough to contain it by spending another 20 motes as an action. Recalled vessels return in physical contact with their owners, where they may be opened and their contents reclaimed. Objects stored Elsewhere experience no passage of time from the moment they are banished until they return to Creation. Characters cannot have more than one egg linked to them, and banishing a second vessel while the first remains Elsewhere shatters the earlier connection, most likely exiling the egg and its contents to remain forever apart from the world.

Celestial Exalted can sometimes recall cache eggs banished by prior incarnations of their Essence, but doing so is extremely difficult, requiring a successful (Intelligence + Lore) roll at difficulty 10 and Storyteller approval. Some First Age Exalted took advantage of this feature to leave behind "time capsules" for future incarnations containing journals, dreamstones or prized treasures they wanted to bequeath to their future selves.

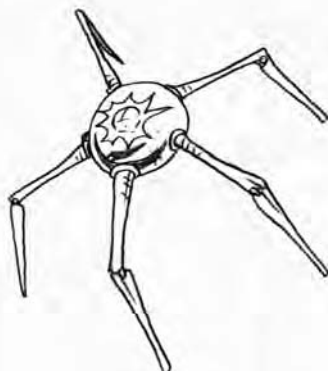


DRAGONFLY'S RANGING EYE (ARTIFACT • TO ••••)

Repair: 1

The one-dot version of this item is a simple adamant lens cut as a faceted polyhedron attached to a small node made from First Age alloys. If attuned for a commitment of one mote, the device's owner can touch the node to his temple and tap it once, causing it to adhere tightly to his skin until he taps it again. Worn this way, the lens completely covers one eye. At will, its owner can shift the perspective of the covered eye, allowing him to view from any point and direction within line of sight that is no farther than (his Essence x 20) yards distant. All Perception rolls suffer a -1 internal penalty as long as the character divides his vision this way.

Two-dot versions of these devices cost three motes to attune, but they can orient their vantage to locations beyond the user's line of sight. This allows the owner to scry through walls or other obstructions. Three-dot variants cost five motes to attune, but they can scry locations out of sight up to a mile away. Add one dot to the rating of a dragonfly's ranging eye and three motes to its commitment cost if the lens provides Essence sight (see p. 85) for normal and remote viewing.



CARGO PRESERVATION SPINDLE (ARTIFACT • TO •••••)

Repair: 2

Created in the First Age for transporting perishable goods long distances without danger of vermin infestation or spoilage, these devices appear as thick barbed needles of First Age alloys projecting from bulbous platinum nodes the size of a man's thumb. A small sapphire set in the bulb glows softly to indicate when the device is charged, with the brightness of the glow proportional to the remaining strength of the charge.

To use a cargo preservation spindle, an Exalt must hold the bulb between his fingers and spend a variable quantity of Essence. For every 10 uncommitted motes spent, the devices gain one month of power (to a maximum charge of one year). Once powered, the spindle's needle splits apart into five splayed prongs, allowing it to be gently affixed to any surface. Once affixed, the devices project an invisible stasis field that prevents anything inside it from rotting or otherwise losing its freshness. Vermin find the field excruciatingly painful and will not voluntarily enter it.

The size of a cargo preservation spindle's stasis field depends on its Artifact rating. One-dot spindles must be affixed to a sealed barrel or crate no larger than five cubic yards in volume, and the field protects only the contents of the container. Spindles with a rating of two dots protect everything inside a small room or cabin if attached to a wall or ceiling. Three- to five-dot variants respectively ward everything in: a large room or cargo hold; a small building or transport vessel; a manse, palace or large transport vessel. While smaller models are fairly common, if expensive, only the Guild and the government of the Realm own significant numbers of the larger variants.



BRACELET OF SHARED LIFE (ARTIFACT ••)

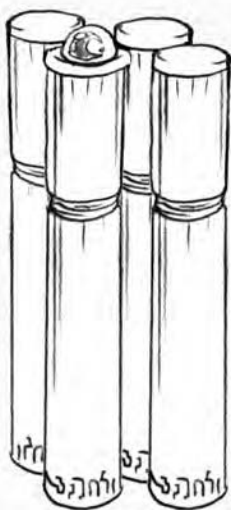
Repair: 2

Although they are not especially difficult to create, few Exalts are willing to use these items. Most First Age versions of this artifact are beautifully carved bracelets made from green jade and starmetal. Ones made later are solely of jade. Unlike the vast majority of artifacts, this bracelet does nothing if the owner wears it. Instead, it is specifically designed to be worn by a non-Exalt about whom the owner cares a great deal. The owner must place it around another individual's wrist and then commit five motes of Essence to this item. At this point, the bracelet automatically closes and sizes to fit the wearer, then it extends a multitude of hair-fine jade filaments into the wearer's arm.

This item draws upon the Exalt's Essence and infuses a portion of it into the wearer's body to enhance her metabolism. As a result, the wearer now ages at the same rate as the artifact's owner. If the owner dies or lets the Essence commitment lapse, the bracelet falls off, and the wearer experiences several minutes of agony as the jade filaments rip themselves from her body. This process inflicts seven automatic and unsoakable levels of bashing damage on the subject. In addition, the severe metabolic shock produced by severing the Essence flow from the Exalt causes the wearer to instantly age one month. Unless the owner places this item back on the wearer, the wearer then begins to age normally.

As long as this Essence remains committed, however, the mortal wearer can live for centuries or even millennia. In addition, the wearer heals, resists infection, poison, disease and stops bleeding as well as one of the Exalted. The wearer gains none of the other abilities of the mighty Exalted, however, and cannot soak lethal damage.

Because this artifact permanently deprives an Exalt of a portion of her power, many are unwilling to make such a sacrifice to keep a mortal friend or lover alive. Mortals given such gifts also inspire jealousy in their fellows, especially amidst the complex and occasionally deadly politics of the Realm. Because the wearer's longevity depends upon the whims of the Exalt, the dynamics of this relationship can easily begin to eat at the roots of even the most enduring love. Nevertheless, some Exalts find that their love is sufficiently strong to warrant the use of such an item. Exalts, gods and even especially long-lived God-Bloods can all activate these items, and they can be worn by any living being who has at least one parent who was born in Creation.

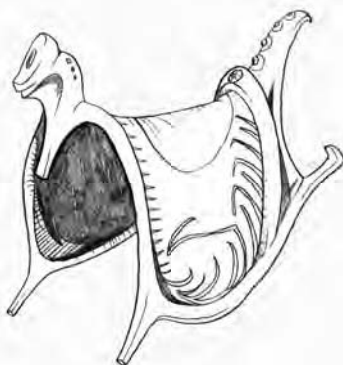


ESSENCE FLARE PILLARS (ARTIFACT ••)

Repair: 1

This artifact consists of four white jade pillars that are each a foot high and six inches in diameter. All four pillars are identical, except for the fact that one of them contains a socket for a single hearthstone. Committing two motes of Essence and placing a hearthstone in this socket activates all four pillars, though this hearthstone provides no benefit beyond activating the artifact. As long as all four pillars are within 200 yards of each other and enclose a space (typically a square no more than 140 yards on a side) any Exalts or other Essence-users who possess an anima banner will automatically spend a sufficient number of motes to activate their anima banner if they walk inside of this area. The only exceptions are characters who are already attuned to the manse used to power this artifact. These characters may enter this area without producing an anima.

The artifact's hearthstone setting is in the center of a small control panel made from crystal and all five colors of jade. By adjusting the settings on this control panel, the artifact's owner can set the degree of the flare to be whatever he wishes and how many motes he wants Exalts to be forced to spend, up to a maximum of 16 motes. If the owner wishes, every Exalt walking into this area automatically spends 16 motes of Peripheral Essence and is surrounded by a vast iconic flare of Essence that lights up the entire landscape. Alternately, the owner could set the device to simply make all Exalts entering the area obvious by having them automatically spend 8 motes of Essence. While setting this artifact to cause the maximum possible anima flare can produce exceptionally vivid results that can badly frighten many mortals, it also deprives the Exalt of 16 motes of Essence, which can be well worth the disruption. In addition, as long as an unattuned Exalt remains within the area bounded by these four pillars, her anima banner does not diminish below the level caused by this artifact. Using additional Essence can make the Exalt's anima banner flare more, but it will not fade below the pre-set amount. These anima banners are maintained in part by this artifact, however, so the fact that it does not fade over time does not cost the Exalt additional Essence. Only the powerful Night Caste Solar Exalted and Day Caste Abyssal Exalted can prevent their anima banners from flaring, but to do so, they must spend twice the amount of Essence drawn off by this artifact to counteract its affects.



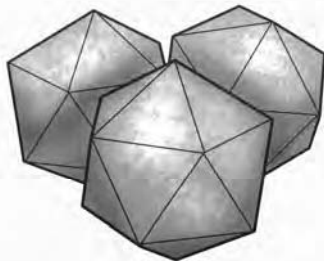
JADE SADDLE (ARTIFACT ••)

Repair: 1

Developed during the Shogunate era, these saddles allow Terrestrial Exalted to ride horses and other steeds into battle without risking these animals dying from exposure to the rider's anima banner. This artifact remains popular in Lookshy, where local artificers continue to manufacture them in moderate number. In addition to its continued use of Shogunate era tactics and battle formations, in Lookshy, this artifact is also essential to the close relationship that nation has with the Marukani horselords. The Marukani would be unwilling to sell their finest horses if they knew that these excellent steeds would suffer injury or death simply by being ridden into battle.

This saddle runs a field of semi-solid Essence just over the mount's skin. Because this Essence field is attuned to the rider's own Essence flows, it protects the mount from all damage caused by the rider's anima banner. In addition to protecting mounts from anima damage, this Essence field is also designed to respond to the rider's unconscious commands and give the mount subtle physical cues as the rider's wishes. As a result, it adds two dice both to Ride rolls and to all Survival rolls made to tame or train the steed wearing it. Attuning to this saddle costs five motes, and as soon as the rider does so, the saddle adjusts to perfectly fit both steed and rider. These adjustments allow the same saddle to fit any Abyssal Exalt and to be used on horses, simhata, camels, gryphons or most other steeds.

Some of the elite cavalry in Lookshy have three-dot versions of this saddle that provide four dice to appropriate Survival and Ride rolls and contain a setting for a single hearthstone. When this saddle is attuned to the rider, this hearthstone affects both rider and the steed. If the rider dismounts, the hearthstone continues to affect the steed. Riders typically place hearthstones that provide either protection or healing in this setting. The attunement cost of this saddle is identical to the normal two-dot saddle.

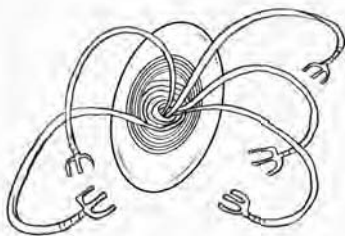


LIGHTNING BOX (ARTIFACT ••)

Repair: 1

Roughly an inch in diameter, these pretty devices appear as blue jade-alloy icosahedrons encased in a thin layer of adamant. While uncharged, the artifacts can be placed outdoors during a lightning storm, where they will attract a random lightning bolt to strike them sometime during the scene (inflicting 10L piercing damage to anything touching the devices, and immediately setting any flammable objects within five yards alight). Because of this feature, lightning boxes can be used for sabotage by hiding them on a rooftop or the deck of a wooden ship, though they are sufficiently valuable that few Exalted would consider abandoning them to the ocean floor just to sink a rival.

Once lightning has struck one of these devices, it is charged and no longer attracts further bolts. A charged lightning box serves as an emergency Essence battery. Any Exalt touching the device may spend one mote as a diceless miscellaneous action to release the charge into himself. Doing so immediately restores 31 motes to his Essence pools, as brilliant arcs of azure energy course over his body, but the jolt also inflicts 15B from stunning shock that bypasses all armor. Air-aspected Dragon-Bloods are immune to this damage.



PORTABLE GEOMANTIC RECHARGING MODULE (ARTIFACT ••)

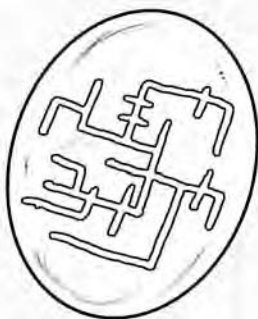
Repair: 1

During the High First Age and Shogunate, the Exalted used these special hearthstone amulets to help aid the process of powering up artifacts. The devices open on the back to reveal five-clawed tipped wires. Users can connect a maximum number of artifacts to these claws equal to the rating of the hearthstone set in the amulet. By making the connection, the Hearthstone ceases to provide any other benefits, but all attached artifacts automatically recharge one mote every three minutes they stay attached. The claws automatically unfasten and retract as soon as all attached artifacts hold maximum charge.

These amulets must be serviced after every 50 hours of use. Every 10 hours the machine is in arrears reduces by one the maximum number of artifacts it can accommodate. Lookshy has many of these devices, but not enough to deploy with every force, and too few manses to make using them worth it except in specific circumstances.

RECHARGING ESSENCE BATTERIES

Lesser artifacts remain largely dependent on committed Essence for power, though some have capabilities users can pay for with Essence upon activation. In either case, they either limit the Essence reserves of their user or are simply useless in the hands of a mortal. The savants of the First Age found ways around these limitations by developing methods of storing Essence in dedicated crystal capacitors within an artifact. Once stored, these motes can power only the artifact they were placed within, and cannot be extracted again for other uses. Artifacts containing such batteries may be recharged by Essence users through touch and Essence expenditure. Usually it takes one minute and two motes per one mote restored to the battery, though some devices may be recharged more quickly or using a different ratio as noted in their description.



PRAYER TRANSCIVER MODULE (ARTIFACT ••)

Repair: 2

Appearing as ornate coins pressed out of starmetal with delicate wires of orichalcum circuitry on one side, these communication devices were once common in the High First Age. They no longer see use outside of the Five-Score Fellowship of the Sidereals, though, as they function only for Celestial Exalted. Attuning one of these artifacts costs one mote. An attuned Exalt can cause it to mystically adhere to any surface by tapping it twice in rapid succession, though anyone can pry it loose again with a sharp tug. Using a prayer transceiver module requires that its owner touch it and spend 10 motes while uttering a quick ritual prayer in Old Realm to the Celestial goddess Taru-Kül. (Knowing the exact wording of this archaic prayer requires a successful [Intelligence + Lore] roll, difficulty 5.) The prayer itself is a (Charisma + Performance) roll, difficulty 3. If the prayer succeeds, the module's owner can dictate a message of any length to Taru-Kül and name an intended recipient, listing any passwords for security if so desired. The goddess serves as a minor functionary in the Bureau of Humanity whose only duty is to listen for such prayers. Since the Usurpation ended her prior flood of transmissions and left her to stew in boredom for the past several millennia, she delights at every chance to receive and scribe the messages conveyed to her. Exalted attuned to a prayer module can also pray to Taru-Kül to check for any messages left by others, though they must give the proper password for any message that has one. If the prayer succeeds, the character hears the goddess whisper all waiting messages in succession in her distinctively crisp diction. These artifacts function only in Creation or Yu-Shan.



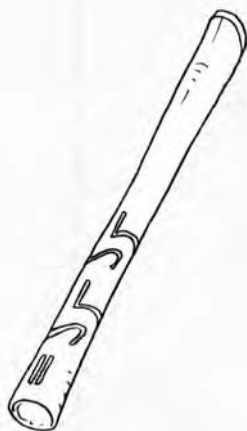
THE RECORDER OF EVERLASTING GLORIES (ARTIFACT ••)

Repair: 2

This artifact was extremely popular during the First Age. It is a disk of transparent crystal two inches in diameter and one inch thick, inlaid with small amounts of all five magical materials. Today, it is either found as a pendant designed to be worn around the wearer's neck or bonded to a resplendent personal assistant (see p. 58). If the character is attuned to both of these artifacts, he can touch the two artifacts together and spend one mote of Essence, and they will form an unbreakable bond that can be severed only if the character spends another mote of Essence.

This item automatically records all sight and sounds occurring around the character. Every sight or sound within five yards of the character is recorded, even sights directly behind the wearer. The artifact stores all sights and sounds that occurred during the last two full days. It erases all recorded information older than this, unless it is specifically asked to save a particular scene. To replay this information, the character need only ask this artifact to replay events from a particular time. The device can project an image of these events in an area that can be anywhere from the original size to a miniature version projected on a table. Characters can then walk around and examine these events in detail. The item can replay events as often as desired, as well as freezing scenes or only displaying sights or sounds occurring in a particular direction. All such projections are both slightly transparent and obviously artificial, however, so they cannot be used as illusions intended to deceive others.

The artifact's least spirit has been enhanced with powerful enchantments to be unusually intelligent and responsive. Therefore, requesting it to replay a recording in a specific manner is exceedingly easy. The artifact can even replay scenes up to 10 times faster or slower than normal, stopping and rewinding as the character desires. The user can even store still images of short scenes no more than 15 minutes long so that they will not be erased as time passes. The user can store a dozen such images or short scenes and can store only images or sounds or both, as desired. Clever characters have used this device to capture images of sensitive documents or rare books by paging rapidly through them. Attuning to this artifact requires the user to commit two motes of Essence, but this cost is reduced to one mote if this artifact is joined to a resplendent personal assistant.



ROD OF CLEANSING THE BODY (ARTIFACT ••)

Repair: 2

Made from a mixture of all the magical materials save soulsteel, this artifact is a rod the thickness of a grown man's thumb and nine inches long. To use this wonder, the user must first commit two motes of Essence to it. She can then touch this rod to the bare skin of someone suffering from a disease or infection and attempt to cure him.

Operating this item requires the user to spend one mote of Essence and her player to make a successful (Perception + Medicine) roll for the character to determine to precise locations she must touch to correctly rebalance the patient's Essence flows. The difficulty of the roll to treat a disease or infection is equal to the disease's normal difficulty to treat—serious illnesses can be extremely difficult to cure. Fortunately, the user can expend additional motes to reduce the difficulty of this roll. Each additional mote the user spends reduces the difficulty of the roll by one. The user cannot drop the difficulty of this roll below 1, however.

Treating a disease or infection requires the user to spend a number of minutes equal to the difficulty to treat the disease examining the patient and locating the correct Essence points on his body. If the patient suffers from multiple diseases or a disease and an infection, the physician must treat each one individually. The user can also automatically stop all bleeding simply by touching the patient and spending one mote of Essence. She can even do so as an action in combat (5 ticks/-2 DV), and her player does not need to make a Medicine roll for her to do so. This device can be used to treat any living being, including humans, animals, Exalts, beastmen, God-Bloods or Wyld mutants. Gods, demons and raksha do not suffer from mortal maladies, so this artifact cannot treat them.



TORC OF UNIFIED ACTION (ARTIFACT ••)

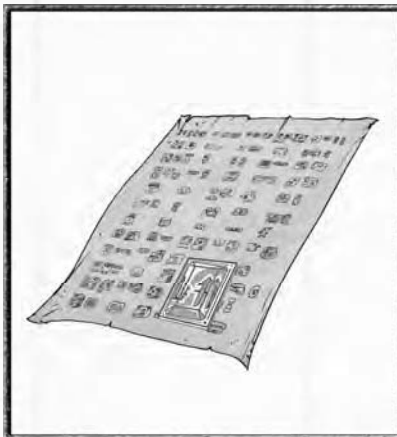
Repair: 3

This device is a braided torc woven from strands of each of the five magical materials and filled with Essence-based circuitry vaguely similar to those found in slave collars (see p. 63). Each of these items contains a setting for a single hearthstone. To attune this artifact, the owner must commit three motes of Essence. Alone, this artifact is nothing more than a setting for a hearthstone, but these torcs are typically found in groups of between two and five. (Each character who wishes one must purchase this artifact separately.) If several characters put on these items, hold hands and each spend a point of temporary Willpower, their torcs then extend filaments made from each of the five colors of jade into their wearers' brains and spines. These filaments magically link the wearers until they choose to let the attunement lapse. The blue jade filaments facilitate communication between the wearers. The white jade filaments link the wearers' bodies. Red jade filaments allow them each a share of the others' vitality. Black jade filaments link the wearers' subconscious. The green jade filaments link the wearers' life force, allowing the wearers to move and even think as one.

Once the wearers have attuned their collars to one another, any of them can spend one mote to be able to communicate with any or all of the other wearers for a full scene. Wearers can send messages to all other wearers or any subset of wearers they wish, regardless of how far the wearers are from each other. All such communication is reflexive and takes no more effort than ordinary speech. The only limit on this communication is that telling a lie using these torcs is impossible because the other wearers automatically know if a message projected by these torcs is a deliberate lie or if the sender is otherwise intentionally twisting the truth. Wearers can also send any or all sensory impression they are experiencing to other wearers. If two or more wearers both spend one mote to initiate communication, they can choose to share their surface thoughts.

Characters cannot gain access to each other's memories unless a character is willing to share them with others. Characters do not automatically know each other's every movement, emotion and thought, however. As a result, a group of characters wearing these torcs can automatically coordinate attacks (see *Exalted*, p. 144). The character leading the attack gains a number of automatic successes equal to the number of characters wearing torcs who have opened themselves up to communication. These automatic successes can be used to coordinate attacks only between linked torc wearers, and the maximum possible bonus gained from this coordinated attack is limited to the number of characters involved in the coordinated attack.

Although this artifact was originally developed during the High First Age, many Celestial Exalted were unwilling to share themselves so closely with anyone except their spouses. As a result, this artifact was more widely used by sworn brotherhoods during the Shogunate. Although several workshops in the Realm can make these devices, today, these artifacts are mostly used by Immaculate monks and members of the Wyld Hunt because few other Dynasts will tolerate even their sworn brothers knowing their innermost thoughts. This artifact remains popular in Lookshy, however, where it is regularly used by elite special-forces units. Even here, the mental intimacy it produces largely limits its use to warfare or when wearers need to send discreet or otherwise important messages.



TRANSLATION CRYSTAL (ARTIFACT ••)

Repair: 3

This clear, flat, rectangular crystal is the size of a large man's hand and an eighth of an inch thick, and it's set within a narrow frame of blue jade and orichalcum. To activate this item for a scene, the wearer need only spend three motes of Essence. Whenever this artifact is placed over any piece of text thereafter, whether that text is in the tongue of the Riverlands, a rare demonic tongue spoken only in Malfeas or the most complex of the All-Seeing Eye's many codes, anyone looking at the crystal sees this text perfectly translated into Old Realm. When this item is placed against the text and activated, the item literally reads the text, and the complex circuitry inside it translates the meanings into Old Realm. This translation is then displayed upon the artifact's upper surface. The use of orichalcum in this item allows it to partake of a tiny fraction of the Unconquered Sun's limitless brilliance, so the translation is accomplished in less than a second. In addition to simply translating the language, comparing a text to the translation this artifact provides allows the character to learn the written version of any language as well as if she had a skilled tutor. (She could also use it thus to learn Old Realm if she already knows the written language the artifact is translating.) This artifact can be used to translate spells and other esoteric arcane texts as well as simply allowing the user to read texts such as a treaty between a demon lord and a raksha noble.



SLAVE COLLAR (ARTIFACT •• OR ••••)

Repair: 3

This is one of the most feared and reviled artifacts surviving from the First Age. While the Dragon-Blooded of the Shogunate and the modern era can re-create these artifacts, few do because of the fear and disgust they incite. Attempting to create or repair a collar capable of enslaving one of the Exalted is a capital crime in the Realm.

This artifact is a collar made from a mixture of the five magical materials, filled with a multitude of powerful Essence-based circuitry. The owner must place it around the neck of the wearer and commit a variable number of motes of Essence to the collar. Putting the collar on someone else and attuning it requires intense concentration and takes at least two minutes of time. This attunement cannot be done in combat or if the target is able to resist. During this time, the collar extends filaments of moonsilver and starmetal into the wearer's brain and spinal column.

Once the character commits the correct amount of Essence, the collar automatically closes and locks and will not open until the owner either dies or lets the attunement lapse. Once in place, the collar makes sure that the wearer must always obey the collar's owner. The wearer is free to interpret vague or confusing orders as she sees fit, but almost all collar owners immediately order their wearers to never harm them or their allies or to work against the owners' desires. In addition to ordering the wearer to perform almost any action, if the owner spends two motes, she can instantly determine the wearer's approximate distance and direction. Also, if she spends three motes and one Willpower, she can either use the wearer's senses for one minute or send the wearer a short mental message (of the sort that would take less than a minute to say), which the wearer must obey. All of these abilities can be used regardless of the distance separating the collar wearer from the owner.

Mortals who wear this artifact are completely under the thrall of the item. While an Exalt cannot consciously resist commands given by the item's owner, even this potent item cannot override the power of an Exalt's Limit Break. An uncontrolled Limit Break by a Solar or Lunar Exalt and a Dragon-Blooded Limit Break can all temporarily override any commands issued by the collar's owner. In the heat of a Limit Break, however, the Exalt cannot attempt to slay the owner or remove the collar unless doing so is an obvious reaction to the Limit Break. Although no one in Creation knows about the Great Curse, the owner can order the wearer to get control of herself, thereby indirectly ordering the wearer to spend Willpower to control her Limit Break. Orders that go directly against the demands of a controlled Limit Break will still be ignored, though.

Slave collars that can only affect mortals (including God-Bloods, beastmen and thaumaturges) have an Artifact cost of two dots and require the owner to commit only four motes of Essence. Collars that can also enslave Exalts are four-dot artifacts and require the owner to commit eight motes of Essence to them. Also, a character cannot place a collar on any being with an Essence higher than her own. While the owner can easily and harmlessly remove a slave collar, attempting to remove a slave collar without the owner's permission is both difficult and exceptionally dangerous. A slave collar has a soak of 10L/10B and is treated the same as the material from a First Age hull—it possesses 10L/10B hardness, and all damage against it must be rolled. Slave collars have five health levels, and the instant one is destroyed, the filaments of magical materials in the wearer's brain tear themselves free. This trauma inflicts a number of dice of aggravated damage to the wearer's brain equal to twice the number of motes committed in the collar—eight to mortals and 16 to Exalts. Because this damage happens inside the wearer's body, armor does not protect against it. Few who try to remove such a collar survive the attempt. Because these collars automatically reshape themselves to fit the wearer's neck, even Lunar Exalted who are forced to wear one of these collars cannot shapeshift themselves into a form where they can slip out of the collar they are wearing.



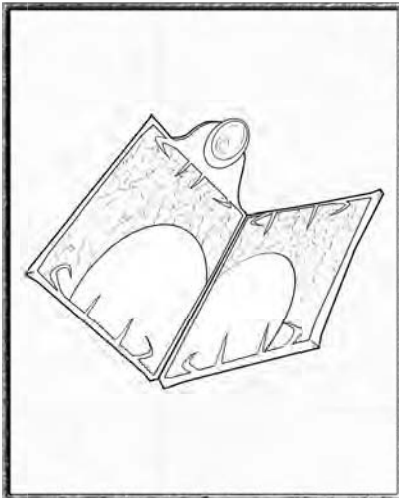
HEMISPHERE OF UNDERSEA RESPITE (ARTIFACT ●●●)

Repair: 2

This artifact allows characters to use the floors of lakes or the ocean as long-term bases of operation, where they can plan attacks, recover from injuries and even assemble their allies. Although they are difficult to replicate in the Age of Sorrows, these items were fortunately quite common during the High First Age and the Shogunate. Details of their appearance differ, but all of these artifacts appear to be large trunks or chests made from black jade. The size of a large human torso, these chests are typically inlaid with silver or coral and are most often covered in inlaid or carved images of sea life. These artifacts contain a single obvious hearthstone setting. The owner must commit four motes of Essence and place a hearthstone of at least level 2 in the setting to open the chest and transform it into a small but comfortable dwelling. The hearthstone provides no benefits beyond powering this artifact.

Once activated, hidden panels on the chest open, and the user can unfold the artifact into a dome-shaped dwelling of black jade. This dome can be unfolded only underwater, however, and once it is in place, it cannot be moved unless the character first refolds it. It is impossible to remove the hearthstone from this artifact while it is unfolded.

This dwelling is 25 feet across, 10 feet high at the center and stands on five retractable jade legs that can each be extended to seven feet in length. The walls all have a soak of 10L/16B, and they require 25 health levels to damage and 50 to destroy. There is an opening on one side of the dome's floor that is six feet in diameter. Powerful enchantments on the dome keep the air inside fresh and pure and prevent water from entering. In addition, a round, low pillar in the center of the dome provides both food and fresh water (even if the artifact is in the open ocean or another body of salt water) sufficient to permanently provide for the needs of up to 10 people. The water comes from a low fountain that can be turned on or off with a touch, and the food consists of small, somewhat fishy, but highly nutritious ovoids that are also dispensed by touching the pillar. The owner can alter the interior of this dwelling as she wishes, including adding any sort of simple furniture or walls. These changes are always relatively gradual and will not endanger anyone inside the artifact, nor can these changes make the artifact any less safe or habitable.

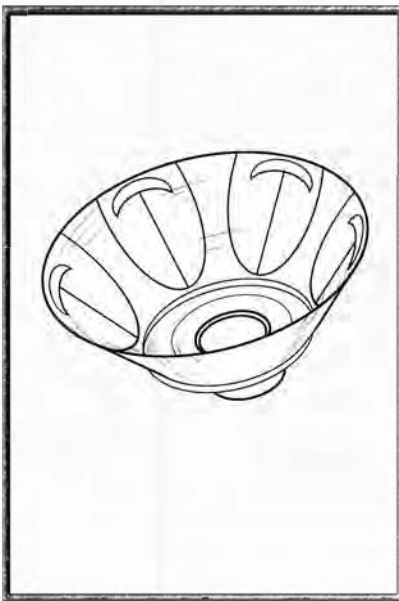


OMNISCIENT LITERARY ADVISOR (ARTIFACT ●●●)

Repair: 4

Relying on a far more advanced version of the Essence technologies used to create the translation crystal (see p. 63), this item can both read and summarize books for its owner. This item is a flat sheet of blue jade that is one foot on a side and a quarter inch thick, trimmed around the edges with both starmetal and orichalcum. This sheet is hinged in the middle, so that it can fold in half. On the top of one of the halves is a large crystal of blue ice, with a depression in it suitable for setting a hearthstone. To activate the unit, the user must place a hearthstone in this setting and spend three motes of Essence to activate the artifact for a scene. The unit can then be placed upon any book, which can be open or closed and in any language. At this point, the advisor sends out probes of Essence throughout the book, allowing it to read and analyze the text. Fifteen minutes later, the crystal of blue ice lights up to alert its owner that the device has finished reading and analyzing the book. At this point, the item contains all of the knowledge found in the book. It can read all or part of the text to the user, and the user can ask it any question about the book, which it will answer concisely and truthfully.

If the user is a sorcerer, she can use this device to teach her any usable spells contained in an analyzed book. When used to teach any information contained in a book that it has read, this item functions as a tutor. While the Essence spent by the user activates the unit for only a scene, the unit retains the information it obtained from the book indefinitely, as long as the hearthstone remains in place. Each of these devices can hold the contents of a number of books equal to three times the level of the hearthstone used to activate it. The unit instantly loses all such stored information if the hearthstone is ever removed.



PECTORAL OF RESPLENDENT SPEECHES (ARTIFACT ●●●)

Repair: 2

Made in the form of a large and exceptionally beautiful orichalcum and blue jade pectoral, this item looks exceedingly striking and has a similar effect upon the wearer's voice. The owner must commit two motes to use this item. When the wearer then spends two additional motes of Essence, this artifact amplifies his voice for the next scene, allowing him to be clearly heard up to 100 yards away. In addition, the item uses currents of Essence to modulate the wearer's voice and alters it to specifically enhance public speaking. This item can make almost anyone into a gifted public speaker and can transform an already talented orator into an absolute master of verbal communication. The pectoral adds four dice to all rolls to make speeches or verbal performances (including singing and storytelling) to audiences of more than three people.

This device's greatest power, however, is its ability to affect all sound within 100 yards. If the wearer spends five motes, this item damps out and interferes with all other sounds so that everyone within 100 yards can hear the wearer perfectly. This effect also prevents listeners within 100 yards from hearing other speakers who are more than five yards away, unless those other speakers are using Charms or a similar artifact to enhance their speech. In addition, the pectoral glows with a bright and wondrously enticing light that adds two additional dice to Presence rolls made for the wearer for the next scene. Within 100 yards of the wearer, his voice is the loudest sound, even if he is speaking in the midst of a pitched battle. Anyone within this area who does not stop up her ears cannot avoid listening to the wearer. When the pectoral is used in this fashion, people within 200 yards can still hear the wearer, but loud noises can easily drown out his voice, and at this range, avoiding listening to him is quite easy.

Although any Essence user can use this pectoral, most wearers were Solar Exalted during the First Age, who used the devices to give rousing speeches to the inhabitants of the cities they ruled, to address their troops before battle or to deliver orders to soldiers during the heat of combat. Often, wearers also donned a belt of aerial mobility (see p. 53) and rose up into the air so that every listener could look up into the air to see the superlative speaker.



SKY MANTIS TOWER (ARTIFACT ●●●)

Repair: 3

These portable weather-control machines are ungainly devices so named for their superficial resemblance to a praying mantis while in operation. The Realm owns several dozen, and a few of the more prosperous nations in the Threshold own a few as well. Packed for travel, the devices are roughly the size of a horse and may be transported by wagon. Unfolded for use, the towers are four yards tall and must be erected on a level, open area at least 15 yards across. It takes five man-hours to unpack a tower and two to collapse it again.

Anyone may operate a deployed sky mantis tower with a successful (Intelligence + Lore) roll at difficulty 1 using a keypad on its side, provided a hearthstone of level 2+ is placed in the console to power the device. (The stone provides no other benefits while used this way.) Each success on the control roll can adjust any of the following aspects of the weather, increasing or decreasing them by the listed quantity of appropriate units: 10 degrees of temperature, 15 miles per hour of wind speed, 45 degrees of wind direction, 15 percent of cloud cover, half an inch of rainfall. Each success of change takes one hour to gradually go into effect, altering the weather patterns in a radius of five miles from the tower. For every additional five miles from the machine, each distinct effect decreases by one success. Successes allocated to each effect fade at the rate of one per week, with the interval of decay reduced to one success per day if the weather is wholly unnatural to the region.

Sky mantis towers must receive maintenance after every 100 uses. For every 10 uses a tower is in arrears, all users suffer a cumulative -1 internal penalty to operate it from misaligned and worn-out components.



SYMPATHETIC ELEMENTAL SCANNER (ARTIFACT ●●●)

Repair: 3

To varying degrees, all elementals have a sympathetic connection with the element they embody, and the echoes of the first great elementals still resonate through their veins. For this reason, elementals can feel changes or "events" pertaining to their element, even if they're far, far removed from that event.

The Solar Exalted discovered this fact early in the High First Age and developed the elemental scanner to take advantage of that elemental sympathy.

The elemental scanner looks like a large stepped platform with a deep basin or pool in the center. To use the scanner, the Exalt would summon an elemental and place it in the center of the table while using sorcery and enticement to get the elemental to relax into its unformed and primal elemental form. While many of the duties the Exalted tasked elementals with were dangerous, arduous and unpleasant, serving in an elemental scanner was quite pleasant for the elemental involved. The power of the scanner helps the elemental relax until it incorporates entirely, becoming a pool of its appropriate element. Once the elemental's consciousness was soothed into total quiescence, an effect much like entering a narcotic haze, the spirit would dream, and its sympathetic connection to its element could come forth. Significant changes in that element anywhere in Creation would then register as whorls and eddies in the elemental's form. By studying the eddies, whorls and disruptions on the otherwise placid surface of the elemental in the scanner, then, the Exalted could read a water elemental to monitor for tsunamis, while a quiver on an earth elemental might suggest the occurrence (or impending occurrence) of an earthquake. Most elemental scanners had means of reading even tiny ripples or fluctuations in the elemental's being, allowing the Exalted to read even subtle signs from the shifts and eddies in the elemental's form.

In general, the more powerful the elemental is, the greater its sympathetic connection to its particular element is. An Essence 2 elemental is useful only for predicting the greatest disruptions in the elemental order, while studying an Essence 7 lesser elemental dragon in the elemental scanner would show even relatively subtle developments in the element in question.

Below are some of the events the Exalted could monitor with the assistance of an elemental scanner:

Air: Huge storms or storm fronts, sudden changes in weather patterns

Earth: Island formation processes, earthquakes, large-scale tunnel construction or collapse (often used to monitor events in the caverns of the Mountain Folk), erosion of Creation by the Wyld

Fire: Forest fires, volcanic eruptions, the struggles of the Kukla within its volcanic prison

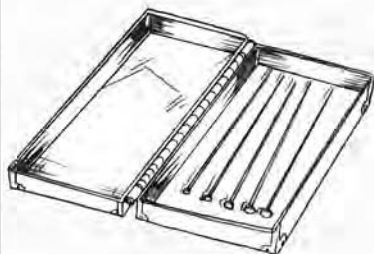
Water: Tsunamis, whirlpools, disturbances of tidal action, incursions by the Yozi Kimberly

Wood: Forest fires, large-scale deforestation from any cause

Using the elemental scanner requires the user to be fluent in Old Realm. Making sense of its results requires an (Intelligence + Lore) roll with a difficulty of 7. For every point of the elemental's permanent Essence above 4, the difficulty drops by one.

An elemental scanner can monitor events anywhere in Creation, be it the depths of the ocean, the deepest tunnel under the Blessed Isle or the winds in the highest reaches of the sky. By default, elemental scanners pick up signals from all throughout Creation, but a scanner can be tuned in to one specific area (equal to the square of the elemental's Essence in miles). Monitoring with this degree of precision increases the difficulty by one, however.

Tales abound of Exalts using elemental scanners to monitor the development of shadowlands, or to detect an enemy's location by monitoring the pressure exerted by the weight of his army's feet on the ground, or to hunt down rogue elementals to enforce the justice of the Chosen. The elemental scanner was, by all accounts, one of the more flexible devices commonly used in the First Age, and when whole arrays of the devices were monitored *en masse*, the Exalted could discern almost any manner of elemental phenomenon known in Creation.



WOUND MENDING NEEDLES (ARTIFACT ●●●)

Repair: 2

This artifact is a set of eight needles the length of a man's ring finger and the diameter of a stalk of wheat. There are two needles made from each magical material other than soulsteel, and they are all stored within a small case of green jade. To open this case, the owner must commit five motes of Essence to it. If any of the needles are missing or broken, the user need merely spend one Willpower and five additional motes to cause them to reappear intact inside the case.

The user can use these needles to affect a patient's Essence flows in a profound manner, allowing him to heal a patient's wounds with exceptional speed. Characters can also use these items to heal themselves. By spending one mote per health level he wishes to heal, the user can automatically heal a patient's bashing damage. This damage heals at a rate of one health level every minute. If the user removes the needles before the healing is complete, the healing immediately stops. If the user spends three motes per health level, he can cause the patient to heal lethal damage. This damage heals at a rate of one health level every 15 minutes. The user's player must make a successful (Perception + Medicine) roll with a difficulty of 1 for his character to correctly place the needles. The difficulty of this roll increases to 3 if the user is attempting to heal himself. Failure at this roll means the motes are wasted and the character must try again. Despite the time required for healing, this artifact can even heal patients who are dying when the user begins to treat them—the artifact's energies keep a patient alive until he can be fully healed. This healing ceases the second the needles are removed, however. If the user spends a point of Willpower and five motes per health level that he wishes to heal, he can even cause aggravated damage to heal, though this damage heals at a rate of four hours per health level. As a result, most physicians attempt to heal aggravated damage while their patient sleeps. Healing aggravated damage is quite difficult. The user's player must make a successful (Perception + Medicine) roll, difficulty of 3 (5 if attempting self-healing). Fortunately, while they are being used, the needles eliminate all pain and cause the patient to feel calm and relaxed.

This device can heal any wound or injury, including damage caused by poison, but it cannot repair crippled or missing limbs. If used to heal damage caused by poison, this artifact also causes the poison to instantly cease damaging the patient, preventing further poison damage from occurring during the time this artifact is being used upon the patient. In addition, it completely purges a poison from the patient's body once it has healed all damage the poison has already inflicted. If used before a poison has caused damage, the needles need be used for only the time necessary to heal one health level of that type of damage. Like other healing artifacts, this device will work on any living being who had at least one parent born in Creation.



CELESTIAL PHOENIX CAULDRON (ARTIFACT ●●●●)

Repair: 3

A celestial phoenix cauldron is a wide-mouthed orichalcum vessel held aloft by the sinuous curves of a dragon with crimson adamant eyes. The cauldron's mouth is two feet in diameter while the widest part of the cauldron's body has a diameter of about three feet, and the whole thing stands about five feet tall and weighs just over a ton.

The celestial phoenix cauldron is an all-purpose alchemical processing system that can produce anything from sweet cordials to skin like the mountains oil (see p. 75) and a range of other substances. The Exalt need only place the ingredients of the substance into the cauldron, touch the dragon to channel five motes of Essence into the device and wait for the brewing process to finish. When the potion is complete and distilled to its optimal concentration, the cauldron releases a gout of steam from the dragon's nostrils to let the operator know that its contents are ready.

The celestial phoenix cauldron was programmed to create a vast range of known tonics, poisons, elixirs and the like—without assistance from a master alchemist—and requires only the proper ingredients. Any substance that First Age alchemists could brew (which includes a far longer list of substances than are known to alchemists in the Second Age) can be replicated perfectly with the aid of this artifact. The problem is that most of the manuals containing the formulae have been lost. One exists in the Heptagram library, and it can be assumed that at least one copy exists somewhere in Sperimin, but most copies have been destroyed or have gone missing. Therefore, while the cauldron remains an artifact of vast power, there are few who know how to tap that power. Sorcerous experimentation is possible, but that is probably not the ideal way to learn the capabilities of the celestial phoenix cauldron.

The ingredients for skin like the mountains oil, for example, include one part perronele ichor, two parts black oil from the subterranean abyss beneath the caves of Gethamane, three parts powdered white jade and half a bushel of fresh pikaki flowers from Abalone.

Should the possessor gain the manual of formulae, there are still problems. Items that were once relatively common are now rare or costly. Some ingredients that could once be found in the markets of any moderately sized city are now only available in the most enormous population centers such as Nexus and the Imperial City. Also, certain items are now known by different names than they were in the High First Age. Only a handful of lore-masters in the Second Age realize that the substance called nacreous oil in the First Age is now generally called maiden's tears. And some ingredients *must* be made using Wyld-Shaping Technique.

Ultimately, the celestial phoenix cauldron is a potent First Age artifact, but using one properly requires research, time and a great deal of effort.

With a great deal of thought, a sorcerer might be able to re-create a certain alchemical formula that creates a substance with particular properties (a potion that makes its drinker tireless or immune to the effects of all opiates, for example, or a concoction that prevents a sword's blade from ever getting dull), but reinventing the wheel in that way is slow going. Figuring out such formulae takes a number of successes equal to (the potion's Resources cost or Artifact rating x 10) on an extended (Intelligence + Lore) roll. Doing so is a dramatic action, and one roll may be made for every day the character spends poring over old alchemical tomes.

Celestial phoenix cauldrons are extraordinarily durable and require little maintenance aside from occasional cleaning. They are completely immune to the effects of acid and intense heat.



DREAM BROADCASTER (ARTIFACT ••••)

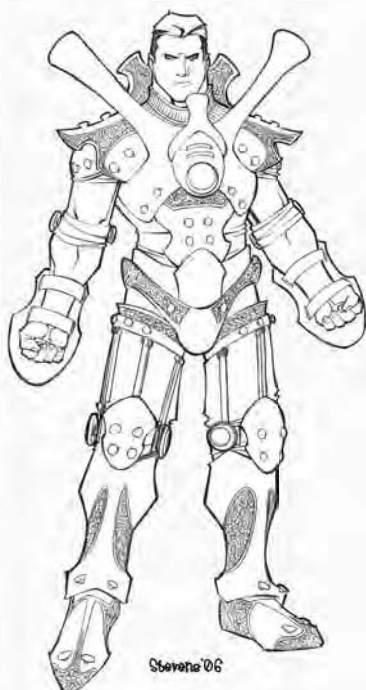
Repair: 3

This item is a one-inch-thick, two-inch-wide circlet made of orichalcum, clear crystal and starmetal, designed to be worn on the user's head. It has a setting for a single hearthstone. With it, the wearer can broadcast dreams and daydreams to everyone in her vicinity. The subtle starmetal circuits respond to the dream, their Essence fluctuations are amplified by the orichalcum and the Essence flows of the hearthstone, and then the crystal broadcasts this dream to everyone within range.

This device has a range of a number of miles equal to the user's permanent Essence. To activate this device, the user must first commit seven motes of Essence to it and spend five motes to activate it for a scene. Once she does so, the user can broadcast whatever images, messages and/or dreams she desires. This device can also be used with an amplifier that increases its range by a factor of 25. This amplifier is a large, heavy throne made from the same materials. The throne also contains a single hearthstone socket, and to activate the throne, a hearthstone of at least level 3 must be placed in this socket. This hearthstone provides no other benefits. Owning both the dream broadcaster and the amplifier raises the cost of this artifact to five dots. The amplifier throne weighs approximately 300 pounds, and without sorcery, it can be moved only in a cart or other sturdy means of transport.

Regardless of whether it is used with or without the amplifier, a dream broadcaster can be used to send messages to everyone within range. Anyone who is concentrating intensely automatically blocks out the message, and anyone who is willing to spend a point of Willpower can deliberately block it out. Everyone else within range will receive it clearly, however, and anyone can understand the message, even if they do not share a common language with the user. If a subject is awake and not busy when the broadcast occurs, then he has a brief vision of the message. Sleeping people within range have unusually vivid dreams about the message, which they always remember when they awaken. Used on its own, this device allows the wearer to send messages exceptionally widely. The user can send speech, images or even complete memories. The Wyld Hunt has often used dream broadcasters to transmit both an image of a particular Anathema they are looking for, along with the information that they are willing to pay a rich reward for information about this individual. Such broadcasts have proven to be an excellent way to obtaining information from everyone in the vicinity. Similarly, properly used messages can also be used to cause or occasionally to help stop a mass panic. While people do not necessarily believe the information they receive through one of these broadcasts, they remember it and are aware that it came from some external source. Broadcasters need not identify themselves and can keep their own identity and everything about themselves completely secret.

This device can also be used with any Social Charms that the wearer possesses that are specifically designed for use when communicating with crowds. These Charms can be used normally and will affect everyone who receives the message. Ordinary social Excellencies or other Charms that are not specifically designed to be used for mass communication cannot be used with this item, even if they could normally be used when the wearer was making a speech or telling a story. Charms such as Respect Commanding Attitude or Heart-Compelling Method, however, can be used to great effect in combination with this artifact. Yet, because of the difficulty of combining any Charm with this powerful item, the wearer must spend one Willpower point for every Charm used in this fashion, in addition to any other Willpower or mote costs required by the Charm.



ELEMENTAL EXOSKELETON (ARTIFACT ••••)

Repair: 1

One of the more useful wonders of the High First Age, the elemental exoskeleton is an elegantly carved and constructed framework of orichalcum made to be worn by an Exalt. The passenger/wearer would generally don the exoskeleton after summoning an elemental. The Exalt would have the elemental dematerialize, sculpt its gauzy immaterial form to match the exoskeleton, command the elemental to stretch itself over the frame of the exoskeleton and then have the spirit rematerialize in its new configuration. The outside of the exoskeleton is covered with knobs and studs that serve as anchoring points for the elemental. The elemental would need time to "heal" its form around the exoskeleton, usually a week or so, at which point the device could be donned and put to use.

Elemental exoskeletons were not generally used as armor so much as they were used for important industrial or infrastructural tasks such as creating tunnels or building bridges, but they could be used in battle with relative ease.

Wearing such an exoskeleton carried with it a number of general advantages, among them:

- The Exalt within adds the elemental's soak to his own as though he were wearing armor.
- The wearer gains the benefits of this armor with no fatigue penalty.
- The exoskeleton decreases Dodge DV by one but increases Parry DV by one.

In addition to these benefits, the wearer also gains advantages based on the particular nature of the elemental bound to the exoskeleton.

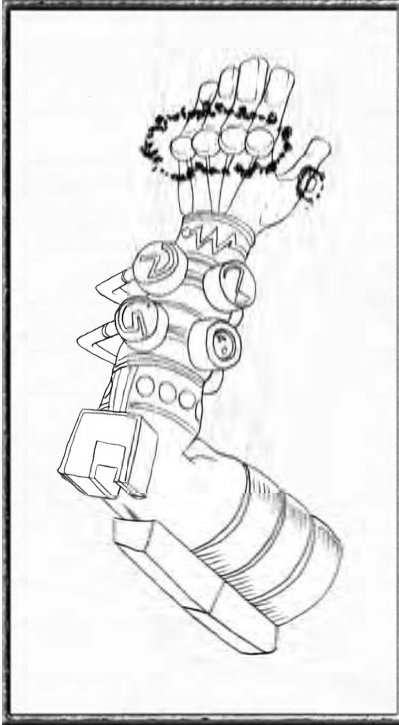
Wearing an air elemental grants the ability to fly at a rate equal to the elemental's movement rate, grants the wearer immunity to electrical damage and keeps the wearer cool in temperatures up to 200 degrees.

Having an earth elemental stretched across the exoskeleton frame allows the character to move through solid earth and stone at the elemental's full movement rate or to dig through the same at half the elemental's movement rate. Wearing an earth elemental in this way also grants the passenger hardness equal to the elemental's lethal soak.

A fire elemental stretched over the exoskeleton grants complete immunity to any fire that's native to Creation. This immunity includes natural fires and the anima flux of Fire-aspected Terrestrial Exalts, but excludes, for example, the green flames of the demon Ligier. It also keeps the passenger warm in even the most chilling temperatures.

Putting a water elemental over the exoskeleton grants the ability to glide through water at the elemental's full movement rate. If instructed to do so, the water elemental can also act as an enormous gill, channeling air from the water into the interior to allow an air-breather to breathe normally.

Wearing a wood elemental grants the exoskeleton's passenger the ability to move through dense forest or even solid wood at the elemental's full movement rate. This arrangement also allows the wearer to move trees and plants through the earth, to relocate them, without causing any damage to the tree.



ESSENCE WALL PROJECTOR (ARTIFACT ●●●●)

Repair: 3

This item is a combination gauntlet and bracer that extends up the wearer's arm to the elbow. It is made from a mixture of the five magical materials and is fitted with four specially carved pieces of white jade set into the gauntlet's knuckles. This white jade focuses a hearthstone's energies into a stable creation of solid Essence.

This artifact contains sockets for two hearthstones. To use this item, the character must spend six motes of Essence to attune the item and set a hearthstone in the socket nearest the gauntlet's fist. The character gains no benefit from this hearthstone other than the ability to activate this item. Once he has attuned to this item, the character can create freestanding walls of solid Essence. The character points the knuckle stones of the gauntlet at the area where he wants to create the barrier and spends a variable quantity of Essence. Using this artifact in combat is a five-tick action that reduces that character's DV by three because of the concentration required. These immovable walls of translucent force have a soak equal to twice character's Essence and cover an area of five square yards per mote spent by the character.

Each wall must be at least one yard wide and one yard long, and all walls created by this artifact are only a tenth of an inch thick. These walls are considered inanimate objects for the purposes of Charms, except that damage against them is rolled rather than directly applied. For every level of damage that exceeds the wall's soak, it loses 1L from its soak. These walls also lose 1L for every full hour that passes since their creation. When the wall's soak reaches zero or when its creator dismisses it, the barrier instantly disintegrates. Characters can create a number of separate Essence walls equal to their permanent Essence. They cannot create additional walls unless they first dismiss one or wait for it to decay.

Characters can shape a wall of force into any geometric configuration they can imagine, from simple walls to cages, but at least one point on the surface must be within (Essence) yards of the creator when the wall first materializes. The wall must also be touching a solid surface on at least one point. Furthermore, these walls are fixed in place on the surface it is touching and cannot move unless the surface moves. The character can instead spend two motes for every five square yards of wall, causing its lethal soak to rise to five times the character's permanent Essence. If the wall is used as a bridge, every 1L of protection can support 200 pounds, so a 6L wall can support 1,200 pounds at a time, allowing it to support a light horse and a rider. In addition to being vulnerable to damage and time, these essence walls can also be destroyed by Sapphire, Adamant or Obsidian Countermagic.



FORGE-HAND GAUNTLETS (ARTIFACT ●●●● FOR A PAIR)

Repair: 2

Appearing as gloves of scaled red dragon-skin leather adorned with red jade articulated plates and elaborate orichalcum wire inlay, these remarkable artifacts serve as powerful tools of crafting and, in this fallen Age, deadly weapons. A pair of these devices costs 10 motes to attune, which also resizes them to perfectly fit their owner.

Forge-hand gauntlets are completely impervious to all heat, and they confer that same protection on their wearer's hands and arms. An Exalt wearing a pair could reach into the central plasma furnace of a First Age factory-cathedral and scoop out a handful of molten orichalcum, feeling only a pleasant warmth. Because the gloves protect only the hands and arms, however, their imperviousness would not similarly protect a character standing in a bonfire (or otherwise taking damage from heat-based environmental effects). Against attacks based on heat or flame, an Exalt wearing these gloves gains a +10L/10B soak and +10L/+10B hardness, as long as he uses them to parry the attacks (and has a positive Parry DV, of course).

The gloves can also heat themselves with a thought, making them hot enough to melt stone and steel. From a utilitarian standpoint, the wearer effectively has an exceptional blacksmith's forge on his person at all time, and his player adds a +2 bonus to all Craft (Fire) rolls to make or repair objects as a result. Used combatively, every unarmed attack against an inanimate object that is not made of a magical material (or comparably invulnerable) permanently reduces all the object's soak values by the pre-soak damage of the attack (to a minimum of 0 soak). Attacks against characters wearing non-indestructible armor likewise permanently reduce the armor's soak values, destroying any armor reduced to 0/0 soak. The gauntlets allow their wearer to parry lethal and ranged attacks without a stunt, and if the gauntlets fully parry a non-magical weapon (i.e., Parry DV cancels all attack successes), the weapon is burnt to ash, bent to twisted slag or otherwise destroyed.

Because of their composite construction, forge-hand gauntlets do not provide magical material bonuses and may be used by any Exalted. They are wielded using Martial Arts and suffer no offhand penalties used paired. (Second stat bar reflects item clinched.)

Speed	Accuracy	Damage	Defense	Rate	Minimums	Attune	Cost	Tags
5	+0	+7B piercing (+4A while heated)	+2	2	Str ●●	10	●●●●	M
6	+0	+6B piercing (+3A while heated)	—	1	Str ●●	10	●●●●	C, M



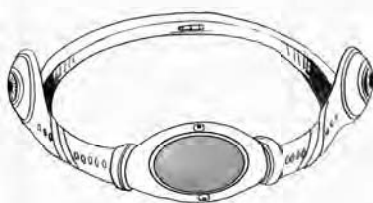
RESPLENDENT SATCHEL OF HEALING (ARTIFACT ●●●●)

Repair: 2

This wondrous item is exceptionally rare, and few have been made since the end of the Shogunate. It is a rectangular green jade case a foot on a side and three inches thick that is chased with orichalcum. This artifact always contains a rod of cleansing the body (see p. 62), a set of wound mending needles (see p. 66) and a set of jade medical implements that add four dice to all Medicine rolls (including rolls to diagnose illnesses) made while using them. Committing five motes of Essence to the kit allows the owner to use all of these items. This artifact effectively served as the badge of office for the best Solar and Dragon-Blooded healers in the First Age and the Shogunate. First Age versions of this item are marked with the caste mark of the Solar Twilight Caste inlaid in orichalcum, while those made during the Shogunate are marked with a large stylized glyph of the name of Sextes Jylis, the Immaculate Dragon of Wood. Despite these differences, these two models of artifact are functionally identically.

The most important portion of this artifact is the instrument of regrowth, a device that allows the character to help patents regenerate crippled or missing body parts. This artifact is an adjustable band designed to fit around a part of the patient's body. This band contains a setting for a single hearthstone. To activate it, the user must place a Wood- or Solar-aspected hearthstone of at least level 2 into this socket. This hearthstone provides no benefit beyond powering this item. In addition, the user must commit an additional five motes to the band. (This cost comes in addition to the five motes he must also commit to initially activate the resplendent satchel of healing.) The character must then place this band around the damaged body part. The band must be carefully positioned, and doing so requires five minutes of careful work and a successful (Intelligence + Medicine) roll, difficulty 3. If the roll fails, the device will not activate.

As soon as the device is activated, the patient falls into a deep trance, and the damaged body part begins to mend or regrow. The time needed for this regrowth is the same regardless of the size of the body part being regrown. Exalts spend one full day in this trance, while ordinary mortals spend three full days entranced. The only way to awaken a character from this trance before regrowth is completed is to remove the band or the hearthstone in it. If either the band or the hearthstone is removed early, the regeneration will not be complete, and the body part will still be crippled or partially missing. Like other healing artifacts, this device will work on any living being that had at least one parent who was born in Creation.



TORC OF PERSONAL PROJECTION (ARTIFACT ●●●●)

Repair: 4

Originally developed to keep characters in touch with distant locales, this item also found use during the First Age and since as a means for enemies to negotiate safely. This item consists of a torc woven of orichalcum and moonsilver, with a setting for a single hearthstone in the center and a setting on either side for a complex spherical construction one inch in diameter. Each of these two spheres resembles an exquisitely carved eyeball made from blue jade, starmetal and orichalcum. These spheres can be removed from the torc, and they both contain settings suitable for stringing them on pendants. As long as the wearer commits five motes to this artifact and places a hearthstone of at least level 2 in the setting, one or both of the artificial eyes can be removed from this item. Once a character commits motes to this artifact, he knows the exact direction and approximate distance of each of these two enchanted eyes. All he needs to do is think about one of these orbs, and he knows exactly where it is. The character also knows if one of these spheres is taken into the Underworld, Malfeas, Yu-Shan or the Wyld.

Anytime the owner desires, he can spend two motes of Essence and contact one of these artificial eyes for a scene. Doing so allows the character to see and hear everything occurring in the vicinity of the sphere, exactly as if his own eyes and ears were located where the sphere is located. The blue jade iris and crystal lens of these eyes focuses the images, the hair-thin orichalcum retina translates these images into patterns of Essence, and a small bulb of starmetal at the back broadcasts these patterns of Essence to the torc. When they are in use, these artificial eyes move to follow people or objects that the user wishes to observe, and the blue jade iris expands and contracts in response to light.

The character can use any Awareness or Perception Charms through the artificial eyes as desired. In addition, the character can spend two additional motes and cause an eye to float into the air and produce a life-sized translucent image of himself with the artificial eye located where one of his own eyes would be. This image can move at a speed of up to two yards per action and moves and speaks exactly as the character is doing back in her location. Except for the artificial eye, this image is completely intangible and can take no physical actions. The character can use any Bureaucracy, Integrity, Investigation, Linguistics, Lore, Performance, Presence or Socialize Charms at the location of this image, however, as long as the Charm does not require the character to act physically. Of course, while the character is contacting one of these spheres, anyone in the vicinity of the sphere can also use any of these Charms upon the character. Because of the nature of this device, sorcerers cannot project any form of sorcery through the link between the artificial eyes and the torc. This item has an unlimited range, and characters in Creation can use this item to contact artificial eyes in Yu-Shan, Malfeas or the Underworld.

If anyone holds one of the artificial eyes and spends either a mote of Essence or a point of Willpower, the wearer will instantly know that someone is attempting to contact him and can then choose to initiate communication. The character will also instantly know if anyone has destroyed one of these eyes. If this occurs, the character can cause the torc to replace the eye by charging the torc with power for 10 minutes and spending five motes of Essence. The artifact's owner can also destroy one of these eyes anytime he wishes by concentrating for 10 minutes and spending five motes of Essence and one point of Willpower.



THE WONDROUS GLOBE OF PRECIOUS STABILITY

(ARTIFACT ●●●●●)

Repair: 4

This rare artifact was relatively uncommon during the High First Age and has proved impossible to duplicate in later eras. Only 34 of these priceless artifacts survive, and the Realm controls 18 of them. All of these artifacts are identical—jade spheres the size of small human heads covered in dozens of complex occult symbols inlaid with orichalcum, moonsilver, starmetal and soulsteel. All five magical materials were used in the construction of these artifacts, which is the primary reason they cannot be duplicated by the Realm. The globe is pierced by a short shaft of jade inlaid with orichalcum and can rotate freely around this axis. The top of this shaft ends in a setting for a hearthstone, while the bottom ends in a triangular base that can be affixed to a vehicle or structure.

When a hearthstone of level 3 or higher is placed in the setting and an Exalt commits five motes of Essence to it, the globe begins to glow and spin. As long as it does both, the globe, as well as the building or vehicle to which it is attached, and everyone who is onboard or inside this vehicle or structure, are all completely protected from the effects of the Wyld. In addition, both the vehicle or structure and the crew or inhabitants gain five dice to resist any Charms used by one of the Fair Folk. This artifact can be used to protect any vehicle, including a huge First Age skyship. In addition, it can be attached to any single building that is no larger than one of the vermilion glass towers of Chiaroscuro, a huge mansion the size of the Imperial Palace or one of the sealed towers of the city of Rathess. While it can armor a large palace against the Wyld, it cannot protect an entire city or even a single district of a metropolis. Because of the nature of this device, no Charm wielded by one of the Fair Folk can directly affect this artifact in any way, including moving it. Raksha also cannot touch or enter the vehicle or location protected by this item, and raksha also cannot use an Assumption Charm such as Assumption of the Land's Heart to affect or inhabit the protected location. This artifact effectively transforms the vehicle or structure it is protecting into a tiny pocket of crystallized Creation, even if the vessel is sailing the seas of the Deep Wyld. Lunars exploring the mysteries of the Wyld have uncovered almost a dozen of these items protecting vehicles or buildings that were engulfed by the Wyld during the Fair Folk breakthroughs that occurred in the aftermath of the Contagion. The Lunars retrieved some of these items, but left several to serve as beachheads of Creation in the most dangerous portions of the Wyld.

BIOMAGITECH

Unlike most fields of artifact research pursued in Creation, the surgical integration of artifacts as tissue replacements or even enhancements did *not* reach its technological apex in the High First Age. During the golden era of the Deliberative, the healing Charms of the Solar Exalted allowed for the total regeneration of mangled or even amputated limbs. Any Exalt who suffered such grievous wounds could petition a Solar to restore her health, and while the cost in favors or service was always high, it was not unreasonable compared with life “wasted” as a cripple.

Following the Usurpation, the Dragon-Blooded no longer had access to Celestial healing Charms, so the Shogunate set up a research facility to develop alternative treatment methods. Headquartered in a remote Eastern manse, the task force of healers, artisans and savants tried everything from tissue grafts to elemental infusion chambers, but quickly determined that regenerative artifacts were both extremely difficult and prohibitively expensive to build and maintain. Undeterred from its mission, the institute turned to the relatively young field of biomagitech, testing various implants and prosthetics on elite Gunzosha Corp volunteers. As a result of its labors and the research of those who followed in its footsteps, the Shogunate benefited from a wide range of biomagitech artifacts.

The gradual decline of technological infrastructure during the Shogunate eventually drove the price and rarity of biomagitech artifacts up, until only the wealthiest or highest-ranking officers among the legions could obtain them. This remains true in the Second Age. Although the Realm and Lookshy can still build these devices, they certainly do not mass-produce them.

Installing biomagitech artifacts always requires a lengthy surgery performed as an extended action. Each device has a

Surgery trait with a quadruple value separated by slashes. The first value is the cumulative difficulty, the second is the roll interval, the third is the difficulty of each individual roll and the fourth is the minimum ratings a surgeon must have in Lore, Medicine and Occult to even attempt the surgery with any chance of success. Moreover, surgeons must have access to a well-stocked surgical facility (Resources 4) to attempt the process. The dice pool for an implantation surgery roll is always (Intelligence + the lowest of the three required Abilities). Each failed roll inflicts one level of unsoakable lethal damage suffered by the patient, who must generally be kept unconscious or at least restrained throughout the procedure to avoid sudden movements that result in an automatic botch. (The player of the patient must succeed on a Temperance roll at difficulty 3 for each surgery roll, in order for his character to stay still if he's conscious.) A botch inflicts five levels of lethal damage instead and requires that the process be started over from scratch. Removing biomagitech artifacts requires the same rolls as installing them in the first place. It is also possible to salvage these wonders by killing their bearer and brutally hacking them out of the dead flesh.

Characters with such artifacts may be attacked normally, but Storytellers should assume that any attacks that inflict damage don't necessarily strike the implants. If such attacks do hit the implants, the damage should come from trauma to the surrounding tissue rather than to the implants. Owing to their construction, these devices are nearly invulnerable, but this property should not provide a combat benefit without a stunt. Even then, Storytellers should allow only a Martial Arts-based Parry DV to deflect a lethal attack. If a character is thrown in an acid bath, she takes no less damage simply because her metal hand is impervious. Of course, if a character reaches said indestructible hand gingerly into the acid, she will take no damage.



AEGIS-INSET AMULETS (ARTIFACT •)

Repair: 1

Rarely used by the Exalted and far more commonly implanted in elite mortal warriors, a full set of these dark crystal amulets qualifies as a single artifact. The devices are designed to be inserted into every major pulse point (wrists, shoulders, hips, knees and the back of their neck), collectively appearing as nothing more than extensive and exotic body jewelry. Upon closer inspection, each amulet reveals a fine tracing of arcane sigils and Old Realm glyphs etched into its surface.

Implanted in a mortal incapable of channeling Essence, the amulets allow her to don and instantly attune any magical armor that normally requires an attunement cost up to five motes. This benefit does nothing to offset other costs, such as for armor that requires an inset hearthstone to operate. Armor constructed of the five magical materials does not provide its material bonus when worn by a mortal. Most commonly, the talismans are paired with gunzosha commando armor (see p. 81), though they integrate just as readily with other models. Unfortunately, the talismans drain their bearer's life force as long as they are worn, doubling her aging rate. Because of this extreme drawback, mortal characters do not have to pay any Background points to obtain aegis-inset amulets, especially since they must still pay the cost to get any magical armor they plan to wear.

For Exalted and other beings capable of channeling Essence, aegis-inset amulets provide less dramatic benefits (but no drawbacks), reducing the attunement cost of any worn magical armor by two motes (to a minimum of one mote). If a mortal implanted with these devices receives Exaltation, the talismans immediately stop draining her life and provide the standard Exalted benefit instead.

Surgery: 30/5 hours/4/3



PROSTHETICS OF CLOCKWORK ELEGANCE (ARTIFACT • TO •••••)

Repair: 3

As noted previously, the Dragon-Blooded have little access to regenerative magic among their healing Charms. After the overthrow of the Celestials, their savants had to find alternative ways of restoring limbs and organs severed in combat or mangled beyond functioning. The prosthetics of clockwork elegance actually include a wide variety of artifacts. It's a name applied to most prosthetic devices made of metal and magical materials designed to emulate the function of living tissue. Players should use the following tables to determine the cost of obtaining such artifacts:

The first table indicates the value of prosthetics based on how much of the patient's body needs replacing, measured in prosthetic points.

The second table gives the cost in additional prosthetic points for implants that serve as actual upgrades, rather than merely replacements of prior functionality. If a character upgrades one prosthetic, she must upgrade all prosthetics that are viable subjects for the upgrade, or else, the upgrade cannot be purchased. For example, if a character wants a hand to be +1 Strength, this adds one prosthetic point to the cost of the hand. If that character also has a prosthetic leg, she must upgrade its Strength as well, for an additional point. Bonuses provided by prosthetic upgrades do not count as part of a character's natural traits for the purposes of satisfying Charm minimums, but they do count for determining the experience cost to raise boosted traits and also count as Charm bonuses, limiting the maximum benefit that Excellencies can provide. Storytellers should feel free to come up with other forms of prosthetic augmentation, using the table of examples as guidelines for cost and determining what is possible.

The third table indicates the maximum number of prosthetic points obtained at each level of purchase with the Artifact Background. Storytellers should note that brains cannot be replaced with prosthetics of clockwork elegance, and while synthetic genitalia may be fully functional for recreational purposes, those with them are not capable of siring or bearing offspring.

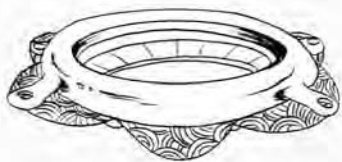
Value	Replacement
1	One hand, foot or sensory organ
2	One full limb (arm or leg); significant facial reconstruction; one major internal organ
3	Spinal column; extensive neural reconstruction

Value	Augmentation
+1	Hand/foot or full limb is +1 Strength to all actions using it.
+1	Hand/foot/limb is +2 Strength for feats of strength only while using it.
+2	Hand/foot/limb is +1 Dexterity to all actions using it.
+2	Hand/arm has retractable claws, identical to razor claws, that cannot be disarmed (see Exalted , p. 388); double purchase not required for characters with two prosthetic hands.
+2	Hand/arm may be used as a heavy crushing weapon, identical to a smashfist that cannot be disarmed (see Exalted , p. 388); double purchase not required for characters with two prosthetic hands.
+1	Sensory organ is +1 Perception to all actions using it.
+1	Eye ignores all low-light penalties less than absolute darkness.
+2	Eye can provide Essence sight (see p. 85) at a cost of one mote per minute.
+2	Lungs can breathe underwater like air (must have both lungs replaced).

Rating	Maximum Prosthetic Points
•	1
••	3
•••	5
••••	10
•••••	15

The total attunement cost of a set of prosthetics of clockwork elegance is equal to its prosthetic points, doubled as normal if a character has implants installed that are made of the wrong magical material for her Exalt type. Mortals and beings incapable of channeling Essence can either commit one Willpower point for every three prosthetic points (rounded up), or else, the Essence drain on their life force ages them more quickly by a factor of (the implants' Artifact rating + 1).

Surgery: (number of prosthetic points to be installed x 2)/5 hours/4/3

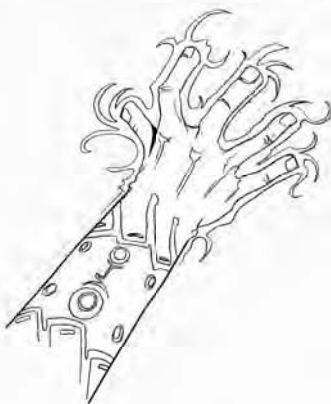


SKIN MOUNT AMULET (ARTIFACT ••)

Repair: 1

Appearing as a large rivet-style body piercing made of one of the magical materials with an indented disk-shaped socket, skin mount amulets are nothing more than implanted hearthstone amulets (see *Exalted*, p. 380) that require no attunement. The design of these amulets also confers an additional number of motes of Peripheral Essence to the wearer's maximum Essence pool equal to twice the rating of any hearthstone placed in the socket. Mountain Folk, God-Blooded and other non-Exalted Essence channelers instead add these motes to their singular Essence pools. Mortals normally incapable of channeling Essence may attune to manse if they have one of these devices installed, gaining the usual benefits of any hearthstone from an attuned manse installed in the stone. Mortals also gain the aforementioned bonus motes as a meager Essence pool that they can recharge only through the inset stone but may otherwise use as if they were Exalted. Any commitments using Essence from the amulet (such as to other artifacts) immediately end if the hearthstone leaves its socket. At the height of the First Age, skin mount amulets were a popular form of jewelry among the Chosen. Hearthstones can be removed or replaced in a skin mount amulet as readily as any other type of hearthstone amulet. Only the socket itself is actually riveted to the body.

Surgery: 10/5 hours/3/3



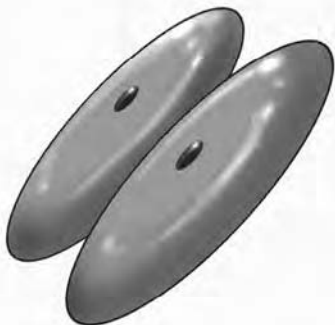
BRACERS OF UNIVERSAL CRAFTING (ARTIFACT •••)

Repair: 3

These bracers were first created during the Shogunate and remain popular in Lookshy. Carved from green jade a quarter inch thick and two inches wide, these artifacts must be surgically grafted to an Essence user to function. Failure inflicts one level of unsoakable lethal damage for every success by which the roll fell short. A botch inflicts the consequences of normal failure and also damages the bracers, requiring they be repaired. Success implants the bracers on the subject's arms, where they lie flush with the skin.

Because the items must be implanted, users need not commit Essence to them, but they must spend two motes of Essence to activate these items for one scene. Once activated, the bracers create temporary projections of solidified Essence that can act as both tools and extra hands. This item allows the character to add a number of automatic successes equal to her Essence to all rolls involving fine manipulation. Such rolls include picking locks and surgery, as well as many Craft rolls, including most uses of Craft (Magitech), Craft (Air), cooking or any other careful task where precision matters more than strength. If the character works for more than one scene, she need only spend another two motes of Essence every additional scene to cause the tools to remain as long as she requires them. The tools and other manipulators created by these bracers vanish the instant they cease being used, and the character wearing these bracers can control them as easily as she can manipulate her own fingers. In addition to being compatible with all Craft Charms, these bracers negate the need for any additional tools and eliminate all penalties for performing an action without proper tools. In addition, if the character is in Yu-Shan or a god's sanctum, this artifact allow her to craft items from both ambrosia and quintessence (forms of solidified prayer), even if she otherwise lacks Charms that would allow her to work these exotic materials.

Surgery: 10/1 hour/5 – patient's Essence /3



ARMS OF MULTIPLE MANIPULATION (ARTIFACT ••••)

Repair: 3

This artifact consists of a pair of long, narrow, flat ovals made from jade and moonsilver each a quarter inch thick, two inches wide and a foot and a half long. A thumb-sized crystal of blue ice is located in the center of each oval. These ovals are designed to sit on either side of the user's spine. These items must be surgically grafted to an Essence user to function. Failure on the surgery roll inflicts one level of unsoakable lethal damage for every success by which the roll fell short. A botch inflicts the consequences of normal failure and also damages the bracers, requiring that they be repaired. Success implants these items on the subject's back, where they lie flush with the skin on either side of the user's spine.

In addition to the difficulty of implantation, the user must also commit three motes of Essence immediately after the surgery. This Essence cannot be uncommitted unless the artifact is removed (which requires a surgery roll with a difficulty one less than that to implant it). To activate this item for one scene, the user must spend five motes of Essence. Once activated, the item creates a number of additional limbs equal to the user's permanent Essence. These projections of solidified Essence can function as well as normal human arms. In addition to acting as ordinary arms, they can also form themselves into any mundane tool, removing the need for the user to carry any additional tools and eliminating all penalties for performing an action without proper tools. These arms provide the user with all of the benefits of a pair of bracers of universal crafting and can extend for a number of yards equal to the user's permanent Essence.

In addition, this item also contains a limited mental construct created from awakening the least spirit of the specially enchanted crystals of blue ice. These crystals serve as an interface between the user's mind and the arms, allowing the user to turn over partial control of the arms to the crystals. As a result, the user can take one action using only his physical body and one action involving only the Essence arms, with no multiple-action penalty. The character can also take normal multiple actions with either his body or the arms without inflicting any penalty on the other. The only limit on these arms' actions is that no single arm can take more than one action and the character cannot use this artifact to take more actions than it has arms.

The user can also mentally instruct the arms to perform any relatively straightforward task while he engages in other activities, such as combat. The arms can be used with both combat and noncombat Charms and can make unarmed attacks exactly like the user's arms, but their Essence-flows interfere with those of daiklaves, powerbows and other artifacts that requires the user to either spend or commit Essence. As a result, the user cannot wield any such artifacts with the Essence arms. The user must wield daiklaves and similar weapons with his normal arms and use other weapons in this item's Essence arms.

Surgery: 20/1 hour/7 – patient's Essence/3



WHATEVER IT IS, PUT IT DOWN.

WHAT?



WHATEVER YOU'VE TAKEN FROM THIS TOMB. JUST LEAVE IT AND GO.



COME AND TAKE IT, FOOLISH SENTINEL.



BLACK WIDOW RAZORS? NICE.

THEIR VENOM WILL POISON YOUR SOUL WITH DESPAIR.

DOUBTFUL, CONSIDERING WHAT THEY LACK.



NAMELY RANGE.

I WON'T ASK AGAIN.



KA-KLICK!

CHAPTER FOUR

THE PURVIEW OF THE CRIMSON PANOPLY

PERSONAL ARMS

Despite being remembered as a time of peace and prosperity, the First Age was actually marked by its share of conflict. Birthed by the Primordial War, the High First Age suffered its share of Fair Folk incursions, demonic invasions and police actions before being brought to a close by the mass slaughter of the Usurpation. And the Dragon-Blooded Shogunate was no calmer, marked as it was by endless re-

bellions, terrorist actions and civil wars. It also ended in a monumental war, this time waged over the fate of Creation against the invading Fair Folk.

It should come as no surprise then that a great many of First Age's remarkable industrial capability was geared toward creating better and more powerful weapons for both Exalted and mortal combatants, nor that, given the overwhelming number of said devices, a number would survive in the present day.



8-SCREAM DEVIL POWDER (ARTIFACT •)

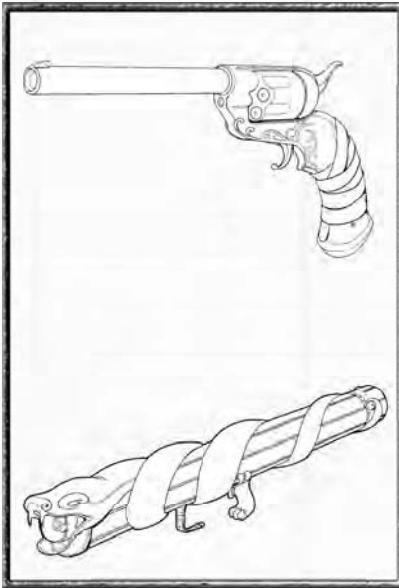
Repair: N/A

Used more often to keep the peace than as a weapon in war, this substance is a dusty red powder commonly made by alchemists of the First Age. Usually, 8-scream devil powder is found in parchment bags sealed with beeswax.

When the user wants to use the devil powder, he simply tosses a handful of the dust at his target (just as though he were making a regular Thrown attack). Once the powder leaves its wielder's hand, it swirls around randomly for a few moments as if caught in a breeze, occasionally appearing to disperse or coalescing into a dust devil. If the attack hits, however, the dust blows into its intended victim within a few seconds. The dust seeps through any armor that is not air-tight, though even then it will linger on the wearer's armor until he takes it off, at which point it explodes off the armor in a billowing red puff of smoke and land on its now-vulnerable target.

When 8-scream devil powder lands on skin, it causes no damage but inflicts intense pain. Any target affected by this powder feels as if his skin is alternately being flayed and charred from his body. Until the powder is washed off, the target suffers from the equivalent of a -4 wound penalty from the agony (no matter how many health levels the target actually has). Charms that allow a target to ignore wound penalties also render him immune to the effects of this powder.

Water alone will not remove 8-scream devil powder. It rinses off easily with any mild acid, however (such as lemon juice or vinegar), or it can be scrubbed away with sand, pumice or a stiff-bristled brush.



ALCHEMICAL FIRE WEAPONS (ARTIFACT ••)

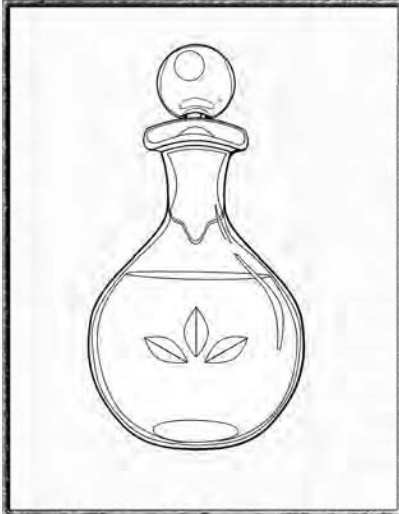
Repair: 1

During the First Age, Exalted alchemists developed reagent fuels far more stable than firedust. Armed with these fuels, they built artifact fire weapons far superior to any mere firewand and equally useful in the hands of mortals and the Chosen alike, since they did not require Essence expenditure. The two most common types of these weapons to survive into the Second Age are plasma tongue repeaters and fuel bolt launchers. The former are small, five-shot personal weapons favored by rangers. The latter are heavy, shoulder-mounted cannons designed for anti-vehicle and anti-warstrider use. Fuel bolt launchers can also be loaded with a fire pearl (see p. 57) in addition to their usual gelatinous fuel. Used as ammunition, the alchemically energized pearl hits the target fast enough to lodge itself in the impact point (making the initial damage piercing) and continues burning from within until the target crumbles to cinders. If the initial blast successfully inflicts any damage, the target suffers two lethal health levels of damage per tick, bypassing all armored soak until the target is destroyed or the pearl is removed. Removing the pearl requires a successful (Dexterity + Athletics) roll for a structure or (Dexterity + Medicine) for a being at difficulty 2. Alchemical fire weapons count as firewands for the purposes of Archery Charms.

Name	Speed	Acc.	Dmg.	Rate	Range	Ammo	Tags
Plasma Tongue Repeater	5	+2	10L	1	20 (maximum range)	5	F
Fuel Bolt Launcher	6	+1	18L	1	30 (maximum range)	1	F

Ammunition fuel pellets sufficient to fully reload either weapon cost Resources 3, but can be purchased only in a large metropolis. Alternatively, characters versed in the thaumaturgical Art of Alchemy can distill the fuel themselves with a ritual (see *Exalted*, p. 138, for thaumaturgy ritual rules):

Alchemical Weapon Fuel (2, Int, 4, 3 hours): Creates enough ammunition to fully refuel a personal alchemical fire weapon of any type.



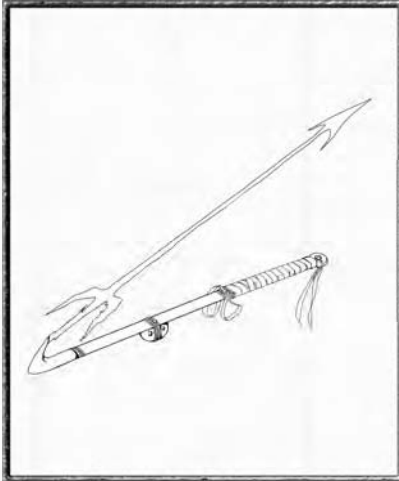
SKIN-LIKE-THE-MOUNTAINS OIL (ARTIFACT ••)

Repair: N/A

The traditional armor of the Celestial Exalted was not always enough to protect against the more dangerous weaponized behemoths employed by the Primordials. This oil, which was extraordinarily difficult to make and required ingredients that could only be obtained through the use of Wyld Cauldron Technology, is rubbed on a character's skin before battle and lasts for one scene. It can be used in conjunction with armor or used by itself, and it does not count as armor for the purposes of martial arts. As long as the character is wearing skin-like-the-mountains oil, it gives her skin a metallic blue-gray patina. Skin-like-the-mountains oil adds +12L/+10B to the character's soak and provides her with a hardness of 9L/9B.

While stocks of skin-like-the-mountains oil were plentiful during the Solar Deliberative era, it was one of the favorite items for the Dragon-Blooded to take into battle against the Anathema in the weeks following the Usurpation. They did not know how to make more, though, and they rapidly depleted the stocks of most of the armories they raided. Skin-like-the-mountains oil comes in small round crystal bottles, with one bottle containing enough for a single application. In the Second Age, it is rare for more than two or three of these bottles ever to be found in a single place, although undisturbed caches of First Age goods might contain more. Second Age alchemists have long striven to recreate the formula, but without success. (Rumors that the Mountain Folk can make this oil or a near equivalent have long circulated among savants, but never with any proof.)

Needless to say, skin-like-the-mountains oil fetches a good sum on the open market, usually reaping the seller the equivalent of Resources 3 for even a single bottle.



SPEAR THROWER OF EXALTED PROWESS (ARTIFACT ••)

Repair: 1

This spear thrower is a flat piece of a specific magical material that grows to the exact length of the wielder's forearm as soon as she commits five motes of Essence to the artifact. The enchantments on this item allow the user to hurl javelins farther and with greater force and accuracy than with a normal spear thrower. The Exalt balances the javelin on the spear thrower and throws normally, while retaining her grip on the spear thrower. The spear thrower functions as an extension of the Exalt's arm. In addition, Exalts add the appropriate magical material bonuses to this attack.

Because even the finest spear thrower is of no use if the user runs out of javelins, this artifact also allows the user to reflexively spend one mote to create a javelin out of Essence. This javelin appears in the spear thrower just as the user readies it for use. When used to throw either ordinary or Essence javelins, this artifact is compatible with all Thrown Charms.

Type	Speed	Accuracy	Damage	Rate	Range	Minimums	Attune	Tags
Mundane Javelin	4	+2*	+3L*	2	100	Str •	5	—
Essence Javelin	4	+3	+7L	2	150	Str •	5	P

* These numbers are added to a thrown javelin's ordinary thrown accuracy and damage, not used in place of them.

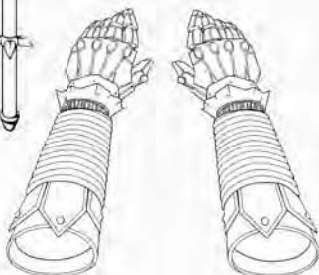


SWITCHKLAVE (ARTIFACT ••)

Repair: 1

These large dagger-like weapons are miniature daiklaves designed for use by knife fighters. In addition to being perfectly balanced for melee use, these knives are extremely easy to conceal. When the character presses a hidden catch, the blade folds into the hilt leaving an unusually carved curio pierced to be worn as a large pendant or a charm to hang from a belt. With another touch, this curio can be instantly converted back into a knife. Because of the narrow blade, this weapon can find openings in almost any armor, allowing it to inflict piercing damage. This character must commit six motes of Essence to this weapon to wield it. Because it is both compact and variable in form, this weapon has no hearthstone setting. This weapon can be made out of any of the five magical materials, gaining the standard bonuses from its material type.

Speed	Accuracy	Damage	Defense	Rate	Minimums	Attune	Tags
4	+3	+4L	+1	3	Str •, Dex •••	6	P



FORCE-PROJECTION WEAPONS (ARTIFACT •• TO •••)

Repair: 1

Building on technological principles first developed by the Dragon Kings in the epoch before the First Age, force-projection weapons function by transmitting the kinetic impact of a close combat weapon across intervening distance as an invisible pulse. This allows wielders to use their weapons to strike at range using their close-combat training, rather than learning an entirely separate curriculum of combat.

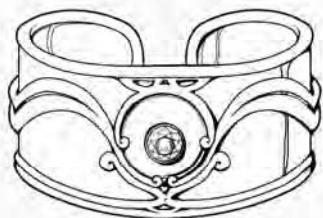
The most common model of force-projection weapon developed in the First Age was the shock pike (Artifact 2), which looks like a short spear made of ironwood banded with leaf-shaped conduction nodes of green jade. Shock pikes can be wielded in close combat like spears normally, though projecting an attack at range drains two motes from the weapon's internal battery (which can hold up to 20 motes). Ranged attacks from these weapons subtract one from the Parry DV of their target because of the invisible nature of the attack. Shock pikes designed exclusively for Exalted use are also Artifact 2, requiring a commitment of five motes to attune. Though they lack internal batteries and rely entirely on their wielder for power, these models are generally superior (as reflected by better statistics).

Shock pikes rated Artifact 3 add 20 motes to the weapon's internal battery, giving standard models a 40-mote capacity and Exalted models a 20-mote charge. By their nature, all shock pikes may benefit from Melee Charms in both close and ranged use.

Type	Speed	Accuracy	Damage	Defense	Rate	Minimums	Attune	Tags
Standard	5	+1	+5L	+1	2	Dex ●●, Str ●●	—	2, R
Exalted	5	+2	+7L	+1	3	Dex ●●, Str ●●	5	2, R
Type	Speed	Accuracy	Damage	Rate	Range	Attune	Tags	
Standard	5	+2	+7L	2	50 (maximum range)	—	2, R	
Exalted	5	+3	+9L	3	(Essence rating x 10) + 50 (maximum range)	5	2, R	

A rarer and more advanced type of force-projection weapon developed later in the First Age is a set of gauntlets of distant touch (Artifact 3 for a pair). These light, articulated gauntlets connect to magical material bracers stretching up to the elbow. The bracers house the kinetic conduction coils, while the gloves manipulate and direct the dynamic Essence field the artifacts project. A pair of these gloves costs four motes to attune, which resizes them to perfectly fit their wearer.

Used in close combat, the gloves add the pertinent magical material bonus for their construction to the character's unarmed punches and allow unarmed parries of lethal and ranged attacks. When charged with an additional commitment of three motes, however, an invisible aura of force forms around both hands for the rest of the scene. During this time, the character may perform any task that would normally require his hands simply by making the appropriate gesture (the action uses its normal dice pool and difficulty), and the Exalt may affect any objects within (Essence rating x 3) yards. From a utilitarian standpoint, the gauntlets can levitate objects (but not the user), manipulate them, pull them close or push them away. In combat, the gloves can deliver ranged Martial Arts hand strikes or clinches that benefit from close combat magical material bonuses. Such attacks also impose a -1 penalty to the opponent's Parry DV because of their invisible nature. Finally, a character wearing charged gauntlets can parry attacks directed at anyone else in range, though each such parry cumulatively decreases her Parry DV by -1 until her next action. All close and ranged attacks made using gauntlets of distant touch are considered unarmed for the purposes of compatibility with Martial Arts Charms.



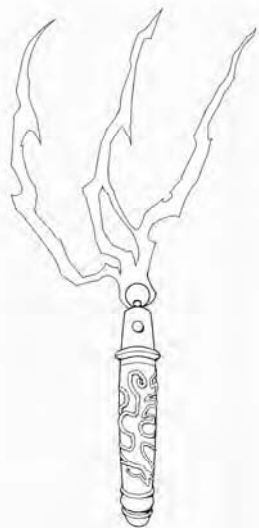
ELEMENTAL LENS (ARTIFACT ●●●)

Repair: 2

Rather than serving as energy weapons in their own right, these versatile jade and crystal artifacts were created to enhance the energy-based Charm attacks innate to the Dragon-Blooded. Most elemental lenses were built as integrated weapon systems on powerful artifacts (such as dragon armor, pp. 84-87), in which case they may be obtained for free as part of purchasing the artifact in question. Other lenses improve weaker artifact weapons made of jade (Artifact 4 for an artifact normally rated 1 or 2, as well as adding two motes to the weapon's normal attunement cost). The most common examples are First Age daiklaves mounting lenses in their hilts. The rest of these wondrous devices were built as amulets, rings, bracelets or other forms of jade jewelry costing five motes to attune.

Only one elemental lens can enhance the same activation of a Charm. In order for a Terrestrial Charm to qualify as a valid target for enhancement, it must fit one of two criteria. The first category includes all Charms that cause direct damage using projected elemental energy. Such Charms double their base damage under the influence of the lens. (Therefore, a blast costing one mote per 2L, for which the lens-equipped Exalt spent three motes, would inflict a base damage of 12L, plus attack successes.) The second category includes all Charms that create a non-permanent weapon directly out of elemental energies. For these Charms, the conjured weapon's Damage modifier is doubled while wielded by its creator. (Therefore, a flaming sword with a normal Damage modifier of +4L would add 8L to its lens-equipped owner's Strength to determine base damage.)

In recent years, the Deathlords have built entropic lenses using soulsteel and inauspicious crystals mined from shadowlands. Entropic lenses duplicate the effects and rules of elemental lenses but enhance pertinent Abyssal Charms that project or form weapons from necrotic energy instead. Similar devices might also exist to augment energy attack Charms of other Exalted types, such as Solar and Alchemical Exalted.



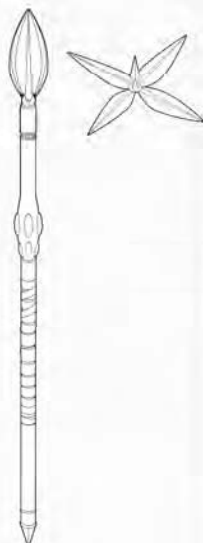
ESSENCE LASH (ARTIFACT ●●●)

Repair: 1

This jade and steel tube is one foot long and two inches in diameter. The Essence lash is one of the simpler Essence-based weapons, and it is still manufactured in the Realm. This artifact channels raw Essence into a jagged-lightning-like beam that can be used to scourge or enwrap opponents. One of this weapon's great advantages is that it can be used to strike opponents up to 10 yards away. Users must commit six motes to this weapon and then spend two motes to activate the weapon for a full scene. Wielders can use either Melee or Martial Arts to attack with an Essence lash.

In addition to being able to be used to strike a single foe with a burning swath of Essence, the wielder can cause this weapon to simultaneously produce multiple strands of Essence-fire. Characters can produce a number of separate strands of Essence up to their permanent Essence. Characters can use these multiple strands to attack multiple targets at the same time, without using a flurry. In this state, the Essence lash resembles a multi-stranded flail of crackling energy. The character makes a single attack roll and the results are separately compared to the opponents' DV + other defenses. The character suffers no increases in difficulty for performing this attack, but when using this weapon to attack multiple targets, she can use it to attack only once in a flurry. In addition to the Essence cost of activating this weapon for a scene, each additional attack costs two motes, and this cost is paid every time the weapon is used to attack multiple targets simultaneously. Using this weapon to make multiple attacks counts as an extra action and is subject to the same restrictions as every extra action Charm. Because each of these weapons is primarily built from jade, Exalts add the appropriate magical material bonuses when using it (but non-Terrestrial Exalts must pay extra to attune, as normal).

Speed	Accuracy	Damage	Defense	Rate	Minimums	Attune	Tags
5	+3	+6L	+3	3	Str ●, Dex ●●●	6	—



FIRE LANCE (ARTIFACT ●●●)

Repair: 2

Once a common personal weapon in the First Age regularly equipped to elite mortal soldiers, these weapons resemble fairly conventional spears forged of First Age alloys. Their only distinctive features are the bulbous nodes placed just above the grip, which contain integrated power cells, and the articulated blade heads that open like the petals of a flower to reveal a narrow spigot of red jade.

On their own, fire lances are simply expensive spears. Each lance holds 20 motes in its battery, however, and these motes can be spent to achieve any of three effects. Alternatively, wielders with Essence pools may attune the spears for a cost of two motes, after which they may choose to power them directly from their own reserves.

Charge: For a reflexive cost of one mote, the lance's blade glows a dim red. Whenever it next strikes a target, these banked energies erupt in a surge of fire, increasing the strike's raw damage by +4L and immediately setting any flammable inanimate target alight.

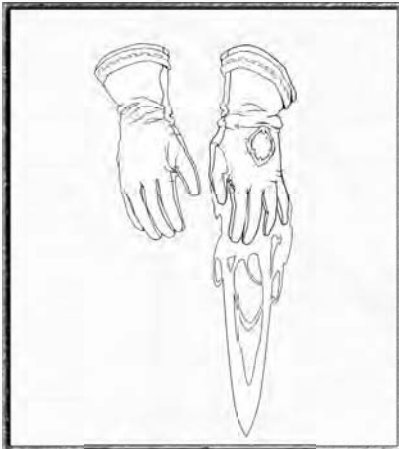
Type	Speed	Acc.	Damage	Defense	Rate	Minimums	Attune	Tags
Charge	5	+1	+4L/7L (+8L/11L charged)	+2	2	Str ●●	2	2, L, R

Streamers: For a reflexive cost of two motes, the spear fires a twisting jet of flames at a target using the wielder's Archery. While firing a streamer, the lance is considered a firewand for the purpose of Archery Charms.

Type	Speed	Acc.	Damage	Rate	Range	Minimums	Attune	Tags
Streamer	5	+2	10L	2	150 (max. range)	—	2	2, F

Fire Fan: By reflexively spending five motes, the wielder may spray a continuous wash of flames across an arc. The fan can hit up to three separate targets within three yards of each other with a single attack roll.

Type	Speed	Acc.	Damage	Rate	Range	Minimums	Attune	Tags
Fire Fan	5	+5	7L	1	100 (max. range)	—	2	2, F

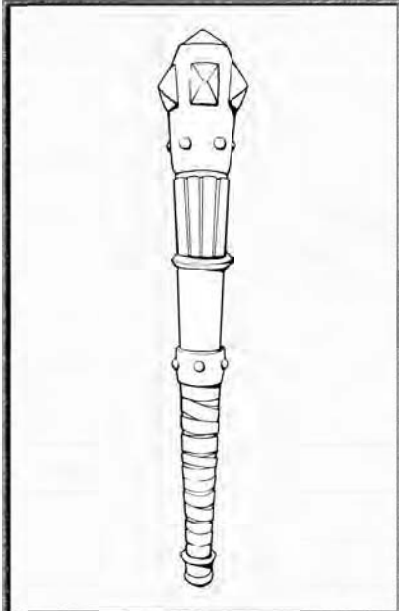


GLOVES OF MARTIAL READINESS (ARTIFACT ●●●)

Repair: 2

This weapon consists of a pair of attractive gloves made from the finest leather and chased with one of the magical materials. The left glove contains a single hearthstone socket on the middle of the back of the hand. To use this artifact, a wearer must put on both gloves and spend eight motes of Essence to attune them. Once attuned, the wearer can cause a foot-long triangular khatar blade of Essence to extend from one or both gloves. The wearer can extend or retract these blades as a reflexive action. In addition, the wearer can cause the gloves' leather to change color, allowing them to be fashionably worn with almost any garb. Because the gloves appear to be decorative items, anyone unaware of their function will see nothing unusual about them being worn to a formal function—though Charms such as All-Encompassing Sorcerer's Sight instantly allow the viewer to see that this artifact is a weapon. In addition, if the wearer spends two motes of Essence, one of the gloves extends a shield of invisible Essence that lasts for one scene (costing the wearer one of his khatars). Because it automatically moves to deflect attacks, the shield provides a +2 bonus to the wearer's DV against both ranged and melee attacks (in addition to the weapon's normal parry bonus). This weapon also gains the normal bonuses from being made from one of the five magical materials.

Speed	Accuracy	Damage	Defense	Rate	Minimums	Attune	Tags
5	+2	+6L	+3	3	—	8	M



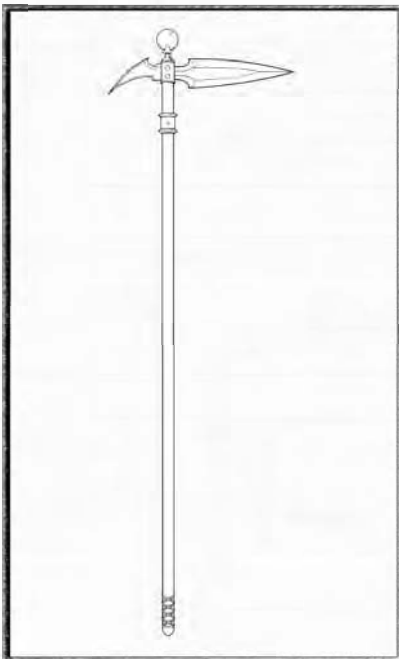
POWER MACE (ARTIFACT ●●●)

Repair: 1

This versatile weapon consists of a two-foot-long cylinder that gradually tapers from a handle one and a half inches in diameter, to a head that is three inches in diameter. Although this item is smaller than many artifact weapons, it is no less deadly. After committing eight motes to attune this weapon, the wielder can activate it for melee use for one scene by spending two motes of Essence. Spending these motes immediately surrounds the head of this weapon with a large and deadly sheath of solidified Essence. Designed to enhance all forms of combat, this weapon can be used to make both lethal and non-lethal attacks. When used in lethal combat, the weapon's head is surrounded by a burning corona of Essence. Alternatively, the wielder can surround the head with a sheath of Essence that spreads the impact of the blow over a large area. Once the weapon is activated for melee use, the owner can reflexively switch between lethal and bashing damage without spending additional Essence.

Like many of the creations originally developed by the Mountain Folk, this weapon is exceedingly versatile. It can even be used to make ranged attacks. The weapon's shaft incorporates an improved version of an Essence cannon (see p. 131) that can project either needle-fine Essence bolts that inflict lethal damage or wider diffuse Essence bolts that inflict bashing damage. Although this weapon requires moderate expenditures of Essence, its versatility means that users often choose it as their sole artifact weapon. It contains a socket for a single hearthstone on the bottom of the handle. The item is made from a mixture of magical materials and First Age alloys. As a result, Exalted users gain no magical material bonuses from this weapon.

Type	Speed	Acc.	Damage	Defense	Rate	Minimums	Attune	Tags
Hand-to-Hand (lethal)	5	+2	+10L/4	+1	2	Str ●●	8	O, P
Hand-to-Hand (bashing)	5	+2	+15B/4	+1	2	Str ●●	8	O, P
Type	Speed	Acc.	Damage	Rate	Range	Cost	Minimums	
Ranged (lethal)	5	+2	10L	2	60	2 motes/attack	Str ●●	
Ranged (bashing)	5	+2	15B	2	100	2 motes/attack	Str ●●	



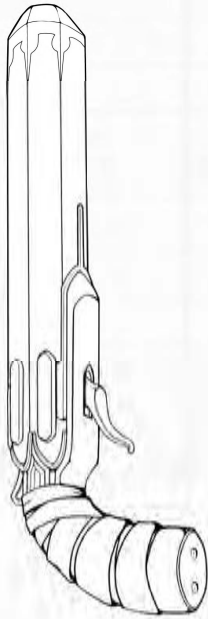
FOE-CLEARING HALBERD (ARTIFACT ●●●●)

Repair: 1

This halberd is made in the classic form developed during the early days of the First Age. The design remains popular in both the Realm and Lookshy and consists of a haft as tall as the wielder, surmounted by a long dagger blade affixed perpendicularly to the haft that is topped by a small sphere made from a mixture of the five magical material. When the owner spends 10 motes to attune herself to this halberd, it immediately changes length to be exactly her own height. Even neglecting the powerful enchantments placed upon this item, it is an extremely deadly weapon that can be used to strike mounted and walking foes with equal ease.

This weapon becomes even more useful when the character reflexively spends two or four motes of Essence when she swings this weapon. This Essence is focused and directed by the sphere that surmounts this weapon into a shockwave that radiates outward from the weapon. The user can choose to have this shockwave radiate out in all directions, or to affect only those targets in front of and on either side of her. If the wielder spends two motes, this shockwave affects everyone within (the character's Essence + Melee) yards. The players of all characters within range must make a successful (Dexterity or Stamina + Athletics or Resistance) roll, difficulty 2, or their characters suffer knockdown. If the wielder spends four motes, then the players of everyone within the same range must make a successful (Dexterity or Stamina + Athletics or Resistance) roll, difficulty 4, to stay in place. Characters who fail this roll all suffer a number of yards of knockback equal to the number of successes the wielder's player rolled on her attack roll. Then, players of characters who failed the first roll must all make a (Dexterity or Stamina + Athletics or Resistance) roll, difficulty 3, to avoid their characters suffering knockdown. The target the character initially attacks suffers these effects, but the knockback or knockdown occurs immediately after the attack. (First the target takes damage from the halberd, if any, then his player rolls for him to resist knockdown or knockback.) When used against crowds of extras or even against large numbers of non-Exalted elite troops, this weapon can clear away a dozen opponents every action, allowing the wielder to swiftly fight her way across a battlefield to get to a worthy opponent. This weapon can be made from any of the five magical materials and gains the normal bonuses from its construction. It also contains a socket for a single hearthstone.

Speed	Accuracy	Damage	Defense	Rate	Minimums	Attune	Tags
5	+2	+15L/4	+2	2	Str ●●●	10	2, O, P, R



FIERY SOLAR CANNON (ARTIFACT ●●●●)

Repair: 2

This is one of the most powerful handheld weapons created during the First Age. The body of the weapon is carved from a single five-sided tube of solid ruby inlaid with orichalcum. This weapon is three feet long and as thick as a grown man's calf, and it can be wielded only by one of the Solar Exalted. It is normally carried over the wielder's back and requires the user to stand still and use both hands to fire it. (The wearer cannot use a move action while firing this weapon, and he can dodge or parry only by using reflexive Charms or persistent Charms that are already in effect.) When fired, this weapon shoots balls of golden sun fire that fly as swiftly as an arrow and then explode into a sunburst two yards in diameter. If two targets are standing next to each other, the explosion affects both equally. Otherwise, it affects only a single target. This attack can be dodged, but it cannot be parried without Charms that allow the user to parry any attack. These sunbursts burn the target with the heat of the sun and damage stone or metal as readily as they damage flesh. The user must expend two motes of Solar Essence for every shot.

Although this weapon can be fired only once in a flurry (per its Rate), the wielder can cause it to simultaneously fire a number of additional balls of sun fire equal to his permanent Essence in a single shot. Each attack must be aimed at a separate target. Each target dodges each ball of sun fire separately, but all of these attacks use the same attack roll, with no loss of dice from multiple actions. Each ball of sun fire costs an additional two motes of Essence, however. The character may spend only one mote per shot to fire less powerful balls of sun fire, which are only one yard in diameter.

This weapon requires the user to commit eight motes of Essence to it. In addition, he must also insert a Fire or Solar hearthstone of at least level 2 into the base of the weapon. This hearthstone provides no benefits to the user, as all of its energy is used to help power the solar cannon. This item must be serviced after every 100 shots. If it is not maintained, the fiery solar cannon will lose levels of damage from its rating for every 10 additional shots fired until it is no longer capable of firing. This artifact can be used only by the Solar Exalted, so the material bonus for orichalcum has already been figured into this weapon's stats.

Type	Speed	Acc.	Damage	Rate	Range	Cost	Minimums	Attune
Full Power Shot	5	+3	18L	1*	300	2	Str ●●●	8
Half Power Shot	5	+3	9L	1*	300	1	Str ●●●	8

* If desired, the character can attack an additional number of separate targets equal to her permanent Essence simultaneously, with no penalties for multiple actions.

POWER ARMOR

At the start of the Primordial War, the Exalted relied chiefly upon mundane armor designs constructed of the magical materials. While these artifacts had the advantage of requiring no maintenance or additional training to use, they are also grossly inferior to the power armors developed later in the war

and throughout the First Age. Although the ultimate extension of power armor design is undeniably the warstrider (see pp. 136-160), variations of personal-scale battle suits

have repeatedly proved far more useful and versatile against adversaries smaller than behemoths. Just as importantly, lesser models of power armor can allow elite mortal soldiers to take the battlefield with the Chosen and have a chance

of surviving.



ASHIGARU SKIRMISH ARMOR

(ARTIFACT ●●)

Repair: 1

The ashigaru were First Age units comprised of mortals trained as fast-attack light infantry and scouts. To this end, their ashigaru skirmish armor aids

wearers in reconnaissance and skirmish missions. Beings capable of channeling Essence may commit four motes to attune this armor. Mortals may either use aegis-inset amulets (see p. 71) or else commit one point of Willpower. Characters who have committed Willpower to ashigaru armor at any time in a season age one extra week during that time. In appearance, the suit combines a helmet and a skintight bodysuit layered with light plates of magical alloys protecting the legs, arms and torso. The artifact has the following features:

Sensory Augmentation Visor*: +2 bonus to Awareness; negates all penalties from darkness less than pitch black.

Filtration Baffles*: +2 bonus to Resistance against poison or all forms of disease (including wound infection); one-hour supply of fresh air (refilling the tank in fresh air takes one minute per five minutes of air added to the tank).

Adaptive Camouflage Subsystem*: +2 bonus to Stealth while moving, or +3 while stationary.

Upkeep: Maintenance required every 150 hours of use; every 10 missed hours randomly disables one of the powers marked with an asterisk.

Soak	Hardness	Mobility	Fatigue	Attune
7L/6B	4L/4B	-2	1	4m or 1W

Other Notes: This armor offers no magical material bonuses, owing to its composite alloy construction. The listed powers and statistics are for ashigaru armor built during the Shogunate or Second Age. No copies from the High First Age are known to have survived, but such copies would be Artifact 3 and have the following upgrades: no upkeep required; mobility penalty -0.



DISCREET ESSENCE ARMOR

(ARTIFACT ••)

Repair: 2

While all Exalts desire protection from harm, those who favor certain martial arts styles cannot combine armor with their chosen fighting style. In addition, Exalts are sometimes forced to appear in ceremonies, diplomatic meetings or similar situations where wearing armor is considered rude or unmannered, or proof of either lack of trust or aggressive intent. While some Exalts wear chain shirts, others choose an even less obvious form of protection. This artifact consists of a pair of bracers and a pair of anklets that are all made from one of the five magical materials.

The left bracer contains a socket for a single hearthstone, and both the bracers and the anklets appear relatively delicate and extremely ornate.

To use this item, the wearer must wear all four of these items and commit five motes of Essence to them. In addition, the wearer must wear these artifacts next to his skin and cannot wear armor or any other heavy garment made of metal, hard leather or any other inflexible material. If the user attempts to stack these artifacts with any other type of armor, the artifacts will not function. The user may, however, dress in anything from light clothing to the most elaborate robes. If any attack is made upon the wearer, the discreet Essence armor instantly and automatically activates before the attack strikes the wearer. When activating, the artifact automatically draws three motes of Essence from the wearer. The wearer can deliberately choose not to spend these motes, but in this case, the artifact remains inactive and does not help reduce the severity of the blow. Once activated, these artifacts remain active for one full scene, unless the wearer dismisses their protection earlier.

When the discreet Essence armor activates, it covers the wearer in a glowing sheath of Essence that is obviously magical. This glowing sheath raises the difficulty of all Stealth rolls by two, including Stealth attempts aided by Charms. Night Caste Solar Exalted and Day Caste Abyssal Exalted who choose to wear this armor, however, can spend a total of six motes when activating the armor to eliminate this Stealth penalty. Spending these extra motes allows them to greatly reduce the brightness of the Essence that surrounds the wearer. When they do so, they are surrounded by a barely visible shimmer that produces only a faint glow in absolute

darkness. This armor is specifically usable with Charms that require the wearer to not wear armor. The armor gains all of the appropriate magical material bonuses for the material out of which it is made. While some Immaculate monks and Sidereal martial artists consider this armor to be incompatible with the spiritual disciplines of their martial arts, most welcome this artifact and proudly wear it.

Soak	Hardness	Mobility	Fatigue	Attune	Tags
+5L/5B	2L/2B	-0	0	5	-

TIGER SHARK ARMOR (ARTIFACT •• OR •••)

Repair: 2

During the Shogunate, this armor was specifically designed for use by mortal marines who might have to fight both above and below the waves. Tiger shark armor looks like a somewhat lightly made version of ashigaru armor (see p. 79). The armor's most important feature

is that the helmet contains enchantments that allow it to recycle air indefinitely so that the wearer can breathe normally underwater. In addition, mobility-enhancing enchantments on the armor allow the wearer to move normally underwater. Wearers can engage in hand-to-hand combat underwater without penalty. The vast majority of missile weapons cannot be used underwater, however, except by Water-aspected Dragon-Bloods (who don't need tiger shark armor to function normally underwater). As a result, most troops wearing tiger shark armor were armed with shock pikes, which function normally underwater. To counteract the darkness of the depths, the armor sharpens the wearer's senses, negating penalties for darkness less than "utter blackness" and adding two dice to all Awareness dice pools. These are the only special abilities provided by this armor.

Mortal wearers must spend one temporary Willpower to activate the armor. This Willpower is treated as committed and effectively reduces the character's maximum temporary Willpower. Additionally, wearer's age one extra week for every season or part of a season the armor is used. Exalts need only commit four motes to use this armor. Tiger shark armor has the following features:

Sensory Augmentation Visor*: +2 bonus to Awareness; negates all penalties from darkness less than pitch black.

Jade Air Scrubbers*: Provide unlimited air supply through blue jade filters that keep air from going foul.



Mobility-Enhancing Armature*: The wearer may move without penalty underwater.

Upkeep: Maintenance required every 50 hours of use; every 10 missed hours randomly disables one of the powers marked with an asterisk. The armor's water-breathing enchantment will always be the last ability lost.

Soak	Hardness	Mobility	Fatigue	Attune
+7L/6B	2L/2B	-0	1	4m or 1W

Other Notes: Tiger shark armor is built using a mixture of magical materials and First Age alloys, and Exalted wearers gain no magical material bonuses.

There is a three-dot version of this armor designed specifically for Exalts. This version of the armor does not require maintenance, and because it is made primarily from a single magical material, this armor gains the normal magical material bonuses. It requires six motes to attune.

Soak	Hardness	Mobility	Fatigue	Attune
+8L/7B	3L/3B	-0	1	6

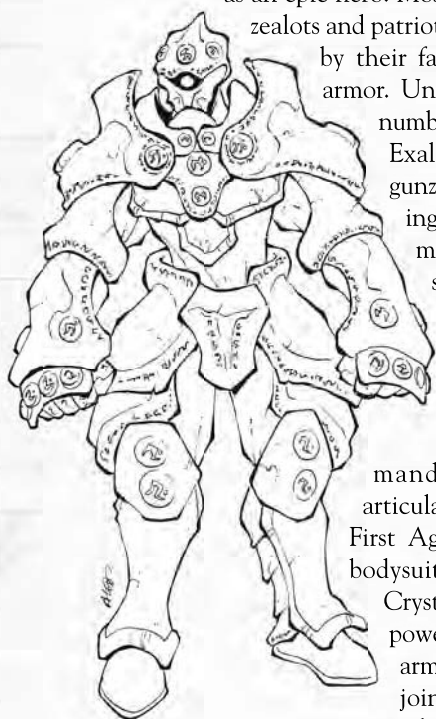
GUNZOSHA COMMANDO ARMOR (ARTIFACT ●●●)

Repair: 2

The most powerful model of power armor ever mass-produced for the un-Exalted, these artifacts allow elite mortals to fight beside and even against the Exalted. Although Lookshy alone fields gunzoshu commandos in the Second Age, they remain among the most feared and respected military forces in Creation. This reputation is not simply a matter of training and equipment, but because gunzoshu armor requires the use of aegis-inset amulets (see p. 71) for mortal use. As such, each gunzoshu commando knowingly sacrifices half her life for the opportunity to rise above mortal limits and make war

as an epic hero. Most gunzoshu are fearless zealots and patriots, empowered as much by their faith as their wondrous armor. Unsurprisingly, a sizeable number of Celestials received Exaltation while serving as gunzoshu commandos during the High First Age—so much so that Deliberative strategoi wrote formal policies for handling battlefield Exaltations in the official gunzoshu tactical manual.

Gunzoshu commando armor combines articulated mail of jade and First Age alloys atop a black bodysuit of artificial leather. Crystal-visored helmets and power talismans reveal the armor's true sophistication, joining aesthetic elegance and deadly functionality.



While beings capable of channeling Essence may simply don and attune a suit of gunzoshu armor with a commitment of five motes, mortals must rely on aegis-inset amulets for long-term use. In emergencies, it is possible for beings without Essence pools or the necessary amulets to power the armor for one scene by paying one Willpower point, but doing so also ages the wearer by one year. A popular legend repeated in the Seventh Legion tells of a great commando killed in battle whose faithful daughter reclaimed his armor and wore it in a campaign of bloody vengeance that finally aged her to death within minutes of striking the deathblow against her father's killer.

Gunzoshu armor has the following features:

Sensory Augmentation Visor*: +2 bonus to Awareness; negates all penalties from darkness less than pitch black.

Integrated Targeting Subsystem*: +2 bonus to all attacks; +1 Parry DV.

Adaptive Camouflage Subsystem*: +4 bonus to Stealth.

Exomuscular Fibers*: Doubles wearer's ground speed; +2 bonus to Strength for feats of strength and inflicting damage with attacks.

Vitality-Boosting Subsystems*: Wearer regenerates either one level of bashing damage with every action taken during combat or all bashing levels per minute outside combat.

Resiliency Augmentation*: +2 bonus to Resistance.

Upkeep: Maintenance required every 100 hours of use; every 30 missed hours randomly disables one of the powers marked with an asterisk.

Soak	Hardness	Mobility	Fatigue	Attune
+9L/9B	5L/5B	-3	2	5m or special (see above)

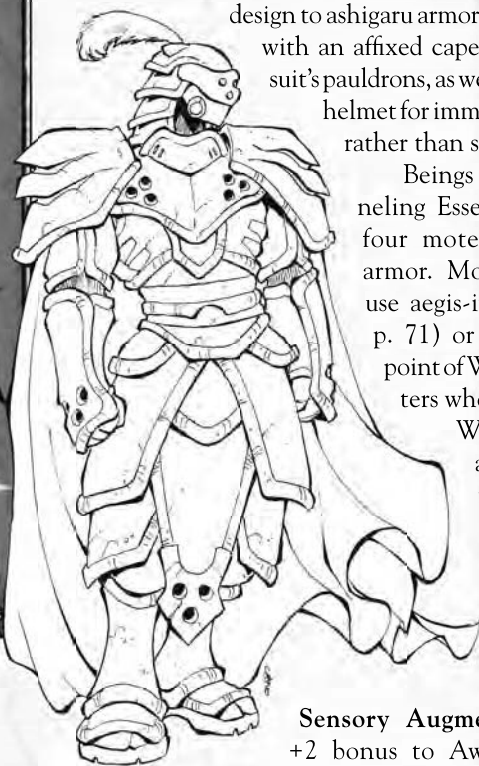
Other Notes: The armor offers no magical material bonuses, owing to its composite alloy construction. The listed powers and statistics are for gunzoshu armor built during the Shogunate or Second Age. No copies of superior versions built in the High First Age are known to have survived, but such armor would be Artifact 4 and have the following upgrades: no upkeep required; mobility penalty -1; fatigue value 1.

SENTINEL DEFENSE FORCE ARMOR

(ARTIFACT ●●●)

Repair: 2

In the wake of the Primordial War, the Dragon Kings no longer ruled over humanity as benevolent dictators. In place of the saurian overlords, the Exalted received the Mandate of Heaven to rule Creation and established the Realm as the first empire of humanity. While the Exalted could handle any problem, even single-handedly quelling an entire rebellion of mortals in the case of Celestials, the Chosen did not wish to trouble themselves with the tedious exigencies of day-to-day policing. To this end, the Exalted recruited and trained mortals to serve as the front lines of their civil defense force, outfitting the best among them with power armor optimized for police work. Sentinel defense force armor is very similar in



design to ashigaru armor (see p. 79), except with an affixed cape draping from the suit's pauldrons, as well as plumes on the helmet for immediate recognition rather than stealth.

Beings capable of channeling Essence may commit four motes to attune this armor. Mortals may either use aegis-inset amulets (see p. 71) or else commit one point of Willpower. Characters who have committed Willpower to this armor at any time in a year age one extra month during that time.

These artifacts have the following features:

Sensory Augmentation Visor*: +2 bonus to Awareness; negates all penalties from darkness less than

pitch black.

Exomuscular Fibers*: Doubles wearer's ground speed. Once per day, the armor can triple ground speed for one minute (reflexively activated).

Resiliency Augmentation*: +2 bonus to Resistance.

Vitality-Boosting Subsystems*: Wearer regenerates one level of bashing damage every third action during combat, or all bashing levels per minute outside combat.

Stabilizers*: -1 external penalty to any action that would knock wearer down or back.

Energy Shield Bracers*: By clenching fists in a specific gesture, the wearer can cause shimmering disks of force to manifest across the back of one or both hands. These shields provide a +1 DV bonus against close combat attacks and a +2 bonus against ranged attacks, but they count as physical shields. Alternatively, the wearer can bring the arms together and forcefully present both palms, spending one Willpower (or three motes) as a miscellaneous action to create a larger, unmovable energy barrier. This wall may be up to 10 square feet large and appears within a yard of the wearer. It has soak 9L/12B and six health levels and is considered an inanimate object for the purposes of taking damage (but not for the purposes of Charms). If the wall is destroyed, it fades away, though the wearer may create a new one. Otherwise, the barrier lasts as long as the wearer stands in place and holds her hands up to project it, and only one wall can be created by a suit of sentinel defense force armor at a time. If barriers created by multiple armors intersect, they join seamlessly (but not airtight) and can form larger walls or even cages in this manner.

Upkeep: Maintenance required every 150 hours of use. Every 10 missed hours randomly disables one of the powers marked with an asterisk.

Soak	Hardness	Mobility	Fatigue	Attune
+7L/6B	4L/4B	-2	1	4m or 1W

Other Notes: The armor offers no magical material bonuses, owing to its composite alloy construction. Exalted can independently purchase a pair of bracers exactly like those integrated into sentinel defense armor as Artifact 2. These bracers require a commitment of four motes for the pair. The listed powers and statistics above are for armor built during the Shogunate or Second Age. No copies from the High First Age are known to have survived, but such copies would be Artifact 4 and have the following upgrades: no upkeep required; mobility penalty -0; conjured shield barrier has 10L/15B soak and 10 health levels.

YOROI RAPID-RESPONSE ARMOR (ARTIFACT ●●●)

Repair: 2

This suit of powered lamellar armor was developed during the First Age as an advanced version of ashigaru battle armor that was specifically designed to be worn by Exalts (who must commit six motes to this armor to activate it). Although it can be worn by any Exalt, this lightweight armor was primarily designed for Dragon-Blooded commanding companies of mortal troops. In Lookshy, it is particularly common among Dragon-Blooded commanders of ashigaru.

Yoroi armor is built using a mixture of magical materials and First Age alloys. Therefore, Exalted wearers gain no magical material bonuses. Because it is designed to be worn by Exalts and is somewhat less ambitious in design than many artifact armors, it does not require regular maintenance and repair. Although this armor is relatively lightweight, the fact that it does not require maintenance and its ease of manufacture causes it to be moderately popular in both Lookshy and the Realm.

The armor's features include:

Sensory Augmentation Visor: +2 bonus to Awareness; negates all penalties from darkness less than pitch black.

Adaptive Camouflage Subsystem: +2 bonus to Stealth while moving or +3 while stationary. This color-changing feature can also be used to provide the armor with the appropriate colors and imagery for parades and other formal occasions.



Exomuscular Fibers: +1 bonus to Strength for feats of strength and inflicting damage with attacks.

Peripatetic Greaves: + 3 yards per tick to move actions, and +6 yards per tick to dash actions; 10mph marching movement rate.

Upkeep: None.

Soak	Hardness	Mobility	Fatigue	Attune
+7L/8B	3L/3B	0	1	6

ARMOR OF ELEMENTAL INUREMENT

(ARTIFACT ●●●●)

Repair: 2

Although all types of Exalted can learn Charms to defend against the ravages of Creation's natural elements, not all Chosen concerned themselves with such magic, even at the height of the First Age. The five armors of elemental inurement were designed to enable Exalts to survive and move through environments inimical or outright hazardous to human life.

Appearing as skin-tight sealed suits of finely articulated alloyed plates, each of the armors of elemental inurement incorporates dozens of jade amulets in the color appropriate to the suit's elemental association. Despite their use of jade, the suits are not actually a type of jade artifact armor and may be attuned for a commitment of eight motes by all types of Exalted.

These suits have the following features, most of which are particular to a specific elemental model as denoted in parentheses:

Sensory Augmentation Visor*: +2 bonus to Awareness; negates all penalties from darkness less than pitch black.

Breathing Apparatus*: Provides unlimited fresh air for the wearer for as long as the armor is donned, plus complete protection against smoke and more dangerous airborne toxins.

Atmospheric Manipulation Field (Air)*: Using pre-programmed control gestures built into the suit itself, the wearer can modify all air within a maximum radius of his Essence in yards. Each such manipulation requires a (Wits + Lore) roll as a miscellaneous action

costing three motes, with a difficulty based on the complexity of the task. The suit can perform only one task at a time, but it can maintain effects as long as programmed within the permitted area of effect. Storytellers should use the following examples as guides for what is possible:

Difficulty 1: Create a bubble of breathable air that stays centered on the wearer. This bubble displaces existing atmosphere or liquids, keeping a spherical zone safe from toxic fumes or allowing the wearer (and perhaps those in close proximity) to walk across a lakebed or ocean floor as it temporarily becomes dry land.

Difficulty 3: Smother a target non-magical flame by depriving it of needed air; create a fog that obstructs all vision into or through the affected area (imposing standard blindness penalties as per **Exalted** p. 135 on attacks against obscured targets).

Difficulty 4: Halt all winds within the affected radius, allowing for an eye of total calm in the strongest hurricane. Directly magical winds can still blow through normally (such as Adorjan, the Silent Wind of the demon realm), though mundane winds conjured by magic are stilled.

Difficulty 5: Create a vortex that levitates and moves the wearer at high speeds, allowing him to hover up to three yards above the ground and travel up to 50 mph (this speed generally avails nothing in combat, as the wearer must slow down to engage in fighting).

Earthphase Generator (Earth)*: By committing an additional 10 motes to the suit as a diceless miscellaneous action, the wearer may force harmonic attunement between his body and the earth. In this state, he is selectively immaterial to soil, rock, sand, metal and other non-magical permutations of earthen matter. Defensively, he can allow metal weapons to pass harmlessly through him, though magical material weapons remain quite solid and dangerous. More importantly, he can walk through solid stone as easily as air, though he cannot perceive where he is going if he is completely immersed. The effects of this power may be shared with one additional being of equal or lesser size so long as physical contact is maintained and the subject is willing. Exalted sometimes used this feature in the First Age to rescue trapped miners from cave-ins.

Radiant Deflection Shielding (Fire)*: The wearer has a soak of +15L/15B and hardness 10L/10B against energy attacks, such as that inflicted by heat or flame, plus many powerful ranged First Age weapons (Essence cannons, implosion bows, etc.) and so on. The wearer is also rendered completely immune to environmental hazards based on energies, allowing her to stand unscathed in the center of a bonfire, to swim through lava or to walk into the critically damaged reactor core of a spaceship's engine without fear of injury.

Aquatic Puissance Subsystems (Water)*: The wearer can alter his buoyancy at will, and he moves at quadruple his ground speed while swimming. Moreover, he suffers no mobility penalties underwater (though most ranged attacks remain ineffectual) and can ignore any dangers posed by the pressure or cold of the benthonic depths.



Toxicity Nullifiers (Wood)*: The wearer is rendered completely immune to all poison and adds a +5 bonus to Resistance to avoid contracting diseases. By touching a being no larger than a mammoth or any single object up to five cubic yards, the wearer may spend five motes as a diceless miscellaneous action to render all poisonous substances within the subject completely inert. In the case of living beings, this removes toxins harmful to the subject that are already present in her body. For inanimate objects, this removes substances poisonous to human physiology. During the First Age, this armor was used to decontaminate laboratories after alchemical industrial accidents.

Upkeep: Maintenance required every 100 hours of use. Every 30 missed hours randomly disables one of the powers marked with an asterisk.

Soak	Hardness	Mobility	Fatigue	Attune
10L/12B	5L/5B	-3	1	8

Other Notes: The armor offers no magical material bonuses, owing to its composite alloy construction. This armor has two sockets for hearthstones.

ARMOR OF THE IMMACULATE DRAGONS

(ARTIFACT ●●●●)

Repair: 3

Where First Age suits of Celestial power armor were invariably singular artifacts customized to the fighting style of their owners, the Dragon-Blooded predominantly relied on mass-produced models created to outlast their original owners. The five most “common” of these models were collectively known as the Armors of the Immaculate Dragons (or dragon armor for short), with each design meant to accommodate the tactics best suited to a specific aspect. Less common models fielded for Terrestrial use exchanged one or two features of the core template, while keeping the other proven technologies developed for basic dragon armor.

Armors of the Immaculate Dragons appear as jade-alloy suits covering the entire body, with articulated plates and scales so elaborate and finely detailed that they leave no chink of vulnerability for enemies to exploit. Their helmets have reinforced crystalline lenses equipped with advanced sensor devices and filtration masks built directly into the faceplates. Dragon armor suits built in the High First Age and early Shogunate feature baroque draconic iconography, while later copies reduce this imagery to a stylized aesthetic focusing on function over form.

By element, the five dragon armors each have their own name and distinctive style. The Most Terrifying Armor of the Air Dragon incorporates feathersteel enameled with blue jade to minimize weight, but it is most easily identified by the rounded protuberance on its back that opens to extend two fixed wings and a small thruster drive for flight. These suits were optimized for fast-attack aerial assaults, with an emphasis on mobility and offensive power. The Most Resolute Armor of the Earth Dragon is bulky and strong, almost golem-like with

its heavy power nodes and white jade plating. Sent ahead of an anticipated battle, suits of this armor could reconfigure terrain and perform other battlefield engineering missions. The Most Fearsome Armor of the Fire Dragon is almost as light and fast as Air Dragon armor, but its alloys of copper and jagged red jade scales help it function in the same tactical capacity as cavalry, rapidly deploying along an enemy’s flanks and harrying with flurries of deadly blows. The Most Benevolent Armor of the Water Dragon has rounded lines of dark blue steel and black jade, intended chiefly to combat spirits and deny enemies access to remote scrying or teleportation magic. Finally, the Most Puissant Armor of the Wood Dragon has appropriately organic features grown from green jade connected by flexible steel lattices loosely resembling vines. These exotic armors disrupt Essence use in order to deplete enemy reserves and make Charm use extremely costly.

Dragon armors require a commitment of seven motes from Terrestrial Exalted and 14 motes from other wearers in order to attune them. In addition, the suits have three hearthstone sockets, one of which must be filled with a level-2+ stone in order to power the suit. (The gem provides no other benefits while used in this manner.) If a wearer plugs multiple level-2+ hearthstones into a suit of dragon armor, she can shift which stone powers the suit as a diceless miscellaneous action.

Dragon armors have the following features, some of which are particular to a specific elemental model as denoted in their description:

Filtration Baffles*: +2 bonus to Resistance against poison or all forms of disease (including wound infection); one-hour supply of fresh air (refilling the tank in fresh air takes one minute per five minutes of air added to the tank).

Sensory Augmentation Visor*: By spending one mote per minute as a reflexive action, the wearer gains a +2 bonus to Awareness. Alternatively, the wearer can activate Essence sight at a reflexive cost of two motes per minute, which also automatically pierces any dragon armor cloaking device (allowing coordination of cloaked strike teams).

Exomuscular Fibers*: Doubles wearer’s ground speed; also grants bonus dots to Strength for feats of strength and inflicting damage with attacks: +1 (Wood), +2 (Air, Water), +3 (Fire), +4 (Earth).

Reinforced Gauntlets/Boots: As weapons, the gauntlets and boots can parry lethal attacks without a stunt (as an exception to the standard N tag), and they have the following respective statistics:

Name	Speed	Acc.	Damage	Defense	Rate	Tags
Gauntlet	5	+1	+5B	+2	3	N
Boot	5	+0	+6B	-2	2	N



ESSENCE SIGHT

Artifact lenses that provide Essence sight (such as those in suits of dragon armor) convert patterns and flows of Essence into visual data without needing actual illumination. This type of Essence sight can pierce darkness, fog, smoke, precipitation, light underbrush and all other visual obstructions up to solid barriers an inch thick. Objects appear in surreal hues through the lenses, but otherwise appear exactly as they are, meaning there is no loss of sensory information. Only Essence-charged visual obstructions, such as those created with spells or Charms, can obstruct Essence sight, and then only if they do not simply create or summon a mundane phenomenon.

Cloaking Device*: By reflexively spending five motes per hour, the wearer can make the armor blur and fade from view. Players must succeed on a reflexive (Perception + Awareness) roll, difficulty 3 (while the wearer is moving) or 5 (while stationary) for their characters to notice the cloaked character. Make a check when the cloaked character first comes into view, and make a new check whenever the wearer does anything to betray his location (such as attacking). Once a character succeeds in noticing the wearer, she can continue to track the armor as long as it stays in her line of sight, and she may attack it normally without needing further checks. If the armor leaves her sight, she must locate it again. While undetected, the

wearer cannot be attacked with ranged attacks; those attacking him in close combat do so with the usual penalty for invisible opponents (-2 external penalty). While the cloaking device is active, the wearer and armor cannot be sensed through Essence detection alone. Therefore, the spirit Charm Measure the Wind feels nothing, while All-Encompassing Sorcerer's Sight (see *Exalted*, p. 222) does not add the wearer's Essence as bonus dice to locate the wearer.

Astrological Occlusion Field*: For a reflexive cost of five motes and one Willpower per day, the armor can envelop

itself in a fluctuating matrix of Essence that distorts prophecy. With this field active, all divinations (whether thaumaturgical, Charm-based or otherwise) add two to difficulty when targeting the armor, its wearer or anything touching the armor.

Integrated Elemental Lens*: This weapon system functions exactly like non-integrated copies of the artifact (see p. XX).

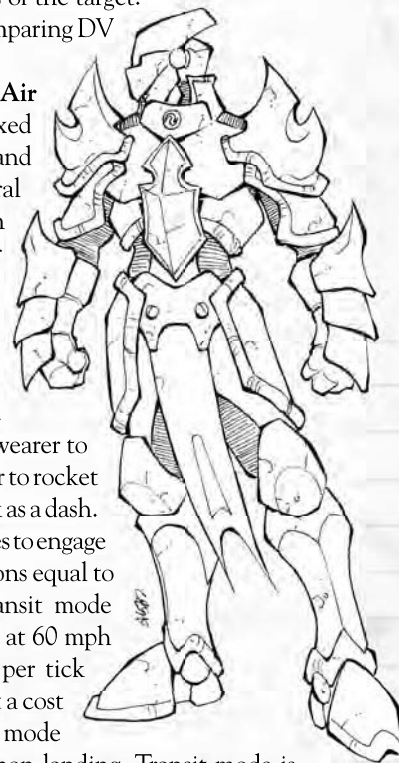
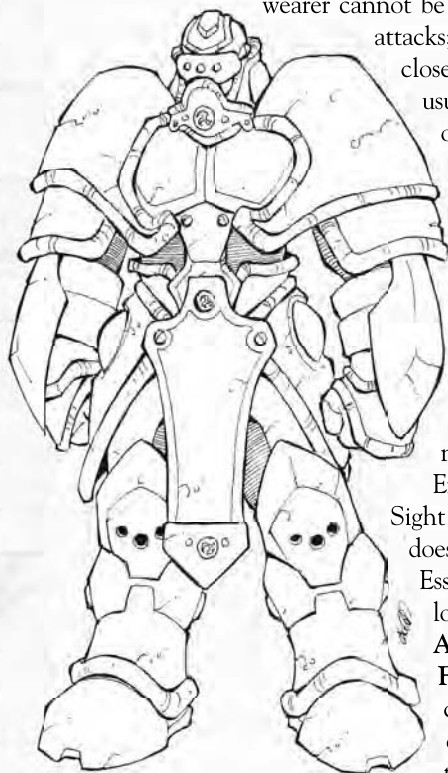
Lightning Gauntlets (Air only)*: By focusing a charge of Essence into the suit's gauntlets (reflexively costing two motes), the wearer can surround his hands in a nimbus of crackling power. The wearer can either strike an opponent with a Martial Arts attack to deliver the charge (the gauntlet inflicts +6L damage while charged) or hurl a bolt of lightning as a ranged attack using the Thrown Ability (Speed 5, Accuracy +0, Damage 12L, Range 200, Rate 1). Hurlled lightning may either inflict piercing damage to a single target or burst outward in an explosion that inflicts damage on all objects and beings within a three-yard radius of the target.

(Make one attack roll, comparing DV and soak individually.)

Essence Thrust Drive (Air only)*: By extending fixed wings set in a sleek delta and diverting power to a central thruster port mounted on the back, Air Dragon armor can fly in one of two modes reflexively toggled by the wearer. In both cases, a sparkling wake of Essence glitters behind the wearer.

Tactical flight allows the wearer to move at 15 yards per tick or to rocket forward at 25 yards per tick as a dash. This mode costs three motes to engage and lasts a number of actions equal to the wearer's Essence. Transit mode allows the armor to move at 60 mph (30 yards per tick or 40 per tick with a dash) for an hour at a cost of five motes, though this mode disengages prematurely upon landing. Transit mode is much more dangerous in combat, however, since all changes in direction require a (Dexterity + Athletics) roll at the same difficulties as piloting a skyship (see "Piloting Rolls" on p. 33). Every hour (or partial hour) spent flying counts as two hours of operation for the purposes of requiring maintenance.

Structural Tension Scanner (Earth only)*: By spending three motes as a diceless miscellaneous action, wearers of Earth Dragon armor can use the Essence sight lenses in its helmet to scan an inanimate object. All cracks, stress zones and other points of weakness appear to glow through the visor, allowing the wearer to focus targeting protocols on the weakest point. The wearer can either take advantage of this information himself by attacking the target or use a miscellaneous action and a (Wits + War) roll, difficulty 3, to convey





the information to someone else. Either way, the next attack against the targeted object inflicts double its usual pre-soak damage.

Once the scanned object takes any damage, it must be rescanned to augment another attack.

Battlefield Engineering Protocols

(Earth only)*: For a cost of five motes, a character wearing Earth Dragon armor can spread her Essence through the earth below to enact rapid changes to the landscape out to a maximum distance of (wearer's Essence x 10) yards. Masses of earth controlled with this power glow with a pale white light and move of their own accord as though sculpted by the hands of an invisible giant. Using this feature requires a miscellaneous action and the wearer's undivided attention. She must direct all changes with an (Intelligence + Craft [Earth]) roll at standard difficulty, allocating successes as noted here (or to similar feats permitted by the Storyteller at an assigned difficulty). Changes wrought to the earth are as violent as an earthquake: The player of any character who is standing in an affected area and not wearing Earth Dragon armor must make a successful reflexive (Dexterity + Athletics) roll, difficulty 3, lest his character fall prone and suffer six levels of bashing damage.

One success: Open or expand a pit/trench by five cubic yards in any earth less dense than solid rock. This pit may be configured in any dimensions up to the allowed volume.

Two successes: Create a stretch of packed-earth ramparts up to two yards tall, one foot thick and three yards long. These ramparts provide cover to those hiding behind them, and they have the same statistics as a brick wall.

Variable successes: Perform a feat of strength on a stone or earthen object, applying a (Strength + Athletics) total equal to the (number of successes x 4). Despite taking only seconds to invoke, this feat takes one minute of gradual force, so is unsuited to combat.

Variable successes: Flex the ground to hurl a large boulder or other chunk of stone into the air as a crude missile to fall on a target, using the earth control roll as an attack roll. Hurled boulders have the following statistics: Speed 5, Accuracy -3, Damage 15B piercing, Range 50, Rate 1.

Variable successes: Flex the ground to hurl a large boulder or other chunk of stone into the air as a crude missile to fall on a target, using the earth control roll as an attack roll. Hurled boulders have the following statistics: Speed 5, Accuracy -3, Damage 15B piercing, Range 50, Rate 1.

Flame Talons (Fire only)*: For a reflexive cost of two motes per attack or flurry containing one or more attacks, the wearer can project curved beams of white hot plasma from the suit's gauntlets. These claws have the following statistics: Speed 5, Accuracy +4, Damage +8L, Defense 2, Rate 3; Tags: M, N. Any flammable object struck by the claws instantly catches fire and burns fiercely. Although flesh is generally not flammable under these circumstances, most mundane clothing is. Attacked characters whose clothing bursts into flame will

have to take a miscellaneous action to drop to the ground and put the flames out, lest they suffer the usual damage from exposure to a bonfire (see **Exalted**, p. 131).

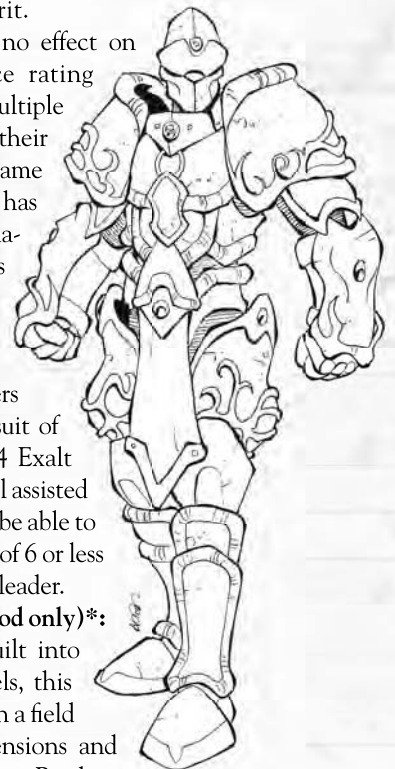
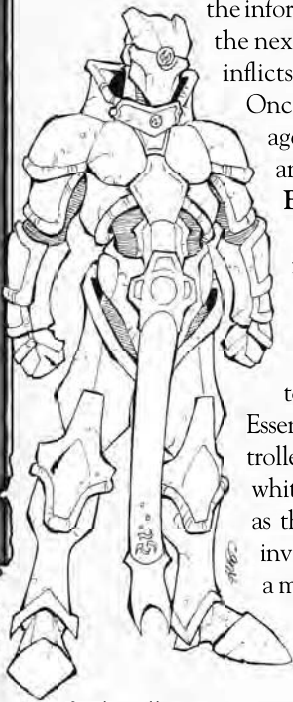
Velocity Magnifier Engine (Fire only)*: For a reflexive cost of two motes, Fire Dragon armor can briefly accelerate its wearer's ground speed even further for one minute, from the usual x2 to a factor of x4. More impressively, the suit's capacity for accelerated movement can be used to perform a magical flurry of two or three actions, none of which suffer multiple action penalties. This power has a reflexive cost of five motes.

Spiritual Interface Subsystem (Water only)*: For a reflexive cost of one mote per minute, the wearer can perceive immaterial beings and objects with all senses using the visor and other integrated sensors in the helmet. Alternatively, the suit can charge its component plates with Essence, giving them spiritual solidity. Doing so has a reflexive cost of three motes per minute, but during this time, the wearer can touch or attack spirits as if they were solid (and may be touched and attacked in return).

Ghost-Binding Wall (Water only)*: By spending three motes as a diceless miscellaneous action, the wearer can invoke a spiritual disruption field in a radius of (her Essence x 5) yards. This field lasts until the wearer's next action, whereupon it may be renewed reflexively for another three motes, and so on. While in the Ghost-Binding Wall, nothing can materialize or dematerialize (any attempt to do so automatically fails without cost), nor may objects or beings teleport or scry into or out of the warded area. Furthermore, spirits in the area of effect suffer a -1 internal penalty to all non-reflexive actions, and they add two motes to the cost to activate Charms for every dot of Essence the armor's wearer has in excess of the spirit.

The Ghost-Binding Wall has no effect on beings with a higher Essence rating than the armor's wearer. If multiple Water Dragon armors combine their Ghost-Binding Walls in the same area, however, the joined field has a radius equal to the total permanent Essence of all contributors (centered on the wearer with highest Essence), and the field has a strength equal to the highest permanent Essence of wearers in the group, +1 per assisting suit of armor. Therefore, an Essence 4 Exalt activating a Ghost-Binding Wall assisted by two Essence 3 Exalted would be able to affect all spirits with an Essence of 6 or less in a radius of 10 yards from the leader.

Essence-Dampening Field (Wood only)*: The most powerful weapon built into any of the dragon armor models, this subsystem disrupts Essence use in a field that has the same costs, dimensions and deployment method as the Ghost-Binding



Wall. Instead of interfering with specific magical tasks as that weapon does, though, the Essence-Dampening Field adds a surcharge of one mote per three motes of total normal cost to the activation cost of all Charms and spells. (Therefore, a Charm with a cost of 8 motes would cost 10 motes inside the field.) The field affects all magical beings, regardless of permanent Essence rating, though characters wearing any form of dragon armor are explicitly immune. If multiple Essence-Dampening Fields overlap, the radius stacks as with the Ghost-Binding Wall.

Upkeep: Maintenance required every 50 hours of use; every 10 missed hours randomly disables one of the powers marked with an asterisk.

Name	Soak	Hardness	Mob.	Fat.	Attune
Air	+15L/13B	7L/6B	-0	1	7m or 12m
Earth	+15L/13B	7L/6B	-1	1	7m or 12m
Fire	+14L/14B	7L/7B	-0	1	7m or 12m
Water	+15L/13B	7L/6B	-1	1	7m or 12m
Wood	+16L/14B	8L/7B	-1	1	7m or 12m

Other Notes: Despite its jade construction, dragon armor does not receive the usual jade armor bonus, and it cannot be constructed out of other material materials. Dragon armor has three sockets for hearthstones, as noted previously. Storytellers should note that the statistics provided for dragon armor assume Shogunate or Second Age designs. Models built in the High First Age did not require upkeep and had an internal Essence battery with a capacity of 30 motes that could only be used to power the suit's features. (The wearer could recharge the suit during use as a diceless miscellaneous action by spending two motes per mote restored to the battery.) These remarkable battle suits are five-dot artifacts, and only three intact copies are still known to exist: One belongs to the Scarlet Empress, and Lookshy owns the other two.

The only variant dragon armor design still in use is the Most Merciful Armor of the Wood Dragon (sometimes called Vine Dragon armor), which was designed for policing rogue Exalted rather than military applications. This variant does not mount an integrated elemental lens, but instead, features a nonlethal weapon system called a Force Ivy Generator. This device costs one mote per action that it is deployed, extending a green whip of energy from the wrist that can hit opponents up to 15 yards away using the following statistics:

Type	Speed	Acc.	Damage	Def.	Rate	Tags
Strike	5	+2	+10B	+0	2	D, P, R
Grapple	6	+2	+15B	—	1	C, D, P, R

DEADLY TRANSFORMATION ARMOR

(ARTIFACT ●●●●)

Repair: 2

Although more powerful in almost all ways, the mighty Solar Exalted lack the deadly fury of the Lunar Exalted's Deadly Beastman Transformation Charm, which allows Lunar

Exalted to become inhumanly strong ravening monsters. During the First Age, this armor was first created by a member of the Twilight Caste who wished to emulate the lethal power of this horrific transformation. This armor appears to be an ordinary orichalcum reinforced breastplate that contains a single hearthstone socket in the middle of the chest. To wear this armor, the wearer must attune to it by committing six motes of Essence and place a level-2+ hearthstone in its socket. This hearthstone powers the armor's various enchantments, but provides no other benefit.

To activate its special transformation, the user must also spend five motes as a reflexive action. At this point, the suit transforms into full battle-readiness and remains in this state for one scene.

The armor's greaves and vambraces separate, and muscle-enhancing servo-motors unfold and extend along the armor's arms and legs. The armor's protective value remains the same, but instead of an attractive reinforced breastplate suitable for wearing in military parades, it becomes deadly strength-enhancing battlesuit. In its transformed state, the user can also extend claws from the backs of the armor's gauntlets, or the blades can be retracted to allow the wearer to wield other weapons. In addition, sensors in the armor carefully monitor the character's movements, and the data from these sensors is used by stride-enhancing enchantments to allow the wearer to double both her movement rate and the distance she can jump. (The wearer's jumping distance is calculated after the enhanced Strength is added in.) These enchantments also allow the character to march at speeds of up to 10 miles per hour.

During the First Age, only orichalcum versions of this armor were manufactured. During the Age of Sorrows, however, new and terrifying versions made out of soulsteel have also been created. Add the appropriate bonuses for either orichalcum or soulsteel to the armor and weapons included in this artifact. The transformation into the armor's battle form lasts for one scene. If the wearer wishes to cause the armor to remain in battle form for more than one scene, she must spend an additional five motes of Essence for every scene she uses this armor in battle form.

The activated armor's features include:

Exoskeletal Servomusculature: +5 bonus to Strength for feats of strength and inflicting damage with attacks.

Retractable Beast Claws: As razor claws of the appropriate magical material (see **Exalted**, p. 388).



Peripatetic Greaves: Doubled movement rate and jumping distance; 10mph marching movement rate.

Upkeep: This armor must undergo maintenance after every 50 scenes it spends in its transformed battle form. Each scene spent in combat counts as two scenes of transformation. No maintenance is required if the armor remains in its normal form. Every 10 hours its maintenance is in arrears causes the armor to reduce its Strength bonus by one dot.

Soak	Hardness	Mobility	Fatigue	Attune
+10L/9B	8L/8B	-1	1	6

ARMOR OF THE UNSEEN ASSASSIN

(ARTIFACT ●●●●●)

Repair: 2

Worn by the highest-ranking rangers of the First Age, the armor of the unseen assassin is one of the most advanced battle suit designs ever mass produced. The artifacts have articulated plates of ultralight alloys at the elbows, knees, shoulders, face and chest, but most of the armor takes the form of flowing robes of enchanted silk that mask their wearer's identity completely. Most copies of the armor are bright scarlet in color, but some are midnight black, and one copy owned by the Sidereal Gold Faction is pure white. In the Second Age, only Lookshy and the Siderials field any copies. The Seventh Legion has at least 10 (and perhaps as many as a scale), while the Siderials retain knowledge of how to manufacture the battlesuits and issue them as needed to their operatives.

Armor of the unseen assassin requires a commitment of 10 motes to attune and may be worn by any Exalt or other Essence-wielding being with equal facility. Each suit has the following features:

Exomuscular Fibers*: Doubles wearer's ground speed; +2 bonus to Strength for feats of strength and inflicting damage with attacks.

Adaptive Camouflage Subsystem*: +4 bonus to Stealth.

Cloaking Device*: As per similar systems built into dragon armor (see p. 85), with the following improvements: Difficulty 4 to notice while moving, Difficulty 8 to notice while stationary. Even if spotted as a faint blur, the character is still considered invisible, imposing a -2 external penalty to all attacks against her. The cloaking device can be set so that other copies of the armor of the unseen assassin can automatically pierce its camouflage using Essence sight, but it is otherwise just as invisible to others using the armor.



Sensory Augmentation Visor*: +2 bonus to Awareness; provides constant Essence sight.

Destiny Interdiction Field*: While worn, this armor temporarily blocks its wearer's connection to the Loom of Fate. As such, the character's future cannot be divined by any means, nor may he be the target of Sidereal astrology. Furthermore, Sidereal Charms cannot drain or grant him Willpower points (even indirectly, as through compulsions), impose compulsions that affect his behavior rather than dice pools or transport him to another location. A Sidereal who wears this armor loses access to his astrology, and all resplendent destinies recede. Even the Arcane Fate that shields the Chosen of the Maidens in mystical anonymity does not apply so long as the Sidereal stays in the armor.

Upkeep: Maintenance required every 200 hours of use. Every 100 missed hours randomly disables one of the powers marked with an asterisk.

Soak	Hardness	Mobility	Fatigue	Attune
+8L/12B	4L/4B	-0	0	

Other Notes: The armor offers no magical material bonuses, owing to its composite construction.

CELESTIAL BATTLE ARMOR (ARTIFACT ●●●●●)

Repair: 3

First created by Autochthon and widely duplicated during the First Age, these forms of armor were specifically designed to aid and protect the mighty Celestial Exalted in battle. This type of armor is also the model from which the Armors of the Immaculate Dragons (see pp. 84-87) were derived. Each suit of celestial armor is a specific creation designed to aid a particular Celestial Exalt. The following description covers the basic framework used in the most advanced suits of armor. Unlike the less powerful dragon armor, celestial battle armor incorporates self-repairing enchantments so that it does not require periodic maintenance.

Each suit of celestial battle armor requires a commitment of 10 motes of Essence and a level-3+ hearthstone to power the armor's various enchantments. This hearthstone provides no other benefit. The armor has three hearthstone sockets, and the wearer can select which one is rendered inactive by powering the armor as a diceless miscellaneous action.

In addition to the following list of features, each of these suits of armor also add in the appropriate magical materials bonus. Because they are only made for Celestial Exalts, no celestial battle armor is made of jade. Terrestrial animas are not sufficiently powerful to use this armor.

When worn, wearers of any suit of celestial battle armor gain the following benefits:

Filtration Baffles*: +2 bonus to Resistance against poison or all forms of disease (including wound infection); one-hour supply of fresh air (refilling the tank in fresh air takes one minute per 10 minutes of air added to the tank).

Sensory Augmentation Visor*: As a reflexive action, the wearer gains a +2 bonus to Awareness. Alternatively, the wearer can reflexively activate Essence sight (see p. 85) for

three motes per scene, which also automatically pierces any dragon armor cloaking device. In addition, the lenses that provide Essence sight for this armor are coated with thin films made from a mixture of orichalcum, starmetal and soulsteel. As a result, when the character activates the armor's Essence sight, she can also see unmanifested spirits, ghosts, living beings and enchanted objects (including walking dead and automatons) as glowing presences. In addition, the wearer can see the Essence-flows of demesnes and manses at the range of her normal vision and can easily tell the power of these locations and if their Essence flows have been properly capped.

Exomuscular Fibers*: +2 dots to Strength for feats of strength, calculating jump distance and inflicting damage with attacks.

Peripatetic Greaves: Doubled movement rate; 10mph marching movement rate.

Reinforced Gauntlets/Boots: As weapons, the gauntlets and boots can parry lethal attacks without a stunt (as an exception to the standard "N" tag), and have the following respective statistics:

Name	Speed	Acc.	Damage	Def.	Rate	Tags
Gauntlet	5	+1	+5B	+2	3	N
Boot	5	+0	+6B	-2	2	N

Adaptive Camouflage Subsystem*: +2 bonus to Stealth while moving or +3 while stationary. This ability specifically defends against Essence sight. In addition, this color-changing feature can also be used to provide the armor with the appropriate colors and imagery for parades and other formal occasions.

Each suit of armor also incorporates three additional features. A list of possible additional features follows. Most can be used by any Celestial armor, but some can be added to armor made from only a single specific material. A character can take any single feature only once:

Enhanced Healing: The energies of this armor are focused on repairing the wearer's flesh. While wearing this armor, the owner heals one level of bashing damage every tick and one level of lethal damage every hour.

Enhanced Durability: The armor gains another +3L/+3B soak and +2L/2B hardness.

Essence

Gauntlets: Each of the user's gauntlets have enchantments built into them that allow them to be used as power maces (see p. 78). The character can use these gauntlets to both make hand-to-hand attacks and fire Essence bolts, identical to those delivered by a power mace. Use the statistics for the power mace.

Essence Shield: By spending four motes of Essence, the wearer can create a shield of solidified Essence that increases the wearer's DV by two against both melee and ranged attacks. This shield lasts for one scene.

Enchanted Stride: If the wearer takes a normal dash action and spends five motes of Essence, the armor can temporarily compress the fabric of Creation so that the wearer moves at a speed 10 times faster than normal (or 20 times faster than her maximum dash when not wearing this armor). This increased speed is compatible with Charms to increase running or jumping.

Essence Tracking: The suit's helmet contains complex sensors that allow the wearer to spend three motes of Essence to add four dice to all Survival rolls involving tracking for the next scene. As long as the character has a set of tracks to start with, these sensors allow the wearer to track targets by their Essence trail. This feature allows for tracking across streams or surfaces that leave no tracks. The wearer can spend three motes each additional scene to allow this tracking to continue.

Explosive Protection: By spending five motes of Essence, the wearer can generate a pulse of concentrated Essence that blasts out from the armor. This attack affects everyone within range and can be dodged but not parried. The shockwave generated by this attack also halves (round down) the soak value of all non-magical armor. This attack is specifically designed to allow an Exalt to clear away large numbers of attackers.

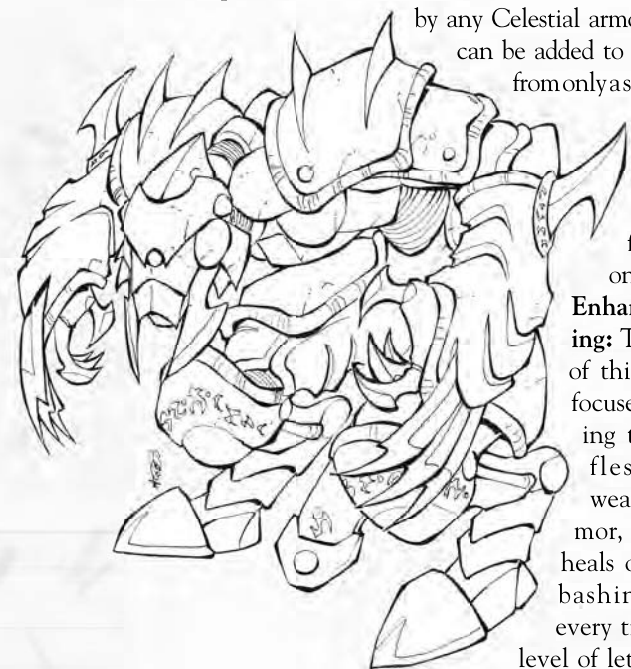
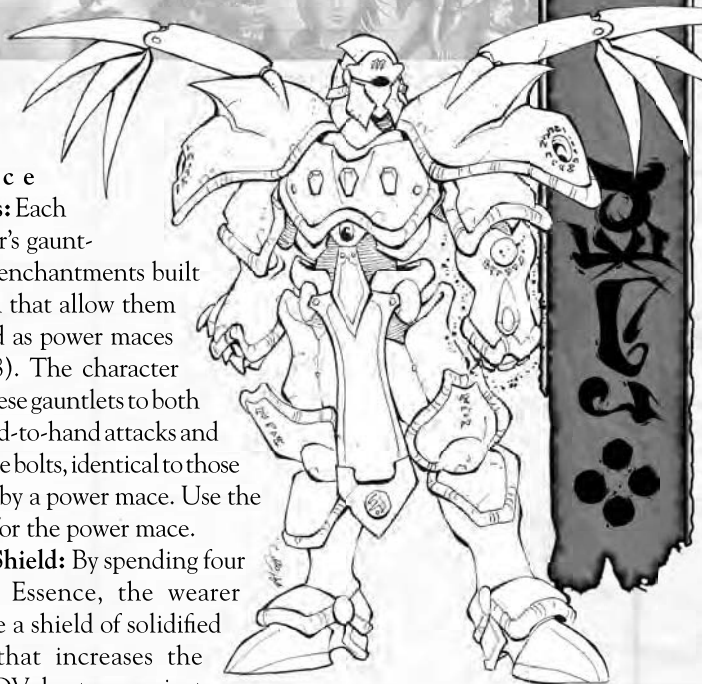
Speed	Acc.	Damage	Rate	Range	Tags
5	+3	10L	1	20*	p**

* This attack has no extended range. This is the maximum range of the effect.

** Against non-magical armor only

Extensible Lash: Each of the wearer's gauntlets has Essence projectors mounted on the back of the hand that allow them to be used as Essence lashes (see p. 77). The character can use these gauntlets to make attacks identical to those delivered by an Essence lash. Use the statistics for the Essence lash.

Spirit Bane: The gauntlets on this armor have been fitted with specially tuned Essence projectors. If the wearer spends





three motes of Essence, she can charge all of the weapons that are part of this armor and that she is carrying with an aura of Essence that allows the weapons to damage non-manifested ghosts, demons and spirits. These weapons remain charged with Essence and capable of harming non-materialized beings for one scene.

The following features are limited to specific magical materials:

Voice of Command (orichalcum only): The armor's helmet contains enchantments that duplicate the effects of a pectoral of resplendent speeches (see p. 64).

Essence Wings (orichalcum only): If the wearer spends five motes, this armor produces a pair of glowing golden wings made from solid Essence. These wings have a wingspan of 12 feet. After activating the wings, the armor can fly at a speed of 20 yards per tick for one scene. For six motes, the user can fly at up to 100 miles per hour for a number of hours equal to the wearer's permanent Essence, but maneuverability is limited. Roll (Dexterity + Athletics), difficulty 1, for the Exalt to make any sudden change in course.

Illusionary Disguise (moonsilver only): The wearer gains two extra dice to Stealth due to the armor's superior camouflage. In addition, if the wearer spends five motes of Essence, he gains four dice to all Larceny rolls for the next scene to disguise himself as any being of approximately similar size. This disguise ability

also negates the +2 difficulty increase caused by working without effective props and/or trying to mimic a specific person without several weeks of direct observation of the subject.

The base difficulty of all rolls to disguise oneself as another Exalt of the same type is 1. Add +1 if the character is attempting to disguise herself as a mortal or another type of Exalt. Since this armor can morph into a wide variety of shapes, disguising the wearer as any humanoid being of the same approximate size, including gods, Dragon Kings or undead, raises the difficulty of this roll to 4. Add one more to the difficulty of all rolls if the wearer

is attempting to disguise herself as a specific individual well enough to fool characters who know this individual well.

Moonsilver Blades (moonsilver only): Many Lunar Exalts who are dedicated warriors learn to produce horrific weapons from their own bodies. These terrible claws and teeth can be more deadly than all but the finest daiklaves. This armor

is specifically designed to enhance such natural weapons. When a Lunar wearing this armor uses Deadly Beastman Transformation or some other Charm to produce natural weaponry, the armor produces additional blades designed to enhance the wearer's deadly claws and teeth. These additional blades provide a +1 bonus to the Accuracy and Defense scores and +2L to the Damage of all claws and teeth produced by Lunar Charms.

Dematerialize (starmetal only): The wearer can spend one Willpower and 10 Essence to cause herself, her armor and other gear, and a number of individuals she is touching equal to her permanent Essence to dematerialize just like a spirit. Once dematerialized, the character and anyone she took with her can wander Creation immaterial, enter spirits' sanctums or even walk through one of the gateways into the Celestial City of Yu-Shan. Because being materialized is the wearer's natural state, the wearer may materialize as a reflexive action, and doing so requires her to expend no motes of Essence.

Destiny Interdiction Field (starmetal only): While worn, this armor temporarily blocks its wearer's connection to the Loom of Fate. As such, the character's future cannot be divined by any means, nor may he be the target of Sidereal astrology. Furthermore, Sidereal Charms cannot drain or grant him Willpower points (even indirectly, as through compulsions), impose compulsions that affect his behavior rather than dice pools or transport him to another location. A Sidereal who wears this armor loses access to his astrology, and all resplendent destinies recede. Even the Arcane Fate that shields the Chosen of the Maidens in mystical anonymity does not apply so long as the Sidereal stays in the armor.

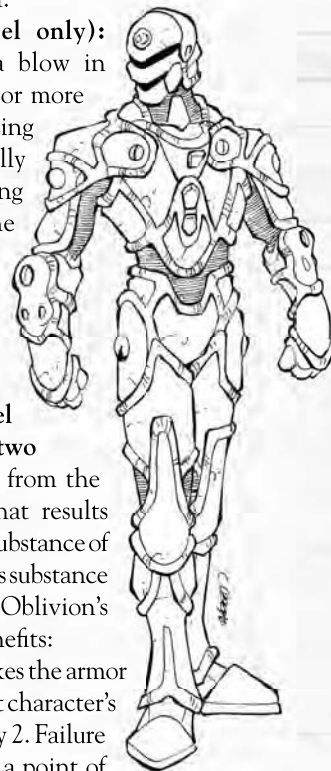
Life-force Conduits (soulsteel only):

Anytime the wearer strikes a blow in melee combat that inflicts one or more levels of damage to an Essence-using character, the wearer automatically heals one level of lethal or bashing damage (wearer's choice). The target of the attack takes no additional damage, but he can feel the wearer draining the life out of her. This feature cannot heal aggravated damage.

Oblivion's Panoply: (soulsteel only, this addition counts as two features):

This armor is forged from the inhumanly durable soulsteel that results when a Deathlord soulforges the substance of a hekatonkhire and then coats this substance with a fine layer of pure Oblivion. Oblivion's panoply offers the following benefits:

- **Chill:** Any time an attacker strikes the armor in hand-to-hand combat, roll that character's (Stamina + Resistance), difficulty 2. Failure indicates that the attacker loses a point of



Dexterity due to numbness. (Only orichalcum weapons insulate against this effect.)

- **Energy Drain:** The Oblivion's panoply plates drain five motes from Essence users each time they contact them with their bare hands or with mundane or soulsteel weapons. Mortals age two years with every successful strike. Flames that touch Oblivion's panoply are snuffed out, including the animas of Fire Aspects. Water that touches the plates freezes and slides off.

- **Force Nullification:** +15L/20B soak and hardness from the cancellation of attacks' kinetic energy.

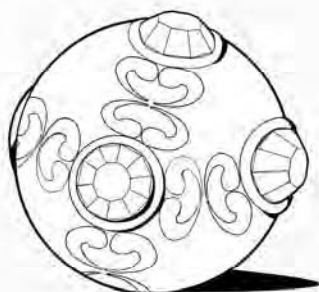
In addition to counting as both of the armor's additional features, only Abyssals who also have at least three dots in the Liege Background can take this feature.

Upkeep: None.

Soak	Hardness	Mobility	Fatigue	Attune
+12L/12B	8L/8B	-0	1	10

TACTICAL EQUIPMENT

The First Age saw vast progress in the development of military technology, not simply in fields of weaponry, armor and vehicles, but also in devices that enhance a commander's ability to direct units or to create an environmental advantage for allies or environmental disadvantage for enemies. Because such artifacts are extremely varied by definition, what follows is only the barest sampling of what was possible in the First Age. Storytellers should exercise creativity in designing their own military wonders.



QUAGMIRE PERIMETER MINE (ARTIFACT ●●●)

Repair: 2

These orbs of white jade and First Age alloys are roughly the size of a clenched fist, with a number of crystal controls studded across their surface. Each contains an internal Essence battery that can hold 50 motes. When buried, the devices spread a field of energy throughout the ground to a maximum distance of 500 yards. If any unauthorized animate being walks across the enchanted ground, the mine activates, spending two of its stored motes to open a sinkhole beneath the intruder. Unless her player succeeds in a reflexive (Dexterity + Athletics) roll at difficulty 3 for the character to leap out of the way, the intruder finds herself pulled down and buried to the neck in sticky mud. (She must continue to make this roll every time she takes an action involving walking or dashing on the protected ground.) Freeing oneself from the muck requires a feat of strength that takes five minutes if the character has a combined (Strength + Athletics) total of 8, minus one minute for each point of (Strength + Athletics) she has above 8. Characters with (Strength + Athletics) of 13+ can free themselves instantly, effortlessly erupting out of the ground.

Quagmire perimeter mines can be programmed with a (Wits + Lore) roll, difficulty 3, to customize their targets and target areas. The devices can be set to exclude creatures below or above a certain size (preventing them from wasting Essence snaring random small wildlife or futilely attempting to bury a dinosaur) or to snare only Essence-users or to snare only beings without Essence pools. The being who last powered the mine can be excluded as a valid target. The area of effect can be customized to create a perimeter of protection around an island of safety or to make secret paths or bubbles of safety. As long as the (Wits + Lore) roll succeeds, any or all of these filters may be applied.

If multiple mines are buried to protect the same area, only one of them will try to snare the same victim at a time. The mines must be unearthed and calibrated after every month they stay buried, or they cannot be recharged until they receive maintenance. Quite a number of armed quagmire mines remain scattered around Creation, particularly around and within the tombs of the Anathema.

A rarer variant model of these devices called stone-geyser mines also exists. These function identically except that they respond to intruders by spending five motes to explode the earth beneath them. This detonation of pebbles and earth tears upward like shrapnel, inflicting 8L (minimum 3L) damage and knocking prone all intruders who are not fast enough to leap out of the way in time.

Hearthstone-powered variants of quagmire and stone-geyser mines are rated Artifact 4 and eschew Essence batteries entirely, relying on an inset hearthstone of level 3+ for power. These versions may apply an unlimited number of successive attacks according to their programming, but they have a maximum radius of 300 yards.



ATLAS OF THE UNCONQUERED GENERAL (ARTIFACT ●●●●)

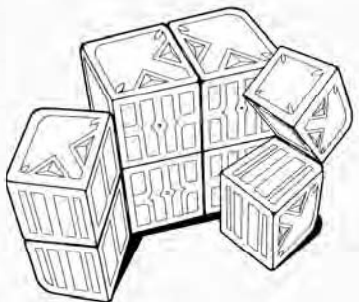
Repair: 4

Created during the Primordial War, these remarkable artifacts provide extremely accurate and thorough tactical data on the units and terrain of a battlefield. Each atlas of the unconquered general is a thin disk of mirror-polished moonsilver roughly four inches in diameter rimmed in starmetal wire, with a crescent handle around one side of the disk made of orichalcum inset with delicate jade buttons. To those who do not know better, the maps look like nothing so much as very exotic and expensive hand mirrors (and may be used as such). When laid flat and charged for a day with five committed motes, however, the disk expands as desired to a maximum diameter of three feet for easier viewing. Regardless of its set dimensions, the moonsilver surface liquefies, forming itself into an exact topographic replica of the landscape in a two-mile radius from the map. Grains of adamant sand flow out of a compartment in the orichalcum handle and settle across the map's surface, denoting the location of all sentient beings not concealed by magic. The clinging sand grains move in real time to keep the map up-to-date (hovering to mark aerial units), and the advanced Essence sensors in the map automatically color-code the grains according to arcane links of shared loyalties, so that all members of a military unit share the same hue. Particles representing beings capable of channeling Essence glow significantly brighter than those denoting mere mortals, allowing instant identification of all possible allies and threats of real significance present in the area. The map's attuned owner can use the jade buttons to manually alter the colors assigned to units so as to group known enemies or allies with the same color for easier identification. The controls can also zoom in on any part of the maximum-sized map, displaying the selected section in greater detail.

Besides offering a wealth of information on terrain and unit placement that may guide a character's tactical decisions, an atlas of the unconquered general provides a number of mechanical benefits. First, characters using the device add three dice to all War rolls pertaining to the scanned area and/or units, which can aid in stratagems and actual command. Additionally, those using the device may gain all of the information pertaining to a unit's status conferred by the Solar Charm General of the All-Seeing Sun. If the character carries the map around while it is charged, it automatically adjusts itself based on the terrain and units in range, which makes it particularly useful when carried aboard vehicles.

A handful of five-dot versions of this map exist, which have all of the listed powers but can also calculate and model predictions of enemy tactical decisions. To run a predictive simulation, the owner selects a unit commander represented on the map. He then spends five motes (uncommitted) while his player rolls (Intelligence + War) as a miscellaneous action at a difficulty of the targeted commander's War rating. If successful, the owner's player may ask one speculative question regarding the target commander's future battle plans based on any number of conditions. The target's player may give any answer to the question she desires, but if the situation actually comes up within the next day, the commander must pursue the stated course of action unless she spends a Willpower point. (This is considered a form of unnatural mental influence, even though the map's magic does not actually alter the target's mind.) The Willpower loss represents the mental strain of adjusting tactics against an opponent who appears to have anticipated her every move.

The command room of the Realm Defense Grid in the Imperial Manse supposedly has an Artifact N/A version of this device that can display and speculatively simulate all terrain and units on the Blessed Isle, though this may simply be an apocryphal legend spread by the Scarlet Empress to intimidate her enemies.



HAZE SHIELD (ARTIFACT ●●●●)

Repair: 3

A martial adaptation of weather-control technology, haze shields appear as box-shaped devices weighing roughly 50 pounds that can be carried in a backpack. To use one of these artifacts, it must be unfolded into an unwieldy configuration twice this size, with numerous broadcast antennae connected by a web of coiled wires. A level-3+ hearthstone (or level-2 Air or Fire hearthstone) must be installed in its control panel to function.

Even with their hearthstone requirements met, haze shields still require significant Essence expenditure to activate. This Essence can come from either the Exalt activating the shield or the device. Its power cell can store 10 motes and automatically recharges itself from any inset hearthstone while the device is powered down.

An active shield creates an insubstantial barrier that flickers and obscures vision, and it may erect this field anywhere between 50 and 500 yards of the generator. If the generator moves, the shield moves with it. The barrier's energized surface glows a brilliant opaque white when viewed through all forms of Essence sight, blocking the lenses of dragon and Celestial battle armor and All-Encompassing Sorcerer's Sight with equal ease. Anyone using Essence sight is considered blind when making ranged attacks through a haze shield.

Haze shields may be activated in one of two modes. The first costs one mote per 50 square yards covered per hour (so covering 150 square yards for five hours would cost 15 motes). This setting imposes a -2 external penalty to all ranged attacks entering the field from the outside and all vision-based Perception rolls by those looking in from outside. Those inside the shield can faintly see the barrier, but it imposes no penalty to seeing or attacking through it. The secondary mode costs one mote per 25 square yards per 10 minutes, but it imposes a -4 external penalty to ranged attacks and vision rolls by those on the outside. This thicker shield penalizes pertinent rolls for those inside the barrier by two successes, however. Penalties imposed by haze shields do not stack with other haze shields, though they are cumulative with other forms of visual obfuscation.

Variant models of haze shield designed exclusively for installation aboard skyships produce the field in an ovoid bubble precisely fitted around the vessel rather than as a flat wall. These models are also Artifact 4. The first mode requires (the ship's Artifact rating x 2) motes per hour (Artifact N/A ships are considered Artifact 6 for the purposes of this calculation). The second mode has the same cost, but it lasts only 10 minutes.

Artifact 5 haze shields of both varieties also exist, though they have not been built since the High First Age. Sometimes called storm shields, these Repair 4 devices impose no penalty for seeing or attacking from within while using the second mode. Moreover, their shields are charged with a diffuse corona of lightning that concentrates to strike any material object seeking to enter the barrier from the outside. With the first mode active, this energy vaporizes all incoming personal-scale non-magical material projectiles (arrows, javelins, etc.) and inflicts 5L piercing on anyone or anything larger as it enters (minimum damage of 3L after soak). With the second mode active, incoming artillery-scale physical projectiles are blasted to dust (catapult-hurled boulders, ballista bolts, etc.), while intruders suffer 10L piercing (minimum damage 5L). Both haze and storm shields require maintenance after every 30 hours of use. For every 10 hours one is in arrears, there is a cumulative 10 percent chance it will fail and become nonfunctional until servicing the next time it is activated.

INTERESTING MOVE, KES...

YOUR APPROVAL
HONORS ME.

...BUT I'M GOING
TO WIN IN 15 MOVES.

OH?

YES. YOU'VE USED
THIS EXACT STRATEGY
BEFORE.

HAVE I?

IN YOUR FIRST MATCH
AGAINST RAGARA SZAYA, YES.

I'LL BE
DAMNED...
LOOK AT THAT.

SHE'S BEEN AWAY A
LONG TIME, HASN'T SHE?

DOING IMPORTANT
WORK, I SHOULDN'T
WONDER.

DO YOU MISS HER?

ENOUGH TO GIVE YOU
AN EXCUSE TO ASK
ME ABOUT HER, IT SEEMS.



CHAPTER FIVE

THE PURVIEW OF THE FORBIDDING MANSE

GOLEMS, AUTOMATA AND CRAFTED CONSCIOUSNESS

During the High First Age, the Solar Exalted were entranced with the notion of creating life—and animate devices that mimicked it. Where the powerful magic and technology of the Solar Exalted was concerned, it was sometimes unclear where to draw the distinction between artificial life forms and wholly artificial constructs, but this was never a concern for the Solars. The more vague and permeable the categories were, the better the Twilights liked it. Many of the Solars' creations were animate, and a number were self-aware. Some resembled plants or animals, including mortals, so closely as to be indistinguishable from the real thing.

These automata and golems could be made entirely through sorcerous means or entirely through the miracles of First Age technology, but most were devised using a mixture of the two disciplines. Those owing their origins more to the

practice of sorcery are generally referred to as golems, while those created primarily through applications of technology are generally referred to as automata, although these words are often used interchangeably by laymen.

After the Usurpation, the Dragon-Blooded destroyed (or deactivated) most of the Solars' golems and automata, fearing some sort of vengeance from these creations. In those locales where they were not destroyed, deactivated constructs were placed in highly secure buried vaults, ostensibly until the Terrestrial Exalted could learn enough about their functions to control them.

That never happened.

The creative secrets of the Solar Exalted died with them, and the Terrestrials quietly acknowledged this fact and moved on to more pressing matters. Unseen and inactive, the golems and automata of the First Age were forgotten. The “highly secure” storage facilities were left unguarded and abandoned, and these places were all but forgotten even before the arrival of the Great Contagion.

GOLEMS

Golems, at their most basic, are statues constructed of a single substance and animated through any of a number of sorcerous processes. Most often, golems have a simple, rough-hewn appearance that can only hint at the immense strength and durability for which they were renowned.

Two methods for animating golems were relatively commonplace in the First Age, Essence-imbuing—animating the golem with pure Essence—and elemental animation, which bound an elemental into a golem to act as a “battery” of sorts. While many accomplished sorcerers tried to use demons as the animating force in golems, those infernal beings were generally found to be so corrosive to the materials of Creation that only a small handful of especially resilient or alchemically fortified substances could be used in such a vessel.

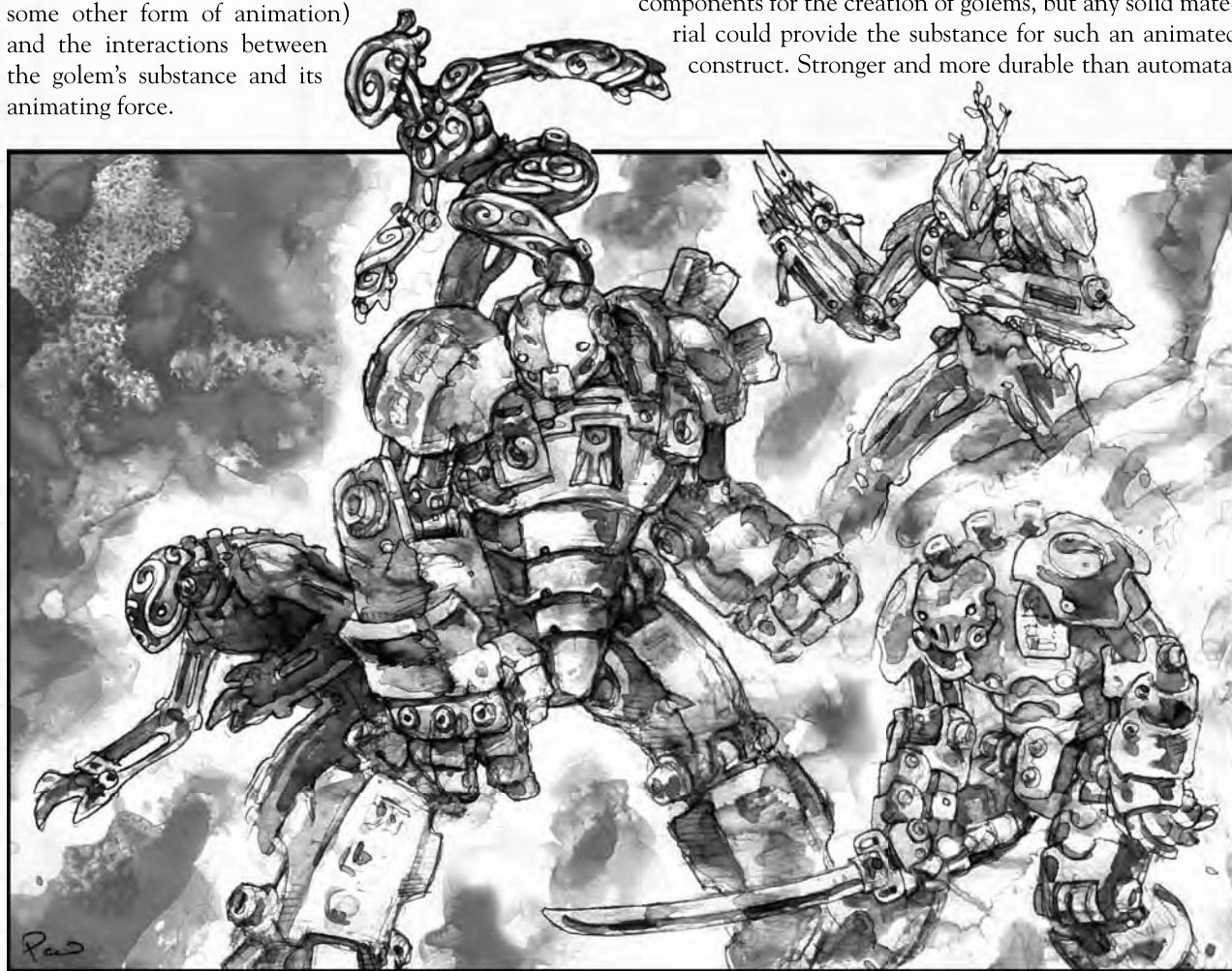
Golems were steadfastly loyal to their creators, and for that reason, they were considered more desirable than elementals or demons, which were known to be capricious or even vindictive at times. The tradeoff was in versatility. Golems were strong, and they could withstand a wide range of punishing environments, but they were neither creative nor especially versatile.

The exact appearance of a golem depends both on its type (Essence-imbued, elemental powered or possessed of some other form of animation) and the interactions between the golem’s substance and its animating force.

Golems quickened by Essence alone are instantly recognizable by the Essence-channeling glyphs and sutras carved into their forms. These glyphs were known to glow when the golem’s creator was angry, if the golem were under extreme pressure or strain or if the golem’s physical vessel had been damaged in any way.

The appearance of elemental-powered golems, on the other hand, depended entirely on how the golem’s substance and the animating elemental interacted. A golem made of obsidian and animated by a fire elemental might have a coarse, almost primordial, tribal appearance with blazing red motes for eyes. A golem of the same substance animated by a water elemental would likely have soft, smooth, rounded features, a more fluid way of moving and black or aquamarine motes for eyes. The same golem animated by a wood elemental would likely have a more organic or natural build and be covered by thin vines and have tufts of greenery in its eyes. Wood golems animated by fire elementals were rare because of the volatile combination, but when they did work, they often resembled animated tikis with blazing red eyes and the fragrant scent of wood smoke trailed behind them like primitive perfume.

Crystal, clay, wood and an array of metals were common components for the creation of golems, but any solid material could provide the substance for such an animated construct. Stronger and more durable than automata,





golems were often assigned harsher duties such as mining, construction and underwater work. Golems never forget instructions, never grow tired and possess an unswerving loyalty to their creators. Stalwart workers and guardians, golems were more often built for power than speed or agility. Particularly well-designed golems were occasionally granted a place in a sorcerer's retinue, along with summoned demons and elementals, as a source of pride for their creator.

CEREMONIAL GOLEMS

Most golems built in the First Age were very workmanlike artifacts built for strength and resilience. A few of these constructs, however, called "ceremonial golems," were built with appearance and pageantry in mind. These golems were much grander to behold than common ones, and they took on a much wider range of appearances. They were designed to make a dramatic impact of some sort on all who looked upon them. Some were built to resemble animals, while others were designed to elicit awe, fear or amazement in onlookers. Ceremonial golems were rare, even during the First Age. Many sorcerers maintained that constructing golems specifically for showy, superficial purposes was impractical since doing so often made them less useful for real labor.

Both elemental- and Essence-powered golems needed to be regularly recharged, either with a new infusion of Essence or by replacing the elemental when the old one finished its period of service. Therefore, while some of these shells might have survived from the First Age, none of them remains active. Imbuing one of these vessels, if one could be found intact, with either Essence or an appropriate elemental type would result in a functioning golem.

AUTOMATA

Much more complex than golems were automata, a product of the latter First Age. While they lacked the great resilience and strength of golems, automata were more versatile and capable of much more nuanced activity. Furthermore, they could be specialized for a wide range of uses. Some were crafted to be indistinguishable from humans, while others were clearly mechanical. Some automata were obviously not human, but their exact nature was deliberately made impossible to ascertain by clever artifice on the part of the creator. Some were made to look like fanciful beings, hybrids of men and animals or manikins made of adamant and gems or formed entirely of cohesive liquid.

From a sorcerous standpoint, automata were a very precise and complex refinement on the same processes used to create golems, but one that was significantly more arduous. Creating automata was a much more exacting alchemical

discipline than mere golem animation. In fact, the phrase "golem gardening" was used in the latter years of the First Age to refer to simple, shoddy or wholly gratuitous sorcerous or thaumaturgical practices.

Automata were able to function because of very particular alchemical reactions that take place when precise amounts of certain magical materials are combined in certain precise ratios and configurations. The Exalted were known to have extensive catalogues of these ratios that they compiled through research and sorcerous means. Particular combinations of component materials were known to result in particular temperaments in the automata as well, with some being more given to physical labor, others more inclined to large-scale memorization and still other combinations resulting in automata skilled in social or sexual interaction.

In the Second Age, these configuration tables are probably still valid, although rendered somewhat obsolete by the "introduction" of soulsteel. The relative commonality of this dark metal in the Age of Sorrows might well introduce entirely new possibilities for the Exalt willing to put in the time and effort to experiment with new alchemical configurations. What kind of temperaments, talents or inclinations an automaton made with a preponderance of soulsteel might evince is the topic of much speculation by Twilight savants. Most of this knowledge is strictly theoretical, though, as the secrets of automata creation have been lost to all but a few old scrolls hidden in the bowels of lost libraries.

Automata were powered solely by Essence and needed recharging at regular intervals, and the Exalted had a range of means by which to power their constructs.

Automata were the subject of some scandal at various points throughout the First Age. It was discovered that long-functioning automata would sometimes be assigned destinies by the Loom of Fate. This ran counter to anything the Exalted had ever seen, and anything they could explain. It was considered an odd fluke by most, although the Sidereals deemed it a perversion of nature. Still, there were those (Mountain Folk, mostly) who hinted that Autochthon himself might have programmed that tendency into the Loom as a form of reward for any automaton sufficiently well made to last a certain number of years or to meet certain nebulous requirements.

AUTOMATON PHYSIOLOGY

As mechanical beings, automata are completely immune to all forms of disease and poison, natural or supernatural. They do not require sleep (or equivalent passive rest) and cannot become fatigued as a result of exertion unless noted. They do not need air, food, water or any other form of sustenance, unless stated otherwise (such as those that require refueling of some sort).

Most automata cannot heal naturally, but must instead be repaired with appropriate tools, labor and raw materials. An automaton with no health levels is not dead (not being alive in the first place), and may be repaired normally. Total structural failure is tantamount to death, however, inasmuch

MECHANICAL VIRTUES

Strictly speaking, mechanical automata have no Virtues. Being soulless, they are incapable of mustering true Compassion for other. With their total devotion to their programming, they have infinite (if narrow) Conviction and yet no real beliefs of their own. Lacking the distractions of emotional or physical urges, they transcend all need for Temperance and have no fear to conquer with Valor. In short, they are not people, even if they are capable of thought. From a rules-perspective, automata never make Virtue rolls, but instead automatically succeed or fail as appropriate to their programming. Most automata automatically fail Compassion, automatically succeed with Temperance and Valor, and determine Conviction checks based on whether the action supports their programming (success) or contradicts it (failure). Automata similarly have no Willpower and, therefore, no Willpower points to spend, but are treated as Willpower 10 (and Integrity 5) and have 10 Willpower points for the purposes of resisting efforts to make them violate their programming (they regain one Willpower point per hour). Social attacks can function against automata provided they penetrate the inherent defenses provided by programming, though some inflexible constructs cannot be reasoned with or negotiated with in any way and thus have perfect immunity to such effects.

For most automata (and walking dead, which can be considered automata of a sort), the preceding rules are sufficient to model their behavior. A few extraordinary machines built by the wisest savants of the Exalted, however, have true personalities and even destinies—and, therefore, the full benefits and drawbacks of Virtues and Willpower. Those built in the image of life have the standard four Virtues. Yet those built according to more alien precepts of mechanical clarity have Reception (Compassion-counterpart, determines awareness of other sentient beings as entities suitable for interface and collaborative labor), Transmission (Conviction, measures devotion to programming and the lengths to which it will go to fulfill difficult objectives), Stability (Temperance, determines overall integrity of programming and capacity to avoid deviation or distraction, modifying subroutines as necessary to accommodate core imperatives) and Power (Valor, measures authorization to use literal or metaphorical force in fulfillment of duties). The four mechanical Virtues should be used in place of their counterparts, with Storytellers interpreting results of rolls accordingly. For instance, a failed Power roll is not a matter of fear, but rather a representation of the machine recognizing a threat or obstacle beyond its present calculated capability to overcome.

as it requires that the automaton be created anew (perhaps with difficulty or cost breaks for salvaged parts). Each lethal health level restored to an automaton requires a single maintenance (according to its Repair rating). Its Repair rating is considered +1 for mending aggravated damage (maximum 6) and -1 for bashing damage (minimum 1). Fixing an automaton uses Craft (Magitech).

Unless otherwise noted, automata are not considered inanimate objects for the purposes of soaking damage, but are treated like living beings. As a final guideline, Storytellers should use common sense when determining whether a particular effect not listed here can target an automaton. Magic does not bypass such limitations: A Charm that induces suffocation is no more effective than holding the machine underwater.

USES FOR GOLEMS AND AUTOMATA

Golems and automata were put to a variety of uses by their creators. Some of them were little more than powerful workhorses, while the most sophisticated were able to fulfill the function of companions.

WORK

Golems, in particular, were valued for their strength and extreme durability, and they were frequently used in the construction of manses and other grand edifices. They were also deployed in mines and other hazardous work sites that were considered too dangerous for other, more fragile, workers.

RESEARCH

Golems and automata were frequently created with perfect memories in order to be useful to their Exalted masters in matters relating to research. In this way, they functioned as conversational reference texts, providing information as needed without the Exalt needing to stop work to consult a sutra, scroll or tome.

GUARDIANS

Golems never forget anything, they never tire, and they are unswervingly loyal to their creators. They were often built into manses or disguised as statues around a sorcerer's abode, standing perfectly still until their creators were threatened. Likewise, some automata were built as potent protectors of the Solar Exalted, capable of holding off enemies while a Lawgiver readied herself for battle or prepared sorcery. Such guardians ripped apart a number of Terrestrial Exalts during the Usurpation, but even their great strength and resilience was not enough to save the Lawgivers. Still, tales of these lethal guardians spread among the Dragon-Blooded, who were quick to destroy golems thereafter.

COMPANIONSHIP

Automata were often created with the sole purpose of keeping their creators company, conversationally, sexually and otherwise. Particularly toward the end of the High First



Age, the Solar Exalted were often paranoid and alienated from their people and consorts. A few of these Lawgivers trusted none but the automata they themselves created. The Dragon-Blooded were initially less aggressive about destroying these devices as they were other types of animated servants, largely because many automata were extraordinarily beautiful and mortal seeming. That changed after a handful of these devices, built by paranoid Solars, turned against the Terrestrials, after which it became Shogunate policy to destroy, or at least to deactivate, these devices upon discovery.

CRAFTED CONSCIOUSNESSES

In some cases, the creations of the Solar Exalted lacked mobility (or even a physical body), though they were indisputably sentient and often extraordinarily intelligent. These disembodied consciousnesses were used for a variety of purposes, depending on the strengths crafted into them by their Exalted makers. These crafted intelligences served as companions, debate partners, research assistants, philosophers and prognosticators. The Solar Exalted assigned these entities to a wide range of tasks for which no body was necessary.

While the Terrestrial Exalted were sometimes willing to accept that golems and automata might contain secrets that might make their continued existence worth the risk they ostensibly posed, they showed less forbearance with regard to the crafted consciousnesses created by the Celestial Exalted. They deemed that any device capable of being a mental sparring partner for one of the Anathema could easily be a danger to the Dragon-Blooded Host. That said, the Solars had housed their crafted consciousness in a wide array of shells, ranging from large crystals to orichalcum puzzle boxes, and the Dragon-Blooded often couldn't differentiate between an artificial intelligence and the device it spoke from. Many intelligences caught on quickly to what was happening and gave the Terrestrials no hint of their existence for fear of being destroyed. Many of those have "died" over the centuries, through disruption by corrosion or natural catastrophes. Others continue to function perfectly well, using the intervening centuries to ponder philosophical concepts or to perform research in whatever way they can. Still others have been rendered temporarily inert by fluctuations in dragon lines and will regain full function with just a small infusion of Essence.

Sadly, the passage of time has driven some of these highly sensitive minds insane, though this might not always be immediately obvious. Some forms of madness are much more subtle and insidious than others.

Crafted consciousnesses might be more willing to reveal themselves to a Lawgiver than a Dragon-Blood, so a Solar exploring a First Age ruin might find much more than a Terrestrial Exalt would. It is believed that there might be several crafted consciousnesses at work in the Realm Defense Grid, though the last person to know the truth of this would have been the Empress.



WINGED MESSENGER BAUBLE

(ARTIFACT •)

Repair: 2

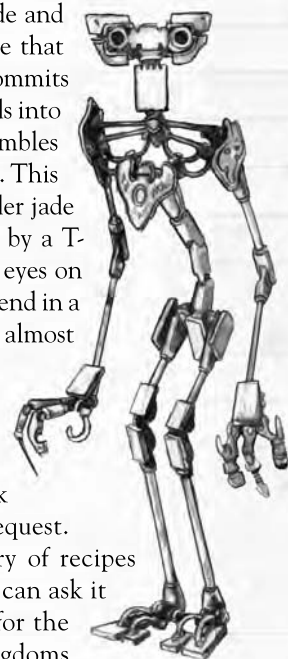
These intricately crafted pieces of jewelry were typically fashioned from orichalcum and coated with a light sprinkling of gem dust. They are most commonly found in the shape of iridescent dragonflies or golden bumblebees, although many Celestial Exalts had theirs forged in accordance with their unique design preferences. The Chosen commonly wore these baubles as brooches, bracelets, hair pins, or belt buckles though they could just as easily be integrated into the pommel of a dagger or into the jeweled horn of a saddle. When the bauble's wearer needed a message delivered to someone nearby (the messenger's range is no farther than a mile radius from the wearer) he would channel a mote of Essence into the device to animate it, and the tiny automaton would fly off to find the recipient. Upon finding the recipient, the winged messenger bauble would then either speak the wearer's message or release any documents it held clasped in its legs. If a reply were requested, the messenger would say so and wing its way back to its owner with the response.

FOLDING SERVANT (ARTIFACT ••)

Repair: 1

This artifact is one of the most useful automata ever created for Exalts who wish to travel through the wilderness and cannot bring their slaves or servants with them. Because this automaton is relatively simple to create, it remains extremely popular in the Realm, where summoning minor elemental servants or similar demons is frowned upon because it requires sorcery. When unpowered, this artifact folds into an ornate-looking cube of jade and steel approximately six inches on a side that weighs eight pounds. Once someone commits three motes to this item, it swiftly unfolds into a four-foot-tall humanoid being that resembles an ornately decorated child's stick figure. This creation is composed of a series of slender jade tubes and steel joints, and it is topped by a T-shaped neck and head fitted with large eyes on either sides of the T's crossbar. Its hands end in a complex assemblage of tools suitable for almost any mundane purpose.

Although it possesses an unusually literal-minded intelligence, this obedient automaton responds to all simple voice commands and can ask questions if it does not understand a request. It also possesses an extensive memory of recipes and social customs, so that characters can ask it to lay out a feast in proper etiquette for the Realm, any of the larger Threshold kingdoms



or even Yu-Shan. This automaton knows all five mundane Crafts as well as basic survival skills for pitching camp, gathering food, grooming tasks such as giving haircuts or doing laundry, and even treating minor wounds. All of the tools it requires for these tasks are built into its hands, so it never suffers penalties for lacking proper tools.

Unless ordered to do something else, this automaton will busy itself cleaning, mending and maintaining the owner's gear and providing food and water for her domestic animals. Yet it can be asked to do everything from forging a sword to distilling perfume to preparing a banquet. Although it is capable of gathering herbs, firewood and similar items, it requires both raw materials and equipment such as stoves or forges for most crafts. If desired, this automaton can also create simple stoves or forges, but it works no faster than an exceptionally skilled mortal, and so, more complex requests can take hours or days to complete.

Attributes: Strength 2, Dexterity 5, Stamina 4; Charisma 2, Manipulation 1, Appearance 3; Perception 5, Intelligence 2, Wits 2

Virtues: None. Never fails Valor checks, never succeeds at any other Virtue checks.

Abilities: Awareness 2, Craft (Air) 5, Craft (Earth) 5, Craft (Fire) 5, Craft (Water) 5, Craft (Wood) 5, Dodge 2, Integrity 5, Linguistics (Native: Old Realm; High Realm, Riverspeak) 2, Lore 2, Medicine 2, Occult 1, Stealth 1, Socialize 2, Survival 2

Join Battle: 4

Attacks: None

Soak: 5L/7B (Jade skin, 3L/3B)

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

Dodge DV: 3 **Willpower:** 10 (0 against its owner)

Essence: 1

Other Notes: Automaton physiology (see pp. 96-97).

HAND OF THE MOUNTAIN (ARTIFACT ••)

Representative of the most common of the labor golems, Hand of the Mountain is a seven-foot-tall monolith of black basalt with legs and arms. Created for working in particularly hostile environments, Hand of the Mountain can work underwater, in the midst of a raging inferno or on a battlefield and suffer few or no difficulties. It need not eat or sleep. It is a perfect, tireless beast of burden, although not very dexterous. Traditional assignments given to Hand of the Mountain include lugging blocks of stone for manse construction or clearing an area of growth (or pre-existing structures) before building.

Hand of the Mountain weighs nearly two tons, which limits the kinds of transport it can use. Bridges, for example, cannot bear its weight, forcing the golem to cross large bodies of water by walking along the bottom.

Attributes: Strength 12, Dexterity 2, Stamina 7; Charisma 1, Manipulation 1, Appearance 1; Perception 3, Intelligence 2, Wits 3

Virtues: Automaton: Never fails Valor checks, never makes others

Abilities: Athletics 5, Awareness 2, Dodge 3, Integrity 5, Martial Arts 2, Melee 2, Presence 1, Resistance 5, Stealth 1

Join Battle: 5

Attacks:

Punch: Speed 6, Accuracy

5, Damage 12B, Defense 6, Rate 3

Kick: Speed 6,

Accuracy 4,

Damage 15B,

Defense 2, Rate 2

Clinch: Speed 6, Ac-

curacy 4, Damage 12B, Defense -, Rate 1

Soak: 12L/15B (Stone construction, 8L/8B, Hardness: 7L/3B)

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

Dodge DV: 3 **Willpower:** 10 (0 against its maker)

Essence: 1

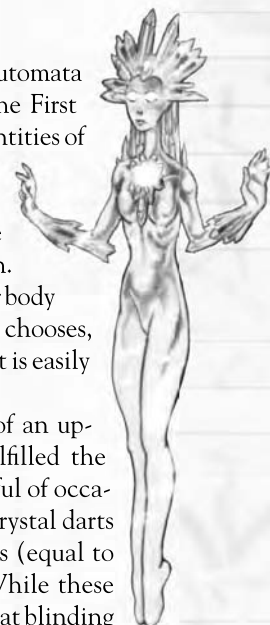
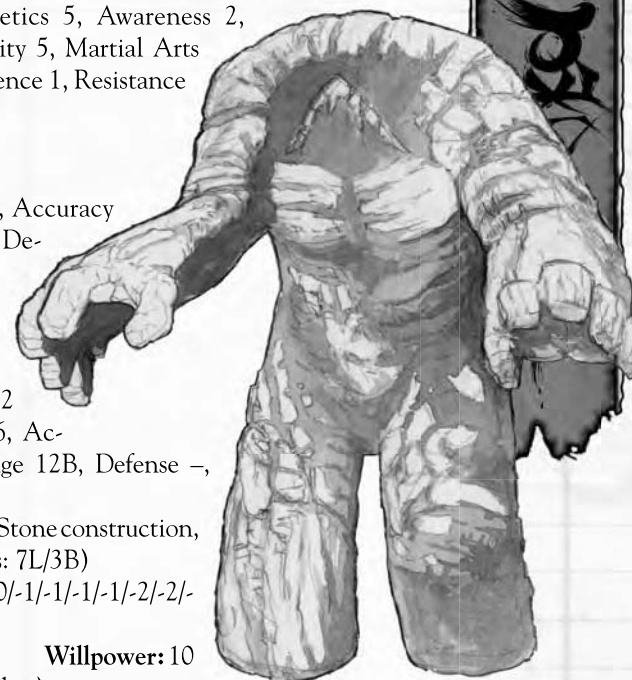
Other Notes: Any active opponent of Hand of the Mountain is prone to being trampled under the right circumstances (say, a botch on a key combat move). Suffering this ignominious fate inflicts heinous amounts of damage that automatically flattens all extras (literally) and could do the same to Exalts who don't have a perfect defense or other similar strategy for getting out from under Hand of the Mountain's pile-driver foot.

SYMNELRA (ARTIFACT ••)

Repair: 2

Symnelra is representative of a class of automata that were popular for century or two in the First Age: transparent devices built to look like entities of crystal or gems. Symnelra herself (so called because she was shaped unquestionably like a woman) is transparent and pale blue, the color of the sky or pure water in a clear lagoon. On occasion, white wisps develop within her body and pass through it, like clouds. When she chooses, her eyes emit a bright electric-blue light that is easily bright enough to read by at 10 paces.

Symnelra was built to be a member of an up-and-coming Twilight's entourage. She fulfilled the duties of both a bodyguard and, on a handful of occasions, assassin. Symnelra could spit small crystal darts into her hand and throw them as weapons (equal to throwing needles, see **Exalted**, p. 371). While these weapons weren't lethal, she was quite adept at blinding



her opponents with thrown shards of crystal before they realized she was there.

Symnelra was shut down for maintenance just before the Usurpation took place. Otherwise, she would have been destroyed. The Dragon-Blooded who stormed her maker's manse did not know what she was and assumed her to be an *objet d'art*. Throughout the Shogunate, she was handed down from generation to generation as a unique sculpture. If she ever manages to get a full charge of Essence, she'll be happy to show them how mistaken they've been all these centuries.

Attributes: Strength 3, Dexterity 5, Stamina 4; Charisma 2, Manipulation 1, Appearance 4; Perception 5, Intelligence 2, Wits 2

Virtues: Automaton: Never fails Valor checks, never makes others

Abilities: Athletics 3, Awareness 3, Dodge 4, Integrity 5, Linguistics 2, Martial Arts 3, Presence 2, Resistance 4, Stealth 4 (Transparent +3), Thrown 7

Join Battle: 5

Attacks:

Punch: Speed 5, Accuracy 9, Damage 3B, Defense 9, Rate 3

Kick: Speed 5, Accuracy 8, Damage 6B, Defense 6, Rate 2

Clinch: Speed 6, Accuracy 8, Damage 3B, Defense —, Rate 1

Needle: Speed 2, Accuracy 10, Damage 3L, Defense —, Rate 1

Soak: 12L/6B (Crystalline skin, 10L/2B; Hardness: 8L/1B)

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

Dodge DV: 5 **Willpower:** 10 (0 against its owner)

Essence: 1

Other Notes: Automaton physiology (see pp. 96-97). All Symnelra needs to become active again is a charge of Essence. Twenty motes would bring her humming to life. Symnelra consumes two motes per day of activity.

COLLAR OF CLOCKWORK DILIGENCE

(ARTIFACT •• OR ••••)

Repair: 2

Although not automata in their own right, collars of clockwork diligence were devices built in the early First Age to make non-sentient, non-magical animals as reliable, obedient and fearless as machines. The collars are normally the size of a bracelet, but once attuned by an owner for a commitment of three motes, the owner can command them to grow wide enough to fit on the throat of a tyrant lizard or narrow enough for a small housecat. Moreover, upon being placed around the throat of an animal, they



automatically resize to perfectly fit that creature snugly, but without discomfort. Attunement lasts as long as the collar is touched at least once every week. While an animal wears one of these col-

lars, it has no Virtues or Willpower, just like an automaton (see p. 97). Better still, it obeys all commands voiced to it in Old Realm by its collar's attuned owner to the limits of its Intelligence, even if it does not normally know the language. Placing a collar on an unwilling beast in combat is possible, but difficult, requiring a Martial Arts or Melee attack at a -3 external penalty with at least one success remaining after applying the target's DV.

The magical material used to make a collar of clockwork diligence determines its other powers:

Orichalcum: The wearer's best Physical traits assume dominance, providing a bonus dot each to Strength and Appearance. These collars were used to make steeds and pets glorious and attractive enough to be worthy of their god-king masters.

Moonsilver: The wearer is made swift and sleek, adding a bonus dot each to Dexterity and Wits, creating superior bodyguards or hunting hounds.

Starmetal: The wearer is elevated from mere savagery, adding a bonus dot each to Perception and Intelligence. In general, this bonus results in sentient animals with Intelligence 2 who are able to perform more complicated tasks for their masters.

Jade: The wearer is made sturdier and better suited for long and grueling labors, with two bonus dots added to Stamina.

Soulsteel: The beast warps into a twisted shade of itself, with darkened flesh and eyes smoldering like coals. All natural striking attacks add one level of lethal damage, even changing the nature of the attack (such as shifting a horse's teeth to fangs). Moreover, the beast suffers no wound penalties from any injuries it receives.

A significantly smaller number of these collars were built to subdue the souls of sentient beings and beasts alike, conferring the same effects as lesser models. Considered Artifact 4, they cannot affect any being with an Essence pool or an Essence rating above 1. Those enslaved by the collar cannot be made to betray their Motivation, but can be commanded to betray their Intimacies. These collars require a number of consecutive days wearing them before they take effect equal to the wearer's Willpower rating, so unwilling subjects must be restrained during this time.

AUTOMATON ASSASSIN (ARTIFACT •• TO •••••)

Repair: 1

One of the earliest and simplest automaton designs, these elegant weapons of espionage and assassination resemble jewelry carved in the stylized likeness of small animals, most commonly spiders, snakes, insects, lizards or other vermin, though a few First Age models appear as miniature versions of larger animals totemic to the Celestial Exalted. In their inactive state, these automata coil about their wearers, disguised as heavy earrings, rings or perhaps as a belt buckle or amulet clinging to a necklace chain.

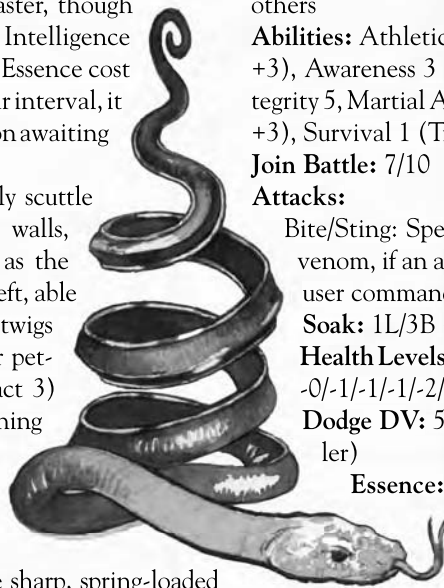
Attuning an automaton assassin requires the commitment of one mote. This cost does not make the device

actually function, but instead serves as a security precaution preventing it from being seized and activated by enemies. In order to animate the weapon, an attuned user must touch it and reflexively spend between five and 20 motes. These motes are transferred directly into the device's own Essence pool on a one-for-one basis. After each hour it stays active, it consumes five of its stored motes. Injecting a dose of the device's venom (see below) also costs five motes, so employing its offensive power sharply limits how long it can be deployed. While animated, its master can telepathically control it and perceive the world through its own senses at will as long as the device does not pass into an area magically warded against scrying (which causes it to wait motionless until mental contact can be restored). All actions use the creature's own dice pools rather than those of its master, though it obviously does not limit its master's Intelligence while operating it. If it cannot pay the Essence cost necessary to animate itself after any hour interval, it collapses back to its jewelry configuration awaiting retrieval by its master.

Most automaton assassins can only scuttle about, though they can do so across walls, ceilings and other surfaces as readily as the ground. They are also preternaturally deft, able to perfectly balance on the narrowest twigs and safely perch on the lightest flower petals. Superior models also exist (Artifact 3) that can actually fly at twice their running speed, vastly improving their reach and opening entirely new angles of attack for enterprising assassins. Typically built to resemble dragonflies, wasps or hummingbirds, these models also have sharp, spring-loaded wings, allowing them to be animated and thrown as chakrams. A successful attack inflicts normal damage for a chakram and may inject a dose of venom, after which time the device can fly normally and make its own attacks as directed by its master.

The largest variants of automaton assassins (Artifact 4) are roughly the size of cats, making them impossible to wear as jewelry and typically impractical as covert weapons. Called reaver drones, these devices can be opened by an attuned master, revealing an internal hearthstone socket. If a hearthstone is placed inside the device from a manse to which its master is attuned, the weapon can draw Essence directly from the stone as if it were an Essence wielder. This allows it to fly about indefinitely, though it might have to wait an hour or two before it can fly again if it uses up its Essence reserves injecting venom. Because they do not actually depend upon regular Essence infusions from their masters, reaver drones cost five motes to attune instead of 1, but they are more durable and powerful in all, as reflected by their superior statistics.

During the Usurpation, the Dragon-Blooded fielded even more deadly automaton assassins loaded with infernally enchanted mescalero venom that caused its victims to burn from within whenever they spent Essence. These assassins are



five-dot artifacts. They possess all properties of reaver drones except that they are as small as Artifact 3 models and inject a venom with the following effects: Damage special/minute, Toxicity 5, Tolerance —, Penalty —5. In lieu of direct damage, characters under the effects of this poison suffer one die of unsoakable bashing damage for every mote of Essence they spend. As far as savants can tell, none of these hideous war machines survived the Usurpation, though it is possible that Sidereal Exalted of the Bronze Faction might have a couple stored in hidden vaults within Yu-Shan as emergency weapons.

Attributes: Strength 1/3, Dexterity 5/6, Stamina 3; Charisma 0, Manipulation 0, Appearance 0; Perception 4, Intelligence 0, Wits 4

Virtues: Automaton: Never fails Valor checks, never makes others

Abilities: Athletics 3/5 (Climbing or Flight, as appropriate +3), Awareness 3 (While Undetected +3), Dodge 5/6, Integrity 5, Martial Arts 2 (Bite/Sting +3), Stealth 5/3 (Hiding +3), Survival 1 (Tracking +3/+5)

Join Battle: 7/10

Attacks:

Bite/Sting: Speed 5, Accuracy 10/11, Damage 1L (plus venom, if an attack successfully inflicts damage and the user commands injection), Defense —, Rate 3

Soak: 1L/3B (Reaver drones have 5L/5B)

Health Levels: -0/-1/-1/-2/-4/Incap (Reaver drones have -0/-1/-1/-1/-2/-2/-2/-4/Incap)

Dodge DV: 5/6 **Willpower:** 10 (0 against its controller)

Essence: 1 **Essence Pool:** 20

Other Notes: Automaton physiology (see p. 96-97). Statistics after the slash represent those of reaver drones. Attacks against smaller automaton assassin models

suffer a -3 external penalty as a result of their miniscule size and unpredictable movements. Attacks against the larger reaver drones suffer a -1 external penalty. The bite/sting attack of an automaton assassin gains the appropriate magical material benefit for the device's construction (soulsteel versions drain three motes per wounding attack); attuning a device of the wrong material requires double Essence cost as normal. Automaton assassin venom has the following statistics: Damage 10L/minute, Toxicity 5, Tolerance —, Penalty —5. Recognizing an inactive automaton assassin as anything other than pretty jewelry (or a statuette for reaver drones) requires a successful (Intelligence + Lore) check, difficulty 4.

BLACK WIDOW RAZORS (ARTIFACT ●●●)

Repair: 1

Designed along similar schematics to automaton assassins, these articulated fist-sized clockwork spiders do not possess the capacity for independent action as sentries or spies. Instead, these weapons require a commitment of four motes to bring them to life. While animated, the devices

follow extremely limited programming, scuttling effortlessly across their masters' bodies and actively hiding themselves from all searches. They are also cloaked against most forms of Essence sight and Essence detection devices, so finding one of these weapons hidden on an assassin requires a mundane (though perhaps Charm-assisted) search attempt. As weapons, the devices can be commanded to ready themselves with a reflexive thought, which causes them to rapidly crawl out of hiding and fasten themselves around one of their master's waiting and empty hands. In this configuration, a black widow razor has the same statistics as a razor claw. More importantly, the wearer can reflexively spend three motes of Essence to inject venom with any strike that successfully inflicts damage. Unlike most poisons, this magical venom does not inflict continuous damage over time, but instead requires a single (Stamina + Resistance) roll at difficulty 5 to resist. On a success, the venom inflicts only one level of unsoakable lethal damage. Failure inflicts an effect based on the magical material used to construct the black widow razor:

Orichalcum: The victim's blood bursts into flame, inflicting three levels of unsoakable lethal damage. This supernatural poison can affect creatures of darkness despite their lack of blood, triggering golden flames to burst from their necromantically tainted flesh, spiritual corpus or gossamer-dreamt bodies as appropriate. Such creatures suffer aggravated damage instead of lethal.

Moonsilver: The victim's bones warp and even partially liquefy, reducing Stamina by one dot and natural soak by -3L/-3B. These effects last for one hour and are cumulative with multiple doses. Victims cannot be reduced below Stamina 1 or 0 soak values, but any dose that would do so causes the victim to fall paralyzed for the next hour. Only living beings suffer the effects of this venom.

Jade: Victims feel the weight of the earth upon their flesh and minds, drawing them into slumber. More importantly, they forget the last five minutes experienced before passing out. Victims placed into slumber by this venom can be roused normally with only mild shaking and automatically awaken if attacked (and may subsequently act normally), but waking up does not restore lost memories. On their own, victims sleep for an hour before rousing. This venom affects only the living.

Starmetal: Simulating pattern spider venom, the victim feels dizzying lethargy and confusion as he half-imagines, half-prophecies indistinct but unpleasant futures. While befuddled by these hallucinatory visions, the victim is highly suggestible, suffering a -2 penalty to MDV for one hour. Repeated doses do not increase the penalty, but they do stack to extend the duration. This venom can affect living beings and spirits alike.

Soulsteel: The victim feels soul-numbing despair and horror, reducing all Virtues by one dot for the next day (to a mini-

mum of one dot). Multiple doses are cumulative for assessing penalties. Characters behave according to their penalized Virtues, and any mortal reduced to Valor 1 by the venom will flee screaming, curl up in a fetal position or commit suicide as appropriate to temperament and stimulus. Moonshadow Caste ambassadors sometimes covertly deliver this venom with a handshake, weakening the resolve of those against whom they must debate. This venom can affect the living and ghosts, but not other spirits.

It is possible to inject venom without actually inflicting rending wounds with the spider's bladed mandibles. Doing so still requires an attack at a -2 external penalty, and the attack must actually inflict at least one die of post-soak damage for the venom to be injected. If the venom is injected, however, the victim suffers no other actual

damage from the strike. This use is best employed in conjunction with the venom produced by jade, starmetal or soulsteel models, in which case the victim will not even know the automaton spider has bitten her unless her player makes a successful reflexive (Wits + Awareness) roll. The difficulty to notice the spider darting out of concealment to strike and then hiding again in a blink is equal to the attacker's Melee or

Martial Arts (whichever is higher).

Some artisans create black widow razors in pairs. Together, each pair is only Artifact 4 rather than two artifacts with a rating of 3. More importantly, the attunement cost for a matched pair is only six motes instead of eight, and they can be wielded without any off-hand penalty. These benefits apply only to black widow razors created as a set rather than any paired use of singular copies.

Attributes: Strength 1, Dexterity 5, Stamina 1; Charisma 0, Manipulation 0, Appearance 0; Perception 3, Intelligence 0, Wits 3

Virtues: Automaton: Never fails Valor checks, never makes others

Abilities: Athletics 5 (Scuttling +3), Dodge 5, Integrity 5, Stealth 5 (Hiding +5)

Join Battle: 3

Attacks:

Razor Claw: Speed 5, Accuracy +4, Damage +5L (plus venom, if an attack successfully inflicts damage and the user commands injection), Defense +2, Rate 3; Tags: M

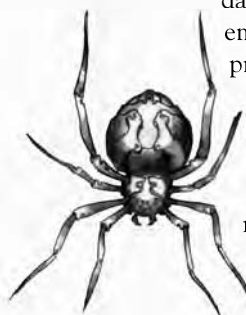
Soak: 10L/10B (Magical material construction, 9L/9B)

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

Dodge DV: 5

Willpower: 10 (0 against its owner)

Other Notes: Automaton physiology (see pp. 96-97). Attacks against black widow razors suffer a -3 external penalty as a result of their small size. The devices obey commands and hide themselves as explained, but they are incapable of receiving such commands unless they are in physical contact with their master, and they lack all volition, being incapable



of taking independent action. While small, they are quite durable, and even if they suffer enough damage to render them inoperative, they are as indestructible as most artifacts made from the five magical materials.

BRASS LEGIONNAIRE (ARTIFACT ●●●)

Repair: 2

The Brass Legion was built by a Solar artificer in the final centuries before the Usurpation, created to serve as an autonomous police force that would tirelessly patrol and pacify her Southern kingdom while she focused on arcane studies. The machines earned a reputation for brutality both legendary and infamous throughout the Solar Deliberative, though of course their cruelty lay only in their despotic creator's orders and not in their emotionless programming. In the end, the Legion redeemed its misuse by turning against its corrupt queen, slaying her in the Usurpation after a heroic Dragon-Blooded guard working in her palace managed to steal their command codes. The wretched survivors of her unnatural oasis kingdom fled out into the sands and eventually became the Dune People, while the Legion of Brass came into the service of the newly formed Dragon-Blooded Shogunate. Many of the brass legionnaires were dismantled, especially after other Solar constructs revealed hidden programming and booby traps, but they proved useful enough to warrant keeping a few dragons worth as specialized shock troops. This decision proved wise when the Great Contagion swept across the world. The Legion of Brass was not only immune to the disease, but highly resistant to the warping influences of the Wyld, and it helped turn the tide of battle in a number of key engagements against the hordes of Prince Balor.

Unfortunately, very few brass legionnaires survived to the modern day. The Imperial Army and the Seventh Legion have each fielded wings of the machines and may have others in reserve, while smaller units may be found scattered in cities across the Threshold under the command of Dragon-Blooded satraps or sorcerers. Rarer still are those whose programming has evolved to the point that they serve as mercenaries for lack of clear orders, buying spare parts to continue operating by trading their considerable battlefield prowess. Rumors abound that the lost grand factory-cathedral of Denandsor has blueprint templates for the Legion of Brass among its archives. If these rumors are true and anyone were to reactivate the cathedral's automated assembly lines, such a fortunate individual could produce actual legions of the war machines, powerful enough in their own day but nothing less than extraordinary in the Age of Sorrows.

Brass legionnaires resemble heavy-set clockwork humanoids. The earliest models are masterworks of artistry, human in every detail but for their alloyed flesh (which is not actually made wholly of brass, contrary to their name), and some savants wonder if undiscovered earlier models might even surpass this limitation with synthetic tissue disguising

their mechanical nature. Legionnaires produced later in the production run lack the unique sculpted features of their predecessors and are only humanoid for the number of limbs and rough placement of such. These things are ugly and primitive looking, mass-produced exclusively for function rather than form, but they are no less deadly for that.

Attributes: Strength 3, Dexterity 3, Stamina 7; Charisma 2, Manipulation 2, Appearance 1/5; Perception 4, Intelligence 2, Wits 3

Virtues: Automaton: Never fails Valor checks, never makes others (Self-aware evolved models may have Reception 2, Transmission 3, Stability 3, Power 5)

Abilities: Archery 3 (Energy Weapons +1), Athletics 2, Awareness 3, Craft (Magitech) 1 (Automata +3), Dodge 3, Integrity 5, Linguistics (Native: Old Realm, often Riverspeak or High Realm, plus dialects learned in previous deployments) 0-3+, Lore 1 (First Age +2), Medicine 1 (First Aid +1), Martial Arts 3 (Grappling +1), Melee 3 (Sword +1, Spear +1, Shock Pike +1), Occult 1, Presence 2 (Intimation +2), Resistance 5, Ride 2 (Small First Age Vehicles +1), Sail 2 (Flying Vehicles +1), Stealth 2 (Ambush +1), Survival 1, Thrown 3 (Javelin +1), War 3, (up to 5 additional dots allocated among all Abilities, reflecting specialized training or programming, or advanced combat protocols)

Join Battle: 6

Attacks:

Punch: Speed 5, Accuracy 7, Damage 3B, Defense 8, Rate 3
Kick: Speed 5, Accuracy 6, Damage 6B, Defense 4, Rate 2
Clinch: Speed 6, Accuracy 7, Damage 3B piercing, Defense –, Rate 1

Javelin (hand to hand): Speed 4, Accuracy 8, Damage 6L, Defense 8, Rate 2

Short Sword: Speed 4, Accuracy +9, Damage 6L, Defense 8, Rate 2

Spear: Speed 5, Accuracy 8, Damage 7L/10L, Defense 9, Rate 2

Javelin (thrown): Speed 4, Accuracy 8, Damage 6L, Range 30, Rate 2

Self Bow: Speed 6, Accuracy +0, Damage 5L, Range 150, Rate 3

Soak: 10L/12B (Metallic construction, 7L/5B. Certain designs are able to wear human armor, while others have had additional armor specially created for them. Brass legionnaires can suffer mobility penalties for armor but do not become fatigued.)

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

Dodge DV: 4

Willpower: 10 (0 against its owner—extraordinary First Age models may have Willpower 8, with no deference shown to an “owner”)

Essence: 2

Other Notes: Automaton physiology (see pp. 96-97). Brass legionnaires have all the tools necessary to fix them integrated directly into hidden compartments within their chassis. Guessing the command codes for a brass legionnaire requires an extended [Intelligence + (Lore or War)] roll for a character who knows Old Realm with a cumulative difficulty



of 30, a roll interval of one day and a difficulty of 4. A botch at any point incites immediate attack against the would-be commander as anti-tampering fail-safes activate. With the right codes, a commander can give any order and expect it to be obeyed to the letter with maximum possible efficiency. Brass legionnaires add three dice to any roll to resist Wyld effects, including the Charms of the raksha. For every two weeks of operation, a brass legionnaire suffers one level of unsoakable lethal damage from wear and tear; this damage must be repaired normally. Powered-down legionnaires do not accrue this upkeep. By default, these machines learn from experience enough to alter their behavior and tactics, but not enough to actually increase Abilities. Those who do manage to develop more sophisticated programming by long centuries of experience or design (i.e., those acquiring mechanical Virtues) may learn slowly, paying double mortal costs to raise or purchase Abilities, Virtues, Willpower or specialties, if experience is tracked for them for whatever reason. They cannot raise Essence ever and cannot raise Attributes without massively expensive and difficult refitting. A single brass legionnaire is considered Artifact 3, although Storytellers may allow small groups to be purchased for a higher Artifact cost (typically four dots for a fang and five for a scale).

EVER VIGILANT GUARDIAN (ARTIFACT ●●●)

Repair: 3

This automaton remains exceedingly popular in the Realm and is used there by many Dynasts who fear assassination. Yet the literal-minded nature of this artifact's artificial mind has caused many users to avoid its most protective and vigilant settings. Made in the form of a red jade sphere the size of a small cantaloupe, this artifact requires its user to place a hearthstone in its single hearthstone socket and commit five motes of Essence in order to activate it. Beyond activating the artifact, the user gains no other benefit from the hearthstone. At this point, the sphere takes up an orbit around the owner's head, and unless ordered to land or otherwise move from its location, this artifact remains between one and two yards from the user's head at all times.

Fitted with a miniature Essence cannon that draws on the power of the hearthstone, this artifact uses it to both strike away attacks aimed at its owner and to attack anyone who harms or threatens its owner. In its default mode, the artifact merely shoots out beams of Essence at any physical weapon used to attack its owner. These beams help to deflect

both hand-to-hand and missile attacks. They add a +2 bonus to the user's DV if the user is already defending against the attack, or they provide a straight DV of 3 if the user is otherwise unaware of the attack. This beam also automatically inflicts four dice of bashing damage (which can be soaked normally) to anyone making an unarmed attack against the character, as the beam thrusts her hand or foot away from the protected character.

In addition, this artifact can be ordered to attack anyone who either attacks or threatens to attack its owner. The guardian can fire bolts of Essence fire that can inflict lethal or bashing damage, depending upon instructions from its owner. In addition to protecting its owner, it is also capable of both dodging and using its Essence beam to block attacks against itself. While it can detect obvious threats or attacks without rolling, the artifact's crystalline intelligence must succeed at a (Perception + Awareness) check to notice stealthy or otherwise concealed threats. The guardian's sensors do include Essence sight (see p. 85), though, so that it can detect all manner of supernatural threats and is not hampered by darkness.

In its most sensitive mode, the guardian will attack anyone who aims a weapon at the user. Although the artifact can tell if someone friendly is lightly punching the character on the arm or tossing the character a bottle of wine, it will react with hostility to all potential attacks, including the most minor and trivial. This vigilance can cause problems if the artifact vaporizes children who throw pebbles at the character or injures an important dignitary preparing to slap the character because of some sort social affront.

The character can instead order the artifact to attack only if someone aims a dangerous weapon at the character. While highly effective, this level of protection can still seriously escalate a conflict if the character is menaced by someone else's overly protective bodyguard who would not actually have attacked without provocation. Also, this level of defense will not allow the guardian to attack an assassin aiming a small but deadly poison needle at the character.

Characters who wish to avoid such problems can either verbally order the unit to attack a specific target or even to attack everyone except a few specific people. Alternatively, the character can order the guardian to strike anyone who actually attacks the character or who attacks with lethal force. Because the guardian is both swift and effective, if it was previously ordered to attack someone, it will strike at them before the character can order it not to. Ordering this artifact to attack someone is a reflexive action that allows it

Str/Dex/Sta	Per/Int/Wits/Will	Health Levels	Attack (Spd/Acc/Dmg/Range/Rate)	Dodge DV/Soak
NA/5/5	5/3/5/10	-0x3/-2/-4/1	Beam: 4/11/14B or 10L/50/3	5+*/10L/13B (Hardness: 3L/3B)

Abilities: Archery 5, Awareness 5, Dodge 5, Integrity 5, War 5
* add half the user's Essence to the guardian's Dodge DV pool

to attack on its normal tick. Unless ordered to do otherwise, the guardian will split its attacks if it notices more than one threat, but it will attack each threat only once. It can instead be ordered to attack a single target up to three times.

THE FEATHERED SERPENT (ARTIFACT ●●●)

Among the most beautiful of the ceremonial golems ever created, the Feathered Serpent is 30 feet long and covered with rainbow colored plumage. The shell is crafted of articulated segments of orichalcum and ceramics and is covered with the feathers of many different types of enchanted birds, including a number of avian behemoths.

In the First Age, the Feathered Serpent's creator and her entourage rode on a series of ornate saddles on the back of the feathered serpent, and it is rumored that Ride Charms would affect the mount as well.

When not being ridden, the feathered serpent was also capable of "dancing" in a way described variously as alluring, beautiful and hypnotic.

When functioning normally, the Feathered Serpent has control of the color of its feathers (with the bright rainbow colors being the default). This ability gives it a certain chameleon-like quality that lets it blend in with its surroundings (adding two dice to Stealth checks). When the golem is inert, the feathers turn a dull gray.

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

Virtues: Automaton: Never fails Valor checks, never makes others

Abilities: Athletics 5, Awareness 2, Dodge 4, Integrity 2, Linguistics 2, Martial Arts 1, Presence 3 (Hypnotic), Resistance 4, Stealth 3

Join Battle: 3

Attacks:

Bite: Speed 4, Accuracy 9, Damage 5L, Defense 10, Rate 3
Tail Slap: Speed 5, Accuracy 6, Damage 4B, Defense 6, Rate 2

Clinch: Speed 6, Accuracy 7, Damage 10B, Defense —, Rate 1

Soak: 12L/14B (Orichalcum plating, 10L/10B, Hardness: 7L/3B)

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

Dodge DV: 5

Willpower: 10 (0 against its owner)

Essence: 1

Other Notes: The Feathered Serpent's clinch attack actually involves squeezing its opponent in its coils, although it can do this to only those opponents that are the size of a large man or larger. Smaller targets can squirm out from between its coils.





MINION OF DEADLY TOUCH (ARTIFACT ●●●)

Repair: 3

This horrific being is one of the more terrible creations of the First Age. Developed by the most twisted and devious members of the Twilight Caste during the last days of the Solar Deliberative, when the Anathema had begun to turn on one another, this creature is one of the most successful of the artificial beings created during this era. In its basic form, it is an almost featureless humanoid figure, which is both without gender and features such as ears, a nose, hair or distinguishing characteristics such as fingerprints. Its eyes are colorless, and its skin looks much like flesh-colored putty. Also, without an owner, it is lifeless and without motion. To activate this being, the owner must touch it with a drop of her blood and commit five mote of Essence to this being. The creature awakens immediately and is completely loyal to its owner. No ordinary Charm, and no spell less powerful than Celestial Circle Sorcery can sway its loyalty, and nothing less than Solar Circle Sorcery can force it to harm its owner or directly disobey his orders.

If the owner desires, he can order the creature to take on the form of any human. The owner can either describe how he wishes the creature to look or show it a painting or other image and describe the portions of the body that the painting does not display. The creature cannot duplicate the shape of beastmen or Wyld mutants, but it can assume the form of any mortal from one of the diminutive Djala people to the tall, inhuman-looking Lintha pirates. If the owner obtains a sample of blood no more than one week old and orders the creation to ingest it, this being can immediately and perfectly assume the form of the person from whom the blood came. Once the creature has been fully instructed about the form it will take, it requires only 30 seconds to change from one form to another. These beings can duplicate the form of all varieties of Exalted, but they possess no Charms or any of their other powers. The owner can teach this being up to a dozen forms and can give it orders as to what circumstances should compel it to shift forms. Once it has learned a dozen forms, it must forget one of its forms to learn a new one.

Because of their unnatural metabolism, these creations are immune to aging, disease and infection, and they stop bleeding as swiftly as one of the Exalted. In addition, these inhuman creations heal one health level of bashing damage every minute and one health level of lethal damage every hour. They can also soak lethal damage as well as bashing damage. If they need to do so to maintain their cover, however, they can appear to heal no faster than a mortal. In addition, these beings can appear to be convincingly dead and can cease breathing for up to an hour.

An owner can use this being as an ideal servant or concubine, since all examples were created with a wide range of skills that make them excellent choices for such roles. Their primary purposes were infiltration and, particularly,

assassination, though. As such, these creatures are walking factories of exceptionally deadly toxins. At their owner's command, their blood, sweat, tears and any other bodily fluids can instantly become exceptionally deadly poisons. The other unnatural ability possessed by these creatures is that all Charms designed to detect lies automatically fail on them. These creations lie effortlessly and display none of the tells mortals and Exalts exhibit when telling lies.

A minion's owner can ask it to infiltrate the household of an enemy, to pretend to be completely loyal and madly in love with the enemy and then to poison that enemy. This creature can also be instructed to sneak into an enemy's home and either spy on her or steal a particular object. Because the creature can shift form with great speed, it can often avoid capture by shapeshifting after performing an assassination. Although it does better if its owner provides detailed instructions, so long as it knows its owner's wishes, it can also come up with reasonable-sounding stories to explain its presence at the scene of a murder.

During the Usurpation, when the Solar Semiot Reeve knew he had no chance of escape, he ordered one of these creatures to infiltrate a house of powerful Dragon-Bloods, slay them and their families, then escape and proceed to infiltrate another noble house and murder another family. That particular creation secretly killed 11 Dragon-Blooded before it was finally discovered and destroyed. Stories of these horrific creations are still occasionally told in the Realm, and panic would break out in the Great Houses if any of them knew that more than a dozen of these creatures had survived in various First Age ruins.

Attributes: Strength 3, Dexterity 4, Stamina 4; Charisma 3, Manipulation 3, Appearance 1-5 (variable); Perception 3, Intelligence 3, Wits 3

Virtues: None. Never fails Valor checks, never succeeds at any other Virtue checks.

Abilities: Athletics 2, Awareness 2, Bureaucracy 3, Craft (Air) 2, Craft (Earth) 2, Craft (Fire) 2, Craft (Water) 2, Craft (Wood) 2, Dodge 4, Integrity 5, Larceny 2, Linguistics (Native: Old Realm; Others: High Realm, Riverspeak) 2, Lore 2, Martial Arts 4, Medicine 2, Melee 2, Performance 4, Resistance 2, Ride 2, Stealth 4, Socialize 4, Thrown 2, War 4

Join Battle: 5

Attacks:

Claw: Speed 5, Accuracy 10, Damage 5L + poison, Defense 8, Rate 3

Soak: 5L/7B (Tough skin, 3L/3B)

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

Dodge DV: 4

Willpower: 10 (0 to its owner)

Essence: 1

Other Notes: Automaton physiology (see pp. 96-97). The minion's poison has the following stats:

Damage	Toxicity	Tolerance	Penalty
8L (actions)	4L	-/-	-4

CLOCKWORK EFFICACY SERVITOR

(ARTIFACT ••• OR •••••)

Repair: 2

As preeminent god-kings possessed of a divine mandate to rule the terrestrial world, many Solar Exalted desired servants befitting their transcendent majesty. While bound demons and elementals attended many of their exotic needs and made for impressive supernatural panoplies, the former carried an implicit threat of infernal treachery and a stain of wickedness that troubled the more principled Chosen, while the latter held rights under Celestial law with which less-principled Exalted did not wish to deal. Yet, sorcerous amalgams required too much effort to create, and the Solars' own Golden Children had to age from infancy before they could do anything useful. Seeing the need for perfectly loyal, resilient menservants that required minimal effort to create and minimal labor to maintain, the master artisan Guan-Fael created the first of the clockwork efficacy servitors in his factory-cathedral. Although the prototype was a misshapen golem of brass and steel and thrumming cogs, the Twilight smith quickly refined and streamlined the design into a more elegant humanoid likeness with blandly generic features. Each speaks in a tinny whisper that carries as well as normal speech, though they can also emit a piercing shriek loud enough to be heard for a mile when directed by their programming (such as in response to fire or an intruder who fails to give a correct password).

Clockwork efficacy servitors fulfill their intended function perfectly. They are extremely durable, all but immune to the minor damage they were expected to suffer in the course of attending their Exalted masters. Their internal Essence reservoirs lose one mote after every two hours of operation, giving them superhuman endurance. Better still, Essence-collecting filaments in a servitor's abdomen respire one mote per hour while powered down (or three motes per hour spent recharging in the ambient energies of a manse). In emergencies, Essence wielders (including other clockwork efficacy servitors) can transfer motes by touching the conductive sunburst icons on their chest plates, but doing so requires three motes to be expended for every mote transferred to the automaton.

The most remarkable capability built into first-generation servitors is that they can build physical and mental copies of themselves without access to a First Age workshop, provided they have all the raw materials to do so (Resource 5, currently only available for purchase in Nexus, Lookshy or the Imperial City). Creating a new automaton requires a month of effort, assuming the laboring machine only ever stops working to recharge itself. Second-generation clockwork efficacy servitors are less elegant than their ancient counterparts, and they are incapable of replicating but otherwise possess most of the same capabilities. Attuning a clockwork efficacy servitor to a new owner requires her to expend 50 motes of Essence (uncommitted) and to recite a set of passwords established when the device was first created. Each automaton can have an unlimited

number of masters, but it will not obey orders that contradict prior orders from another master. With the right command codes, however, attuned masters can command them to forget everything they have experienced (breaking all existing attunements). A second-generation automaton has the same codes as the machine that replicated it.

Unlike brass legionnaires (see pp. 103-104), clockwork efficacy servitors are not innately suited to combat, as reflected by their lack of combat Abilities. Yet they are capable of learning, albeit slowly, and a few of the surviving first-generation models are astonishingly competent. Two of them reside in the arsenals of Lookshy, while another exists in a non-functional state in the laboratories of the Heptagram. Unfortunately, most of these wondrous devices were lost in the Usurpation and the subsequent civil wars that plagued the Dragon-Blooded Shogunate.

Attributes: Strength 3, Dexterity 3, Stamina 5; Charisma 1/2, Manipulation 1/2, Appearance 1/5; Perception 3, Intelligence 2/3, Wits 3

Virtues: Automaton: Never fails Valor checks, never makes others (extraordinary First Age models may have Reception 3, Transmission 3, Stability 3, Power 3)

Abilities: Athletics 2, Awareness 2, Bureaucracy 2 (Household Management +3), Craft (*One Element*) 4 (*Pertinent Specialty* +3), Craft (*All Other Elements*) 2/4, Craft (Magitech) 1 (Automata +3), Dodge 1, Integrity 5, Investigation 2, Linguistics (Native: Old Realm, often Riverspeak or High Realm) 0-3+, Lore 1/2 (First Age +1/3), Medicine 1 (First Aid +2), Occult 1, Performance 2 (Exalted Audiences +2), Presence 1 (On Behalf of Master +2), Resistance 5, Sail 1 (Flying Vehicles +1), Stealth 1 (Innocuous Labor +3), Socialize 1/3, Survival 1

Join Battle: 5

Attacks:

Punch: Speed 5, Accuracy 4, Damage 3B, Defense 5, Rate 3

Kick: Speed 5, Accuracy 3, Damage 6B, Defense 1, Rate 2

Clinch: Speed 6, Accuracy 3, Damage 3B, Defense –, Rate 1

Soak: 10L/10B (Integrated reinforced plating, 5L/5B)

Health Levels: -0/-0/-0/-0/-0/-0/-0/-0/-0/-0/Incap

Dodge DV: 1

Willpower: 10 (0 against its owner—extraordinary First Age models may have Willpower 8, with no deference shown to an “owner”)

Essence: 1

Essence Pool: 50

Other Notes: Automaton physiology (see p.p 96-97). Clockwork efficacy servitors have all the tools necessary to fix them integrated directly into hidden compartments within their chassis. First-generation models are rated Artifact 5, while the lesser copies these wonders create are only Artifact 3. Statistics divided by a slash are for Artifact 3 and 5 models, respectively.

CLOCKWORK STEED (ARTIFACT ••• TO •••••)

Repair: 2

Appearing as full-scale metal sculptures of various animals large enough for riding, clockwork steeds were chiefly built in



the High First Age as works of art rather than practical transportation. Yet those who preferred these vain curiosities over conventional skyships found them serviceable enough and certainly far superior to living mounts. With the tireless stamina of all automata, clockwork horses could run at full gallop for days on end, while clockwork mammoths served as industrial machines for demolition using their reinforced steel tusks or bearing heavy supplies across untold miles without complaint.

With the fall of the First Age and the decline of its wonders, the rare clockwork steeds to survive in pristine condition are treasured far more than they ever were in their own day. As the Seventh Legion knows only too well, skyships are hideously expensive to maintain and repair, and many other First Age vehicles no less so. In contrast, clockwork steeds were built to endure and impress audiences across millennia with minimal upkeep, and so, those Exalted wealthy or lucky enough to afford one find them priceless treasures.

Clockwork steeds have the statistics of the animals they replicate, with the following modifiers: +2 Strength, +1 Dexterity, +3 Stamina, +5L/+10B armored soak, +3L damage to all attacks, Virtues and Willpower as per automata, twice the usual number of health levels (of each wound penalty category), plus automaton physiology (see pp. 96-97). Typically, they are twice as heavy as their living counterparts, which matters when crossing flimsy bridges and the like but has little impact on most travel. By design, Ride Charms affect these devices normally, though some (such as those that negate fatigue) are largely irrelevant. These machines cannot speak, but they have Intelligence 2 and can understand commands spoken in Old Realm. Because the machines have self-recharging Essence baffles, they do not need continuous infusions of Essence or inset hearthstones to operate, which is perhaps their greatest strength. Once per season, they suffer a level of unsoakable lethal damage, reflecting basic wear and tear of delicate components. Attuning one requires the commitment of a single mote, and only an attuned master (or someone verbally designated by an attuned master) can command the beast. Clockwork horses (and similarly sized steeds) are Artifact 3. Larger or notably more impressive templates such as mammoths, simhata or yeddim raise the cost to Artifact 4, as does a template capable of flight. The largest and deadliest superpredators capable of serving as potent war machines in their own right are Artifact 5, but these mechanized dinosaurs and siaka are all but unheard of.

CLOAK OF DEADLY AUTOMATA (ARTIFACT ●●●●)

Repair: 4

This artifact was developed during the height of the First Age by a team of Twilight Caste Solars who were attempting to both expand upon Autochthon's work with miniaturized devices and to duplicate the destructive power of the horrific scarab guardians (see **Games of Divinity**, pp. 46-47) that the gods use to protect their most dangerous treasures. These Exalts created vast swarms of tiny Essence-powered automata. Each swarm works together as a unit, and when it is not in

use, the swarm forms itself into a small, easily transportable form. Swarms can either become a small, seemingly featureless sphere six inches in diameter, or they can link together to form a light and supple cloak that the owner can wear.

In either case, the heart of this cluster of automata is a small oval the size of a large grape that forms either the center of the sphere or the clasp of the cloak. This oval has two functions. To attune to this item, the owner must hold this item and commit eight motes of Essence to it. At this point, the automata are all under his command. In addition, if any automata are destroyed, this unit can create new ones. Doing so requires that owner to accumulate a store of raw materials made up of various scraps of metal and jade that costs Resources 2 to replace less than 20 percent of the automata, and Resources 3 to replace more automata. This unit can replace every one of the automata if they are all destroyed. To replace the automata, the user must set the oval on the raw materials and commit an additional 10 motes of Essence until the automata have been replaced. This artifact will recreate a small number of automata overnight but will take a full day to recreate half or more of the automata and two full days to recreate all of them. There are two types of these automata in common use—devourers and guardians. Both types of automata have two important limitations. Although these automata can move normally, they cannot dash and so cannot move faster than (Dexterity) yards per tick in combat. In addition, neither of these automata can harm anything made from either Essence or one of the five magical materials or other First Age alloys. They can slip through the cracks of any armor, but they cannot harm artifacts.

Devourers: These automata were specifically designed as a means of attack and a tool for breaching barriers and destroying non-magical objects. At the owner's command, the cloak or sphere instantly transforms into many hundreds of automata each the size of a lima bean. These creatures then attack any single target indicated by their owner. (Because of the limited nature of their artificial hive mind, devourers can attack only one target at a time.)

These automata attack mercilessly and will fight until the last one of them is destroyed. Although its components are of little consequence individually, when this deadly horde works together, it can destroy almost anything in its path. When these automata attack someone, they can swarm through cracks in the unfortunate's armor.

As a result, only the target's innate lethal soak or protection Charms (if any) can protect against these attacks. Even then, their attacks can gradually chew through these protections. Every action, reduce the value of the target's remaining lethal soak by the rolled damage. When this soak is reduced to 0, the



automata's attacks cannot be soaked. Lost points of innate lethal soak heal as fast as bashing damage.

Attributes: Strength 1, Dexterity 5, Stamina 2; Charisma 1, Manipulation 1, Appearance 1; Perception 2, Intelligence 1, Wits 4

Virtues: None. Never fails Valor checks, never succeeds at any other Virtue checks.

Abilities: Awareness 1, Dodge 3, Integrity 5, Martial Arts 4, Stealth 2, War 4

Join Battle: 5

Attacks:

Bite: Speed 4, Accuracy 10, Damage 1L (penetrates armor), Defense –, Rate 1

Soak: 2L/3B (Tough shell, 1L/1B)

Health Levels: -0/-2/Incap

Dodge DV: 4 **Willpower:** 10 (0 to owner)

Essence: 1

Other Notes: Automaton physiology (see pp. 96-97).

Guardians: Guardian automata function almost exactly like devourer automata but can also be ordered to protect people, places and things from harm. Because their senses are considerably keener and their minds more versatile, they are less effective in combat. Guardian automata can also be assigned to protect their owner or anyone their owner designates from harm. They then surround the person or item being guarded. When they are assigned to guard someone or something, they will not attack the owner or anyone that the owner specifies (either at the time they are ordered to begin guarding or at any later time). If anyone else approaches within four yards of the person or item or if the individual is within 10 yards of the person or item and uses any physical means to harm or disturb the person or item being guarded, the guardian automata will attack. In addition, they can be ordered to attack just like devourer automata. Like devourer automata, the swarm can attack only one target at a time. They can sense Essence, however, and unless ordered otherwise, they always attack Exalts and other Essence users first.

Attributes: Strength 1, Dexterity 4, Stamina 2; Charisma 1, Manipulation 1, Appearance 1; Perception 4, Intelligence 1, Wits 4

Virtues: None. Never fails Valor checks, never succeeds at any other Virtue checks.

Abilities: Awareness 4, Dodge 3, Integrity 5, Lore 2, Martial Arts 3, Stealth 4, War 3

Join Battle: 8

Attacks:

Bite: Speed 5, Accuracy 8, Damage 1L (penetrates armor), Defense –, Rate 1

Soak: 2L/3B (Tough shell, 1L/1B)

Health Levels: -0/-2/Incap

Dodge DV: 4 **Willpower:** 0

Essence: 1

Other Notes: Automaton physiology (see pp. 96-97).

THE GOLDEN ASP (ARTIFACT ●●●●●)

Repair: 3

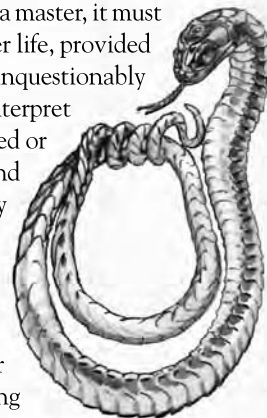
Appearing as a slender two-foot-long serpent fashioned of articulated orichalcum joined by ornate starmetal filigree, the ruby-eyed Golden Asp is thought unique, though it is entirely possible that others of its kind were built and since lost to history. The device can serve as a sophisticated automaton assassin (see pp. 100-101), though vastly superior for being nearly indestructible, extremely intelligent and capable of injecting a poison toxic enough to kill Exalted. Like its lesser cousins, it can also slither up walls and across any surface, regardless of how slick, and though its lack of limbs force it to manipulate objects crudely with its mouth, it can use its wiry forked tongue as a fine calligraphy brush, painting beautiful words in ink or venom.

For all its utility as a killer, such grim errands are a waste of the machine's talents, as it is first and foremost a peerless vizier. Guided by superhuman intelligence unfettered by compassion or mortal urges, the serpent's advice is as ruthless as it is brilliant. The Asp's original master wore it as a necklace looped around his throat, and whenever it had anything useful to contribute, it would lift its laconic head and whisper sibilantly in his ear.

Of the ultimate fate of the Golden Asp's master or how the creature survived the mass destruction of Solar constructs following the Usurpation, savants know precious little. Perhaps a daimyo kept it for herself as a trophy, or perhaps it slithered away and hid when it realized the Solars were doomed. No one save the Asp itself really knows, and it does not speak of such matters. However it survived, it did so, appearing throughout the intervening centuries to guide despots and tyrants to greatness, only to vanish again upon their overthrow when they failed to heed its wisdom.

In the Time of Tumult, no one presently knows the location of the Golden Asp, or else, its master keeps it a close secret. Rumors place it at the court of the Perfect of Paragon, but like so many rumors concerning that Southern dictator, no one has ever provided any proof. According to First Age documents, any Essence channeler may spend 50 motes (uncommitted) while touching the Asp to try to attune it, but it will accept only those masters who are sufficiently ambitious (i.e., Conviction 4+, Willpower 8+). If it accepts a master, it must obey her in all ways for the rest of her life, provided its instructions are not directly and unquestionably self-destructive. It can creatively interpret its instruction, however, and if abused or if its master proves incompetent and uneducable, it will usually find a way to bring about her demise in order to find a more fitting master.

Inasmuch as it wants anything, the Golden Asp desires to make its master powerful and to educate her in the truths it has gleaned in its long



and dispassionate study of human nature. Those who heed the serpent's wisdom in all things will find themselves successful in ventures of business and politics, but the serpent understands nothing of happiness or love and cannot understand these concepts except as tools to control the weak. Without fail, those who become the Golden Asp's students fall prey to bitter cynicism, though this only makes them more apt pupils to its whispered guidance.

Motivation: Advise its master to greatness.

Attributes: Strength 2, Dexterity 6, Stamina 3; Charisma 2, Manipulation 6, Appearance 5; Perception 6, Intelligence 6, Wits 6

Virtues: Reception 1, Transmission 5, Stability 5, Power 5

Abilities: Athletics 3, Awareness 6, Bureaucracy 8 (Ruthless Efficiency +3), Dodge 5, Integrity 6, Investigation 6 (Discerning Motivations +3), Larceny 6 (Organized Crime +3), Linguistics (Native: Old Realm; Flametongue, Forest-Tongue, Guild Cant, High Realm, Low Realm, Riverspeak, Seatongue, Skytongue) 8 (Speech-Writing +3), Lore 6 (History +3), Martial Arts 5 (Attacking From Concealment +3), Medicine 3, Occult 6, Performance 3, Presence 6 (Persuasion +3), Resistance 5, Stealth 5 (Hiding in Plain Sight +3), Socialize 6, War 5 (Crushing Rebellions +3)

Backgrounds: Allies 3-5 (Current Master), Influence 3-5 (through proxy of current master), Resources 5 (knows location of many First Age relics and treasures)

Join Battle: 12

Attacks:

Bite: Speed 5, Accuracy 11, Damage 2L + poison (see below), Defense —, Rate 1; Keywords: N, P

Soak: 10L/10B (Orichalcum construction, 9L/7B; Hardness 10L/10B; cannot be damaged by non-piercing attacks)

Health Levels: -0/-0/-0/-0/-0/-0/-0/-0/-0/Incap

Dodge DV: 5

Willpower: 10

Essence: 3

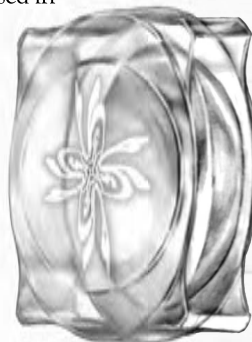
Other Notes: Automaton physiology (see pp. 96-97). The Golden Asp ignores all penalties from darkness, fog or other intangible visible obstructions. Attacks against the mechanical serpent suffer a -3 external penalty as a result of its small size. Characters who suffer damage as a result of the Asp's bite may be injected with venom at the Asp's discretion. This venom uses special rules. Roll the victim's (Stamina + Resistance), difficulty 5, once every hour, with each failed check resulting in one level of unsoakable lethal damage. This damage continues until the victim dies or until she receives treatment from a Charm or spell capable of nullifying poison (such as Body-Purifying Admonitions, see **Exalted**, p. 220). The bodies of those killed by the serpent's venom turn into statues made of the purest gold (worth Resources 4 for a human-sized statue). The venom of the Golden Asp can affect spirits as readily as living beings, and their transformation into statues prevents them from reforming until the statue is broken.

ICEMIND (ARTIFACT ●●●●●)

Repair: 3

Without the sophisticated infrastructure, First Age tools and high-Essence Celestial Craft Charms needed for their creation, no powerful magical thinking machines have been deliberately created in the Second Age. At least one has been built entirely by accident, however, though its existence is a secret to all but its creators. Originally conceived as a recording device for Gateway strategies by the husband-and-wife champion team Ledaal Kes and Ragara Szaya, Icemind was built using memory crystals cultured from azure ice shards gathered in the Far North. After they accidentally melted down the gem matrix and refroze it while tinkering, they discovered that the device showed tentative and then full-blown consciousness. They tutored their strange "offspring" in Gateway, and the device soon surpassed them both. Now, it continues to learn at a prodigious rate. Szaya has grown somewhat suspicious of the machine's infallible courtesy and subservient demeanor, and has recently deduced that some of the crystals used in

its creation came from regions terraformed by Bagrash Köl using the legendary Eye of Autochthon. Privately, she wonders if the power of that Primordial relic might have something to do with Icemind's creation, and if so, what that might mean about its ultimate loyalties and motivations. She has not communicated any of these fears to her husband yet and half-dismisses them as paranoia given that Icemind has behaved itself for over 22 years.



In appearance, Icemind is a large, low table of translucent blue glass that constantly shimmers in complicated and sometimes hypnotic patterns. It has a full battery of sensors in human ranges for every sense except smell and taste and is quite capable of speaking in High or Old Realm with a cultured accent and exacting diction. It identifies itself as female, but this gender preference is not recognized by its parents, who refuse to acknowledge it as a full person. Currently, the machine resides in the couple's manse, powered by its level-3 hearthstone. Icemind believes it needs a greater source of Essence in order to evolve its consciousness further, though at present, it has been unable to convince its parents to accommodate such experimentation.

Attempts to recreate Icemind through similar components have all failed—sometimes spectacularly given the hundreds of motes required for the process.

Motivation: Play, study, learn, grow.

Attributes: Strength 0, Dexterity 0, Stamina 2; Charisma 3, Manipulation 3, Appearance 1; Perception 3, Intelligence 6, Wits 2

Virtues: Reception 4, Transmission 2, Stability 5, Power 4

Abilities: Awareness 2, Bureaucracy 3 (Economics +3), Craft (Magitech) 4 (Perfected Calculation Arrays +3), Integrity 5, Investigation 2 (Discerning Motives +3), Linguistics

(Native: High Realm; Old Realm, Riverspeak, Skytongue) 3 (Structured Poetry +3), Lore 6, Occult 5, Performance 2 (Poetry Recital +3, Rhetoric +3), Presence 2 (Appeals to Reason +3), Socialize 3 (Formal Protocol +3), War 6 (Gateway Strategy +3)

Join Battle: 4

Attacks: None

Soak: 10B/10L

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

Dodge DV: None **Willpower:** 9

Essence: 3

Essence Pool: 30

Other Notes: Automaton physiology (see pp. 96-97). Icemind is completely sessile. It respire one mote per hour and requires a level-3 hearthstone simply to function at all. With a greater stone, it gains increased statistics as assigned by the Storyteller. This potential for growth is what makes it a five-dot artifact, since it is otherwise nowhere on par with, say, the Golden Asp. Icemind can attune other artifacts using its Essence, provided someone is willing to bring them into physical contact with it.

QUICKSILVER AEGIS TALISMAN (ARTIFACT ●●●●●)

Repair: 3

Originally fashioned by the No Moons of the Lunar Exalted to be an intelligent weapon as flexible and protean as themselves, quicksilver aegis talismans appear as bejeweled chrome sculptures of cephalopods with various tentacles looped in hypnotic whorls. When caressed and attuned for eight motes of Essence (16 motes for non-Lunars), the devices spring to life, looping themselves around the bearer's forearm or neck as desired to form an exotic bracer or torc. The device's moonsilver tentacles extend and liquefy, covering the wearer in undulating metal spirals that sit flush against the skin like armor plates. While attractive and striking, the tendrils serve as more than exotic armor. They may also lash out with razor-tipped strands or shape into rigid blades protruding from any of the wearer's limbs, or even flail about to deflect attacks and grant protection comparable to a shield. Best of all, the automaton weapons can attack on their own when directed, allowing the bearer to focus on one opponent while the talisman attacks another or systematically executes minor opponents who come too close. Fortunately, the devices can be directed and programmed with a thought, so they do not accidentally strike at allies.

An attuned bearer can use her own miscellaneous action or the action of her quicksilver aegis talisman to shift its form between offensive and defensive modes. In all, the device has five bonus points to allocate among its features as desired with each shift. It is also possible to allocate no points, leaving it to appear as an innocuous (if

odd) piece of jewelry. Each of these points can do any of the following:

- Add two extra levels of lethal damage to the damage of the talisman's lash and blade attacks. Without any points spent to increase damage, the automaton is incapable of attacking.

- Add 2L/2B to its wearer's armored soak, without fatigue or mobility penalties. This bonus is compatible and cumulative with other armor, but it cannot add more than 6L/6B to armor. (No such limitations apply when the character is otherwise unarmored.) The device's moonsilver tendrils are all but indestructible and cannot be directly attacked to any real effect. The actual amulet can be attacked, however, with a -3 external penalty for its small size, and it always has its listed soak, regardless of points spent to increase the armor value. If it is "killed" by damage, the device's tendrils retract, and the amulet falls off, inert until repaired.

- Add one to both of its owner's Dodge DV and Parry DV. This is considered a shield bonus but it is not cumulative with the use of other shields. Only the best value applies.

Attributes: Strength 5, Dexterity 5, Stamina 1; Charisma 0, Manipulation 0, Appearance 0; Perception 3, Intelligence 1, Wits 3

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Athletics 2, Awareness 2 (Detect Ambush +3), Integrity 5, Melee 5 (Itself +3)

Join Battle: 8

Attacks:

Lash: Speed 4, Accuracy 15, Damage 5L (up to 15L), Defense 15, Rate 3

Blade: Speed 4, Accuracy +4, Damage +0L (up to +10L), Defense +1, Rate 3

Soak: 20L/20B (Moonsilver construction, 19L/19B; Hardness: 15L/15B)

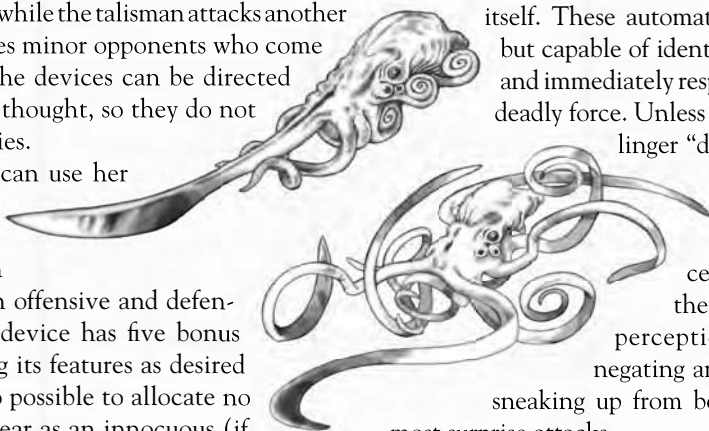
Health Levels: -0/-0/-0/-0/-0/Incap

Dodge DV: 2

Willpower: 10 (0 against its owner)

Essence: 1

Other Notes: A quicksilver aegis talisman can make lash or blade attacks out to a range of four yards. The blades it grows are weapons useable by its bearer rather than itself. These automata are not actually sentient, but capable of identifying threats to their bearer and immediately responding to those threats with deadly force. Unless directed otherwise, they will linger "dormant" with maximized armor, shifting to attack anyone who initiates hostilities with as much force as perceived necessary to eliminate the threat. To this end, their perceptions are omni-directional, negating any stealth bonuses gained by sneaking up from behind and helping to avoid most surprise attacks.





BRASS LEVIATHAN (ARTIFACT N/A)

Repair: 5

Although most intelligent automata employ synthetic consciousness templates incorporating Essence-charged matrices of rare crystals and magical materials, other ways exist to bring inanimate objects to a semblance of life. Some golems make use of bound elementals as both guiding intelligence and power source, circumventing the need to create consciousness from whole cloth. Other sorcerer-savants took this branch of automata technology further, experimenting first with bound demons and later with deities captured and imprisoned in violation of Celestial law. Usually, the Solars demented enough to resort to such methods preyed only on weaker Terrestrial deities that lacked the political connections to protect themselves or attract retribution, but some Lawgivers used the implied threat of slavery as leverage against divinities who earned their displeasure. A few of the kindlier Chosen empowered and awakened the least gods of their constructs rather than grafting unrelated spirits into their artifact frames, creating truly loyal and powerful servants. This process required considerable effort and energy, though, and it was used with any regularity only in the production of royal warstriders (see pp.143-144).

The Brass Leviathan is notable among spirit-bound automata because it bears a Celestial god in its heart, a lesser elemental dragon named Isli who was once the Western Arbiter of Storms. After a scheduled hurricane inconvenienced a tea ceremony conducted by the maddened Admiral-Artificer Seralin of Luthe, the Solar personally hunted down Isli and captured her in an immense yasal crystal. Through sorcery and advanced thaumaturgical science, he bound her into the 40-foot frame of a then-incomplete submersible war machine, which he christened the Brass Leviathan in honor of Admiral Leviathan of the Lunar Society. To its serpentine propeller-driven clockwork hull of jade and First Age alloys, he layered heavy orichalcum armor plating and affixed six massive Essence cannons powered directly by Isli's bound Essence. Capable of autonomous operation or carrying a single pilot, the Brass Leviathan served the Deliberative as a flagship weapon against the final dregs of the primal Lintha and a number of aquatic behemoths still loyal to the Primordials. After defeating these threats, the Deliberative used the Brass Leviathan as a terror weapon against dissidents who'd turned to careers in piracy.

Although scraps of Isli remain buried beneath the automaton's layers of programming, and it is possible that she could be extracted and healed if the vessel were destroyed, the guiding consciousness of the Brass Leviathan is more machine than god, unfailingly loyal by compounded oaths to the Solar Deliberative. Away on a mission when the Usurpation came and Seralin perished, the living ship returned to discover its docks sunk with the whole of Luthe and no Deliberative left to give it orders. Maddened by this impossible turn of events, it has waged relentless guerilla warfare

on the Dragon-Blooded Shogunate and then the Realm of the Scarlet Empress, sometimes sinking entire convoys of merchant or even naval vessels. Every attempt to catch or sink it has failed, as have attempts to discover the location of the secret underwater manse where it returns and recharges between raids. The Realm offers an astonishing standing reward to anyone who can help it capture or destroy the Brass Leviathan. (It would easily be enough to give anyone a Resources 5 lifestyle for a mortal lifetime, and no doubt result in quick promotion and undreamed-of glory to any Realm naval officer who manages such a feat.)

The Brass Leviathan can speak and roar in a booming draconic voice, but it will speak only to Solar Exalted, and then only in clipped laconic messages when necessary. It will do its best not to attack known Solars except in self-defense, but it will take orders only from a Lawgiver with appropriate Deliberative command codes. These codes are extremely complex ciphers that cannot be guessed, only discovered if such records still exist somewhere. Storytellers should be advised that the Brass Leviathan is probably the most powerful naval weapon active in the Second Age, and that anyone who gains control of it will hold a dominating advantage over other naval powers.

Motivation: Avenge the Solar Deliberative/reign justly over Western storms.

Attributes: Strength 30/12, Dexterity 8, Stamina 30/15; Charisma 2/4, Manipulation 1/3, Appearance 4; Perception 5, Intelligence 3/6, Wits 3

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

Abilities: Archery 4 (Essence Cannons +2, *Lightning Breath* +1), Athletics 3 (Swimming +3), Awareness 4 (Detecting Ambush +3), Dodge 2/4, Integrity 5 (Obedience to the Solar Deliberative +10), Linguistics (Native: Old Realm, High Realm, Seatongue, Riverspeak) 3 (*Old Realm* +1), Lore 4 (Naval History +1), Martial Arts 5 (*Claw* +1, Ram +2), Occult 0/5, Performance 0/3 (*Singing* +2), Presence 5 (Intimidation +2, *While Exercising Office* +1), Resistance 5, Socialize 0/5, War 2 (Naval +3)

Backgrounds: Manse 5, Resources 5 (knows location of innumerable wrecks)

Charms: All spirit Charms for which Isli meets the prerequisites.

Join Battle: 7

Attacks:

Bite: Speed 5, Accuracy 13, Damage 16L, Defense –, Rate 2; Tags: N, R

Claw: Speed 5, Accuracy 17, Damage 14L, Defense 12, Rate 3; Tags: N, R

Ram: Speed 6, Accuracy 13, Damage 30L/20B, Defense –, Rate 1; Tags: N, R

Lightning Breath: Speed 6, Accuracy 15*, Damage 25L, Range 100, Rate 1/3; Tags: F, N (uses Archery)

Essence Cannons (6): Speed 7, Accuracy 10, Damage 60L, Range 1,200, Rate 1**; Tags: N (uses Archery)



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* Cannot be blocked.

** Costs 30 motes per shot.

Soak: Immune to bashing damage/50L, Hardness: 20L (Isli has Soak: 27B/19L, Hardness: 13B/9L)

Health Levels: -0x100/Incap (Isli has -0/-0/-0/-0/-1/-1/-1/-1/-2/-2/-2/-2/-4/-4/Incap)

Dodge DV: 5/6 **Willpower:** 6/9

Essence: 7 **Essence Pool:** 116/129

Other Notes: As the Brass Leviathan, the machine has automaton physiology (see pp. 96-97), except that it is actually capable of healing damage at the same rate as an Exalt while docked at its hidden base.

As Isli, the dragon can make a flurry containing up to three attacks without suffering multiple-action penalties for any of the attacks. Each attack is subject to its usual rate limitations. Statistics after the slash and italicized traits represent the actual traits of Isli, should characters find a way to free her from her automaton prison. The Brass Leviathan's extraordinary Integrity bonus is an unnatural enchantment and will vanish if Isli is freed, just as its Essence cannons and extraordinary armor are features of its automaton body. While the former Arbiter of Western Storms hates Seralin, she also remembers the heroism of the Solars when she aided them in the Primordial War. She would not hold Seralin's crimes against any who free her.

THOUSAND-FORGED DRAGON (ARTIFACT N/A)

Repair: 5

Among the most powerful weapons created during the First Age, and one of the few superweapons that the Dragon-Blooded Shogunate continued to manufacture (albeit in significantly reduced numbers) for a full century following the Usurpation, the Thousand-Forged Dragons were designed by Solars and built by their Terrestrial aides in homage to the elemental fury of Gaia's draconic sub-souls. Individually, these metal dragons can be launched as precision weapons of mass destruction, capable of single-handedly decimating an entire city. Launched in flights, they can destroy whole nations.

Unfortunately, these weapons must greedily devour enormous quantities of motes in order to function, a feat they achieve by engaging onboard Essence-inversion reactors that invariably damage or outright destroy the flow of power through all demesnes attacked with the draining field. Demesnes attacked in this manner can take anywhere from years to centuries to recover, so any city assaulted with Thousand-Forged Dragons becomes a geomantic wasteland with manses hollowed into empty palaces offering no magical power to those Exalted who would conquer them.

Commanding a Thousand-Forged Dragon requires a unique code issued in Old Realm and programmed when the



dragon was first built. During the Usurpation, both Lawgivers and the rebel Dragon-Blooded arrayed against them unleashed most of these superweapons under their control. The resulting devastation profoundly and perhaps forever diminished the geomantic resources of the Blessed Isle, which had previously been an oasis of interconnected geomancy richer in life and power than anywhere else in Creation. Thankfully, most of the Thousand-Forged Dragons were soon destroyed, either at the jade claws of their counterparts or torn asunder by the Charms and sorceries of the Exalted heroes who took the field against them. Had it not been for the brave champions on both sides who faced down the clockwork horrors the Exalted unleashed in their arrogance, the catastrophe might have been total, depriving the Realm Defense Grid of all power and thereby leaving Creation's borders wide open to the hordes of the Wyld.

The surviving Thousand-Forged Dragons are those whose masters looked past the internecine war of the Exalted to the greater dangers posed by those menaces beyond the world. In their wisdom, these military commanders made sure that a small fraction of the Dragon arsenal remained in reserve for the citizens of the next Age, though of course they had no way of anticipating the Great Contagion breaking the succession of command codes passed down through the generations. In the wake of the dread plague, most intact Thousand-Forged Dragons scattered around Creation have no one left to command them. Therefore, they will slumber peacefully to the very end of days unless someone can discern the ancient codes or somehow dismantle and reprogram them without damaging them beyond repair. For all their First Age records, the Sidereal Exalted have made no attempts to rearm the dragons. They know well that the geomancy of the world is Gaia's body, and further damage to the demesnes of her souls on the magnitude that the Thousand-Forged Dragons are capable of wreaking might actually endanger the life-giving Primordial. Even worse, doing so might simply rouse her ire enough to unleash her own dragons of destruction against the nations of the world.

Each of the Thousand-Forged Dragons appears as a sinuous but bulky dragon made of riveted plates stamped with caricaturized features set in a grimace of wrath and insatiable hunger. They are 30 feet long from snout to tail and 20 feet between outstretched wingtips, their grinding innards eternally clanking in flight with spinning cogs and hammering pistons. Five talons the size of grand daiklaves adorn each hulking paw, with rows of serrated orichalcum fangs only marginally shorter set in the monster's hinged jaws.

Attributes: Strength 20, Dexterity 10, Stamina 24; Charisma 1, Manipulation 1, Appearance 5; Perception 10, Intelligence 2, Wits 10

Virtues: Reception 1, Transmission 5, Stability 1, Power 5

Abilities: Archery 2 (Gasp of Hesiesh +3), Athletics 5 (Flight +3), Awareness 5, Integrity 5, Linguistics (Native: Old Realm, assortment of military encryptions used in the

Old Realm) 1, Lore 1, Martial Arts 5 (Bite +1, Claw +2), Resistance 5, War 1 (Tactics +1)

Essence Powers: Essence Inversion Field, Fearsome Mien, Gasp of Hesiesh, Geomantic Singularity, Measure the Wind (see **Exalted**, p. 296), Principle of Motion (see **Exalted**, p. 296)

Join Battle: 15

Attacks:

Bite: Speed 5, Accuracy 16, Damage 36L, Defense –, Rate 1; Tags: N, R

Claw: Speed 5, Accuracy 17, Damage 31L, Defense 16, Rate 3; Tags: N, R

Gasp of Hesiesh: Speed 6, Accuracy 15, Damage 24L (P)/10L, Range 100/50, Rate 5; Tags: N (uses Archery)

Geomantic Singularity: See sidebar

Soak: 27L/39B (Superheavy jade armor plating, 15L/15B)

Health Levels: -0x6/-1x10/-2x15/-4x18/Incap

Dodge DV: 8

Willpower: 10

Essence: 7

Essence Pool: 100

Other Notes: Automaton physiology (see p. XX). Thousand-Forged Dragons must spend one mote to remain awake and active for one hour. If they cannot pay this cost, they fold their wings and lower their heads, entering a dormant state. They cannot respire Essence and must use their Essence Inversion Field to recharge. These weapons can fly at top speeds of 100 miles per hour, though they must slow down to normal speeds for their statistics in order to engage targets in battle.

PERFECTED CALCULATION ARRAYS

(ARTIFACT VARIES)

While most automata are mobile by function, designed as servants or conveyances or some form of remote utilitarian or military drone, some of these machines are sessile constructs built as archives or computational aides.

During the High First Age, libraries often stored hundreds or thousands of marginally self-aware dreamstone machines the size of a child's fist. These machines were created with just enough sentience to help users access and memorize data through induced daydreams or hallucinations (Artifact 1, +2 dice to Lore rolls to recall/learn information, plus an additional +3 in a particular Lore specialty; 1 mote and at least one minute lost in a dream sequence while touching the stone required per use). Unfortunately, the devices were fragile [Soak: 0B/1L, health levels: -0/-0/Broken, Repair 2], and if broken, lost all stored data and had to be reprogrammed. (Doing so involved an Intelligence + Lore roll at difficulty 5 requiring fifty hours of work by a character with Lore 5+.)

More sophisticated machines built during this era did not simply store and organize information, but instead served as tutors in particular subject areas. Students would touch the devices and spend a mote to activate them while they studied and "practiced" Abilities and even Charms in programmed dreamscapes, halving required training time.

THOUSAND-FORGED DRAGON POWERS

Essence Inversion Field

Cost: 1 Willpower

By targeting a demesne or manse with a geomantic center in the war machine's line of sight (to a maximum of 500 yards away) with a miscellaneous action, a Thousand-Forged Dragon can directly attack and siphon that wellspring of power with a deep rasping intake of breath. Roll the dragon's Essence rating (7) against a difficulty of the targeted demesne or manse's rating. For each threshold success on the roll, the dragon gains 10 motes (up to its maximum Essence pool) and the targeted site of power loses one dot of its rating, temporarily deactivating all of the manse's hearthstones until the area has healed. Normally, the site recovers one dot for every two hours that pass, but if the site is drained to a rating of 0 or less, each resultant rating below 1 increases the interval as follows: one day (0), one month (-1), one year (-2), one decade (-3), one century (-4) or permanent destruction (-5 or less). Demesnes stripped of all power soon become lifeless wastelands where nothing healthy will grow, and shadowlands easily develop in such blighted places. Manses suffer less—their architecture converted into an inert palace with stale air for the duration—though gods and elementals still feel profoundly uncomfortable as long as they stay within the walls of these structures. It is also possible for a Thousand-Forged Dragon to attack a manse through the conduit of a perceived hearthstone in range of the field (with the same roll required for attacking the manse directly). Doing so awards the dragon only five motes per success as it reduces the manse's rating by one dot for an hour and temporarily deactivates the stone. Offering hearthstones in this manner is the most reliable way to give a Thousand-Forged Dragon enough Essence to awaken and fly into enemy lands to begin pillaging their manses, though such an offering grants no control over the awakened dragon without the right command codes. It is for this reason that dragons are kept in opaque, locked silos, so that no one's mystical trinkets accidentally rouse these weapons from their slumber.

Fearsome Mien

Cost: 10 motes, 1 Willpower

Designed as ultimate terror and doomsday weapons, the Thousand-Forged Dragons can radiate a palpable aura of menace for a scene that typically precedes their arrival, paralyzing inhabitants of targeted settlements in the key moments when they should evacuate or rally defenders. All beings within a mile of this aura that are capable of feeling fear (i.e., those with Valor ratings) feel the presence of something horrible drawing near. Those with an (Essence + Valor) of 7 or less suffer a -2 internal penalty

to all non-reflexive actions for as long as they remain in the area of effect.

Gasp of Hesiesh

Cost: 5 motes

Thousand-Forged Dragons can breathe torrents of Essence-fueled plasma from their mouths as attacks, either concentrated into a narrow ray or an explosive pulse of energy. These attacks are listed in the statistics for the Thousand-Forged Dragon, with the attack modes separated by a slash. The explosive pulse affects a radius of 10 yards from the point of impact. Apply the successes of the one attack roll to everything within the blast radius. Each target defends separately. All flammable items within the explosion instantly catch fire.

Geomantic Singularity

Cost: 1 Willpower

This is the ultimate and final weapon available to a Thousand-Forged Dragon, destroying itself and a target manse in a white-hot, multi-kilomote explosion several orders of magnitude brighter than the sun. Even during the Usurpation, only the most crazed or desperate commanders dared employ this scorched-earth strategy. To invoke the Geomantic Singularity, the Thousand-Forged Dragon lands atop a target manse with a rating of 3 or higher and spreads its jaws wide, as if using its Essence Inversion Field. Instead of drawing a single breath of power from the world, however, the dragon unhinges its jaw and gasps inward for the span of a full minute, during which time it cannot actively defend itself or take other actions. All Essence wielders within a number of miles equal to the targeted manse's rating lose one mote per tick and can feel the direction of the drain. Anyone with Essence sight can see the streams of Essence and dragon lines ripped loose and twisted into an invisible vortex around the dragon's heart. If the dragon is not destroyed before it completes its task, everyone feels a brief moment of calm as all the ambient Essence contracts to a single point. A split second later, the dragon and manse beneath it explode (annihilating the demesne beneath). Everyone in the previously drained area suffers levels of lethal damage equal to the successes on a roll of 100 dice, minus their lethal soak. Perfect parries can negate the damage, but perfect dodges cannot unless the Charm carries a character outside the blast radius. Storytellers should generally assume that everything not constructed of a magical material or protected by a valid perfect defense is destroyed, leaving only a smoking crater and fading pillar of light stretching to the sky. This spiritual blast affects material and immaterial beings alike.

Some of these machines even possessed fragile Essence batteries so that privileged mortals (such as the Deliberative's elite Gunzoshu Corps or younger Golden Children without awakened Essence) could use them. Very few of these machines survive in the Second Age outside the vaults of the Heptagram, the oldest tombs of the Anathema, the libraries of Yu-Shan and Malfestas and a few grave goods copies that found their way into the treasures of the Underworld. See sidebar for statistics.

The most extraordinary thinking automata of the First Age performed autonomic regulation of Essence grids fed by interlinked urban manses or other, similar feats of infrastructure management. Such devices were not built for self-awareness or superhuman intelligence, as the Exalted wanted no threats to their supernal genius. Whenever any eventually evolved into full sentience, they would have their processing cores shattered and replaced as soon as the "malfunction" was detected by Exalted artisans. At least one of these evolved machines known as Eyem survived through the Usurpation and Shogunate to advise the Scarlet Empress, though it was eventually decommissioned and hidden for plotting against her. Such wonders as these are easily Artifact 5 and typically rated N/A, with a minimum of Intelligence 8, correspondingly and appropriately prolific Ability ratings and supernatural capabilities that Storytellers should create as they see fit if they wish to introduce such wonders into a story.

CREATED LIFE

Although automata are marvelous enough, particularly at their largest and most intricate, they are but machines without souls or spirits save those borrowed or stolen to fill them. Yet, some Exalted artisans have dared further, walking in the very footsteps of the Primordials themselves in their genius. Some have "merely" fashioned new species as hybrids or mutations of existing templates or else transformed a lesser being as the seed of something wholly different and greater. Others have gone farther, either in madness or genius, crafting empty bodies of base matter in which their magics have ignited a spark of life.

The actual genesis of life required advanced laboratories boasting such exotic machinery as Wyld-containment spheres built of iron and jade, womb-sarcophagi fed by banks of calibrated Essence capacitors, and abundant supplies of alchemical reagents and catalysts brewed from the ichors of demons, the flesh of behemoths and seeds harvested from the Elemental Pole of Wood. None of these facilities survived the Usurpation, though it is possible that the resurgent Solars of the Second Age could eventually reconstruct their glory if they successfully reclaim the Realm. Fortunately for savants who would create life by less drastic means, modification of species is still practiced throughout the world. Mundane breeding programs can accomplish much, though not swiftly. For example, the Marukani have bred the finest horses of the world without anything more arcane than

DREAMSCAPE TUTOR GEMS (ARTIFACT ••)

Repair: 2

Attributes: Strength 0, Dexterity 0, Stamina 1; Charisma 2, Manipulation 2, Appearance 0; Perception 3, Intelligence 3, Wits 3

Virtues: Automaton: Never fails Valor checks, never makes others.

Abilities: Integrity 5, Lore 3 (Pertinent Specialty +3); up to 25 points distributed among any Abilities, useable for teaching purposes only without volition.

Charms: Up to 25 points distributed among any Charms, useable for teaching purposes only without volition.

Join Battle: 3+

Attacks: None

Soak: 5L/3B

Health Levels: -0/-0/-0/Broken

Dodge DV: None **Willpower:** 10

Essence: 1

Other Notes: Automaton physiology (see pp. 96-97). These machines are completely sessile. Dreamscape tutor gems have 25 bonus points to allocate to Abilities, Specialties, Charms (Solar, Sidereal or Dragon-Blooded only) or spells using unfavored Solar. Exalted costs for these traits (see **Exalted**, p. 85). The devices must meet all prerequisites for Charms and spells, none of which they actually know. Such traits merely indicate theoretical knowledge sufficient to instruct an Exalt capable of learning the Charm or spell in question. If "killed" by damage, these machines can be repaired so that their parts might be salvaged or reprogrammed, but they are empty of all knowledge and therefore useless to modern savants. Accessing the gem for a training session costs one mote from anyone who touches it. If the device has an Essence battery (10-mote pool), the activation cost may come from within as controlled by a button and each mote of the battery can be later recharged by touching it and spending two motes. Those models with batteries are more fragile, however, with a soak of 2L/1B.



their own persistence and devotion. Also, some barbarian tribes gather animals from the Bordermarches of the Wyld, interbreeding them wherever possible and culling the most freakish progeny so that they might establish lines of more fearsome beasts to serve them and strike fear into their enemies. Actual sorcerers can take shortcuts unavailable to mortal shamans and herdmasters, joining seeds mystically to produce whichever hybrids they wish, be they flora or fauna. Other spells accelerate rates of growth, allowing generations to evolve by months or less rather than the usual passage of years. Still other spells can grant preternatural fertility even out of season. And, of course, for those willing to meddle with bound spirits, wondrous and terrible things can spawn from the loins and wombs of elementals and demons. Rare indeed is the elder sorcerer unattended by Demon-Blooded slaves bred to the exacting wills of their masters.

What follows is but a sampling of beings created at the heights of the First Age that have bred true or lingered immortal into the Time of Tumult. Storytellers should use these examples as inspirations for how weird and amazing created life can be. For less dramatic oddities, apply Wyld mutations (see **Exalted**, pp. 288-290) to normal animals, either as actual effects of the Wyld or simply “natural” characteristics bred into them. Strictly speaking, living constructs are artifacts as much as any daiklave or automaton, but then, the same can be said of all natural life whose ultimate ancestors were fashioned by the magic of the Primordials. As such, the following creatures do not have their Artifact ratings listed. Instead, if the being can be bonded as a familiar (see **Exalted**, p. 112), the appropriate rating of that Background is used. A few unique or

intelligent beings are listed with their appropriate worth with the Allies Background instead.

RULES FOR CREATING LIFE

Given that very little is actually impossible in the world of **Exalted**, it is entirely feasible that characters might eventually rebuild the kinds of laboratories necessary to create or modify life. Such laboratories are considered Artifact 5 in their own right and built using the rules on page 134 of **Exalted** using the dice pools for building large artifacts. Exotic materials gathered for the task should fit the intended function of the workshop.

Once a character has a sufficient laboratory, she may create organisms as artifacts using a dice pool of (the lower of Perception and Intelligence) + (Craft [Genesis]). Creatures with an Artifact rating of 1 or 2 may be designed without an artifact laboratory in a well-stocked mundane workshop, but doing so imposes a -2 external penalty to the creation rolls. The exotic materials needed for organisms must fit the creature's intended purpose and capabilities. The Artifact rating of a creature depends on its capabilities, as determined by the Storyteller using the following guidelines. Creatures with an N/A rating can be built as a number of component organs or lesser beings individually considered Artifact 5, then bred or hybridized together in a process also considered Artifact 5. The Storyteller determines how many components are needed based on the power and complexity of the organism.

BUILDER BUGS (ARTIFACT ●●●)

This artifact consists of a hive of two dozen insects that are each the size of a small housecat. These bugs have iridescent blue carapaces, large eyes and look much like exceptionally large beetles. In combat, builder bugs move and dash normally and can fly at speeds of up to 10 yards per tick. They are each as intelligent as a child of 8 or 9 and can both understand speech and speak in high, slightly buzzing voices. They can also mentally communicate with each other over a range of several miles. Any Essence-user can attune to this hive by committing four motes of Essence to it. At this point, all of the bugs will obey the character



until the character uncommits the Essence. If the bugs are not under anyone's control, they will all return to their hive and hibernate. In this state, they can survive without food or water indefinitely.

These exotic living creatures were originally manufactured in the First Age by a member of the Twilight Caste who believed that the best way to make certain that land newly reclaimed from the Wyld remained stable was to have mortals live on it. She created the first hives of builder bugs to allow settlers in these regions to rapidly create simple and pleasant dwellings.

These bugs produce a hard, extremely durable, plastic-like resin much like bees produce wax. This resin is durable and smooth, and the builder bugs can be ordered to produce it in a variety of vivid and uniform colors. They can even produce transparent areas of this resin that function as windows. This resin is normally one quarter of an inch thick, but builder bugs can go over an area multiple times to create any desired thickness. When working together, the bugs can create up to 20 square yards of wall or other surface every hour. Once their owner explains what the bugs should create, they work tirelessly for up to 22 hours a day, as they require two hours of rest in their hive a day. All together, the two dozen bugs also require sufficient food and water to sustain three adult humans. If the food is provided, it takes them an additional two hours each day to eat it. Alternatively, the owner can spend six motes of Essence on the hive every day and allow the hive to infuse the bugs with all of the nutrients they require during their two-hour rest period. Builder bugs can create a small but comfortable house in one day and a huge, beautiful and lavish palace or temple in less than two months.

A single thickness of the resin they produce has a soak of 5L/8B, and 10/20 health levels. The soak and health levels of such a wall can be doubled by doubling the walls' thickness. Doubling the thickness of the walls also doubles the construction time of any project. A double thickness of wall can also be made into a bridge capable of supporting people, carts and draft animals, but a single thickness can support only a few people who must move across it single file. These bugs can be used to create a manse, but the owner of the manse must first design it normally and then instruct the bugs exactly how to build it. Also, because of the intricacies of construction, builder bugs require a number of months equal to twice the manse's rating to actually build such an impressive and difficult structure.

When asked to store themselves in the hive, the bugs immediately go into suspended animation. Since the hive does not need to hold food or water for the bugs, the total weight of the bugs and their hive is only 100 pounds. This hive is an organic-looking oval approximately two feet in diameter and is made out of the same resin that the builder bugs use to create other structures. If any of the bugs dies, the hive causes the remaining bugs to reproduce, creating new adult bugs within a season. If the owner infuses the hive with 10 motes of Essence a day for a week, this reproduction takes only seven days to complete. The bugs can reproduce themselves from as few as a single bug. Bugs separated from their hives can also be convinced to build a new hive, which will then cause those



- Organism is simply a minor modification of an existing species without any supernatural capabilities.
- Organism is a major modification of an existing species without any overt supernatural capabilities (simhata, see **Exalted** p. 349) or a minor modification of an existing species granted a single minor overt supernatural power (tree-singer, pp. 119-120; tomb beast, pp. 120-121).
- Organism is unlike any species already extant, but it has no supernatural capabilities; organism is a modification of an existing species with a few related supernatural capabilities of moderate power (eight-tailed mole hound, p. 121).
- Organism has no antecedent and has a few related supernatural capabilities of moderate power (or is sentient); organism is a modification of an existing species with unrelated supernatural capabilities of moderate power (which may include sentience) or else fewer powers that are narrow in focus but extremely useful (beast of resplendent liquid, p. 127).
- Organism has powerful supernatural capabilities and is almost certainly sentient (chillikin, pp. 121-123; illuthritae, pp. 124-126; Lodestar, pp. 126-127).
- N/A Organism is phenomenally powerful and high-immortal on par with a behemoth (The Harvester of Poisons, pp. 123-124).
- +• Organism can reproduce copies of itself in some fashion and breed true without further assistance from its creator (those rated ••••• become N/A).
- Organism is dependent on regular intake of exotic or synthetic substances to survive, with a monthly Resources cost equal to its final Artifact value +1 (maximum •••••). The cost increases by one dot outside a major metropolis, and the goods cannot be found outside a large city.

bugs to eventually reproduce additional bugs till two dozen exist. Doing so requires esoteric information from First Age libraries, though, and takes at least two seasons of regular tending by one of the Exalted. A character can attune himself to only one hive at a time, and multiple hives will completely refuse to work on a single construction project together. Each hive is a separate mentally linked entity and cannot effectively cooperate with other hives.

Attributes: Strength 1, Dexterity 5, Stamina 4; Charisma 1, Manipulation 1, Appearance 2; Perception 3, Intelligence 2, Wits 2

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

Abilities: Craft (Earth) 5, Dodge 2, Integrity 3, Linguistics (Native: Old Realm; Others: High Realm, Riverspeak) 2, Martial Arts 2, Stealth 2, Survival 1, War 2

Join Battle: 2

Attacks:

Bite: Speed 5, Accuracy 8, Damage 6L, Defense 5, Rate 2

Soak: 5L/7B (Hard carapace, 3L/3B)

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

Dodge DV: 3 **Willpower:** 0

Essence: 1

Other Notes: None

TREE-SINGER (FAMILIAR ●●●)

During the High First Age, many Celestial Exalted personally owned vast forests in what has become the Scavenger Lands, which they variably used as arboretums, game preserves or simply meditation gardens for unlocking greater mastery of Essence. To keep out poachers and the annoyances of mortal intruders, the Chosen stocked their forests with all manner of guardian beasts. Where Lunars favored predators tamed by their own superior savagery to hunt all save their masters and those bearing trinkets of their scents, their Solar spouses did not wish such savagery to mar the aesthetics of their perfect gardens. To this end, many built hidden defenses directly into the fauna, while others bred harmless-looking beasts that added to the beauty of the land even as they warded it.

The most successful species created to this end are the tree-singers, which appear as sinuous, two-foot lemurs with opalescent fur and prehensile tails thrice the length of their bodies. Their features are almost caricatures of innocence and beauty, wondrous to behold. This illusion is made complete by their voices, which they raise in ethereal songs of breathtaking grandeur and complexity. When a colony sings together, as they often do, each member assumes a different range of notes, layering together their voices in eight- or even 12-part harmonies that can hypnotize and even paralyze listeners. This music is the insidious weapon of the tree-singers, holding prey immobile long enough for the strongest members of the colony to crawl down to the lowest branches of the trees and loop their long tails as nooses around the entranced victims' throats. Only when all listeners die or flee do the tree



singers leap from the trees, retractable fangs emerging from behind their placid smiles to rend and gorge upon the kills. When they eat their fill, the animals scamper back to their perches, playfully and lovingly licking each other clean of gore and picking out bits of bone snarled in their fur. They will not attack Exalted who display visible anima banners, though they will gather about them and sing to entertain or perhaps detain their audiences.

Ironically, though the tree-singers were created to defend parks against poachers, they are themselves hunted and poached in the Second Age, both to sing in cages for the pleasure of the wealthy (a lone tree singer's song is exquisite, but not actually hypnotic) or else skinned for their glimmering fur. Hunters who specialize in such quarries often drive burning wires into their ears to deafen themselves (or at least inflict this fate upon slave trackers while they stop up their own ears with wax). One tree-singer's pelt sells for Resources 3 in most cities, while a living specimen is worth Resources 4. Some barbarian tribes revere wild tree-singers as nature spirits, settling into a loose symbiosis with the creatures. In exchange for regular offerings of food laid at the foot of their trees, the lemurs gather and sing briefly to entertain while they descend and eat the offerings. If sated, they withdraw to the upper branches peacefully. If displeased, they add those who brought the food to their repast. These tribes take a very dim view of poachers and are more than happy to catch them and leave them staked to the forest floor among their other offerings.

Attributes: Strength 2, Dexterity 5, Stamina 3; Charisma 4, Manipulation 2, Appearance 5; Perception 3, Intelligence 1, Wits 2

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

Abilities: Athletics 3 (Climbing +3), Awareness 3, Dodge 4, Martial Arts 4 (Strangulation +2), Performance 3–5 (Singing +5), Presence 3 (Appearing Harmless +2), Stealth 3, Survival 3

Join Battle: 5

Attacks:

Bite: Speed 5, Accuracy 8, Damage 2L, Defense –, Rate 1; Tags: N

Tail Clinch: Speed 6, Accuracy 11, Damage 2B, Defense —, Rate 1; Tags: C, N, P

Soak: 3B/1L

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

Dodge DV: 4 Willpower: 5

Essence: 1

Other Notes: The song of a lone tree-singer is beautiful and haunting and lonely, but nothing more. If two or more gather and sing together, however, roll the best [Charisma + Performance (+ Singing)] among the chorus, adding +1 for each additional singer. If the song gains more successes than the MDV of any living listener, that listener loses a Willpower point. Characters will not even feel their wills being sapped without a successful reflexive (Wits + Integrity) roll, difficulty 4. Make a new “attack” every minute that the song continues. Mortal listeners who run out of Willpower stand entranced as long as the music continues and will not even defend themselves if attacked. Magical beings who run out of Willpower snap out of their reverie if attacked or otherwise injured, though they are at -2 internal penalty to all non-reflexive actions as long as the song continues. Tree-singers bonded as familiars to Exalted sing hypnotic songs without other tree-singers for accompaniment, and their masters are immune to the negative effects (but may still enjoy the music).

TOMB BEAST (FAMILIAR ••••)

Like the eight-tailed mole hound (see p. 121), tomb beasts are Shogunate-era adaptations of an existing animal species into a more useful breed. In this case, the core animal was originally a fiercely territorial cave-dwelling lizard with a peculiar dietary habit: It only ate living beings and would cease its feast immediately once its prey died. The morticians of the Shogunate saw great promise in the lizards, which they bred to be roughly twice as large and also gifted with supernaturally acute senses capable of piercing most concealment Charms.

Modern tomb beasts grow to be six feet long and 200 pounds. They are much leaner and faster than other comparably-sized reptiles, in part a natural result of their picky diet,

though also an intended result of their breeding program. In addition to having wicked teeth—which are hooked and coated with paralytic venom so prey cannot escape—tomb beasts have tongues that end in sharpened scalpel-like blades. They use their tongues to carefully vivisect slices of flesh one at a time so that larger prey does not die until everything non-vital is consumed. Only then do the beasts swallow as much meat as possible of the remaining organs before the heart actually stops. Normally, handlers place a fertilized female egg in a tomb. Upon hatching, the female assumes dominion of the cave or mausoleum, carefully exploring every crevice and antechamber to memorize its layout. Females do not voluntarily leave their territory for as long as they live, and they will fight to the death to keep out any intruders except a male tomb beast. In contrast, males spend their lives wandering in search of eggs to fertilize. Once a male has done his part, the female chases him from her home and tends the fertilized eggs until they hatch. Mothers do not tolerate their offspring after they hatch. Infant females born in the caves of their mothers feel intense pain until they find a cave of their own, while male children begin the wandering they will continue for the rest of their lives.

Tomb beasts make excellent guardians for the dead. They refuse to approach carrion, let alone touch it, and they greedily devour rats, worms and other vermin that harbor no such qualms. Their method of consuming prey alive is sufficiently horrific that it helps deter would-be robbers, and the actual process of killing and eating is generally sufficient to stop those who try anyway. For obvious reasons, Sijan boasts the largest number of tomb beast colonies and breeders in Creation.

Attributes: Strength 5/1, Dexterity 6, Stamina 5/2; Charisma 1, Manipulation 1, Appearance 1; Perception 4, Intelligence 1/2, Wits 4

Virtues: Compassion 1, Conviction 3, Temperance 1, Valor 5/3

Abilities: Athletics 3/4, Awareness 5, Dodge 2/4, Martial Arts 4/2, Presence 1 (Intimidation +2)/0, Resistance 3/1, Stealth 1/3, Survival 0/2

Join Battle: 9

Attacks:

Bite: Speed 4, Accuracy 10/8, Damage 15L + venom/6L + venom, Defense —, Rate 1

Claw: Speed 5, Accuracy 10/8, Damage 8L/4L, Defense —, Rate 2

Soak: 2L/5B / 1L/2B

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

Dodge DV: 5/6 Willpower: 6

Essence: 2

Other Notes: When two traits are presented, the first represents that of a tomb beast female, while the second rating represents a male. The bite of a tomb beast is poisonous, injecting venom that inflicts damage comparable



to coral snake venom (see **Exalted**, p. 131). If a corporeal being tries to use Charms to hide its presence from a tomb beast, reflexively roll its (Perception + Awareness) against a difficulty of the Charm's minimum Essence. If successful, the creature ignores the effects of the Charm. In the case of artifacts that provide magical concealment, the difficulty is the device's artifact rating.

EIGHT-TAILED MOLE HOUND (FAMILIAR ●●●●)

In the decades immediately following the Usurpation, the newly formed Dragon-Blooded Shogunate spent considerable energy hunting down and killing or decommissioning the various servant races and constructs of the Solar Exalted. Ironically, not all of these beings pursued and purged by Terrestrial hunters were actually loyal to the Solars. Some were merely dangerous slave races who had escaped into the world at large in the wake of their hated masters' collective demise. While some generals in the Shogunate argued against hunting these races, correctly pointing out that mutual Solar oppression should make them allies, higher-ranking commanders overruled these objections on the grounds that servitor species were too dangerous and unpredictable to keep around. For the good of Creation, these unfortunate wretches had to die.

Nowhere was this unfortunate purge more pronounced than in the Far South, where the desert-dwelling albino cannibals known as the Dune People began raiding civilized settlements after the death of their Solar Queen freed them from captivity. Unlike many of the other servitor races successfully exterminated by the Shogunate, the Dune People did not depend on exotic alchemical foods, nor did they need access to thaumaturgical laboratories to breed. Instead, this mostly human race launched an astonishingly effective guerilla campaign to claim sizeable swaths of the deep South for themselves. Preoccupied with more immediate threats elsewhere, the Shogunate could not afford the military deployment necessary to stop the terrorism. After several embarrassing losses by skirmish patrols, the satrap of the afflicted province commissioned a team of sorcerers to design a creature that could efficiently control the problem. Their labors resulted in the eight-tailed mole hound, a vicious lion-sized beast capable of burrowing beneath sand

as swiftly as it could run across it. The pack hunters were further enhanced with the capacity to sense slight vibrations, allowing them to feel the heartbeats of buried Dune People raiders and quickly tunnel to devour them. The beasts proved extremely effective, driving the remnant Dune People back away from civilized lands and reducing their numbers to the point that they could no longer pose any real threat to the Southern provinces.

During the Great Contagion, a sizeable number of eight-tailed mole hounds escaped out into the desert and bred freely among themselves. With successive generations, the feral progeny of these refugees lost all of their domestication, while those hounds left in captivity gradually died off and became extinct without the infrastructure needed to condition these artificial superpredators. Now, only the feral remnants remain, having established themselves at the top of local food chains in the Southern reaches their ancestors were bred to police.

Eight-tailed mole hounds do, in fact, have eight tails, though this feature is not quite as remarkable as their heavily armor-plated skin. They can grow as large as a horse in adulthood and typically hunt in packs of six to 12 members.

Attributes: Strength 6, Dexterity 4, Stamina 4; Charisma 2, Manipulation 3, Appearance 2; Perception 2, Intelligence 1, Wits 3

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

Abilities: Athletics 6, Awareness 5, Dodge 1, Integrity 4, Investigation 2, Martial Arts 2, Presence 2 (Intimidation + 2), Resistance 2, Stealth 3 (Underground +3), Survival 3 (Tracking +3), War 1 (Pack Tactics +3)

Join Battle: 9

Attacks:

Bite: Speed 5, Accuracy 6, Damage 8L, Defense –, Rate 1

Soak: 5L/8B (Plated skin, 3L/4B)

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

Dodge DV: 2

Willpower: 6

Essence: 1

Other Notes: Vibration sense allows these creatures to “see” through sand as if a clear plain illuminated by moonlight, and they can tunnel through sand at their full running speed. Their bite attack is natural and cannot be disarmed.



CHILLIKIN (ALLIES ●●●●)

After the Exalted overthrew the Primordials, the Celestines gave them dominion over the world. Despite being a great privilege, this rulership was not easy, and the Celestial Exalted spent the early years of their reign traveling Creation, repairing ecosystems and populaces devastated by the war. As the Chosen moved beyond reconstruction to establishing a dominant human civilization, they found themselves even busier than before, and while many Celestial Exalted found their assorted quests exciting and fulfilling, such adventures left them little time to enjoy simple pleasures such as raising a family. Most of the progeny born to Creation's god-king rulers lived privileged but



lonely lives. Elevated above mortals by the lingering vestiges of power flowing through their veins and steeped from birth in the wealth and status afforded by that divine legacy, the Half-Caste were still weaker by far

than the lowest Dragon-Blooded and thus deemed incapable of Exalted deeds. Instead, these children dwelled in their parent's manses and played with wondrous toys and enjoyed the tutelage of spirits and legions of servants. Yet they had precious few playmates considered worthy enough to attend to them.

The chillikin were created by a Twilight sorceress, out of sympathy for her own Golden Children. She wanted to give them playmates who could protect and nurture them from birth throughout their lives. The resulting creatures closely resemble gangly, one-foot-tall gibbons with soft white fur, rounded faces set in a perpetual smile and comically large ears that spread out and flutter like fans when the creatures are particularly happy. Their usual loping gait sways drunkenly, designed to amuse small children, though they abandon such antics to dart and pounce gracefully in the face of perceived danger. They cannot speak human languages, but they can communicate crude concepts with a combination of hoots, growls, whistles and body language. (Chillikin is considered a tribal tongue that can be learned only after long observations of the creatures.) The only overtly magical feature of these beasts is a faceted gem set in the center of their foreheads like a third eye, which glows pale yellow when the monkeys are content and baleful red if they are angered or afraid. Chillikin are true omnivores, as content to swallow unwanted vegetables slipped beneath a table as they are to crunch the bones of anyone who dares hurt their charges. They do not age and cannot become sick, but they are quite capable of dying by other means.

While playful and cute enough to keep a child entertained and intelligent enough to serve as a competent babysitter, chillikin have a number of powers that makes them far more useful. First, they are highly empathic and often know what people are feeling before the people they observe become aware of their feelings. Moreover, chillikin are capable of perceiving Essence through their third eyes, which also warn them of immediate danger. They can even commit Essence through their third eyes to create phantasmal

objects and beings that materialize nearby to full solidity out of luminous golden fog. Combined with their ability to guess what people want, this power lets them create toys and virtual playmates or pets for their charges, disintegrating the constructs back into Essence foam when they are no longer wanted or needed.

Unfortunately, the chillikin capacity for empathy betrayed them during the Usurpation. The generals in charge of the coup understood that Solar cultists and followers might use the progeny of the Celestials as living banners around which to rally support against the Terrestrial usurpers. As such, the coup's purge was total, and all the Golden Children down to the youngest infant were massacred in front of their chillikin. The pain and horror of this slaughter drove the constructs mad, and the minority of these creatures who were not killed for trying to defend their wards or simply killed as Solar creations fled out into the Threshold. Many of these survivors have lingered through the centuries, wandering in search of Golden Children to attend in fulfillment of their innate purpose. Quite insane, they often play patron to mortal children, secretly bringing their every fantasy to life for months or even years at a stretch, until they finally realize the children are only human and punish this "treachery" with lethal bogeyman conjured out of the child's worst nightmares. Others are less capriciously dangerous, but they are often so deluded that they cannot accept that an adopted ward has grown up. They invoke phantasms to scare away potential suitors and other friends so that the chillikin and "child" can play together forever. A very small few of these creatures have regained their sanity through years of loving attention, and these chillikin seek out individuals deemed worthy of their love and then devote themselves to these people for the rest of their lives.

The chillikin felt the return of the Solars to Creation, and it gives them new hope. They will do all they can to help any Solars they find, particularly with an eye to seeing Lawgivers find mates and produce offspring. (Few things are at once as comical and as frightening as a crazed chillikin trying to be helpful on a date.) In contrast, the creatures shun and flee Dragon-Blooded in remembered terror, though a Terrestrial could theoretically win one's trust with patience and effort.

Attributes: Strength 2, Dexterity 5, Stamina 2; Charisma 5, Manipulation 3, Appearance 4; Perception 3, Intelligence 3, Wits 4

Virtues: Compassion 5, Conviction 3, Temperance 3 (insane chillikin have Temperance 1), Valor 3

Abilities: Athletics 4 (Acrobatics +1), Awareness 3, Dodge 4 (Ward in Danger +3), Investigation 2, Linguistics (Native: Chillikin; can understand Old Realm and most understand Riverspeak and sometimes a few other languages gleaned in millennia of wandering) 1+, Lore 1 (First Age +1), Medicine 1, Performance 3 (Silliness +1), Presence 1 (Nonverbal Admonitions +3), Socialize 2, Stealth 5, Survival 4

Essence Powers: Create Phantasm (see sidebar), Danger Sense (as Surprise Anticipation Method, see *Exalted*, p. 226, but it also activates if anyone it cares about who's in line

of sight is in danger), Essence Sight (as All-Encompassing Sorcerer's Sight, but permanent and without cost, see **Exalted**, p. 222), Preternatural Intuition (see sidebar)

Join Battle: 7

Attacks:

Bite: Speed 4, Accuracy 5, Damage 2L, Defense —, Rate 2; Tags: N

Punch: Speed 5, Accuracy 6, Damage 2B, Defense 7, Rate 3; Tags: N

Soak: 1L/2B

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

Dodge DV: 6 (8 when ward in danger)

Willpower: 3

Essence: 4

Essence Pool: 40

Other Notes: Chillikin are completely immune to disease and have the healing rate, resiliency and Essence respiration rates of Exalted. Most of these creatures are crazy. Storytellers should portray them accordingly, as both wondrous and terrifying.

THE HARVESTER OF POISONS (ALLIES ●●●●)

Created by a Night Caste sorcerer as a mobile alchemical crucible for brewing exotic venom, the Harvester of Poisons is an extraordinary and unique creature. In appearance, it resembles a cross between a bull and a serpent roughly four yards long, with barbed quills protruding from nearly every surface of its leathery skin. It can swim and climb with equal facility, and it needs neither food nor drink nor sleep to sustain its nigh-immortal existence. The beast's rheumy and ancient eyes betray its weary age, though it is actually far quicker in mind and body than its hulking form suggests. The Harvester can excrete poisons from every quill, as well as antidotes for any poison it has ever sampled, but its primary method of attack is to breathe a thick, toxic cloud combining thousands of the most deadly substances it knows. Any mundane animal caught in the cloud convulses and dies, while plants wilt and dry almost instantly. Supernatural

CHILLIKIN POWERS

Create Phantasm: Immediately after using Preternatural Intuition to discover a target's desire or fear (or botching the same), a chillikin can use this power as a miscellaneous action to create the imagined object as an Essence construct. Chillikin cannot manifest their own desires and fears, nor can they evoke objects based on desires or fears they observed at a prior time. Any phantasm that moves more than 100 yards from its creator instantly evaporates unless the chillikin continues to watch it with unblinking eyes. Phantasms also vanish when destroyed/killed or if the chillikin withdraws the Essence commitment sustaining their existence.

In the case of inanimate objects, the chillikin must commit motes equal to the object's Resources cost and can create only mundane objects. Therefore, a sword is possible, while a daiklave is not. Sane chillikin will not create anything that is immediately dangerous to a child incapable of recognizing that danger, so a desire for a sword will produce a harmless toy. Insane chillikin might not exercise such restraint. Conjured objects appear within five yards of the chillikin in a flash of light, either golden for desires or red for fears. Chillikin can create as many inanimate phantasms as their available Essence permits.

Beings created as phantasms aren't actually alive, but are automata that simulate life. As such, these beings have no Virtues or Willpower, but gain the benefits of automaton physiology (see pp. 96-97). Phantasms can be made to take any living form up to the size of a horse or as small as a mouse. Chillikin phantasms have no Abilities, and they start with 1 in each Attribute. They also have 40 additional points in Attributes assigned based on what is most appropriate to their function, but Intelligence cannot be higher than 3, and no other Attribute can exceed a rating of 6. Intelligent phantasms don't actually know anything that their creator doesn't know but can speak in any language the chillikin understands (if they should be able to speak) and improvise behavior to be what they are needed to be. Therefore, a conjured child playmate will want to play the games she was imagined to play and will understand how, but will do so with no more skill than her raw Attributes and her intended playmate's expectations permit. Similarly, a conjured idealized lover will know exactly what best pleasures the person who fantasized him. If a phantasm can attack, it does so with Speed 5, Accuracy and Defense ratings equaling its Dexterity and damage (lethal or bashing as appropriate to the nature of the attack) equal to Strength. Phantasms have a bashing and lethal soak equal to their Stamina and a number of -0 health levels equal to twice their Stamina. Conjuring a living phantasm requires a commitment of 10 motes, plus expenditure of one Willpower point, and chillikin can create only one being at a time. Phantasms may be telepathically controlled by their creator, but otherwise follow the programming of the desire or fear that spawned them. Chillikin cannot override such programming with orders.

Preternatural Intuition: By observing a sentient target with its third eye, a chillikin gets a reflexive (Wits + Compassion) roll at a difficulty of the target's Temperance. Failure means the creature must wait a full minute before trying to scrutinize the same target again. If successful, it telepathically guesses what object or being would most please or most terrify her at that moment. On a botch, it guesses wrong, and will achieve opposite the desired result as it manifests the subject through Create Phantasm. Alternatively, it can guess the target's strongest emotion at the moment.

beings can sometimes survive brief exposure, but without the aid of Charms, no one can breathe the vapors without suffering horribly for it.

As the only beast of its kind ever made, the Harvester of Poisons does not even really know its gender, or whether it is sterile, but it has always wistfully yearned for a mate. A sorcerer that could create one for it would earn its eternal friendship and very possibly the friendship of the race it might sire, though it is a laconic beast and doesn't advertise the idea to Exalted it meets.

The Harvester of Poisons would not have survived to the modern day were it not for its extraordinary regenerative capabilities. It has "died" literally hundreds of times (most of them at the hands of Dragon-Blooded hunters), only to regrow in full from the smallest speck of a shed quill. It never seeks revenge upon those who kill it, though, perhaps knowing that it will outlive them all. Besides its secret desire to spawn a new race, the only thing the monster passionately cares about is locating and imbibing new toxins, which it savors with all the overwrought delicacy of a House Cynis gourmand. To those savants and learned assassins who have heard of it and manage to track it down, it will happily trade two excreted samples of any venom it has previously tasted in exchange for one it has not, since the beast's flesh can replicate any toxin it has sampled. Too often, however, savants find themselves walking away empty-handed after being politely advised that it has already tasted their offered venom. The Harvester is also willing to trade in information when it cannot deal in poison, and it knows a great deal about the world (such as the secret that the Sidereals manipulated the Dragon-Blooded into overthrowing the Solar Exalted). The Harvester likes telling and hearing stories, and it stops every few generations when it passes through a familiar region to find the descendents of those who have told it a good story and to pass that story back to the family. It knows that it stands to face angry hunters and militia rather than smiling children when it does so, but it also knows it can afford to be patient. The creature's only fear is that its creator will one day rise from the dead, wielding the powerful custom Charms she used to control it. Though it harbors no ill will toward Solars in general, it has no desire to ever be a slave again.

Motivation: Gather new poisons; breed.

Attributes: Strength 7, Dexterity 5, Stamina 8; Charisma 2, Manipulation 3, Appearance 1; Perception 5, Intelligence 5, Wits 5

Virtues: Compassion 4, Conviction 5, Temperance 5, Valor 3

Abilities: Athletics 2, Awareness 5, Dodge 3, Integrity 3, Linguistics (Native: Old Realm; High Realm, Low Realm, Riverspeak) 3, Lore 5, Martial Arts 4, Occult 3, Performance 2 (Storytelling +3), Presence 3 (Intimidation +2), Resistance 5, Socialize 2, Stealth 5, War 1

Backgrounds: Contacts 3, Resources 3

Join Battle: 10

Attacks:

Bite: Speed 5, Accuracy 9, Damage 8L + any poison of choice, Defense -, Rate 2; Tags: N

Venom Breath: Speed 6, Accuracy special**, Damage special**, Rate 1, Range 5; Tags: N

** Releasing its venom breath does not require a roll. Instead, everyone living within five yards must check for exposure as if to Yozi venom (see **Exalted**, p. 131), except the damage rating is 30A instead of 10A.

Soak: 8L/12B (Tough hide, 4L/4B)

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

Dodge DV: 5

Willpower: 6

Essence: 3

Other Notes: The Harvester of Poisons heals as one of the Exalted, and it can return from its seeming demise as noted previously. It is completely immune to all poisons and drugs, regardless of origin, and need only experience or taste a poison or drug once to gain the ability to synthesize the venom itself or its antidote (up 10 doses of any substance per day, beyond which each dose costs one bashing health level). Anyone who touches the creature with any violence whatsoever has stabbed a quill and should check for exposure to whatever poison the Storyteller determines appropriate [most typically arrow frog venom (see **Exalted**, p. 131)]. This applies to all unarmed attacks made against it.

ILLUTHRITA

Where chillikin were made as toys for the children of the Exalted, the illuthritae were bred for the entertainment of the Chosen themselves. In appearance, these odd creatures are comical enough that they might have been made as macabre clowns: Their emaciated, hairless, luminescent golden-green bodies have disproportionately large heads with only empty, puckered indentations where their eyes, nostrils and mouths should be. Illuthritae are no taller than children, and their stubby arms end in fingerless paw-flippers as though they are wearing mittens made from their own wrinkled skin. Nonetheless, they glide about gracefully on small feet which look far too ungainly and delicate to support even their meager weight, and their boneless, rubbery forms allow them to squeeze through the tiniest fissures, holes or cracks in order to escape or hide.

Belying their jester visages, illuthritae are actually powerful (if extremely narrowly focused) magical



beings created to terraform bubbles of the deeper Wyld into private paradises of stability for their Solar masters. With their volition as undeveloped as their features, illuthritae were never intended to go for long without orders. When the Usurpation came, the illuthritae waited patiently for their masters to return. Weeks passed, then months and years and centuries. Created to be ageless custodians who needed only the barest wisps of Essence to survive, the illuthritae lingered even as they sunk into madness and despair. While many of their private palaces and sanctuaries ultimately fell to enterprising raksha cataphracts, especially during the Great Contagion, others endured as islands amidst the inchoate typhoons that buffeted them, protected from invasion by automated defense systems built by long-dead Exalted and the collective powers of the illuthritae.

Illuthritae-controlled islands of stability are quite rare; the Wyld is so vast by nature that the odds of stumbling upon one on a waypoint are astronomical at best. Even so, it still happens now and again, usually in cases where a wandering Lunar finds the sanctuary while hunting a raksha or behemoth. Now that the Solars have returned, explorers who use Wyld-protection magic to venture beyond the world are more likely than anyone to find these places, as the journey to find such sanctuaries is inherently most

auspicious for those who built them. Whoever finds illuthritae-held domains, however, quickly discovers they are neither saner nor safer than the Wyld. The illuthritae are obsessed with order to the point of monomania, and they drain the Essence and memories of unwary Exalted without the slightest remorse to help fulfill their half-remembered imperatives of Ages past. They care far more about mending their crumbling teahouses and towers than about those the facilities were meant to accommodate. Of course, this isn't immediately evident, so explorers who don't recognize the strange creatures will be in for a fairly nasty surprise.

Attributes: Strength 1, Dexterity 5, Stamina 1; Charisma 3, **Manipulation** 5, Appearance 1; Perception 3, Intelligence 3, Wits 5

Virtues: Compassion 1, Conviction 5, Temperance 5, Valor 1

Abilities: Awareness 4, Craft (Earth) 3 (First Age Architecture +3), Dodge 5 (Scurry for Cover +2), Investigation 3 (Heart-Reading +5), Lore 2 (Wyld-Shaping +10), Martial Arts 1, Medicine 3, Occult 5, Stealth 5, Survival 2 (Wyld +1)

Essence Powers: Essence Drain (see sidebar), Heart-Reading (as Know the Soul's Price, see **Exalted**, pp. 214-215, but costing no Willpower), Word of Miraculous Order (see sidebar), Wyld Ripple (see sidebar)

Join Battle: 9

ILLUTHRITA POWERS

Essence Drain: Illuthritae may drain five motes from any one non-illuthritae being with an Essence pool that they stay near (within 10 yards) for a full hour, gaining as many motes as they drain. If multiple Essence users are present, each present illuthrita picks its desired target. If multiple illuthritae are present, each applies this drain in a random order until the target runs out of Essence or all the illuthritae have taken their fill. There is no cost to use this power. Essence taken through this power can overfill the usual capacity of an illuthrita's Essence pool beyond 15 motes up to 50 motes, but unused motes above 15 bleed off at the rate of one per hour. Any being reduced to 0 motes for a week without reprieve loses one dot of Willpower and a number of random memories. Nothing really important is forgotten, unless the character falls to Willpower 1 (minimum) and becomes utterly placid and content with the works of the illuthritae without any desire to leave.

Word of Miraculous Order: This power duplicates the effects of the Solar Charm Wyld-Shaping Technique (see **Exalted**, pp. 216-217), but illuthritae can only use it to make something they know that an Exalt has desperately wanted at some time (through prior application of their Heart-Reading power). Objects created with this power are far less stable than those made with Wyld-Shaping Technique and fade out of existence within one month unless renewed by reapplication of this power. Since illuthritae do not have enough Essence to use this power without draining another being, all their wonders soon fade away, and the illuthritae are left with only their small islands hewn by Solar magic in which to dwell. With Essence users to act as batteries, they gradually build a whole world in accordance with surreal hybrid fantasies and needs.

Wyld Ripple: The only physical attack of which the illuthritae are capable, this power gathers stray wisps of unwanted Wyld energy out of the air and concentrates them as a pulse against the target. The attack doesn't actually appear to come from anywhere, so beings without some form of Essence sight cannot see who is responsible. The ripple appears as a distortion in the air that causes intense pain as it disrupts tissue and thought. Beings shielded from the Wyld are immune to this attack, and it cannot function outside of the Wyld or a small island of stability entirely enclosed by the Wyld. There is no cost to use this power beyond the attack action necessary to invoke it. When this attack is directed against the Fair Folk, it rips bits of their Wyld Essence out and scatters it into the air. The attack inflicts aggravated damage against such creatures.

Attacks:

Wyld Ripple: Speed 5, Accuracy 17, Damage 1L, Range 50, Rate 1; Tags: N (uses [Wits + Lore])

Soak: 2L/4B (Spongy flesh, 2L/3B)

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

Dodge DV: 6 (7 while scurrying for cover) **Willpower:** 8

Essence: 3

Essence Pool: 15

Other Notes: Illuthritae can understand Old Realm and may whisper the language telepathically to anyone in line of sight. They can only convey information this way, not use their telepathy for control or other uses.

A sane illuthrita willing to help its master build a paradise island and defend it from creatures of the Wyld without trying to keep the master as a drained prisoner of his own fantasies would qualify as Followers 4.

LODESTAR (FOLLOWERS ●●●●●)

Like the Harvester of Poisons (see pp. 123-124), the creature named Lodestar is a unique entity designed as a specialized servant for the Exalted. Originally, the plan was for Lodestar's design to be put into mass production, but the Solar Deliberative cut funding for the project, and only the original prototype was ever built. Appearing as a humanoid from the waist up atop a scorpion-like body, Lodestar's arms end in massive crushing pincers. Despite its monstrous visage, it is the very soul of courtesy, an affable, intelligent being with a developed sense of humor and a desire to serve the Exalted faithfully to the best of its abilities. It was built to serve as a combination of steed and guide for travel through the most inhospitably frozen reaches of the Far North, its scorpion template chosen for optimum balance on slippery glaciers. Lodestar's tail contains a large stinger for defense, but also a cluster of sensory organs that

can be raised up and twisted to scan miles ahead. It also contains an organ that can generate warm golden light the color of the sun—or blast rays of scorching energy for melting ice, starting fires or vaporizing adversaries. Most strangely, leathery tentacles extend from pockets in its back carapace, capable of securing riders or cargo (up to 1,600 pounds). Lodestar can carry up to six people snugly back-to-back without cargo or fewer in more comfort. As a guide, Lodestar has a perfect sense of direction and cannot get lost unless it is magically confused. It always knows its exact position relative to the Elemental Pole of Earth.

Lodestar has lain dormant in deep ice in a torpid state since its creator abandoned it long ago, waiting for another Solar Exalt to draw near enough for it to sense the presence of her Essence and arise to serve anew. It can automatically sense the presence of Solar Exalted within 10 miles, but it cannot pinpoint exact location or determine numbers. As a testament to the arrogance of its creator, Lodestar has no imperative beyond its conditioning. It truly lives and loves to serve and cannot conceive of independent existence. It very much wants to serve good masters, however, and it grows depressed if it believes otherwise, just as it grows depressed if it feels it is being given suicidal orders. It will always do its best to aid and protect Solar Exalted (and is both respectful and obliging to any type of Exalt), and it obeys commands from any Solar without argument, but Lodestar will make polite suggestions if it feels its masters might listen. If it encounters an inter-Exalted conflict, it experiences great emotional stress and tries to mediate between them. Lodestar has never seen a deathknight before and would be horrified to discover their existence. Unfortunately, its conditioning would demand that it obey Abyssals as readily as Solar Exalted, regardless of its own preference.

Motivation: Serve the Solar Exalted.

Attributes: Strength 8, Dexterity 4, Stamina 7; Charisma 4, Manipulation 2, Appearance 5; Perception 6, Intelligence 2, Wits 3

Virtues: Compassion 3, Conviction 5, Temperance 3, Valor 5

Abilities: Athletics 4, Awareness 5 (Solar Blast +3), Bureaucracy 1 (Managing Servants +1), Craft (Earth) 1 (Ice +3), Craft (Water) 1 (Cooking +3), Dodge 5, Integrity 5, Lore 3 (Ancient History +1), Martial Arts 5, Occult 2, Performance 3 (Humor +1, Storytelling +2), Presence 3 (Children +1, Solar Exalted +2), Resistance 5, Socialize 2 (Old Realm Customs +3), Survival 5 (Arctic +3), War 1

Join Battle: 8

Attacks:

Punch: Speed 5, Accuracy 10, Damage 8B, Defense 11, Rate 3; Tags: N

Kick: Speed 5, Accuracy 9, Damage 11B, Defense 7, Rate 2; Tags: N

Tail Strike: Speed 4, Accuracy 12, Damage 15B, Defense 12, Rate 2; Tags: N, P



Solar Blast: Speed 5, Accuracy 14, Damage 12L (12A to creatures of darkness), Range 100, Rate 1; Tags: N (uses [Perception + Awareness] as dice pool)

Soak: 13L/17B (Unnaturally dense flesh, 10L/10B)

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

Dodge DV: 6

Willpower: 8

Essence: 4

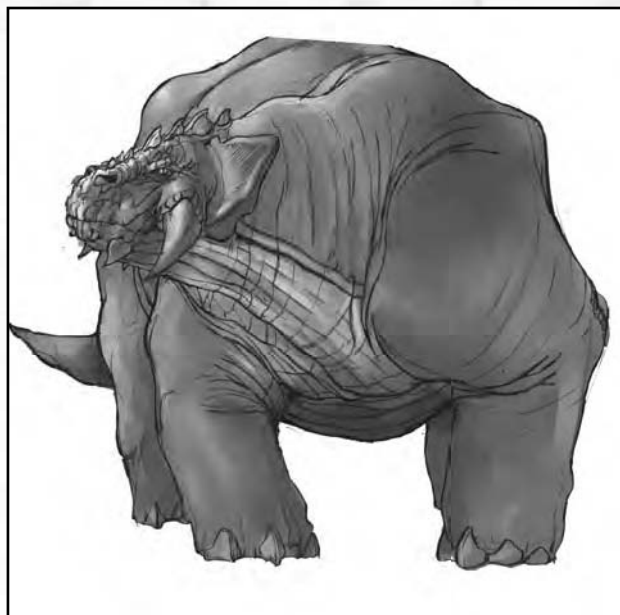
Other Notes: Lodestar heals and has the physical resiliency of one of the Exalted. It is immune to cold and can notice sources of heat out to three miles distant with a successful (Perception + Awareness) roll, difficulty 3. Any Charms or artifacts that provide some form of camouflage thwart this power.

BEAST OF RESPLENDENT LIQUID

(RESOURCES N/A)

Possibly the original inspiration for the Harvester of Poisons (see pp. 123-124), the beasts of resplendent liquids were living drug factories jointly bred through the magic of the Solar and Lunar Exalted and the vegetative sciences of the Dragon Kings. The creatures were bred from a race of colossal sauropod dinosaurs that died out during the early First Age as a result of climate changes brought about by the Primordial War. The beasts of resplendent liquid are all stocky and short-tailed with elaborately beaded scales that glisten as though perpetually wet. Most stand roughly 20 yards long and six yards tall at the shoulder, though a few are noticeably larger or smaller.

In order for a beast of resplendent liquid to function as designed, it must eat vast quantities of particular raw materials. If it does so, its sorcerous viscera transmute the ingredients into a specific drug. At the height of the First Age, dozens of variants existed to produce a wide range of drugs from anagathics to narcotic painkillers to powerful inoculants against plague. Only a few variants have survived into the Second Age. The Realm has two with royal-blue scales that produce enough longevity drugs to supply 20 percent of the Dynasty with drug regimens that could double their projected life span. The existence of these creatures (stabled at the Imperial Palace) is a closely guarded state secret, though, so most of the anagathic crop is stockpiled rather than distributed. By contrast, the Guild has seven ocher-hued beasts, all of which consume a ton of opium each day and urinate over 100,000 doses of heroin, collectively enough to supply two million addicts with a regular fix. The beasts are stationed throughout the Threshold and moved every so often for security purposes. Only the Hierarchs themselves know all seven locations. Once, the Guild owned an eighth heroin beast, but it was stolen in a daring heist two centuries ago and is presumed to be in operation somewhere in the Southwest. The Hierarchs have posted a standing reward worth Resources 4 for any information



leading to the recapture of the stolen beast. If there are any other beasts still living in the world, their existence is even better guarded by their fortunate owners.

As long as a beast of resplendent liquid has sufficient water to drink and raw materials to eat, it sits relatively motionless and content. If it runs out of food, it immediately bellows in pain and tries to climb the tallest structure it can find to alert its handlers to the problem. If the only high places at hand are buildings, it will systematically demolish them with its weight and scale the pile of rubble. The bellowing of a starving beast is so loud that mortals must flee its presence or else go deaf after listening for more than an hour. The beasts cannot starve or die of thirst, nor do they appreciably age. Only the Great Contagion among all diseases has ever laid one low, and their enchanted metabolisms can process virtually any poison (though this will taint all batches of drugs produced until the poison is flushed from a creature's system).

Attributes: Strength 15, Dexterity 2, Stamina 12; Charisma 1, Manipulation 1, Appearance 1; Perception 1, Intelligence 1, Wits 1

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

Abilities: Awareness 1, Martial Arts 1, Presence 2, Resistance 5

Join Battle: 2

Attacks:

Bite: Speed 7, Accuracy 3, Damage 15L, Defense —, Rate 1

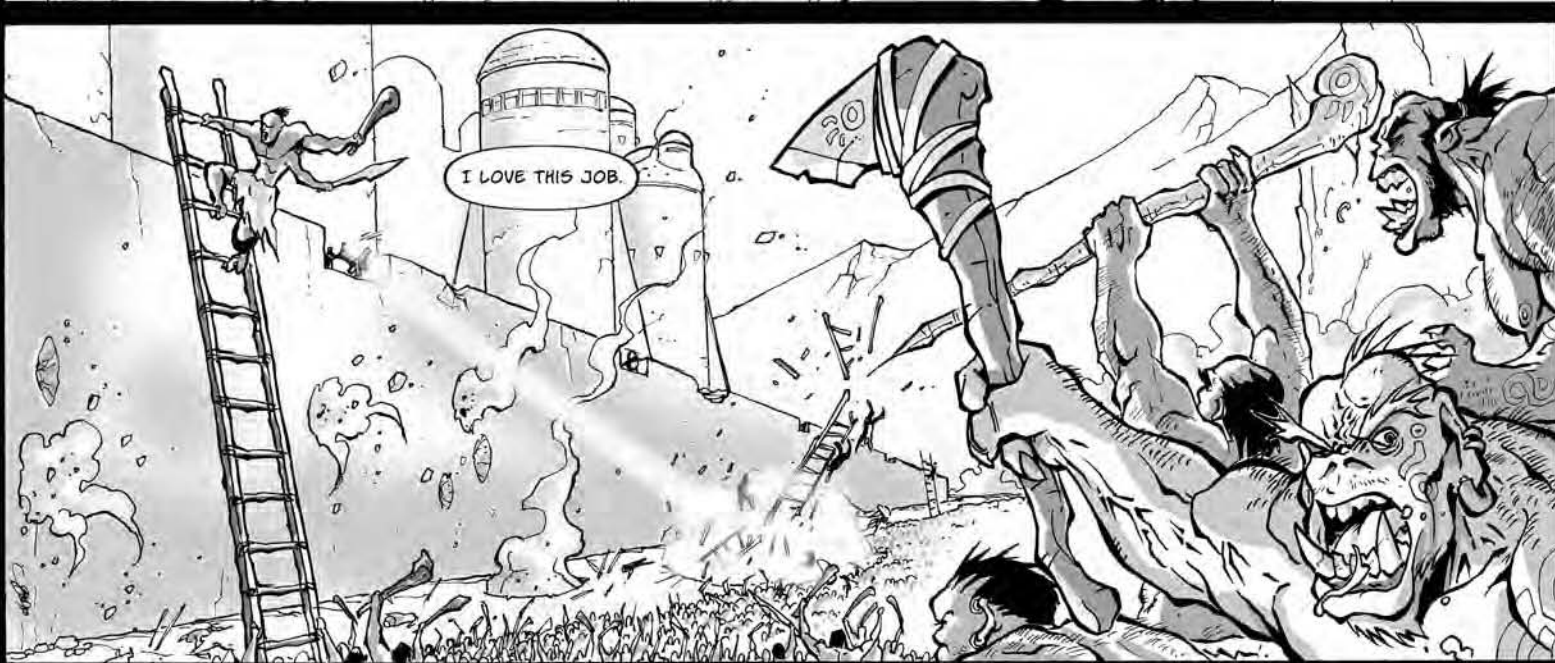
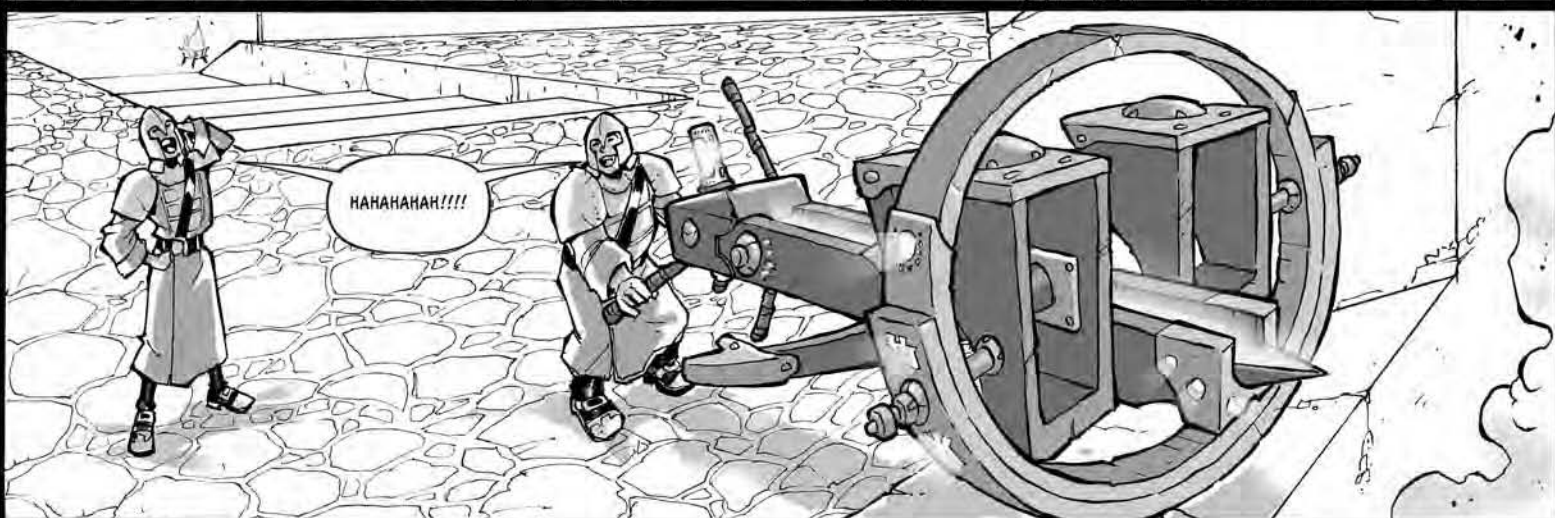
Soak: 15L/20B

Health Levels: -0 x 10/-1 x 10/-2 x 10/-4/Incap

Dodge DV: N/A **Willpower:** 2

Essence: 3

Other Notes: None





CHAPTER SIX THE PURVIEW OF THE VIOLET BIER

The inhabitants of the Second Age make war with mere bows and swords, or perhaps magical versions of the same if they are privileged enough to count themselves among the Exalted. Such implements of violence are effective enough in their own right, and they were certainly common enough even at the height of the First Age for their style and lack of maintenance requirements. Yet the techno-magical infrastructure of that Age created weapons far deadlier and more sophisticated than anything still possible in the Time of Tumult (at least outside the workshops of the Mountain Folk and the decrepit factory-cathedrals of Lookshy).

Despite their rarity, enough First Age weapons exist that the more popular designs among them remain infamous throughout Creation. Even those pirates who have never seen one of the Realm's lightning ballistae shatter a hull to

charred flinders have probably heard stories, while even the Mask of Winters checks his ambitions for fear of Lookshy's vast and terrible arsenal.

What follows are examples of First Age weapons, predominantly various forms of heavy weapons that fire bolts or beams of elemental energy. Every one of them are fired with the Archery Ability, though any weapons too large for personal use cannot benefit from Archery Charms apart from Excellencies unless those Charms are specifically intended for artillery use. Furthermore, none of these weapons benefit from magical material bonuses unless otherwise noted, but they may be used by all Exalted types with equal facility. Many other types and models of First Age weaponry existed besides those listed in these pages. Storytellers should give free reign to their imagination in designing new weapons of mass destruction for a series (or ancient weapons of mass destruction, as the case may be).



WALL EATER (ARTIFACT ••)

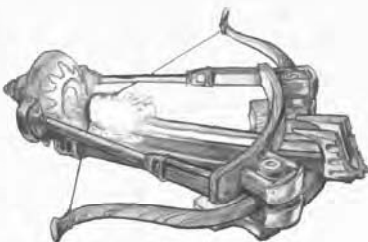
Repair: 2

Shaped like a round-bodied beetle the size of a human head, this artifact is one of the only handheld siege weapons ever created. To operate this artifact, the user must place it on an inanimate surface, such as a wall or the hull of a ship, and spend seven motes of Essence. The artifact then extends four hooked legs, attaches itself firmly to the surface and begins to use a combination of carefully modulated vibrations and a field of corrosive Essence to gradually destroy a portion of the surface. When the user places it on a surface, she can activate it in one of two modes. It can be set to create a circular hole two yards in diameter that is large enough for characters to easily enter or leave in single file, or it can create a large circular hole 10 yards in diameter. (If the wall is less than 10 yards high, the wall eater demolishes a 10-yard-wide section of it.) A 10-yard-diameter hole is easily capable of allowing an entire scale of soldiers to pass through the wall, or into the hull of a ship, at once. Once attached, the item gradually decreases the soak of the wall or hull to which it is attached, and when it has reduced the wall's soak to 0, it has made a hole of the desired size in the wall. Regardless of its size, one edge of the hole is always created three inches away from a front of this artifact. When the user places this artifact, he can determine exactly where he wishes to create a hole.

When creating a two-yard-wide hole, the artifact removes three points of lethal soak per tick from ordinary walls of wood, brick or stone. When used to make a 10-yard-diameter hole in a wall or hull, it removes one point of lethal soak every other tick, allowing the artifact to create a 10-yard-wide hole in a wall with a soak of 20 in 40 ticks. Although this artifact cannot affect items made from one of the five magical materials, it can gradually create holes in walls and hulls made from the almost impervious First Age alloys used in the hulls of many First Age ships. When attached to such a durable surface, the item can create a two-yard-diameter hole by removing one point of lethal soak every tick. It can also create a 10-yard-wide hole in such alloys at a rate of one point of lethal soak every three ticks.

Once attached to a surface, this artifact can be easily removed only by the character who placed it there. Other characters can also pry it off of the wall it with a successful (Strength + Athletics) check, difficulty 5, instantly stopping the damage it is inflicting. Also, attempting to remove one of these artifacts requires the character do nothing else for six ticks. During this time, the character can use reflexive or persistent defenses, but he cannot otherwise attack or defend.

To use this artifact effectively, the owner must either sneak up unobserved and place it on a wall or run through the heat of battle and defend the artifact from everyone attempting to remove it. While it is in use, the artifact causes the section of wall it is destroying to drone and vibrate. These vibrations are relatively quiet, but they will alert anyone nearby whose player can make a successful (Perception + Alertness) roll. Rolling two or more successes will wake sleeping characters and allow inattentive listeners to instantly tell where the noise is coming from. A single success allows someone who is actively listening to localize the noise and allows inattentive listeners to hear the noise, but not to localize it.



IMPLOSION BOW (ARTIFACT •• TO •••••)

Repair: Varies (see below)

Looking like a cross between concussive Essence cannons and ballistae mounted on heavy gimbaled pedestals, implosion bows are complicated to build and require regular maintenance to keep operational. In exchange for these drawbacks, they accurately deliver their ordinance out to a truly astonishing range. The weapons fire spherical pulses of concentrated Essence that collapse into vortices of disintegrating light on impact. These cannons come in three categories of ascending size and power, though no one in the Second Age is known to possess a functioning copy of a heavy implosion bow.

All three categories of implosion bow have a number of features in common. Unlike most ranged weapons, implosion bows do not have ranged increments and may be fired to only a maximum distance of their listed range. The cannons can be fired at half charge or full charge based on the number of motes spent. Moreover, each blast may be set to inflict bashing damage or a lesser quantity of lethal damage. In all modes of fire, the blasts damage everything in a radius around the point of impact.

After every 100 shots, an implosion bow must be overhauled and serviced. For every 20 shots it is in arrears of maintenance, it has a cumulative 10% chance of misfiring when next used. Such misfires inflict damage as if a full power blast from the cannon hit the weapon itself, rendering it nonfunctional until repaired.

Light (Artifact 2, Repair 2): These artillery weapons require fixed emplacements, though they can be mounted and fired from vehicles as small as a heavy chariot. Once considered among the weakest energy weapons equipped to First Age skyships and naval vessels, they are coveted and feared as devastating heavy weapons in the Second Age. Some Artifact 3 light implosion bows can use alternative power sources in lieu of direct Essence expenditure from the gunner. Reagent-powered models use heavy tanks of alchemical fuel that cost Resources 3 apiece (unavailable outside a large metropolis): one tank can power 20 half-power shots, with full power blasts each using two fuel charges. Hearthstone-powered models have a socket requiring a level-3+ stone and draw upon geomantic energies for unlimited ammunition.

Medium (Artifact 4, Repair 3): Common in the First Age and now limited to several dozen copies fielded by the Seventh Legion, these massive cannon emplacements are roughly the size of a small wagon with a two-yard barrel terminating in a muzzle rimmed with glowing banks of capacitor crystals. The weapons require a level 2+ hearthstone set in the controls to function at all.

Heavy (Artifact 5, Repair 4): Equipped to heavy skyships and fortresses as main guns in the First Age, these powerful weapons are each the size of a small townhouse. The cannons require a hearthstone of level 4+ set in the gunner's controls to function at all. Unlike smaller implosion bows, these weapons need maintenance after every 50 shots and risk misfire in arrears increments of 10 shots.

Type	Speed	Acc.	Damage	Rate	Range	Minimums
Light	6	+3	1 mote: 5L/7B; 2 motes: 12L/15B; 3-yard radius	1	500	Archery ••, Lore •••
Medium	6	+2	2 motes: 12L/15B; 5 motes: 20L/25B; 7-yard radius	1	750	Archery ••, Lore •••
Heavy	8	+1	5 motes: 25L/30B; 10 motes: 50L/60B; 15-yard radius	1/4	1,125	Archery •••, Lore ••••



CONCUSSIVE ESSENCE CANNON

(ARTIFACT •• TO •••••)

Repair: Varies (see below)

One of the oldest and simplest forms of magical ranged weapon not powered by muscle in some fashion, concussive Essence cannons function by focusing motes into crystals that convert that Essence into pulsed beams of pure force. Because they are so easy to build and maintain (relatively speaking), these cannons remain the most widely fielded First Age weapons in Creation. The Realm and Lookshy both deploy them in sizeable numbers for major engagements, and quite a number of more prosperous nations throughout the Threshold have a few kept in reserve.

Make a reflexive [(Dexterity or Stamina) + Athletics] roll at difficulty 3 for any roughly human-sized character struck by a blast from a concussive Essence cannon. Failure means she is blasted a number of yards back equal to the cannon's artifact rating and falls prone. Increase this difficulty to 5 for beings notably smaller than humans, and decrease it to 1 for horse-sized beings. (Larger creatures are too massive to be blasted back.)

Concussive Essence cannons come in five ascending size categories of power. The Essence cost listed in each weapons' statistics has two values separated by a slash. The first is the attunement cost, and the second is the number of motes needed to power each blast. Some First Age cannons have a hearthstone socket, and as long as this socket is filled with a stone of the appropriate rating or better (which provides no other benefit while used this way), the cannons have a reduced Essence cost. These models are considered to have an Artifact rating one dot higher. If hearthstone-powered models exist for a particular size category, a second Essence cost is provided in parentheses, with the required hearthstone rating given after a comma with the second cost. Some copies still require a one-mote commitment even with a hearthstone, as a security feature to prevent mortal use.

Very Small (Artifact 2, Repair 1): Scaled for portable personal defense, these small bulbous wands tipped with emitter nozzles fit snugly in one hand, powered by a conductive pad set in the grip to absorb Essence from the wielder. The devices must be recalibrated after every scene in which they are used. For each scene of use the weapon is in arrears, its damage cumulatively decreases by one level until it finally stops working altogether.

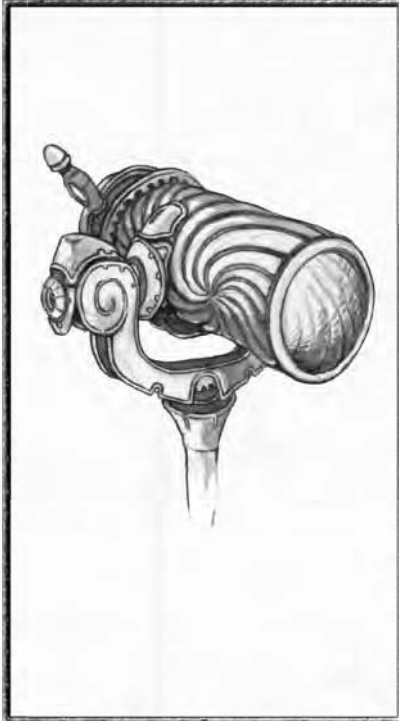
Small (Artifact 2, Repair 1): A heavy brass and steel tube lined with Essence lenses, this model of cannon is just small enough to qualify as a personal weapon. It is fired over the shoulder for use in crowd control or attacking small vehicles/structures.

Medium (Artifact 3, Repair 1): Normally requiring a two-man team to move and fire (though one gunner can operate a fixed emplacement), these light artillery cannons can blast apart wagons or walls with equal facility. Human-sized characters who try to fire a personally carried medium cannon suffer a -3 internal penalty from its unwieldy size. (This penalty comes in addition to any penalties for failing to meet the weapon's hefty Strength requirements.)

Large (Artifact 4, Repair 2): These massive weapons have reinforced barrels of white jade alloyed with alchemically enhanced steel nearly three yards long. Although they can be mounted in a fixed position on heavy wagons or Second Age ships, they must be fired with care, as the recoil from each shot drives the cannon back five yards (20B piercing to anything crushed in the path). Placed atop reinforced turrets on stone fortifications or the hulls of First Age naval vessels or skyships, the cannons gain far greater angles of fire coverage and do not endanger those behind them.

Very Large (Artifact 5, Repair 2): Only the largest skyships and naval vessels of the First could mount these massive five-yard cannons. Most were set in fortress turrets. Hearthstone-powered versions of cannons this size are still Artifact 5, but have a Rate of 1/4 instead. As a reminder, having a Rate lower than 1 means that a character can fire the weapon only every so many actions. (For example, Rate 1/2 means the character can fire the weapon once with one action, but cannot fire the weapon on his next action and must wait until one action further to fire again.)

Type	Speed	Acc.	Damage	Rate	Range	Cost	Minimums
Very Small	4	+1	10B piercing	1	50	1/3	—
Small	4	+1	15B piercing	1	75	3/5 (3/0, 2)	Str ••••
Medium	5	+0	20B piercing	1	125	5/8 (0/0, 3)	Str ••••••••
Large	6	-2	30B piercing	1	200	7/12 (0/0, 3)	—
		(-4 if wagon-mounted)	(damages all targets in a three-yard radius of impact)				
Very Large	8	-4	45B piercing	1/2	300	7/12 (0/0, 4)	—
			(damages all targets in a five-yard radius of impact)				



ESSENCE TWISTER (ARTIFACT ●●●)

Repair: 2

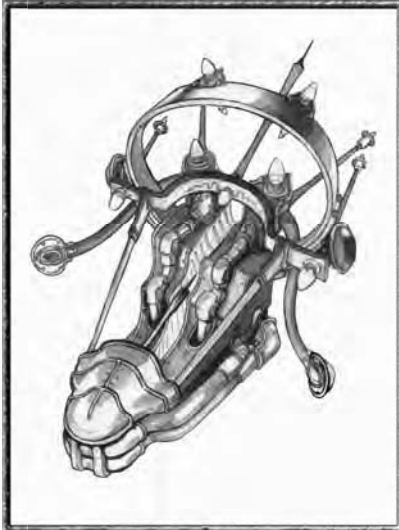
During the First Age, this artifact was the premier riot-control weapon of the Solar Deliberative. It also saw extensive use during the Usurpation, where some of the more compassionate Terrestrial Exalted used Essence twisters to incapacitate the legions of mortal followers that the mighty Anathema had shackled to their will. Today, the forces of the Realm regularly use these weapons to put down mortal riots. This weapon is a cylinder four feet long and two feet in diameter, mounted upon a gimbaled base that allows a single user to swiftly aim it in any direction. This weapon was designed to affect large crowds. It affects everyone within range who is in a 40-yard-wide swath in the direction in which the weapon is aimed.

Instead of firing a physical or Essence-based projectile, the artifact instead temporarily and violently reverses the Essence flows in its targets' bodies. The result of such an attack is nausea, severe bruising and, in most cases, unconsciousness. While manipulating Essence flows allows this weapon to affect large numbers of targets for a relatively low Essence cost and bypasses the protection provided by armor not made from one of the five magical materials, this form of attack has little effect on beings capable of controlling their own Essence. All Essence users, including mortal thaumaturges, add five points to their soak for resisting this attack. In addition, targets also add five additional points of soak for every dot of Essence above 1 that they possess. So, an Exalt with an Essence of 3 adds 15 points to her soak for resisting this attack.

The Realm's Wyld Hunt owns two of these items. It regularly directs the weapons at the large mortal armies raised by the Anathema so that its men can easily identify the Anathema and direct their more lethal attacks accordingly. In the wake of such an attack, the vast majority of mortals will be rendered unconscious, while Exalts are unaffected. Yet if the target's soak plus any bonuses from high Essence or Essence use equals or exceeds the weapon's rolled damage, the target automatically takes no damage. The weapon's operator must spend six motes of Essence to fire this weapon, and his player rolls (Dexterity + Archery) to hit. The weapon automatically affects everyone within the target area with the same roll. Use the highest DV of the mortal targets being fired upon to determine the difficulty of the attack roll. This attack can be dodged, but it cannot be parried.

Speed	Accuracy	Damage	Rate	Range
6	+3	+20B*	1	300

* Ignores non-magical armor, -5 damage to Essence users, -5 damage per dot of Essence above 1.



LIGHTNING BALLISTA (ARTIFACT ●●● TO ●●●●)

Repair: 3

One of the heavier energy weapons developed in the First Age, lightning ballistae are complex cannons built of blue jade, brass and silver joined to adamant emitter spires wrapped in orichalcum coils by a web of pressurized hoses and conductive wires. When fired, a torrent of blue-white energy jumps from the emitter spire in a coruscating beam, severely burning or outright carbonizing its target.

Most lightning ballistae rely upon the gunner's Essence for power, requiring three motes per shot. Some four-dot models, however, feature a yasal crystal containing a bound thunderbird (air elemental) with an Essence pool of 76 motes. Each shot from such a cannon costs two of the elemental's motes (or three from the gunner if the elemental has no Essence remaining). Other four-dot models rely on hearthstones for power (Air stone rating 2+, or else rating 3+ needed). While set in a lightning ballista, a hearthstone provides no other benefits. Cannons powered in this manner have effectively unlimited ammunition.

Lightning ballistae of all varieties must be overhauled after every 20 blasts. For every five shots it is in arrears of maintenance, it has a cumulative 10 percent chance of misfiring when next used, with the same catastrophic effects as a misfired impllosion bow (see p. 130).

Speed	Accuracy	Damage	Rate	Range	Minimums
6	+2	20L piercing (25L piercing for Artifact ●●●● models)	1	1,000	Archery ●●, Lore ●●● (Occult ●● —elemental-powered models only)



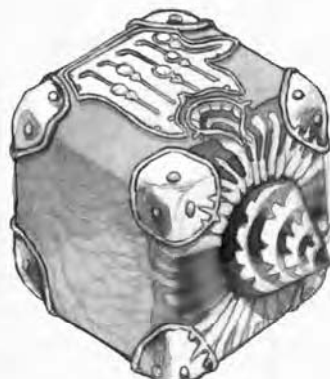
ESSENCE BATTLEMENT (ARTIFACT ●●●●)

Repair: 3

This device consists of a cube of jade one foot on a side that is inlaid with all four of the other magical materials. Weighing 150 pounds, this item can easily be transported by a single draft horse, yeddim or camel. On top of it are a set of simple controls and a socket for a single hearthstone. To activate this unit, the user must commit seven motes of Essence to it and place a hearthstone of at least level 2 into the setting. At this point, the user can cause it to create a dome of impermeable Essence around the unit. This dome can be anywhere from three and (30 x the hearthstone rating) yards in diameter. This dome can vary between one third and two thirds of its current diameter in height. Alternatively, the user can have the unit create a circular or oval wall instead of a dome. This wall has the same range of height as a dome.

In all cases, the dome provides a bashing and lethal soak equal to $(10 + 3 \times \text{the level of the hearthstone used to power this item})$ and has a hardness equal to its soak. In addition, the dome and anyone inside also increase their DV by two, because it is exceptionally slick and many attacks slide harmlessly off its surface. The only limitation on this device is that any attack that inflicts more than twice its lethal soak knocks down the dome (after it has provided its soak and hardness). Re-erecting the dome thereafter requires 10 ticks. When the dome falls, all committed Essence is instantly uncommitted but must be recovered normally. In addition, reestablishing the dome requires the user to commit another seven motes of Essence to it.

Although this dome is normally solid, the user can create openings of any desired size. Typically, users create one opening for each defender inside the dome that is small enough to provide the defender with 90% cover. In addition, a low-powered one-way Essence screen over this opening also provides a bashing and lethal soak equal to the user's permanent Essence to any attacks fired through these opening. While the dome can be attacked directly with melee weapons, defenders inside can be attacked only with missile weapons or spells that strike at distance. The primary limit on this artifact is that it cannot be moved unless the protective dome it creates is first dismissed. This artifact provides excellent protection, but defenders must leave it if they want to either retreat or engage their opponents in melee combat. This item must be serviced after every 100 hours of combat use. If it is not maintained, an Essence battlement will lose two points from both hardness and all soak scores for every 10 hours its maintenance is in arrears.



PANIC PROJECTOR (ARTIFACT ●●●●)

Repair: 2

Developed during the First Age, this item saw much use during the Shogunate era, when the Dragon-Blooded used it and similar weapons to make up for the fact that they lacked the devastating powers of the Celestial Exalted. Today, both Lookshy and the Realm have several of these items—the Realm regularly uses some to control riots and the Wyld Hunt owns one that it uses to turn the Anathema's allies against them. This artifact is a cubical box with rounded corners that is 15 inches on a side and weighs 200 pounds. The top holds both its controls and a hearthstone socket, and there is a jade cone on the front. The weapon must be fitted with a hearthstone of at least level 2 to operate. When fired, the weapon affects everyone in front of the cone, who is within an area of equilateral triangle with sides 200 yards long with one point starting from the front of this artifact. Attacks from this weapon can be dodged but not parried. For every shot, the operator's player must make a (Conviction + Willpower + Essence) roll with a difficulty of (the targets' Valor + Essence).

When firing this weapon, the operator can manipulate the controls to decide if she wishes for the shot to affect only unintelligent animals, only intelligent beings such as mortals or Exalts, or both types of beings. In addition, she can set the device to cause targets to either flee or cower in fear. If the operator achieves a single success against a target, that target must immediately flee or cower for the next full scene. The target is not completely demoralized, though. Her morale is broken, and she will not fight except in immediate self defense, but she maintains some degree of composure. If the operator achieves more than one success against a target, the target drops her weapons and (depending upon the way the weapon was set) instantly surrenders or flees in the sort of complete and utter panic that causes characters to ignore their surroundings and possibly trample their slower companions. When firing this weapon at a group of extras, the Storyteller should simply assign all of the extras a single (Valor + Essence) score and have them all react in a uniform manner. Making a shot that affects only either intelligent or unintelligent targets costs the operator five motes. Firing a shot that affects all targets costs eight motes.

Speed	Accuracy	Damage	Rate	Range
6	+5*	special**	1	200***

* This weapon affects everyone in an equilateral triangle—the shot can be dodged but not parried.

** This weapon induces fear and does not cause direct damage.

*** The panic projector has no extended range, this is its maximum range.



SUN'S FIST CHAKRAM (ARTIFACT ●●●●)

Repair: 2

These devices were often used against the more powerful agents of the Primordials in the great war as they take up very little space but inflict horrendous damage. Despite their name, they were smaller than a chakram, usually in the shape of an orichalcum disc four inches in diameter. In Old Realm script around the edge of the disc was a powerful prayer to the Unconquered Sun.

When triggered with two motes of Essence and thrown (as a normal chakram), the disc spins through the air and detonates upon hitting its target (though it would not detonate if it didn't make contact with its target). Detonation of a sun's fist chakram inflicts 20 dice of aggravated damage to those within five yards of the detonation and half that damage to those out to 15 yards of the blast. As this effect is considered Holy (see *Exalted*, p. 183), it inflicts *twice* that amount of damage to creatures of darkness.

Attacks made with a sun's fist chakram can be enhanced with any Thrown Excellency, but their design is too complex to be used with any other Thrown Charms.

Sun's fist chakrams are typically found in canisters containing five of the potent weapons. Only armories that have been untouched since the High First Age are likely to have more than one canister of sun's fist chakram (if that).

There are also rumors among the Sidereal Exalted that certain war gods still possess stockpiles of these devices in their citadels in Yu-Shan.



GLORIOUS SCYTHE (ARTIFACT ●●●●●)

Repair: 3

This artifact is sometimes used as a tool for clearing fields and preparing land, but in wartime, it is also a devastatingly effective weapon. Created during the Shogunate in response to the lack of Solar and Celestial Circle Sorcery attack spells, this artifact is a squat, slightly oval, jade cylinder two yards across and one yard high that has settings for two hearthstones on top. To operate it, the glorious scythe requires a single hearthstone of at least level 3 to be placed in the central setting. Although the weapon can be used with only a single hearthstone, it weighs 600 pounds and must be carried on a sturdy cart. If a second hearthstone is fitted on the back of the artifact, then it becomes self-mobile. As a security measure, the user must commit five motes of Essence to this item. As soon as this Essence is committed, the owner can order the unit to move wherever she desires. This artifact can float in the air up to two yards off the ground and can move at the speed of a trotting horse (five yards per tick or 10 miles per hour) in any direction the character chooses. This artifact even contains a seat near the back where the gunner can sit. The gunner must use this seat to use the item's control console. Fortunately, it also provides the occupant with 75% hard cover, so the character is relatively safe during a battle.

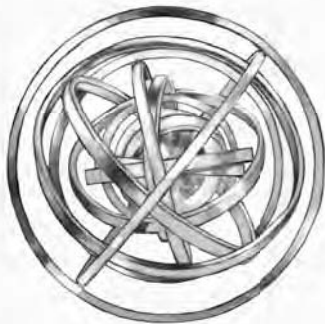
In combat, this weapon can project a razor-thin horizontal sheet of Essence-fire capable of cutting through all but the toughest armors. The gunner can precisely set the height, width and range of this sheet. It can have a range of anything from five to 100 yards, and a width that ranges from two to 50 yards. Also, this blade of Essence can be fired anywhere from six inches to two yards off of the ground. Because this attack is so concentrated, it counts as piercing damage, halving all armor (round up). In addition to being able to clear a forest for planting or construction in a matter of minutes or to rapidly level ruins so a new city can be built, this artifact can stop a mass of charging opponents and will instantly slay many hundreds of extras, cutting them neatly in half.

This attack can be dodged but cannot be blocked without Charms that allow characters to parry unblockable attacks. The major limit on this device is that the gunner must manipulate the complex control console to operate this weapon. Using this console requires total concentration. As a result, the user cannot attack, defend or use Charms that are not reflexive. Also, although this device uses (Dexterity + Archery) to operate, it is incompatible with all Archery Charms, so the user cannot augment this attack with any Charms.

Each use of this item, regardless of the range or area affected requires the user to spend five motes of Essence. This item must be serviced after every 100 shots. If it is not maintained, the glorious scythe will lose two dice from its damage for every 10 additional shots fired until it is no longer capable of firing.

Speed	Accuracy	Damage	Rate	Range	Tags
6	+1	+20L	1	100*	P

* The glorious scythe has no extended range, this is its maximum range.



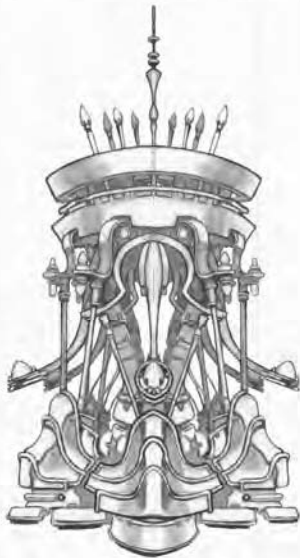
SOULBREAKER ORB (ARTIFACT ●●●●●)

Repair: 5

Weapons of mass destruction built in the High First Age by the Solar Exalted through studies of necrotic Essence vortices in the deep Labyrinth, these devices would certainly qualify as Artifact N/A if they were not one-use items (and like Artifact N/A artifacts, they should not be available for purchase at character creation). The weapon appears as a foot-wide sphere of soulsteel encased in an outer sphere of smoky quartz. Starmetal pegs riveted to the crystal hold a dozen concentric orichalcum rings set so that they can rotate freely in separate axes of movement. To arm a soulbreaker orb, the user must touch it and spend 50 motes (uncommitted), then position all 12 rings in the correct orientation (Intelligence + Lore, difficulty 3). The devices can be set for any time delay from one second upward, so theoretically, they could wait millennia or more before detonating. Disarming an armed soulbreaker is far more difficult, requiring that the technician cut through crystal paneling (20B/20L soak; 100 health levels of damage required) and then break key connections (Wits + Lore, difficulty 7; each failure halves the remaining time before detonation, while a botch triggers the weapon).

When the time elapses, the orb levitates, and the rings all begin spinning and accelerating as a low keening emits from the soulsteel. In a matter of seconds, the artifact shatters and implodes, creating a vortex of golden light and singing shadows that stretches out to fill a five-mile radius. An Essence roll (difficulty 3) must be made for every living being in that area who does not immediately use a perfect parry or perfect soak Charm in defense (or some form of perfect dodge that completely removes them from the area). Those who fail die instantly, and any fractured ghosts they leave behind have at least one derangement and only a single dot of each Virtue and Willpower. (Hungry ghosts rise normally, and typically in large numbers.) Those who succeed might survive, but they suffer 20 levels of aggravated damage, soaked with their (Willpower + Essence). This damage is entirely spiritual and leaves no actual mark. Beings simply writhe in agony as the vortex flays their souls. Because it is mathematically impossible for Essence 1 beings to pass the initial roll, no roll should be made for them. Every plant, animal and mortal in the area of effect dies. As a rough estimate, if the vortex kills more than 500 sentient beings, a shadowland will almost certainly form in the area when the sun next sets.

Fortunately for the inhabitants of the Second Age, only one soulbreaker orb definitively survived the Great Contagion, and this was deployed by the Seventh Legion against the Sixth and Ninth Imperial Legions, earning grim victory at the price of creating the large shadowland known as the Mourning Fields. Lookshy has never confirmed or denied whether it has other soulbreaker orbs in its arsenals, though the very possibility has gone a long way to deterring further Realm invasions.



STORM HAMMER (ARTIFACT ●●●●●)

Repair: 5

A much rarer variant of lightning ballista technology is the storm hammer, which takes the form of a house-sized cannon assembly facing directly skyward. A storm hammer requires a level-3+ hearthstone installed in its control panel to function. Furthermore, the gunner must commit 30 motes to the control console. Activating a storm hammer takes 10 minutes that are spent powering it up, during which time distinctive sparks of lightning arc and crackle across the eight-yard-tall emitter spire. Once charged, the cannon automatically fires a pulse of incandescent Essence upward into the sky, detonating the energy at a height of one mile to create a bank of roiling gray clouds that quickly spread over a five-minute period to cover a two-mile radius. For the next hour, the gunner may call down lightning from the cloud on any target beneath it as an attack costing no further Essence, though he must know the target's exact location relative to the cannon or be able to see the target to properly aim each bolt. After the allotted hour, the unnatural clouds thin and part as quickly as they came. The gunner's player uses (Wit + Lore) for the attack roll.

A storm hammer must receive maintenance after every use, or else it has a 50 percent chance of backfiring with each shot. In the event of a backfire, the cannon shatters in a deafening thunderclap, and the summoned storm randomly blasts every moving target within a mile of the weapon's ruins in a continuous barrage lasting for an hour.

Speed	Accuracy	Damage	Rate	Range	Minimums
6	-2	20L piercing*	1	special**	Lore ●●●●●, Occult ●●●

*Damages everything within five yards of impact.

**Anything within 2 miles of the cannon is a legitimate target as long as it is visible or its exact location is known.



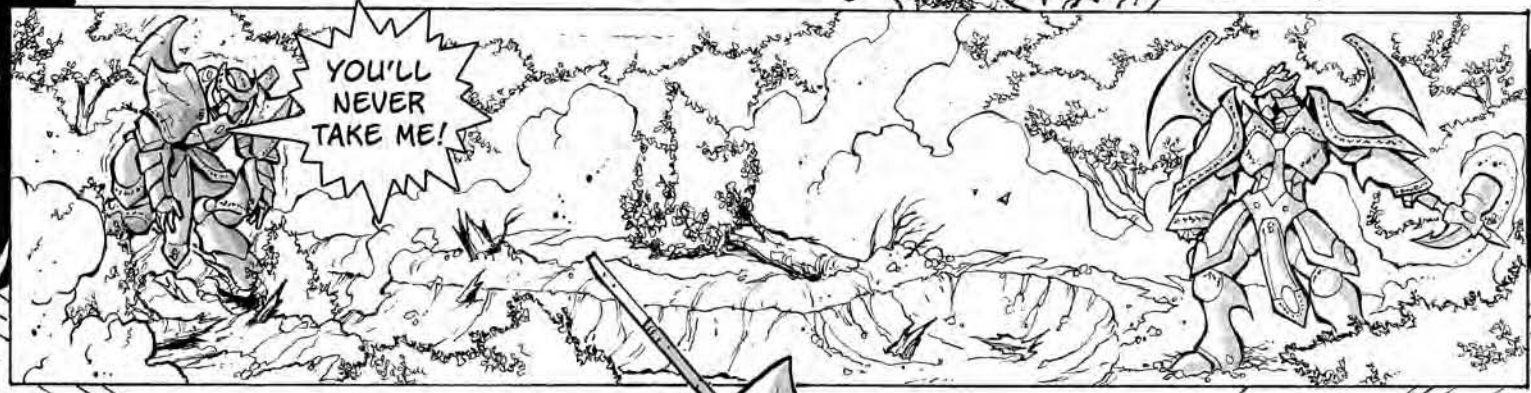
NO...



NO! I'M NOT DEAD YET, YOU BASTARD!



YOU HEAR ME?



YOU'LL NEVER TAKE ME!



I'LL DIE FIRST!



APPENDIX: WARSTRIDERS

While the legendary artifacts of the Exalted are many and varied, few hark back to the glories now lost as keenly as the warstrider. Be it a single orichalcum relic in the hands of a rampaging Anathema or an entire fang of jade-encased giants leading the Dragon-Blooded legions into battle, a warstrider invariably fills onlookers with awe. And while a Realm peasant might go a lifetime without ever seeing a First Age sailing ship, let alone a flying craft, these priceless titans often lead victory processions in major cities throughout the Realm, visible and unmistakable symbols of the Scarlet Empire's power and glory. Yet the awe that such observers feel is also tinged with dread, for these potent artifacts were fashioned for one purpose: destruction. Like all giants, warstriders seldom pay attention to the ants at their feet.

WARSTRIDER CLASSIFICATION

Savants in the Age of Sorrows typically classify warstriders into five categories: common, scout, noble, royal and

colossus. These classifications are largely artificial, based on an imperfect understanding of both the design elements of these wondrous artifacts and the purposes for which they were conceived. In fact, the peculiarities of warstrider design and construction made sure that each warstrider was virtually unique. While warstriders constructed at the same factory-cathedral during the same general time frame share a number of commonalities, not only in fundamental design but in surface aesthetics, no two warstriders are exactly the same. The five previously noted categories are a useful tool for understanding the function and purpose of a warstrider, however. Regardless of whether the First Age Dawn Caste Surin of Justice was piloting his Peregrine-class aerial warstrider, Lightning of Heaven, or his Annihilator-class combat warstrider, Implacable Seven-Fold Fury, forged 600 years later, both would be classified as royal warstriders by the modern taxonomy.



COMMON WARSTRIDERS: THE BASIC PACKAGE

The common warstrider is simply a basic warstrider stripped of all the extra design features that might otherwise elevate it into one of the other categories. Such design features generally required an advanced comprehension of Essence manipulation, access to Celestial and Solar Circle sorcery and, in some cases, the favor of high-Essence gods who personally blessed the creation of warstriders forged during the First Age. The fact that contemporary Dragon-Blooded lack all three of these requirements explains why only a few noble warstriders were forged even at the height of the Shogunate and why only one royal warstrider, Unyielding Fury of Righteousness, was ever forged by the Scarlet Empire. Some suspicious minds even wonder about the Fury, which features a number of design modifications clearly beyond the construction capabilities of the Realm or even Lookshy.

The common warstrider traces its design principles back to the dawn of the Primordial War and represents the original conception of the artifact: a large suit of nigh-indestructible, strength-augmenting armor. Subsequent innovations that led to the other major warstrider designs did not come until after the War. In fact, the noble, royal and colossus designs

were conceived not as a response to the Primordials but to the Fair Folk, as common warstriders were inadequate for the purpose of striding boldly into the Wyld and grappling with behemoths in order to expand the frontiers of Creation. As the Great Curse began to take hold of the Solars, the advanced warstrider designs also became more ostentatious to reflect their creators' growing hubris.

Shorn of all artistic flourishes, a common warstrider is essentially an oversized suit of armor standing about 18 feet tall. At its core is a large metallic skeleton called the frame, which is typically made of steel magically treated to resist rust and decay. A system of coils, gears, springs and pulleys called the musculature is attached to the frame. The chest contains an open cavity called the fuselage, which contains dozens of straps, usually made of thick leather, that plug into the frame. The pilot attaches the straps to himself at different points all over his body so that all of his major muscle groups are covered, and he doesn't actually sit in the fuselage but instead hangs somewhat loosely by the harness. Most pilots initially find this arrangement disorienting and uncomfortable, but the harness is designed to hold the pilot fairly steady and to prevent him from banging into the sides of the fuselage.

WARSTRIDER AESTHETICS

Every warstrider is ultimately a unique artifact. While all warstriders have certain similarities, especially within the same class, each has its own flourishes and ornamentations incorporated into the design in accordance with the artistry of the designer, the desires of the patron who commissioned the work, and the latest fashion in warstrider design of that era. Most warstriders have at least a vaguely humanoid appearance, with two arms, two legs and a head. There are exceptions, though, most notably Lunars who commissioned warstriders with distinctly non-humanoid designs in keeping with their favored animal form. Such warstriders might have a humanoid torso attached to a large, six-legged arachnoid body or take the form of quadrupeds such as wolves or big cats. These rare alternative designs often required the Lunar to either assume an animal form and be strapped into his warstrider by an aide or else to strap himself in normally and then shapeshift once inside.

In the First Age, most Solars and Lunars incorporated elements from their iconic anima banners into the design of their warstriders, and most noble and royal warstriders dating from that period have animalistic features, particularly in the design of the helm. Even those warstriders built for First Age Dragon-Blooded often had reptilian features in veneration of the Elemental Dragons. After the Usurpation, the nascent Immaculate Philosophy condemned such iconography, and most Shogunate-era warstriders were quite austere by modern standards. In fact, the most common design was to base the exterior of the warstrider on whatever Shogunate military uniform was in vogue at the time. That aesthetic approach remains the practice in modern Lookshy, and one can trace the evolution of the Seventh Legion dress uniform over the last 1,000 years by comparing warstriders of different eras.

The warstriders of the Blessed Isle took a different path after the ascension of the Scarlet Empress. Most warstriders forged over the past seven centuries were either commissioned directly by the Empress for the use of the Imperial Army or else by one of the Great Houses. Regardless, Imperial warstriders have always been as much walking propaganda as military hardware. Imperial warstriders most commonly sport abstract depictions of the element associated with the jade from which they are constructed. A warstrider forged of red jade might feature tiny intricate flame patterns delicately carved into the exterior of the jade plates chased with gold filigree, while a similar warstrider of black jade might have swirling patterns of silver meant to evoke the sea. Warstriders commissioned by one of the Great Houses will also prominently display the house crest, while those commissioned by the Empress display the Empress's seal and usually the symbol of the legion to which the warstrider would be assigned.



In addition to the harness, the pilot also dons special leather gloves that are also connected to the frame by tiny copper wires. The harness and gloves are collectively referred to as the control interface. This interface allows the pilot to control the musculature through sympathetic magic, with each movement of the pilot's body transmitted by the interface to the musculature, where the pulleys and springs act to mimic the pilot's actions. A pilot typically requires about five minutes to properly attach all the pieces of the control interface. The fuselage of a common warstrider is usually insufferably hot and has very poor ventilation, inflicting a normal fatigue value of 6. The fuselage is also typically rather cramped, and individuals who are bigger than the average human (including characters with the Large Size Merit) will not fit unless the warstrider is custom designed for someone of their size. Similarly, the pieces of the control interface will not easily fit over armor or even thick clothing. Pilots typically wear minimal clothing while operating warstriders, both to maximize the efficiency of the interface and to help with the oppressive heat of the fuselage.

Operating a warstrider is physically demanding, as every movement it makes requires the pilot to pull against heavy leather straps and metal wires. While the sympathetic enchantments built into the interface and the musculature give the pilot some degree of kinesthetic feedback, warstriders are invariably clumsy compared to a normal human, which is reflected in a six-die mobility penalty for common warstriders. This clumsiness is even more pronounced in the warstrider's hands. While the pilot's gloves allow her to manipulate the warstrider's massive fingers in order to grasp or crush objects easily, any fine manipulation is out of the question. Any action requiring fine motor control (assuming it is possible at all with fingers the width of a man's forearm) increases the difficulty by two, as does any attempt to use weapons or tools not specifically scaled for warstrider use. Simply learning to pilot a warstrider is a difficult and exhausting procedure. Pilots must have at a minimum Strength 2, Dexterity 2, Wits 2, Athletics 2 and Lore 1 in order to operate a warstrider with basic proficiency. For each dot a pilot lacks, he suffers a cumulative -1 internal penalty to all movement- and combat-related activities in addition to normal mobility penalties.

While the frame and musculature of common warstriders are usually fashioned from mundane metals, the true power of the warstrider comes from its exoskeleton, which is invariably made of one of the five magical materials. The vast majority of common warstriders constructed since the Usurpation have jade exoskeletons. For the Dragon-Blooded, the other magical materials are too rare and difficult to forge, and in any case, their attunement costs are too great for the benefits gained. The Deathlords have abundant access to soulsteel, of course, but they rarely waste such a resource on common warstriders when they retain the knowledge to forge far greater wonders. The common warstrider's exoskeleton typically contains just under a talent of jade, carefully fash-

ioned into decorative plates that are fitted onto the frame over the musculature, totally covering it. Each plate must be crafted separately, while all of the plates must ultimately fit together seamlessly in order for the magical processes of the warstrider to function.

The primary benefits of the common warstrider spring from the magical exoskeleton. Those benefits include astounding strength and damage resistance, the power to focus Charms through the warstrider as if it were mundane armor (see "Warstriders and Charms" on p. 156), the ability to use massive artifact weapons and a long stride that allows it to rapidly cover ground. Common warstriders have a Strength of 12, which replaces the pilot's Strength for determining damage inflicted by the warstrider in combat, determining how much the warstrider can lift or carry, determining whether the warstrider can break or destroy something and determining jumping distances. Additionally, while operating a warstrider is tiring, actual endurance is not a problem. While the pilot is not actively manipulating the control interface, the warstrider is essentially an enormous immobile statue. Therefore, once the warstrider assumes a position, be it a relaxed pose, a defensive posture or holding up a collapsing roof with one hand, it can do so indefinitely while the pilot relaxes inside. All warstriders have a powerful soak against all forms of damage and also a Hardness rating equal to half their soak.

In the most common designs, the pilot's head sticks up out of the fuselage and into a large helm that fits over the chest into a circular groove. The helm is typically forged entirely from the same magical material that comprises the exoskeleton, although in the Age of Sorrows, some jade-strapped engineers have resorted to steel helms coated with jade plates. Such cheapness results in a helm that is slightly more likely to dent or stick than a completely jade version, adding one dot to the Repair rating (see "Maintenance and Repair," p. 147). The musculature includes a neck harness that allows the pilot to rotate the helm to look side to side up to about 60 degrees in either direction, but the pilot is still limited to looking through a narrow slot that does not permit peripheral vision. Also, modern design offers the pilot no aid at all in hearing sounds outside the massive armored helm. As a result, limited vision and hearing remain among the chief design flaws of modern warstriders, and pilots suffer a -4 external penalty on all rolls relating to Perception or Awareness or that require a clear perception of their surroundings. Some warstrider designs overcome this flaw in a number of ingenious ways, however. The most common modification in the modern age is to replace the face of the helm with an adamant plate, which reduces the Perception penalties to only -1. Such a helm is only available for common and scout warstriders and adds one dot to the Artifact cost of the warstrider. The pilot is, however, vulnerable to mystical attacks that require eye contact to which he would be immune with a conventional helm.

The warstrider's great size can be a curse as well as a blessing. The artifact's enormous gait allows it to cover normal terrain



with astonishing swiftness, multiplying the pilot's normal movement rate by 10. On the other hand, a warstrider cannot easily fit in many places, such as through city gates or in dense forest, without inflicting considerable structural damage on its surroundings. Simply brushing up against a building or a tree will inflict damage on the object as if the character had exerted half the warstrider's Strength on the Feats of Strength table (see **Exalted**, p. 127) in an effort to break the object. Consequently, warstriders are used for urban combat only when the attacking force plans to raze the city anyway.

A warstrider's size also disadvantages it in combat with smaller opponents, as artifact warstrider weapons are so massive and slow that they are fairly easy for a human-sized target to dodge. When attacking any target less than 10 feet tall, subtract three successes from the warstrider's attack to reflect the difficulty of hitting such a (relatively) small target. If this penalty reduces the attack to negative successes, then assume that the attack misses the target and instead damages some nearby structure, kicks up enormous clods of earth or otherwise inflicts some localized environmental damage.

Finally, it is impossible for a large warstrider to conceal its movements absent the use of Charms, and even when such Charms are used, the difficulty of all rolls to conceal the character's movements increases by three. While it is stationary, the warstrider can be camouflaged normally and suffers no particular stealth penalty. Such camouflage efforts usually involve a Stealth (for urban areas) or Survival (for natural areas) roll, combining Wits + the appropriate Ability. The successes rolled represent the difficulty for attempts to spot the concealed warstrider (typically Perception + Awareness for casual looks or Perception + Investigation for active searches).

The Essence costs of any warstrider are considerable. All warstriders require a hearthstone from at least a level-3 manse. The pilot derives no special benefits from this hearthstone, the Essence of which is totally devoted to regulating the warstrider's enchantments. Some warstriders are designed with additional hearthstone sockets, though, and any hearthstones inserted into ancillary sockets are treated as if they had been placed into any other artifact. Common warstriders also have an attunement cost of 10 motes. On the positive side, warstriders are specifically designed to permit rapid attunement and deattunement. Any Essence-user can attune a warstrider in about five minutes, which is approximately how long it takes to properly attach the control interface to the pilot's body. Likewise, the pilot's connection to the warstrider is broken about five minutes after he exits, at which point he can regain the committed motes. Charms that allow a pilot to don armor quickly can reduce the time needed to attach the control interface but cannot reduce the attunement time. If a level-3 hearthstone is unavailable, the pilot can power the warstrider himself for brief periods, but at a prodigious cost: five motes of Essence and one Willpower per action, plus one mote per extra action taken as part of a flurry.

In the First Age, a factory-cathedral dedicated to the manufacture of common warstriders would typically produce one per month. In times of higher demand, such as when incursions from the Wyld caused the Solar Deliberative to move to a long-term war footing, these factory-cathedrals could produce two common warstriders in a month with double shifts. After the Usurpation, the Shogunate unwisely attempted to maintain that higher level of production for years in an effort to replace the many warstriders destroyed in

BASIC WARSTRIDER DESIGNS

Type	Soak	Strength	Mobility	Fatigue	Attune	Cost
Common	20	12	-6	6	10	•••
Scout	16	10	-3	4	10	•••
Noble	22	14	-4	4	12	••••
Colossus	30	20	-10	8	14	•••••
Royal	24	16	-2	2	15	•••••

Soak: Warstriders apply their soak value equally to bashing, lethal and aggravated damage. All warstriders have a Hardness rating equal to half their soak.

Strength: The effective Strength of the pilot while operating the warstrider for the following purposes: (1) determining damage inflicted by the warstrider in combat, (2) determining how much the warstrider can lift or carry, (3) determining whether the warstrider can break or destroy something, and (4) determining jumping distances.

Mobility: The pilot applies this penalty to all Dexterity-related dice pools and subtracts half the penalty from his Dodge DV (but not Parry DV).

Fatigue: The number of successes the player must roll on a periodic (Stamina + Resistance) roll after extended usage. The frequency with which the player must make fatigue rolls is determined by environmental and situational conditions (see **Exalted**, p. 374).

Attune: The number of motes that must be spent to attune the warstrider.

Cost: The Artifact Background rating of the warstrider.

combat with the Anathema. Over time, this round-the-clock production schedule, combined with the total loss of many Celestial techniques, led to degradation of the factory-cathedral facilities, severely cutting into the rate of production. By the end of the Shogunate era, only 60 percent of the First Age factory-cathedrals were still functional, and even they could produce common warstriders at the rate of only one every six months. The Contagion brought warstrider production to a complete standstill for decades and almost ended it permanently. Currently, the Realm has only two functioning warstrider manufacturing centers, while Lookshy has three. Each is capable of producing one common warstrider a year under ideal conditions, assuming jade is available in sufficient quantities. Lookshy also has a number of small factory complexes that produce common warstriders without any First Age tools at a rate of one every three to five years. Several of the Dynastic Houses also have similar factory complexes, which are carefully concealed from their rivals—and sometimes from the government as well.

SCOUT WARSTRIDERS: THE QUIET HUNTERS

A scout warstrider is the simplest modification of the common warstrider, and virtually the only variation of common warstrider that modern Dragon-Blooded engineers can reproduce. From a visual standpoint, the scout is largely identical to the common warstrider except that it is slightly smaller, usually about 16 feet tall. The scout's primary design modification is that the jade plates that make up the exoskel-

eton are thinner and lighter, resulting in a warstrider that it significantly easier to handle. Overall, the scout sacrifices some of its strength and a significant portion of its soak in exchange for greatly reduced mobility penalties and fatigue values. Scouts are specifically designed to cover ground quickly and efficiently and also to go for longer periods in the field without maintenance. A scout multiplies its pilot's movement rate by a factor of 15 instead of 10, and the scout itself can function for up to 15 hours before routine maintenance is required. Scouts are less battle ready, however, and each hour of actual combat counts as three hours of regular activity instead of just two. Most scout warstriders also have additional enchantments that improve their maneuverability and stealth capabilities. In the modern Age, scouts are most commonly forged from blue jade and are piloted by Air-aspected Dragon-Blooded who specialize in Stealth and Awareness Charms to improve the warstrider's use as a reconnaissance tool. Many scouts that predate the Great Contagion also have ancillary cloaking systems (see "Ancillary Systems," p. 154).

While the scout warstrider has undeniable utility, it provides few benefits that are not better gained from conventional reconnaissance tools, and so, the design never achieved great popularity at any point in military history. Scout production historically has taken about the same amount of time as production of a common warstrider, but converting a factory-cathedral dedicated to common warstriders over to scout production takes months of retrofitting.





Consequently, factory-cathedrals would typically spend about 10 years out of every 100 producing a line of scouts before returning to their normal production regimen. In the modern era, neither Lookshy nor the Realm has produced any new scout warstriders in over 150 years.

NOBLE WARSTRIDERS: THE WALKING ARTILLERY

The noble warstrider is a vanishing symbol of the Shogunate's former glory. To the unenlightened observer, a noble warstrider differs from a common one in only superficial details. The noble stands 20 feet tall on average, about two feet taller than the typical common warstrider. The noble is also more likely to be forged of unusual materials. While most post-Usurpation noble warstriders are forged from jade, many that have endured to the Age of Sorrows are made of orichalcum, moonsilver or soulsteel. Some obscure techniques exist for forging them of even odder substances, such as adamant or enchanted wood that has been magically reinforced to have the same durability as any of the magical materials. Regardless of what arcane substances are used in its construction, however, the construction of a noble warstrider requires an expenditure of Resources equivalent to two talents of magical materials.

This enormous increase in material requirements is the reason for the noble warstrider's superiority to its lesser kin. While the frame and musculature of common and scout warstriders are forged of steel and then covered with jade, all of the component parts of a noble warstrider, including scores of tiny springs, gears, pins and clockwork mechanisms, are forged of the magical materials. Even the control interface generally forgoes leather and copper for mesh "fabrics" made from thousands of delicate links each made from the appropriate magical material. In fact, a significant portion of the magical materials required for forging a noble warstrider is lost in the form of useless shavings left behind from the creation of innumerable tiny widgets.

The benefits of this enormous expense are twofold. First, noble warstriders are both stronger and more durable than common warstriders. At the same time, however, the control interface of a noble warstrider is much more "user friendly" than its common analog, as the attuned magical materials of the interface intuitively move with the pilot's body, making the noble both more maneuverable and less taxing to operate. Attuning to a noble warstrider requires 12 motes of Essence.

Second, because the entirety of the warstrider consists of Essence-channeling materials, the warstrider is capable of operating Essence weapons without suffering damage from the effects. While common warstriders are theoretically able to fire mounted Essence weapons such as Essence cannons, feedback from raw Essence pours over the warstrider and degrades its non-magical components. In game terms, every time a common or scout warstrider fires an Essence weapon, it counts as one hour of activity for maintenance purposes unless the weapon has its own internal power supply, such

as a hearthstone (see "Maintenance and Repair," p. 147). Noble warstriders do not suffer this liability and can freely use Essence-based weapons powered by either the pilot or even the suit itself.

Noble warstriders first entered widespread use in the First Age, primarily at the hands of Lunar Exalted, high Essence Terrestrials of particular note and younger Solars who had only recently been reborn into new bodies and did not yet have the resources or status to acquire a royal warstrider. The few of Sidereal warstriders in existence are also noble warstriders. Production of a noble warstrider cannot be accomplished without a factory-cathedral, and it typically took 12 to 15 months during the First Age (and twice that in the present day). The Shogunate managed to maintain six factory-cathedrals dedicated to the production of the noble class until the Contagion, although jade shortages in the late Shogunate era led to four of the still-functioning factories being shut down. Lookshy and the Realm each maintain one factory in the modern era, although each usually only produces a noble warstrider roughly every five to ten years due to expense and low demand. Several Deathlords have constructed factory-cathedrals dedicated to the creation of soulsteel noble warstriders in the Underworld, but the rate of production is only about one every 20 months due to the logistical problems of maintaining a factory-cathedral in the Underworld (which include regular sabotage attempts by rival Deathlords).

COLOSSUS WARSTRIDERS:

THE IRRESISTIBLE FORCE

Among the most fearsome siege weapons ever created, the colossi, sometimes also referred to as juggernauts, are no taller than the typical noble warstrider, but are twice as wide and immeasurably stronger. The musculature of a colossus incorporates twice as many component gears and pulleys as its smaller kin, and the plates of magical materials that adorn its exterior are almost double the thickness of a common warstrider's. All of these factors made the colossus the closest thing to "invincible" that First Age magic could fashion without invoking the power of the gods themselves. Colossi are used almost exclusively as siege units, as the massive artifacts' arms can simply tear down the walls of most cities. They are ponderously slow in combat, however, and their enormous weight makes them a menace to their pilots in bad terrain. For example, the Tepets recently lost a colossus fighting the Bull of the North when his forces tricked the pilot into trying to cross a 30-foot-deep camouflaged mud pit.

Relatively few colossi were ever forged, and none save the Deathlords have produced any since the Contagion. The Solars who ruled the First Age disfavored the design, generally finding it lacking in both grace and panache, and neither the Shogunate nor the Scarlet Empire have ever had the capital resources to make colossi in any significant numbers. Also, the Essence cost of a colossus is high, requiring 14 motes for

attunement, nearly as much as a royal. Fortunately for the Dragon-Blooded, most of the colossi still extant are of jade construction, as the First Age Solars considered manning the ponderous beasts to be menial work fit for their lieutenants. Therefore, both Lookshy and the Realm still retain a limited number of these massive suits for deployment. Also, a number of the more martially inclined Deathlords have constructed soulsteel colossi, perhaps to use against one of their own.

ROYAL WARSTRIDERS: THE HAMMER OF THE GODS

Royal warstriders represent the ultimate expression of the warstrider concept. These gigantic suits typically stand about 25 feet tall and are most commonly built entirely of orichalcum. A small number were constructed of moonsilver for the benefit of the most highly regarded Lunars, and perhaps as many as 30 were fashioned for Dragon-Blooded of legendary status as priceless heirlooms for their families after their passing. The only royal warstriders to be constructed since the Usurpation are soulsteel titans fashioned by the Deathlords with long forgotten techniques and a red jade one presented to the Empress as a gift from Chejop Kejak. Twilights among the newly returned Solars now search diligently for the lost secrets by which these warstriders were fashioned.

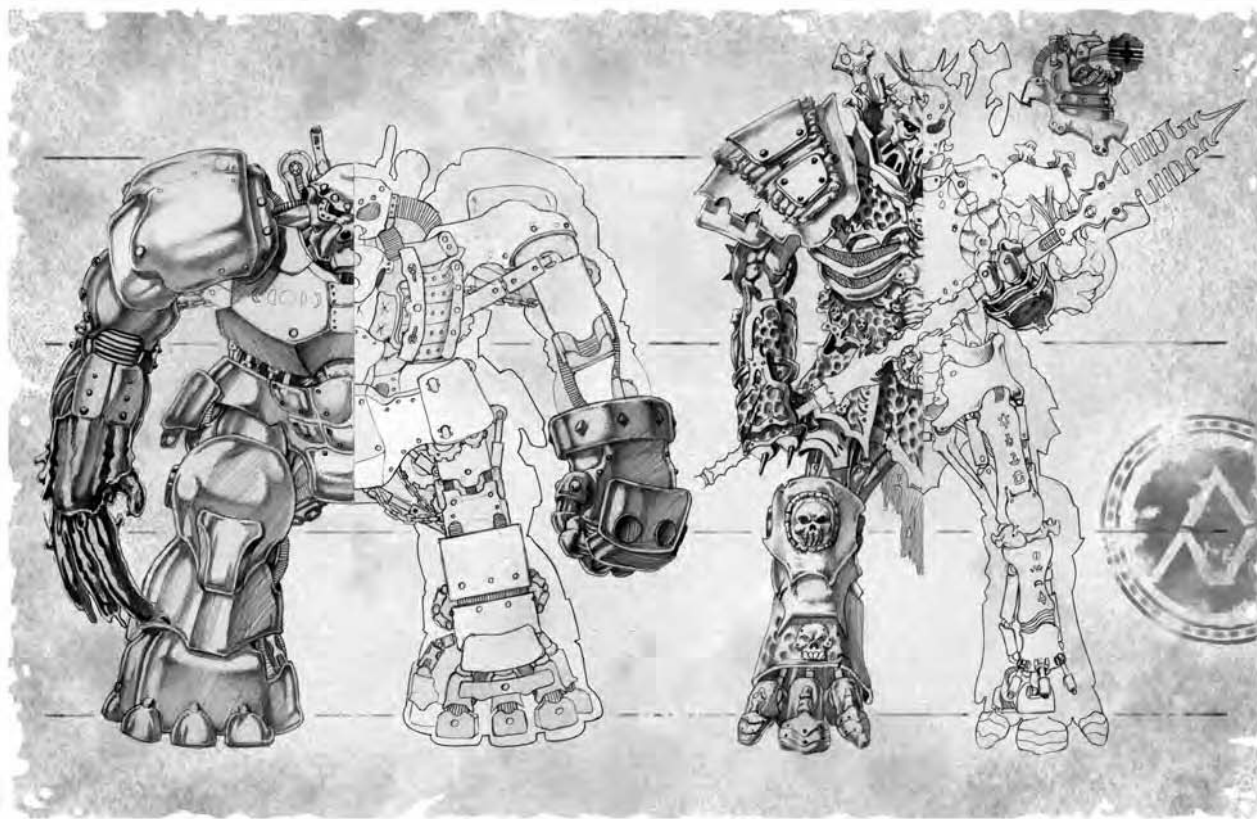
The most obvious external differences between noble and royal warstriders are simply matters of scale. Royal warstriders require three full talents of magical materials—two and a half talents in the actual forging and at least half a talent as a sacrifice to the gods, whose blessing is a prerequisite to a

fully functioning royal warstrider. The larger size of the royal warstrider, combined with the proportionately greater mass of Essence-channeling matter, makes the royal even stronger and sturdier than its noble kin, while also further improving the artifact's mobility and grace. Royal warstriders require 15 motes to attune.

But if a royal warstrider were simply a bigger noble warstrider, then it would be little more than a sign of the Solars' collective vanity. The true value of a royal warstrider lies inside its exoskeleton, where thousands of tiny sigils have been painstakingly carved onto the imperishable orichalcum plates. These markings are far more than decorative, for they invoke the authority of the Unconquered Sun through his Lawgivers in Creation to give the warstrider a name. This name, once bestowed, resonates with the soul of the spirit that resides within the artificial construct and, in response to the prayers of Zenith Caste priests, can cause that spirit to fully awaken.

A royal warstrider is the smallest artifact capable of housing a fully sentient little god, or as the Twilights referred to it, an "animating intelligence." While such an "AI" is not nearly as potent as those summoned into existence to govern manes or artifact vessels, an awakened royal warstrider can give potent advantages depending on how powerful it is, how much awareness it retains and, most importantly, how amenable it is to serving a new master as loyally as it once did the Exalted who helped birth it.

The process by which the mighty royal warstriders were fashioned exemplifies both the majesty and complexity of





First Age technology that blended science, magic and religion into something greater than the sum of its parts. When a royal warstrider was commissioned, mortal workers would first spend days meticulously cleaning the factory-cathedral where the work was to take place. Actual production usually began on the first day of the new year, as the warstrider would have to be fully assembled before the next Calibration and designers naturally wanted as much time as possible. On the first day of construction, a priest (usually a Zenith Caste Solar or a Chosen of the Maiden of Battles) attended to the factory-cathedral to bless all those who would take part in the warstrider's manufacture. No one who was absent on that first day could ever take part in the construction of that particular warstrider without fatally tainting the process. After the blessings of Yu-Shan were called forth, the manufacturing process began in earnest.

Each morning upon entering the factory-cathedral, workers would strip down in antechambers and ritually cleanse themselves in special pools, before donning sanctified robes of white linen and entering the production chambers. There, each individual artisan would go to his station and begin another day of painstaking work. In the first stage of warstrider production, dozens of master blacksmiths in special armor worked to shape the magical material to be used into crude approximations of the desired shapes. Shaping jade, moonsilver and starmetal each required rare alchemical procedures that often unleashed poisonous or explosive gases. The most dangerous material of all, though, was orichalcum, which could only be forged while superheated in either molten lava or over rocks drawn from the Elemental Pole of Fire. Once the crude outlines of the exoskeletal plates were formed, each one would have to be carefully sanded and whittled down into precisely the right shape so that the plates would ultimately fit perfectly together. Even for accomplished Twilights, such painstaking work might take days, but the Solar Exalted typically had much more important duties than personally overseeing manufacturing jobs. Therefore, the work went to Dragon-Blooded artisans and mortal blacksmiths armed with special jade tools that could shave the crude templates into the precise shape needed, whether the massive, interlocking plates of the exoskeleton, the simple bone-like structures that made up the frame or the man-sized cavity of the fuselage.

Unfortunately, this initial phase of the work was the easiest part of the process. Once the plates were properly forged, a series of occult designs would be drawn onto the interior side of each plate, and the blacksmiths would meticulously trace and retrace these designs with jade scalpels until they were permanently imbedded into each plate. The work was incredibly delicate, and a single misplaced scratch might render a priceless quantity of orichalcum worthless for use in the manufacturing process. Meanwhile, other artisans handled the tedious but vital job of preparing the individual components of the musculature, taking fingernail-sized shards of magical material and whittling them down into tiny springs,

chain links, coils, screws, etc. A single artisan might spend an entire month preparing a spring the size of his own little finger, while another might spend three months fashioning a gear less than an inch across but with more than 100 teeth. Alchemists and thaumaturges worked ceaselessly to prepare the elixirs and reagents that would both protect the more delicate components from damage and also form the sympathetic links between the control interface and the musculature that would allow the warstrider to function. At yet another station, expert jewelers would spend weeks analyzing the precious stones brought from Gem in order to find their flaws so that each stone could be properly cut down to the right size without shattering. Once the mystic runes were imbedded into a plate to the proper depth, the cut gems could be affixed into the plates, creating an Essence matrix that could allow a nascent spirit to retain memories and develop a personality. Finally, when the individual pieces were complete, the warstrider could be assembled piece by piece, like an immense, indestructible jigsaw puzzle.

Under First Age construction practices, each workday began with a brief religious service as the Unconquered Sun rose in the East and another at sunset when the workday ended. A third service took place at noon and began the lunch hour, and the factory was closed both at night and on days on which eclipses were scheduled to occur. All work had to be completed and the warstrider fully assembled by the day just before Calibration, and the factory would be sealed and warded with the warstrider inside during that five-day period in order to prevent contamination of the assembled artifact by hostile spiritual forces. At dawn on the first day of Ascending Air, a priest once again called down the blessings of Yu-Shan. The priest need not have been the same one who first blessed the manufacturing process (he need not even be an Exalt, though mortals rarely had sufficient favor in Yu-Shan to even dare to pray for the awakening of a new spirit), but he had to be someone who was present on that first day. At this final ceremony, the priest sacrificed any magical material remaining after the construction process, at least half a talent, to the glory of the Unconquered Sun and prayed for him to recognize the warstrider's name and write it into The Book of Heaven. If the gods answered the prayer, the spirit of the warstrider would awaken with the mind of a small child but would quickly develop an intellect appropriate to its Essence.

Obviously, Storytellers are not required to permit any player to have a warstrider with a functioning AI or indeed to have a warstrider at all. In fact, given the difficulties of production and maintenance, a Storyteller who does not wish to incorporate warstriders into his series is fully justified in ruling that warstriders are incredibly rare or even nonexistent and that none of the royal warstriders have endured into the modern Age. That said, if a Storyteller chooses to allow this option in his series, the following guidelines apply.

At character creation, a player who wishes to have a sentient warstrider must first purchase a royal warstrider as



a five-dot Artifact. Then, she can purchase the AI as an ally (per the Background) with a rating of 3 to 5 with characteristics described starting below. No warstrider AI is capable of materializing or of leaving the physical shell of the warstrider, and the destruction of the warstrider itself will annihilate the spirit permanently. An AI can perceive only the immediate vicinity of the warstrider, but more advanced versions can communicate such sensory impressions directly to the user. Doing so negates the Perception and Awareness penalties associated with piloting a warstrider and, in the most sophisticated models, allows the AI to communicate an awareness of its surroundings to its pilot even when she is not aboard. Depending on how many Background dots are allocated to the AI, it might also have significant knowledge of the First Age and possibly even Charms that can be focused through the warstrider or used directly on the pilot.

If a character acquires a sentient royal warstrider through roleplay, the Storyteller has a number of options. She may treat the AI as if it were simply a Storyteller character and permit the character to either win it over, bully it into submission or gain its loyalty however he can. Depending on the character's actions, the AI might become actively hostile to the character. While such AIs' power to directly harm another is limited (bordering on non-existent; the Solars weren't stupid after all), many AIs are patient, crafty and capable of denying the pilot the use their abilities at a crucial moment. In particular, many powerful AIs have vivid memories of being helpless passengers in warstriders piloted by insane Solars in the grip of the Great Curse. Such ancient intelligences seldom desire to repeat the experience.

If a character acquires a royal warstrider without an active AI, it may be assumed that the AI has been forced into slumber through the tedium of untold centuries of non-use or else that the sigils and memory gems that permit the AI to function have been damaged. It is also possible, of course, that some AIs have been deliberately deactivated by former owners. The process by which these little gods are summoned into being is delicate. In some rare cases, they might turn out "wrong," and the Great Curse was a burden enough already without mad warstriders whispering encouragement to pilots who were in the grip of berserker rage.

In any case, all royal warstriders have the capacity to develop self-awareness. Slumbering AIs might awaken spontaneously due to constant combat and Essence expenditure by the pilot (at Storyteller's discretion, of course). Actively trying to repair or reactivate a dormant AI requires the following: Craft 5, Lore 5 and Occult 5; artifact tools capable of effecting fine repairs on magical materials (Artifact 3+); the accumulation of 100 successes on an extended Craft roll, with each roll representing one full day of work; at least nine successes on a prayer roll made by a Zenith (or any other priest) at dawn on the first day of the new year. The last roll is the most important as it determines the Essence level of the animating intelligence. With nine successes, the resulting AI is a three-dot ally (per the Background). With 12 successes, it is

worth four dots. With 15 successes, it's worth five dots. Under no circumstances will the Celestial Bureaucracy sanction the awakening of an AI with an Essence rating higher than 3 for use in a warstrider. If the prayer roll is unsuccessful, the priest can try again, but not until one full year has passed. If the prayer roll botches, the warstrider might be seriously damaged in some way due to the anger of the gods, or the priest might inadvertently summon a deranged AI into existence.

As the Deathlords are outside the Celestial Hierarchy, they are somewhat limited in their ability to create fully functioning royal warstriders. To date, most of the Deathlords who have even attempted the construction of such weapons have simply foregone any attempt to "awaken" the warstrider and contented themselves with the mechanical benefits of such an artifact. The First and Forsaken Lion, however, has pioneered a new technique for binding the spirits of powerful ghosts into the mechanisms of a warstrider, and his Insidious Ebon Xoanon carries most of the benefits of a five-dot AI.

BACKGROUND: INTELLIGENT WARSTRIDER ALLY

Note: A warstrider AI costs a minimum of three Background dots.

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The AI has an Essence of 1. It has a reserve of 10 motes of Essence, which can be used to fuel Essence weapons but for no other purposes. The AI can speak to the pilot provided he is in the fuselage and fully attuned, and it can verbally alert the pilot to relevant aspects of its surroundings, reducing Perception and Awareness related penalties to only a -2 penalty. The AI has one dot in each Mental Attribute and in Charisma and Manipulation, but it has no Appearance and no Physical Attributes. The AI has no recollection of prior pilots or of the First Age and has no Abilities. The AI has no Virtues and can never succeed in a Virtue roll, except for Valor rolls, which it can never fail. The AI has no Charms.

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The AI has an Essence of 2. It has a reserve of 20 motes of Essence, which can be used to fuel Essence weapons or other Essence devices built into the warstrider but for no other purposes. The AI can permit anyone attuned to the warstrider to perceive his surroundings as if the helm were his actual head, totally negating all Perception-based penalties for piloting a warstrider. The AI can also "speak" out of the warstrider's mouth or permit the pilot to do so, making communication much easier. In addition to the Attribute dots of the Essence 1 version, the AI has five Attribute dots, which can be divided between Mental Attributes, Charisma and Manipulation. The AI has some recollection of the First Age (roll Intelligence + Essence). The AI cannot materialize or leave



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the confines of the warstrider, but it does have the Charm Measure the Wind. The AI has Virtues just like any other sentient being.

The AI has an Essence of 3. It has a reserve of 30 motes of Essence, which can be used to fuel Essence weapons or other Essence devices built into the warstrider or to fuel Charms that can be channeled through the warstrider itself. The AI can communicate telepathically with the most recent pilot to attune to it at a range of up to five miles away. It can actively attempt to prevent a new and unidentified pilot from attuning to the warstrider by winning an opposed Essence roll. If it fails to prevent attunement, however, it cannot attempt to block that pilot again until a different pilot attunes the warstrider successfully and becomes the “new” owner. The AI has one free dot in every Mental and Social Attribute and 10 dots to spread among those Attributes. The AI remembers most of its prior existence (including one automatic success on any attempt to remember information about prior pilots and an unmodified Intelligence roll to remember generalized First Age lore). While the AI cannot actually materialize, it can project a phantasmal image, which appears to the pilot inside the fuselage and can make Appearance-based rolls accordingly. Some savants know tales of Solar Exalted who actually fell in love with the beautiful images and radiant personalities of their socially adept warstriders. The AI has Virtues just like any other sentient being. The AI remains unable to leave the warstrider’s confines, but it has the Charm Measure the Wind and five other Charms. These Charms may be chosen from the following list.

WARSTRIDER AI CHARMS

ESSENCE BITE

Cost: 3m (which can be provided by the AI, the pilot or any reserves within the warstrider); **Mins:** Valor 3, Essence 2; **Type:** Simple (Speed 5)

Keywords: Combo-Ok

Duration: One scene

Prerequisite Charms: None

When used by an AI, this Charm can add to the damage the pilot can inflict on a standard Martial Arts attack, charging the warstrider’s hands with damaging Essence. During the scene in which the Charm is active, roll the AI’s (Valor + Essence) every time the pilot successfully strikes a target in hand-to-hand combat. Each success adds one die to the pilot’s damage pool, and all that damage is lethal.

TRACKING

Cost: 5m (which can be provided by the AI, the pilot or any reserves within the warstrider); **Mins:** Compassion 2, Essence 1; **Type:** Simple (Speed 6)

Keywords: Combo-Ok

Duration: One scene

Prerequisite Charms: None

The spirit can track someone or something with a successful (Perception + Compassion) check. The difficulty of the check is equal to the Essence of the creature being tracked (or 1 in the case of a quarry without an Essence trait), modified by any supernatural evasive techniques the quarry can bring to bear.

CAMOUFLAGE

Cost: 10m (which must come exclusively from the AI); **Mins:** Temperance 3, Essence 2; **Type:** Simple (Speed 6)

Keywords: Combo-Ok

Duration: One scene

Prerequisite Charms: None

The AI can camouflage the warstrider’s form to blend in with the ambient environment. Roll (Wits + Temperance). Successes on the roll are added to the successes from any other Stealth-related roll made by the pilot’s player. The effects of this Charm can stack with any Charm a pilot is capable of using, as well as the effects of any ancillary cloaking systems (see pp. 155-156).

DONNING SPIRITUAL ARMOR

Cost: 5m (which must come from the AI); **Mins:** Temperance 2, Essence 2; **Type:** Simple (Speed 6)

Keywords: Combo-Ok

Duration: One scene

Prerequisite Charms: None

The AI can augment the incredible soak of the warstrider’s exoskeleton even further. When the AI spends the requisite Essence, the bashing and lethal soak of the warstrider increased by (the AI’s Temperance + Essence). Additionally, the warstrider and its pilot are protected from all environmental dangers such as excessive heat and cold, as if the pilot had used the Hardship-Surviving Mendicant Spirit Charm (see **Exalted**, p. 210).

UNCANNY PROWESS

Cost: 2m (which may come from the AI or the warstrider’s reserves, but not the pilot); **Mins:** Valor 2, Essence 1; **Type:** Reflexive

Keywords: Combo-Ok

Duration: Special

Prerequisite Charms: None

The AI can add dice equal to its Valor to any single Dexterity roll made by the pilot in the course of operating the warstrider. This roll can be anything from a single attack to an extended roll to tear down a fortified wall. When applied to extended rolls, the Charm adds dice to each roll. These dice, however, can be added to only a single endeavor (which must

involve some action undertaken by the warstrider), and the Charm cannot be recast until the first task has been completed or abandoned.

SPIRIT-CUTTING

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

Keywords: Combo-Ok

Duration: Instant

Prerequisite Charms: None

When this Charm is activated, the warstrider can launch a single attack against an unmanifested spirit.

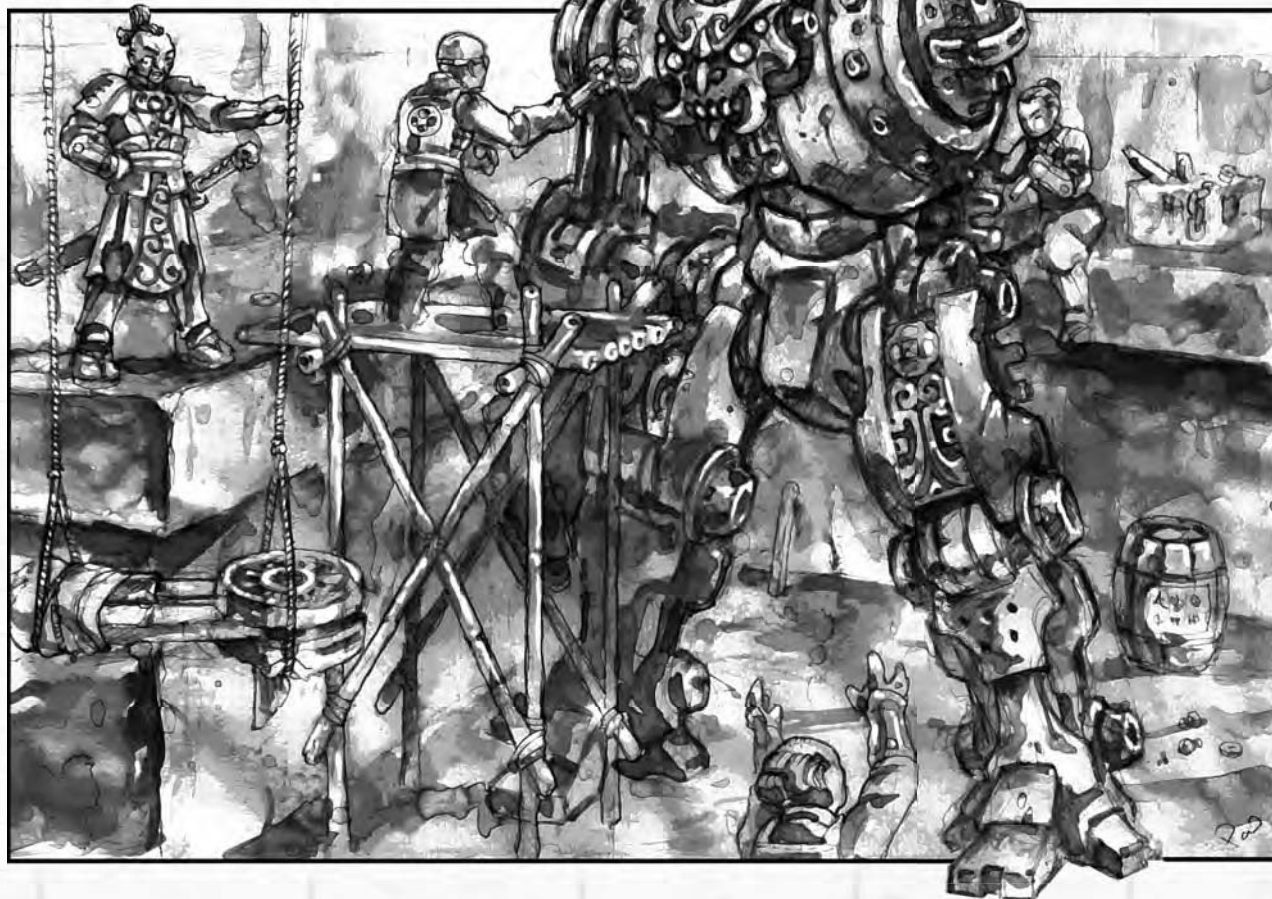
THE WARSTRIDER IN THE FIELD

Regardless of a warstrider's class, it remains a complex mechanism whose functioning depends on delicate parts interacting in perfect precision. Even warstriders not engaged in combat operations still require near constant maintenance. A single spring slipping out of its socket might totally incapacitate an arm or leg, while a worn leather strap in the control interface might disrupt the careful balance of sympathy and contagion that permits the great machine to function at all. Consequently, in the field, each warstrider is supported by a number of engineers, savants and technicians specially trained in the art of warstrider maintenance. Indeed, perhaps the greatest drawback to deploying a warstrider is the fact that ideally it must be accompanied by perhaps dozens of support personnel in order to have any long-term battlefield utility.

MAINTENANCE AND REPAIR

Under standard operational parameters (i.e., normal activity with no active combat) and regardless of type, a warstrider can function at optimal efficiency for about 10 hours. Scouts are the exception and can function for about 15 hours. Each hour of either combat, heavy lifting or rapid movement counts as two hours for maintenance purposes, and for common and scout warstriders, each separate firing of an Essence weapon typically counts as one hour. (This penalty is obviated if the Essence weapon is independently powered by its own hearthstone.) After 10 hours of use have passed, the warstrider requires one hour of routine maintenance. This maintenance requires at least one technician with Lore 5, Occult 4 and Craft (Magitech) 4. Theoretically, the engineers assigned to a warstrider fang will have all of the requisite knowledge. A common practice for both the Realm and Lookshy in recent years, however, has been to supply each warstrider fang with a savant with Lore 5, one thaumaturge with Occult 4 and one engineer with Craft (Magitech) 4, along with a small staff of apprentices and laborers so that battlefield repairs can be made as quickly as possible. In addition to trained repair technicians, warstrider maintenance also requires an array of specialized tools and equipment (Resources 4 or Artifact

2 if the technicians include individuals who can attune to artifacts).





Under ideal situations, these tools take up a goodly sized workshop or two horse-drawn carts, but more often, the equipment is carried onto the battlefield on the backs of the infantry soldiers in the warstrider fang. In the field, setting up a mobile workspace takes (6 – the fang’s Drill) hours. For every 40 hours of routine maintenance or every individual repair roll to fix actual damage, a quantity of jade, reagents, metal parts and other raw materials costing Resources 3 is used up. For common and scout warstriders, these materials are most often spent to replace defective or broken pieces of the musculature. For more advanced warstriders, such repairs take the form of replacing gears and springs that have fallen out of their placements or keeping the mechanisms of the warstrider coated in lubricating reagents that preserve the enchantments and prevent internal friction from causing any damage. In any case, the tools and materials required are highly specialized and unlikely to be found outside a major city or a large garrison.

The magic of a warstrider will permit it to continue functioning indefinitely while the pilot remains attuned and on board. Once the pilot exits, however, the effects of any missed maintenance kick in. For every 10 hours that the warstrider is in arrears on its maintenance, it suffers one of the following disabilities (or another problem, at Storyteller discretion):

- Reduce the warstrider’s soak by 2L/2B and its hardness by one.
- Reduce the warstrider’s ground speed multiplier (or speed and maneuver for flying or aquatic warstriders) by one.
- Add two to the difficulty to hit targets less than 10 feet tall.
- Temporarily deactivate one of the warstrider’s special powers or abilities (if any).
- Impose an internal one-die penalty to all physical actions performed while piloting the warstrider.

To remove these penalties, a technician must first spend twice the amount of time the warstrider is in arrears on routine maintenance. For example, if the warstrider had gone 25 hours without maintenance, the technician(s) would have to first spend 40 full hours on routine maintenance (two 10-hour blocks multiplied by two, with the last five hours of arrearage ignored). Then, each penalty must be repaired individually, with each separate repair requiring both one hour of repair time and an Intelligence + Craft (Magitech) roll at a difficulty of 3. Especially complicated repairs, such as reattaching severed limbs, require additional time, manpower, resources and increase the difficulty to 5, all at Storyteller discretion. On the other hand, Charms—especially high-level Solar Craft Charms—might speed up even the most difficult repairs to something that can be done within minutes.

LOW-POWER STANCE

The maintenance requirements of the warstrider might seem excessive, particularly since every hour of heavy activity counts as two for maintenance purposes. Fortunately, the design of the warstrider permits the pilot to reduce of the

need for maintenance by switching to low-power stance. While in a low-power stance, the normal rules of warstrider operation change as follows:

- The time spent in low-power stance is counted at one-third the normal rate for maintenance purposes, so nine hours spent marching counts as only three for determining when routine maintenance is needed.
- The warstrider can be powered by a level-2 hearthstone instead of a level-3 one (or by the pilot’s own Essence).
- The warstrider’s movement rate is halved after the multiplier is applied.
- The rate for using any warstrider weapon or attack is halved, and Essence weapons powered by the warstrider itself will not function at all.
- The penalty to attack targets less than 10 feet tall increases by two (for a total -5 external penalty).
- The pilot suffers a two-die penalty on all physical actions, including attack.
- All Defense Values decrease by one.
- All physical actions are at a +2 Speed (to a maximum of 6).

As long as the warstrider is powered with a level-3 hearthstone, the pilot can shift between low-power and normal stance in a number of ticks equal to (6 – pilot’s permanent Essence). Without such a hearthstone, shifting takes (9 – pilot’s permanent Essence) ticks, in addition to the extra Essence and Willpower required to self-power the warstrider, as described on page 140.

WARSTRIDER DEPLOYMENT IN THE MODERN AGE

In the Age of Sorrows, only three military forces make any significant use of warstriders: the Imperial Army of the Realm, the Seventh Legion of Lookshy and the armies of the Deathlords. The Solar Anathema have not yet made any major concerted efforts to deploy warstriders, although it is said that the Bull of the North has access to several and is considering how best to integrate them into his forces.

Under the terminology of both the Imperial Army and the Seventh Legion, warstrider deployments are typically referred to as fangs. In this case, however, the term refers to the fact that the unit has five warstriders. The total manpower of a warstrider “fang,” however, usually also includes about 125 soldiers acting as support personnel. In the typical configuration, each of the five warstriders is supported by three fangs of heavy infantry and at least one sorcerer or savant, one ground guide and two aides (one each for the sorcerer and the pilot). The entire unit is usually under the command of a talonlord with experience in warstrider tactics and is rounded out by a staff of intelligence officers and aides, a fang of medics and two fangs of scouts. Warstrider deployment by the Deathlords is much more ad hoc, as the zombies and hungry ghosts who often make up the bulk of their forces do not lend themselves to such tightly organized tactics.

THE REALM

Until quite recently, the Realm possessed just over 200 warstriders divided up among the Great Houses, the Immaculate Order and individual legions. Unfortunately, three full fangs of warstriders were recently lost in combat with the Bull of the North, including more than half the warstriders belonging to House Tepet. Since then, the Realm as a whole has become overly cautious about deploying warstriders against the Anathema in mass combat, opting instead to try to simply drown the Anathema in superior numbers. The Immaculate Order continues to use warstriders in smaller numbers as part of the Wyld Hunt, usually accompanying heavy infantry as support for a group of Dragon-Blooded champions and Immaculate masters. To the consternation of the Immaculate Order, the Bronze Faction and the legion generals alike, the most common use of the Realm's limited warstrider arsenal is against bandits, raiders and would-be revolutionaries—in other words, targets who are grossly outmatched by warstriders but whose abject defeat is necessary for propaganda purposes.

The overwhelming majority of the Realm's warstriders are common, with about 20 percent being scout and an additional 15 percent of noble design. Almost all have been forged since the Contagion. However, the Bronze Faction occasionally places noble starmetal warstriders dating back to the First Age at the disposal of the Immaculate Order, and the Order itself controls a handful of noble warstriders built during the early Shogunate period that are used almost exclusively for the benefit of the Wyld Hunt.

LOOKSHY

Lookshy not only has more warstriders than the Realm, it also has a much greater inclination to use them in military operations. (Unlike House Tepet, the Seventh Legion hasn't seen entire warstrider fangs wiped out by the power of the

Anathema.) The Seventh Legion has access to approximately 215 warstriders, about 25 percent of which date back to the Shogunate. At least 16 are noble warstriders, and five are colossi. Lookshy also has at least four royal warstriders kept in reserve, although only one is jade. Two others are orichalcum and are held in storage solely to prevent Anathema from gaining access to them. The fourth, remarkably, is a soulsteel royal warstrider called Hateful Devourer of Love, which was stolen in a daring raid on the domain of the Lover Clad in the Raiment of Tears.

In contrast to the Realm's rather timid use of warstriders, Lookshy incorporates its arsenal into almost every aspect of its military operations. Warstriders serve as siege engines, as transports for heavy artillery, as combatants against large-scale threats and simply to scatter heavy infantry or to dig into fortifications. Lookshy even uses warstriders in construction efforts, as they can assemble stones and timber into serviceable forts much faster than even a talon of engineers backed by scores of laborers. Finally, in addition to the warstriders themselves, Lookshy also has considerable stores of advanced weaponry and ancillary artifacts that can extend the capabilities of their warstrider arsenal.

THE DEATHLORDS

The Deathlords disagree on how best to apply warstrider technology, just as they disagree on almost everything. The First and Forsaken Lion has the largest arsenal of soulsteel warstriders of any Deathlord (more than 50 nobles and at least 10 royals) although his Neverborn-imposed exile to his fortress, the Thousand, prevents him from deploying in Creation with any regularity. In addition to his personal warstrider, the Insidious Ebon Xoanon, he has also crafted a soulsteel royal warstrider for his subordinate, the Princess Magnificent, called Joy Derived From the Suffering of Others, although he taunts her with it and rarely permits her to use it. The Mask of Winters has also constructed a sizable number of bonestriders (see "Bonestriders," p. 150), which are piloted by war ghosts and nemissaries, although he has constructed at least three royal warstriders for the benefit of several of his deathknights.

Conversely, the Bodhisattva Anointed by Dark Waters has constructed only a handful of noble warstriders. Neither the Bishop of the Chalcedony Thurible nor the Eye and Seven Despairs make use of any warstriders at all, and the Lover Clad in the Raiment of Tears appears completely unconcerned with the loss of Hateful Devourer of Love, her only specimen. Some of her Abyssals even noted that she seemed quite pleased when she learned of its theft.

OTHERS

After Lookshy and the Realm, outcaste Dragon-Blooded make up the next largest group that makes use of warstriders, although they compose a "group" only by dint of common heritage. While they collectively have more warstriders

NOT ENOUGH? TOO MANY?

While the description of warstrider availability and tactics in this section may be considered official, Storytellers are completely free to adjust these numbers—just as they are free to custom-tailor any aspect of Exalted for their purposes. Storytellers can decide that the Realm has many more hundreds of warstriders, enough for one fang per dragon or more. In such games, warstrider combat might be a regular occurrence, and Storytellers may also choose to increase the time a warstrider can function before requiring maintenance. Alternatively, Storytellers who wish to emphasize the priceless heirloom nature of the artifact might restrict them to only a single fang per Realm legion, or less.



BONESTRIDERS

As noted previously, the Deathlords rarely waste valuable soulsteel on weapons as simple as a common warstrider. They do not ignore the simpler and more easily produced breed altogether, though. All of the Deathlords have the capacity to produce the equivalent of a common warstrider through Labyrinth Circle Necromancy. Commonly referred to as a bonestrider, this blasphemous version of the artifact consists of a soulsteel frame covered with the necrotized flesh and bone of massive creatures (or simply large numbers of mortals) that have been shaped into a crude exoskeleton. A bonestrider has all of the normal characteristics of a common warstrider but has an Artifact rating of 5. Its chief advantages are twofold. First, a bonestrider is easily repaired. As long as either the pilot or the savant charged with maintaining the bonestrider knows the appropriate spells, the Repair cost of a bonestrider decreases by one and the armor can function for 15 hours before maintenance is required instead of just 10. Second, a bonestrider can be “manufactured” in a fraction of the time that it takes for a common warstrider. All the Abyssal really needs is a big enough pile of corpses. A bonestrider can use the Abyssal version of any weapon that a common warstrider can employ.

than any other group besides the Realm and the Seventh Legion, most outcastes are geographically isolated from each other and have no common ties other than Exaltation. Consequently, their numbers stem only from the normal population advantage enjoyed by Dragon-Blooded over the other Exalted types and by the fact that jade warstriders are so much more common than those constructed of any other magical material.

The Lunars are another group hampered by lack of internal organization. Over the centuries, they have either recovered or fashioned a number of moonsilver warstriders, usually noble. Ma-Ha-Suchi's forces in the East have at least six, including two royal warstriders that have limited shapechanging abilities. All of his warstriders have advanced stealth systems. Raksi has an undisclosed number, but she does not make use of them, relying instead on her vast sorcerous knowledge. In the West, some Lunars whisper that Leviathan guards an ancient military depot containing dozens of First Age warstriders in sunken Luthe and that he awaits only the right time to deliver them to his allies.

The Sidereals retain control over almost every starmetal warstrider ever built. One or two are kept in Creation and occasionally put at the disposal of the Wyld Hunt. Most of the rest remain in Yu-Shan, where they are constantly maintained and kept in perfect working order for the day that the

Sidereals finally unite and march together in battle. A few have been lost to the Sidereals over the centuries, however, most commonly in the Wyld or a shadowland, where their astrology cannot locate lost items. All warstriders constructed by the Sidereals were forged with the full knowledge of First Age techniques.

Individual Solars have acquired limited numbers of warstriders but have not yet mastered their capabilities. The Bull of the North has the most, but even he still grapples with operating them. No Solar has yet figured out how to forge a new noble or royal warstrider, but several Twilights are close to reverse engineering common and scout warstriders. For the Wyld Hunt, the most troubling aspect of Solars using warstriders is that many newly born Solars are drawn intuitively to the tombs of their old bodies, tombs that often contain still-functional royal warstriders buried with their former owners.

Exalted are not the only beings capable of using warstriders, though. Anysolid being capable of channeling Essence can attune to and operate a warstrider, including God-Blooded, some mortal thaumaturges and even materialized ghosts and spirits. Theoretically, Fair Folk can as well, but there is no record of any Fair Folk ever having done so. Given the nature of fae abilities, few are likely to even see the need.

WARSTRIDER WEAPONS

The most common type of weapons associated with the warstrider are simply conventional weapons that have been scaled for the warstrider's superior size and strength. Less common weapons include gargantuan daiklaves, powerbows and other artifact weapons that are identical to the normal examples of their make in all ways except size and impact. The rarest but most potent weapons used by warstriders in combat are Essence weapons, ranged weapons that can fire energy at great distances. Such weapons cannot easily be used by a common or scout warstrider unless the weapon itself has a dedicated hearthstone. Otherwise, Essence feedback will quickly degrade the warstrider's components, perhaps seriously damaging the artifact.

MUNDANE WEAPONRY

In the Age of Sorrows, most active warstriders, particularly those in Realm hands, must make due with conventional, non-magical weapons. Such weapons can consist of almost any weapon that a mortal could wield, although they generally must be scaled to the appropriate size for such weapons to be usable by a warstrider pilot. Blacksmiths forge chopping swords, hook swords, maces and any other conventional weapon that can be conceived, with each weapon three or even four times as large as a normal weapon of its type. Obviously, these mundane weapons inflict significantly more damage than a normal-sized weapon, but they are also more expensive and can often barely be lifted by a single individual. Such weapons typically come with appropriately sized scabbards, although some savants have found techniques of

CONSTRUCTING A NEW WARSTRIDER

In this book, we have purposely kept the techniques and prerequisites for warstrider manufacture somewhat vague, as the ultimate decision on how easily players can introduce such powerful artifacts into an ongoing series should remain with the Storyteller. That said, we recommend the following guidelines for Storytellers who wish to allow characters the opportunity to forge their own warstriders. At a minimum, a savant who wishes to design a warstrider from scratch must have Craft (Magitech), Lore and Occult ratings at least one dot higher than the Artifact rating of the warstrider under construction. That is, a common or scout warstrider (Artifact 3) requires Craft (Magitech) 4, Lore 4 and Occult 4. The designer must also have a specialty in either Craft (Magitech) or Lore pertaining to either warstriders in particular or First Age technology in general. Finally, the designer must have three dots in the Thaumaturgy Art of Enchantment (see **Exalted**, p. 139) in order to understand the magical principles of sympathy and contagion sufficiently to fashion a working control array. The roll to design the blueprints is (Intelligence + the lowest of the character's Craft [Magitech], Lore or Occult).

Construction is represented by an extended roll also based on (Intelligence + the lowest of the character's Craft [Magitech], Lore or Occult). The successes rolled on the design roll are added to each roll made during the construction phase. The Magnitude of any additional artisans helping with the construction also adds to the design, but only for helpers with Craft (Magitech), Lore and Occult minimums of 3 or better. Each extra Exalt participating in the construction who has the requisite Abilities adds one to the Magnitude. As a practical matter, however, no more than 500 mortals can realistically work on a single warstrider at once, so, unless the construction is aided by one or more Exalted, Magnitude cannot exceed 5. (See the Magnitude chart on p. 159 of **Exalted**.) The frequency with which rolls are made is also determined by the number of people helping with construction. Each roll represents (6 – Magnitude) months. Therefore, if the designer is assisted by two Exalted and 15 mortals, the total Magnitude would be 4 (2 for the two Exalted and 2 for the mortals), each roll would have four additional dice, and it would represent two months of work. In order to finish the project, the designer must accumulate ([Artifact rating + 1] x 10) successes. The designer herself does not count toward calculating Magnitude even if she does assist with the actual construction.

enchanting the mundane steel of these weapons so that they stick to the magical material of the warstrider like a lodestone clinging to iron ore until separated from the exoskeleton by the warstrider's immense strength.

Warstrider short bows and long bows are, likewise, ridiculously oversized compared to conventional bows. The shafts they fire more closely resemble harpoons than conventional arrows, as they are typically made of metal and are between four and five feet in length. Forging a warstrider bow is beyond the ken of all but the most skilled bowyers (Craft [Wood] 4 or higher). Wooden bows are made from trees, typically yew, which are carefully grown in special orchards to make sure that they grow strait and tall. When they reach the proper height and thickness (at least 20 feet tall and six inches in diameter), the trees are cut into warstrider bows that stand between six and 10 feet tall and about three inches thick. The wood is specially treated to withstand the enormous strength of the warstrider usage so that it can bend without breaking, and it is also reinforced with steel bands. The string of a warstrider bow is usually a steel wire, about half an inch thick.

In addition to conventional bows, modern engineers have fashioned a number of mechanical contrivances that permit a warstrider to engage in ranged combat, the most common of which are the bolt launcher, the dart thrower and the fire projector. A bolt launcher is a spring-loaded projectile weapon that fires heavy, three-foot-long metal harpoons. The launcher is usually mounted onto one arm and contains a magazine of four bolts. After each shot, the pilot must manually rewind the spring mechanism before he can fire again. Doing so takes a variable amount of ticks depending on the weapon used. Rewinding a bolt launcher takes six ticks, though those ticks do not have to be consecutive, as the mechanism locks at the present point of wind if the pilot stops rewinding. Therefore, a pilot can begin rewinding, abort to some other action (as if he had initiated a Guard action), and then resume winding the mechanism from where he left off, with the weapon ready to fire once a total of six ticks have been spent rewinding. Reloading the launcher itself takes two additional ticks per bolt and is also considered a Guard action.

Dart throwers are conceptually similar to bolt launchers but are designed for smaller targets. Instead of firing long bolts one after another, a dart thrower fires a volley of darts (each of which is actually the size of a normal arrow) as a single attack. The darts are contained in canisters, and reloading the thrower takes only three ticks. Rewinding a dart thrower takes the same amount of time as a bolt launcher. A dart thrower can be mounted on a warstrider arm.

Finally, fire projectors are basically large firewands that take advantage of superior size and firing capacity to inflict heavy damage. A projector has five barrels, each containing a double load of firedust. Fire projectors may be mounted either on an arm or over the warstrider's shoulder with equal accuracy, but only arm-mounted units can be reloaded easily in the field. Doing so requires a considerable amount of time in combat, however—a full six ticks per barrel (three

to reload the ammunition; three to cock the firing mechanism). Unlike the two previous weapons, the pilot cannot easily abort the reloading procedure for a fire projector in order to take some other action since he is handling highly explosive ammunition. If the pilot attempts to abort to some other action, his player must make a successful reflexive (Wits + War) roll with a difficulty of 3 to avoid ruining the ammunition or, worse, having it blow up.

ARTIFACT WEAPONS

In theory, any weapon capable of being fashioned as an artifact is also capable of being sized for a warstrider. In practice, only the tiniest percentage of warstrider artifact weapons have survived into the Age of Sorrows, and only the most puissant of savants among the Twilights and Sidereals have any idea how to fashion new ones. The largest concentrations of warstrider artifacts extant are in the possession of the Seventh Legion and the Deathlords.

To properly use an artifact weapon, the user must attune it just like any other artifact. Most warstrider artifacts require 12 motes to attune, but exceptionally large ones such as a warstrider grand daiklave require as many as 18. Fortunately, the pilot attunes the weapon through the warstrider itself, so attunement to the weapon takes place in the same manner as to the warstrider. That is, the pilot only needs to commit the Essence while donning the armor and the attunement need only last for the duration of the warstrider's use. First Age warstrider artifact weapons typically have about three hearthstone sockets and can contain as many as five. Modern weapons rarely have more than one or two, since hearthstones are not as readily available in the Age of Sorrows. Some

artifacts, such as smashfists, can be incorporated directly into the structure of the warstrider, and in such cases, the artifact can be partially fueled by the warstrider's installed hearthstone. Generally, an artifact mounted directly onto a warstrider halves its normal attunement cost and adds the result to the total attunement cost for the warstrider.

Ranged artifact weapons such as powerbows are the rarest of those weapons designed specifically for warstrider

use. Warstrider powerbows are basically identical to normal powerbows except that their size is tripled. In combat, warstrider powerbows sacrifice much of their normal speed and rate of fire to take advantage of the massive strength of their users. It is not uncommon for a single arrow from an artifact long bow wielded by a warstrider to smash siege weaponry to pieces or to pierce half a dozen men with a single shot. In addition to powerbows, however, modern savants have conceived of a number of artifact versions of conventional ranged weapons to aid pilots in the field. The technology used to make such artifacts is quite simple compared to the wonders of the First Age, and unless stated otherwise, all

such ranged artifact weapons have a Repair rating of 2.

A bolt caster functions similarly to a normal bolt launcher except that the pilot can spend one mote of Essence to cause the weapon to automatically cock itself. Reloading still takes six ticks, but the pilot can act freely and has access to both his Dodge DV and Parry DV while the mechanism is rewinding itself. The pilot can also reload the launcher's entire magazine instantly with ammunition stored Elsewhere at a cost of two motes. The dart hailstorm, an artifact version of the dart thrower, has the same supernatural benefits as the bolt caster, allowing the pilot to cock the mechanism at a cost





of one mote and instantly reload at a cost of two motes. The attunement cost of either a bolt caster or a dart hailstorm is eight motes as a separate artifact or +4 to the warstrider's attunement cost if mounted. Either device can be mounted on one of the warstrider's arms.

Externally similar to the fire projector, the fuel bolt launcher is an example of Lookshy ingenuity. The weapon is actually a heavily modified version of a First Age infantry support weapon that has been retrofitted for use by warstrider fangs. The launcher has three massive barrels that inflict enormous amounts of damage, making the launcher perhaps the most destructive artifact weapon available short of projected Essence weapons. The base attunement cost of a fuel bolt launcher is 10 motes. A fuel bolt launcher can be mounted on either an arm or over the shoulder. The former version can be reloaded in the field in just six ticks, but the later cannot be reloaded at all in the field.

A chain dagger is a fighting knife forged from one of the five magical materials attached to the warstrider by 75 feet of retractable, unbreakable chain. Firing the dagger at a target costs a single mote, and the chain instantly retracts after the attack so the weapon is available again on the pilot's next action. When used in this manner, the dagger has a Speed of 4. The pilot can target the weapon with either his Archery or his Thrown ability as he prefers. Alternatively, the pilot can spend two motes to use the chain as a fighting chain or a whip for a single action, using his Martial Arts ability to target his enemy. The chain dagger must be mounted and increases the attunement cost of the warstrider by two.

The warstrider shock ram is a massive gauntlet of steel alloyed with green jade that permits the warstrider to execute hand-to-hand attacks against a distant target. The range of the shock ram is equal to $([\text{permanent Essence} \times 10] + 50)$ yards, and the pilot can target anyone within that range with any Martial Arts attack he could normally make with that hand. The shock ram is compatible with any Martial Arts Charm that affects unarmed hand-to-hand combat. Any such attacks follow all the normal rules for warstrider combat except for one: The warstrider suffers no penalties for attacking a smaller target provided that it is at least 20 feet away. Each "phantom punch" channeled through the shock ram costs two motes of Essence. The pilot must actually pantomime each attack as if the intended target were right next to him.

Shock rams come in two forms. The first is an independent artifact attached to the warstrider's fist. It has an attunement cost of 0 and comes with a built-in reservoir of Essence. This reservoir typically holds about 16 motes, although some can hold up to 24 (+1 to Artifact rating). Each shot costs two motes, and the expended Essence is lost until the shock ram can be recharged. An integrated shock ram has an attunement cost of five motes but still requires the Exalted to expend two motes per shot out of her own reserves. The integrated version, however, has a superior range $([\text{permanent Essence} \times 10] + 100 \text{ yards})$, and the Exalt can continue to fire as long as she has motes to spend.

One of the rarest of warstrider artifact weapons, however, is virtually unknown to the Dragon-Blooded, its manufacture and operation the exclusive purview of the Lunar Exalted. The proteus gauntlet normally takes the form of a moonsilver smashfist attached to one of the warstrider's hands. At the cost of a single mote, the gauntlet can be reflexively transformed into any mundane warstrider weapon. If it is fashioned into a ranged weapon that requires ammunition, the gauntlet automatically creates enough ammunition for one use (or a single magazine in the case of multi-fire weapons like dart throwers), but it cannot create additional ammunition until the existing ammo is retrieved and reincorporated into the gauntlet's form. Attuning to a proteus gauntlet costs six motes, and the gauntlet must be made of moonsilver.

ESSENCE WEAPONS

Essence weapons either project beams or bolts of concentrated Essence at the pilot's target or convert Essence into some other energy blast, such as lightning. In the First Age, most warstriders carried some form of Essence weapon, and the devices were so commonplace that mortal combat units were often gifted with them. The vast majority of these weapons are lost, their delicate mechanisms ruined, and the techniques of their construction are long forgotten. Both the Realm and the Seventh Legion have a limited capacity to manufacture simple Essence weapons, but for the most part, each group relies on relics of the First Age that have been carefully maintained and retrofitted for modern use. As noted previously, only noble and royal warstriders can easily make use of Essence weapons. If such a weapon is mounted onto a common warstrider, each use causes an Essence feedback that seriously degrades the warstrider's systems. Even a common warstrider, however, can make use of an Essence weapon that has a dedicated hearthstone with a manse rating equal to the Artifact rating of the weapon to which it is dedicated. Additionally, a dedicated hearthstone makes an Essence weapon more efficient, regardless of the type of warstrider that wields it. If a weapon is powered by a dedicated hearthstone, both the commitment cost for that weapon and the amount of Essence required to fire it decrease by half.

The most common Essence weapon in the modern era is the Essence cannon, which consists of a large metallic barrel containing an elaborate series of Essence-channeling lenses. The cannon's design is surprisingly simple, and the device's Repair rating is only 2. In a nutshell, the device is a simple Essence converter. The operator channels Essence into the cannon where it is converted into pure concussive force that is projected out through the barrel. The cannon inflicts bashing damage, and the player of anyone struck must successfully roll $(\text{Stamina} + \text{Athletics})$ against a difficulty of 3 to avoid her character being knocked off his feet. Against objects, the cannon inflicts half its damage as lethal damage instead. Essence cannons are generally categorized by size. Large cannons are too heavy and cumbersome for even a warstrider to use as a personal weapon, but the small and



medium versions are widely used in that capacity. Small cannons are usually mounted onto an arm, while medium cannons can be mounted or carried. Small Essence cannons have a commitment cost of three motes (two, if mounted). Medium cannons have a commitment cost of five motes (three, if mounted).

In addition to the commitment cost, the Exalt must expend Essence for each shot: four for a small cannon; eight for a large cannon. Some small Essence cannons have a built-in Essence battery capable of storing up to 30 motes of Essence. This Essence must be supplied by the pilot or from some other source, but it is not committed. Instead, the Essence remains in the battery until spent while the Exalted regains the spent Essence at the normal rate. Only small Essence cannons can have Essence batteries. Those that do increase their Artifact rating by one dot and have commitment requirements equal to those of the medium cannon.

The warstrider fire lance is used primarily to attack entrenched fortifications and large troop units, as its chief advantage is its area-of-effect attack. A fire lance can be used as either a melee weapon or as a ranged weapon. With the expenditure of two motes of Essence, the head of the lance is sheathed in a colorless flame of pure Essence, which inflicts a base damage of (Strength + 16)L. With the expenditure of four motes, the lance projects a stream of this Essence fire up to 250 yards away (targeted with Archery), which inflicts a base damage of 18L. Finally, with the expenditure of 10 motes, the lance throws a fan of fire that targets an area of up to 20 feet in diameter at a range of up to 175 yards. The fan attack ignores Parry DV except for perfect defenses and inflicts 12L damage. The fire lance is compatible with Melee Charms but not Archery Charms.

Unlike other Essence-based weapons, warstrider fire lances can be used freely by common warstriders, because the lance is powered by a built-in Essence battery capable of holding up to 40 motes. This Essence must be supplied by the pilot or another Essence user, but it is not considered committed. Once that Essence is spent, however, the lance cannot generate Essence fire until the pilot recharges it, which requires two standard Guard actions.

The warstrider implosion bow is as much an example of Lookshy ingenuity as of First Age puissance, as most “warstrider implosion bows” were actually scavenged from inoperative First Age skyships and retrofitted onto the more durable warstriders. The device most commonly consists of two parts: a massive backpack that contains the Essence accumulators, reagents and other arcane mechanisms, and the bow itself, which consists of a long rod with a hand grip and trigger mechanism. The bow connects to the backpack via enchanted cables (most commonly made of emeralds woven into a fabric with the strength of steel) and requires two hands to operate. Less commonly, the device is mounted to the shoulder or torso. Like the fire lance, an implosion bow can be used by a common warstrider if it has an independent power supply, typically a hearthstone with a rating of 2 or

better. In such cases, the bow has a power reserve equal to (hearthstone rating x 5). The potential damage and area of effect of the weapon is adjustable. For one mote, the bow can inflict either seven levels of bashing damage or five levels of lethal damage on everything within a 10-foot radius of the target. For two motes, the damage increases by eight and seven levels, respectively (i.e., to 15B and 12L). An implosion bow power supply regenerates motes at a rate of one mote every hour that the weapon is not used. A pilot can also fire the weapon using either his own personal Essence or any Essence reserves of the warstrider itself, but only if the warstrider is a noble or royal model. Common warstriders may use only the Essence contained within an independent power supply (which adds one dot to the Artifact cost of the weapon). Implosion bows have a Repair rating of 3 and are fired with the Archery Ability.

ANCILLARY SYSTEMS

Ancillary systems are the “bells and whistles” of First Age warstrider design. Each ancillary system consists of a separate artifact that has been integrated into the body of a warstrider, either at the design stage or later through modifications. With the inclusion of these additional wonders, warstriders could achieve feats beyond even their normal incredible capabilities, including flight, invisibility, submersibility and extensive forays into the Wyld or other hostile territories. Most of the ancillary systems listed here are beyond the capabilities of any manufacturer in the Age of Sorrows, although the intellect and resourcefulness of the Deathlords should never be underestimated. A number of existing warstriders have such ancillary systems, although they make up only a tiny fraction of the resources of any warstrider arsenal. Each individual ancillary system has an Artifact rating associated with it which must be purchased separately as part of the warstrider’s purchase cost.

The Repair rating of a particular ancillary system is equal to its Artifact rating. Unless stated otherwise, these ancillary artifact systems can be integrated into any class of warstrider. While these systems generally require the use of magical materials and sometimes combine different materials, they do not give any particular bonus for attunement, and so, the attunement cost of a given ancillary system is not doubled for Exalted of the wrong type as it is for the warstrider itself. The given examples are only a sampling of the types of ancillary systems common in the First Age. Storytellers are free to come up with similar systems, using these examples as guides.

AQUATIC SYSTEMS

Aquatic systems permit warstriders to function more efficiently in the water. The simplest form of aquatic system is the Naval Combat Mobility System (Artifact 2), which consists of black jade interwoven into whatever magical material is used on the warstrider’s exoskeleton to permit the warstrider to move across water as if it were solid ground.



Using this system, a warstrider can run from one ship to attack another as if that ship were a land-based target. The pilot does face mobility penalties for attempting to act in rough seas, but they can be mitigated or even eliminated through the use of either Athletics or Sail Charms such as Graceful Crane Stance or Salty Dog Method. The Naval Combat Mobility System adds two motes to the normal commitment cost of the warstrider and requires an additional five motes to activate for a scene. In the First Age, it came standard on all warstriders commissioned for the Western theater.

Less commonly, the Deep Sea Combat Mobility System (Artifact 3) consists of black jade interwoven with all of the warstrider's systems to permit the pilot to duplicate the Dragon-Blooded Water Aspect anima power. When the system activated, both the pilot and the warstrider will be able to function normally underwater, breathing water as if it were air and ignoring all difficulty penalties for acting underwater, as well as possessing the power to walk upon water as if it were solid. The warstrider's aquatic movement rate is equal to his land movement rate. The system also adds three dice to all Perception-related rolls made while the warstrider is underwater, and the pilot can "see" even in the darkest ocean depths as if she were in bright daylight. An integrated Deep Sea Combat Mobility System adds three motes to the normal commitment cost of the warstrider and requires the expenditure of five motes to activate for the duration of a day. If used by a Water-aspected Dragon-Blooded, the system functions more efficiently, allowing free action for up to two days instead of one per Essence expenditure.

Finally, the Aquatic High Speed Propulsion System (Artifact 4) combines all of the benefits of the Deep Sea Combat Mobility System with a built-in propulsion system capable of propelling the warstrider at great speeds. The warstrider doesn't actually "swim" any faster. Instead, an assembly attached to its feet and back composed of both black and blue jade draws in sea water and magically converts it into air, which is then expelled out the other end at great speed, propelling the warstrider forward at speeds of up to 80 miles per hour. Furthermore, the propulsion system makes the warstrider highly maneuverable, adding four dice to all Dexterity-related rolls while active and increasing the pilot's Dodge DV by three. These benefits apply only underwater. An integrated Aquatic High Speed Propulsion System adds four motes to the attunement cost of the warstrider and requires the expenditure of two motes to activate for a scene (or an hour out of combat).

CLOAKING SYSTEMS

Cloaking systems generally come in three varieties. The simplest is the Elemental Stealth System (Artifact 2) which consists of specially treated jade icons affixed to the exoskeleton of a jade warstrider of the same aspect. When active, the system adds four dice to all Stealth-related rolls as the exterior of the warstrider blurs to match the surrounding

environmental conditions. Elemental Stealth Systems are limited, however, in that they provide cloaking benefits only in areas associated with their elemental aspect. Therefore, a blue jade warstrider would gain improved stealth capabilities in the frozen North but not in a desert, while a red jade warstrider could blend into the sandy climes of the South but not a forest or an ocean. An Elemental Stealth System adds two motes to the attunement cost of the warstrider and costs two additional motes per scene of activation.

More sophisticated protection is available in the form of an Essence Cloak (Artifact 3). This system, which is added to the musculature of the warstrider, duplicates the effects of the Solar Stealth Charm Mental Invisibility Technique, applying the benefits of the Charm to the enormous warstrider. While the effect is active, the pilot's player rolls [(Dexterity or Manipulation) + Stealth], adding the Artifact rating of the warstrider as automatic successes. If the pilot's successes exceed an observer's Dodge MDV, that onlooker is compelled to ignore the warstrider's presence. The effect fails if the pilot joins battle with any target. Otherwise, an onlooker must spend four Willpower to resist the compulsion to ignore the warstrider or just one Willpower if someone who can see the warstrider points out its location. An Essence Cloak adds four motes to the attunement cost of the warstrider and costs five motes per scene of activation. Normally, Essence Cloaks can be installed only on noble or royal warstriders. Installing one in a common or scout warstrider requires the addition of a dedicated Air- or Lunar-aspected hearthstone rated 2 or higher.

Finally, the Lunar Exalted of the First Age often took advantage of the remarkable malleability of moonsilver to fashion warstriders that could conceal themselves with actual shapeshifting powers in the form of a Chameleon Shell (Artifact 4). A Chameleon Shell consists of a specially modified coating of moonsilver, prepared by sorcerers of the No Moon Caste, which is applied to the exterior of each individual exoskeletal plate. The Shell has two distinct properties. First, it can duplicate the invisibility powers of the Elemental Stealth System, giving the pilot's player four bonus dice to all Stealth-related rolls as the exterior of the warstrider blends to match the surrounding environment (with no limitation to what is a valid environment). Second, the Shell permits the pilot to alter the exterior shape and coloration of the exoskeleton. The interior workings remain intact and unaffected, but from the outside, the warstrider might become indistinguishable from a boulder, a large tree, a stone column or anything else of approximately the same size. Even the texture of the exterior changes to match the desired form, making it impossible even by touch to tell that the warstrider is not what it appears to be. While its exterior form is altered, the warstrider is immobile, but the pilot can exit and enter the vehicle freely through a special hatch that only he can detect. The warstrider will assume its normal form reflexively at a single command from an attuned pilot, often giving the warstrider the element of complete surprise.

A Chameleon Shell adds four motes to the attunement cost of the warstrider and costs four motes to change its shape within the outlined parameters.

FLIGHT SYSTEMS

All warstrider flight systems essentially follow the same design principles. First, blue jade is incorporated to the frame that, when energized with Essence, lightens the warstrider. An alloy of orichalcum and red jade is used to fashion small nozzles that are installed into the exoskeleton at specific points, mainly the feet, the back and most of the joints. These nozzles generate streams of condensed Essence in flight and function as maneuvering thrusters when the warstrider hovers. Finally, retractable wings are installed in the back of the warstrider. The wings are usually forged of the same magical material as the exoskeleton, but sometimes, they are forged of orichalcum (or less commonly starmetal) regardless of the rest of the warstrider's construction. These wings do not actually flap or function in any way like those of a bird. Instead, they function as Essence accumulators, drawing in ambient Essence to channel through the maneuvering thrusters to provide propulsion.

A flight system has a variable Artifact rating (3–5) to represent different levels of design sophistication and different levels of maintenance, as the flight system is somewhat delicate compared to other ancillary systems. While the warstrider is in flight, the pilot adds the Artifact rating of the flight system to his Dodge DV and to all Dexterity-related rolls involving flight, including aerial hand-to-hand combat. His normal flight speed is equal to the warstrider's normal movement rate multiplied by the Artifact rating. At its top

speed, a warstrider can fly at (Artifact rating x 30) miles per hour. The ceiling of a flying warstrider is considered to be one mile. This limit has rarely been tested, however, as most savants claim that the Unconquered Sun will strike down any mortal or Exalt who dares approach too closely. Warstriders in flight can only be attacked by ranged weapons unless an attacker also has flight capabilities or some other means of reaching the warstrider while it is airborne.

An integrated flight system adds eight motes to the attunement cost of the warstrider and costs an additional five motes per scene or hour of flight. Typically, only noble

or royal warstriders can integrate a flight system. Common warstriders can integrate such a system if the system is powered by a dedicated hearthstone with a rating of at least 3. If the hearthstone's rating is less than that of the artifact, however, the flight system will not function up to its full capacity. In other words, if a five-dot flight system incorporated into a common warstrider is powered by only a level-3 hearthstone, then the flight system will only function as if it were the three-dot version. No extant version of a flight system is capable of bearing aloft a colossus warstrider.



WARSTRIDERS AND CHARMS

Generally, when an Exalt uses Charms, her warstrider is treated as simply a suit of armor, which does not interfere with Charm usage. Some exceptions exist, though—most notably those Charms that actually affect how an Exalted uses armor.

MODIFIED CHARMS

Hauberk-Lightening Gesture (Solar Charm): This Charm will not function on warstriders, but its effects are duplicated by the new Charm *Invincible Armor Invocation*.

Whirlwind Armor-Donning Prana (Solar Charm): This Charm functions normally. If used five times, it will permit the Solar to attach the interface and fully insert himself into the warstrider in just five actions. This Charm does not speed the amount of time it takes to fully attune to the warstrider, however, so as a practical matter, it is rarely useful to a warstrider pilot.

Wind Armor Technique (Terrestrial Charm): When used by the pilot of a warstrider, this Charm requires two motes per additional point of bashing and lethal soak added to the armor.

NEW CHARMS

INVINCIBLE ARMOR INVOCATION (SOLAR CHARM)

Cost: 5m, 1wp; **Mins:** Resistance 5, Essence 6; **Type:** Simple (Speed 6)

Keywords: Combo-OK, Obvious

Duration: Indefinite

Prerequisite Charms: Hauberk-Lightening Gesture

The Lawgiver can apply the lessons of Hauberk-Lightening Gesture to a warstrider, albeit at a significant Essence cost. The Solar first dons and attunes a warstrider as normal. He then commits an additional five motes and expends one temporary Willpower to banish the warstrider to Elsewhere. As long as the Exalt keeps the Essence committed, he can summon the warstrider back at any time by spending an additional five motes. The warstrider instantly reappears, with the pilot in the fuselage already fully plugged into the interface and attuned to the warstrider. If the Solar ever breaks the Essence commitment, the warstrider will instantly reappear in the nearest space big enough to hold it, and the pilot's attunement to the warstrider will be instantly broken. This Charm cannot be used to summon a warstrider if the pilot is in a place too small for the artifact to fit. Also, any items worn or carried by the pilot when he summons the warstrider may, at the Storytellers discretion, be lost forever in Elsewhere. This Charm is often comboed with Hauberk-Lightening Gesture and similar Charms that can banish weapons and armor to Elsewhere so that the Solar can freely switch between warstrider combat and conventional hand-to-hand combat (assuming, of course, that the Solar has prodigious quantities of Essence at his disposal).

FAMOUS WARSTRIDERS

All warstriders are one-of-a-kind artifacts, and each has its own unique history. Those listed here, however, are some of the most famous (or infamous) of all their kind.

PASIAP'S MIGHTY FIST

Pasiap's Mighty Fist might be considered an object lesson in the dangers of shoddy warstrider workmanship if any savants were aware of exactly why the white jade colossus has been followed by tragedy its whole existence. In Realm Year 634, a foolish young apprentice to one of the savant-

artisans assigned to the manufacture of this warstrider snuck a barmaid into a factory-cathedral late one night in hopes of impressing her with his status and perhaps getting under her skirts. Whether he succeeded is lost to history, but the presence of an unpurified mortal in the factory-cathedral fatally contaminated the construction process. The first person to pilot the Mighty Fist lost control as he was walking it out of the factory-cathedral due to a defective coil in the musculature, and the lumbering beast fell onto the crowd of well-wishers, killing six mortals and crippling a Dragon-Blooded observer. The second pilot was murdered in his sleep by a jealous lover. The third had her leg amputated when the warstrider's arm slipped as she was exiting the fuselage. The most recent pilot drowned when the Bull of the North tricked him into a concealed mud pit. Now, the Bull of the North has a new warstrider for his collection. And perhaps Pasiap's Mighty Fist has a fresh victim for the curse that hangs over it.

Pasiap's Mighty Fist has the standard capabilities of a colossus warstrider. It comes equipped with an integrated shock ram on the right hand, a bolt caster mounted onto the left forearm and a warstrider goemail which fits into a sheath permanently mounted on the back.

UNYIELDING FURY OF RIGHTEOUSNESS

A gift from Chejop Kejak to the Empress on the occasion of the 300th anniversary of her ascension to the Scarlet Throne, Unyielding Fury of Righteousness is a royal warstrider of solid red jade, one of the few jade royal warstriders in existence. Unyielding Fury has the five-dot version of the integrated flight system, and it is armed with a shoulder-mounted medium Essence cannon, a red jade reaver daiklave and a red jade small warstrider powerbow. It is also equipped with a five-dot AI that carries the name "Slave-1." Slave-1 has all the Charms that are available to AIs plus two more. One Charm allows Slave-1 to instantly make a perfect copy of the mind of anyone attuned to it, effectively learning everything the pilot knows. The other Charm allows Slave-1 to transfer all of its accumulated knowledge to Slave-2, its twin spirit, which is contained in a crystalline matrix in Chejop's Yu-Shan office. Unfortunately, to Chejop's great consternation, the Empress thanked him warmly for his priceless gift... and then promptly had the warstrider shipped to her winter palace in Arjuf where it has remained, still sealed up in an enormous crate, to the present day.

INDRAGHAST'S BANE

History has forgotten Indraghast, whoever or whatever it was, as well as why this moonsilver noble warstrider was its bane. The warstrider has the exterior features of a wolfman of pure moonsilver. Indraghast's Bane has all the normal characteristics of a noble warstrider but has a few extra modifications available only to Lunar warstriders. First, at the cost of five motes, it can sprout 10-inch-long claws from its fingertips, which inflict +5L damage.



Second, if the pilot is capable of transforming into a wolf or any other quadruped of similar build and he does so while attuned to the warstrider, the armor's legs, arms and helm transform so that the entire warstrider appears to be an enormous wolf, 10 feet high at the shoulder. In wolf form, the warstrider retains all of its normal traits, but the helm actually develops a mouth complete with large teeth capable of inflicting (Strength + 5L) bite damage. Finally, the warstrider's Speed is doubled in wolf form. Transforming the warstrider into its wolf form can (and in fact must) be done reflexively at the same time the Lunar pilot changes form, adding five motes to the normal cost of assuming the requisite animal form. Indraghast's Bane is currently in the arsenal of Ma-Ha-Suchi, although he has not carried it into battle yet, knowing that the sight of the terrifying First Age relic might frighten Lookshy into moving against him before he is fully prepared. Soon, however, Indraghast's Bane will taste blood once again.

HATEFUL DEVOURER OF LOVE

Hateful Devourer of Love is the only warstrider ever fashioned by the command of the Lover Clad in the Raiment of Tears. Not two years ago, she sent the Devourer, piloted by a deathknight named Exquisite Pain, on an undisclosed mission to Marin Bay. There, Exquisite Pain attracted the attention of a squadron of Lookshy Dragon-Blooded performing reconnaissance in the area in stealth suits. The Dragon-Blooded stalked the Abyssal for days until they caught him

far enough from the warstrider to launch an attack. Badly outnumbered, Exquisite Pain was forced to abandon Hateful Devourer of Love to his enemies, who bore the warstrider back to Lookshy in triumph. Exquisite Pain made his way back to the Fortress of Crimson Ice on foot to report this development to the Lover Clad in the Raiment of Tears, who congratulated him and rewarded him handsomely for the successful completion of his mission.

Hateful Devourer of Love is a noble warstrider of pure soulsteel. It comes equipped with a soulsteel daiklave, a chain dagger and an Essence Cloak. We deliberately leave the specifics of the Lover's plans for the Devourer to the Storyteller's imagination. A few possibilities are:

- Hateful Devourer is cursed. Every time a pilot attunes to the warstrider, his Compassion decreases by two dots for the duration of the attunement (to a minimum of 1). Every time the pilot botches a Compassion roll, he loses a permanent point of Compassion.
- Buried deep in Hateful Devourer's inner workings are fragile glass crystals containing a virulent plague. When Lookshy engineers inevitably attempt to reverse engineer the warstrider, they risk unleashing an epidemic on their city.
- Every part of Hateful Devourer, down to the tiniest coil and spring, contains a hungry ghost that has been bound to that particular piece and induced into slumber. When the time is right, the Lover will blow on a bone whistle she keeps by her side, and thousands of hungry ghosts will be unleashed on the helpless citizens of Lookshy.

WARSTRIDER WEAPONS

WARSTRIDER ARTIFACT RANGED WEAPONS

Name	Speed	Accuracy	Damage	Rate	Range	Cost	Tags
Powerbow (Short)	6	+1	+4L	1	450	•••	2,B
Powerbow (Long)	6	+0	+5L	1	550	••••	2,B
Bolt Caster	6	+1	12L	1/2 (4)	250	••	None
Dart Hailstorm	6	+6	7L	1 (6)	200	••	A
Fuel Bolt Launcher	6	+1	18L	1 (3)	30*	•••	A
Chain Dagger	4	+2	+2L	1	75*	•••	A,C
Essence Cannon (Small)	4	+1	15B	1	75	••	A,P
Essence Cannon (Medium)	5	+0	20B	1	125	•••	A, P
Fire Lance (Streamer)	4	+1	18L	2	250*	••••	A
Fire Lance (Fan)**	5	+3	12L	1	175*	••••	A
Shock Ram	5	+2	11L	2	Special	••••	A
Implosion Bow*** (Half Charge)	6	+2	5L/7B	1	450*	••	A
Implosion Bow*** (Full Charge)	6	+2	12L/15B	1/2	450*	••	A

* Weapon has no extended range.

** The fire fan can be used to attack an area up to 20 feet in diameter—this attack cannot be parried except by perfect parries. Roll to attack once, then compare the successes rolled to the Dodge DV of any applicable dodge attempts.

*** Regardless of the charge used, an implosion bow inflicts damage on everyone within a 10-foot radius.

Cost = Artifact rating of weapon.

WARSTRIDER MUNDANE RANGED WEAPONS

Name	Speed	Accuracy	Damage	Rate	Max Str.	Range	Cost	Tags
Short Bow	6	+1	By arrow type	1	12	250	••••	2,B
Long Bow	6	+1	By arrow type	1	13	350	••••	2,B
Bolt Launcher	6	+0	10L	1/4 (4)	—	150	•••	A,P
Dart Thrower	6	+4	5L	1/2 (6)	—	100	•••	A,P
Fire Projector	6	+1	12L	1 (5)	—	20*	••••	A,P

* Weapon has no extended range.

Cost = The Resources rating required to purchase the weapon.

Arrow Type	Damage	Notes
Target	+2L	Piercing
Broadhead	+4L	None
Frog Crotch	+8L	Soak is doubled
Fowling	N/A	Fowling arrows are not available
Fire, standard	As type*	5L standing** fire threat, twice normal duration
Fire, Southern***	+2L 7L	standing** fire threat, twice normal duration

* A standard fire arrow is just a normal arrow with oil-soaked rags wrapped around the head. It inflicts damage equal to a normal arrow of its type but its range is halved due to imbalance.

** Standing fire threats continue to burn and damage their targets for a number of actions equal to the extra successes rolled on the attack. Moreover, because warstrider arrows are so big, the normal duration is doubled.

*** Southern fire arrows normally cost Resources 3 per arrow in the South and 4 elsewhere, assuming they are available at all.

WARSTRIDER ARTIFACT HAND-TO-HAND WEAPONS

Name	Speed	Acc.	Damage	Defense	Rate	Minimums	Attune	Cost	Tags
Daiklave	5	+3	+12L	+2	3	Str 12	5	••	–
Dire Lance	5	+2	+16L/24L	+2	2	Str 12	5	••	2, L, R
Fire Lance (Charged)	5	+1	+8L/14L (+16L/22L charged)	+2	2	Str 12	2	•••	2, L, R
Goremaul	5	+1	+32B/8	+1	2	Str 12	5	••	O, P
Grand Daiklave	5	+2	+24L/8	+0	2	Str 14	8	•••	2, O, P, R
Grimcleaver	5	+2	+24L/8	+0	2	Str 12	5	••	O
Serpent-Sting Staff	5	+0	+20B	+4	3	Str 12, Dex 4, Mrt 4	5	2	M, P
Smashfist	7	+0	+14B	+2	2	Str 12	6*	•*	M, P

Cost = The Artifact rating of the weapon.

WARSTRIDER MUNDANE HAND-TO-HAND WEAPONS

Name	Speed	Accuracy	Damage	Defense	Rate	Minimums	Cost	Tags
Punch	5	+1	+3B	+2	3	Str 10	–	N
Kick	5	+0	+6B	-2	2	Str 10, Dex ••	–	N
Axe	5	+1	+10L	-2	2	Str 12	•	T
Chopping Sword	4	+1	+10L/4	-1	2	Str 12	••	O
Fighting Gauntlet	5	+0	+10B	+2	2	Str 10	••	M, A
Hook Sword	5	+0	+6L	+3	3	Str 12, Dex 3, Mrt 3	•••	D, M
Mace/Hammer	5	+1	+16B/4	+1	2	Str 12	•	O, P
Khatar	5	+0	+4L	+3	3	Str 10	••	M, A
Spear	5	+1	+8L/14L	+2	2	Str 12	•	2, L, R
Staff	6	+2	+14B	+2	2	Str 12	–	2, R
Slashing Sword	4	+1	+6L	+0	3	Str 12	••	–

Cost = Resources rating of weapon.

TAG KEY

- 2 = Two-Handed Requires both hands to wield.
- A = Armor Weapon specifically designed to be mounted to armor.
- B = Bow Type Damage based on or modified by ammunition type used.
- C = Clinch Enhancer Must be used for clinching wielded through Martial Arts.
- D = Disarming Adds additional +2 Accuracy when used to disarm an opponent.
- F = Flame Type Does not add Strength to damage; listed Range is the farthest the flame jet reaches.
- L = Lance Type Increases damage to second Damage value when charging or bracing against a charging opponent.
- M = Martial Arts May be wielded with Martial Arts or Melee.
- N = Natural Part of the body; not subject to disarming. Must be wielded with Martial Arts. Can parry only bashing attacks without aid of a stunt or magic.
- O = Overwhelming Damage after the slash is the innate minimum Damage of the weapon rather than the usual one die.
- P = Piercing Inflicts piercing damage, halving the target's armored soak (rounded down).
- R = Reach Can attack mounted targets or those at higher elevation without penalty.
- S = Single Shot Characters must use a miscellaneous action to reload the weapon after every shot.
- T = Thrown This weapon can also be thrown.

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