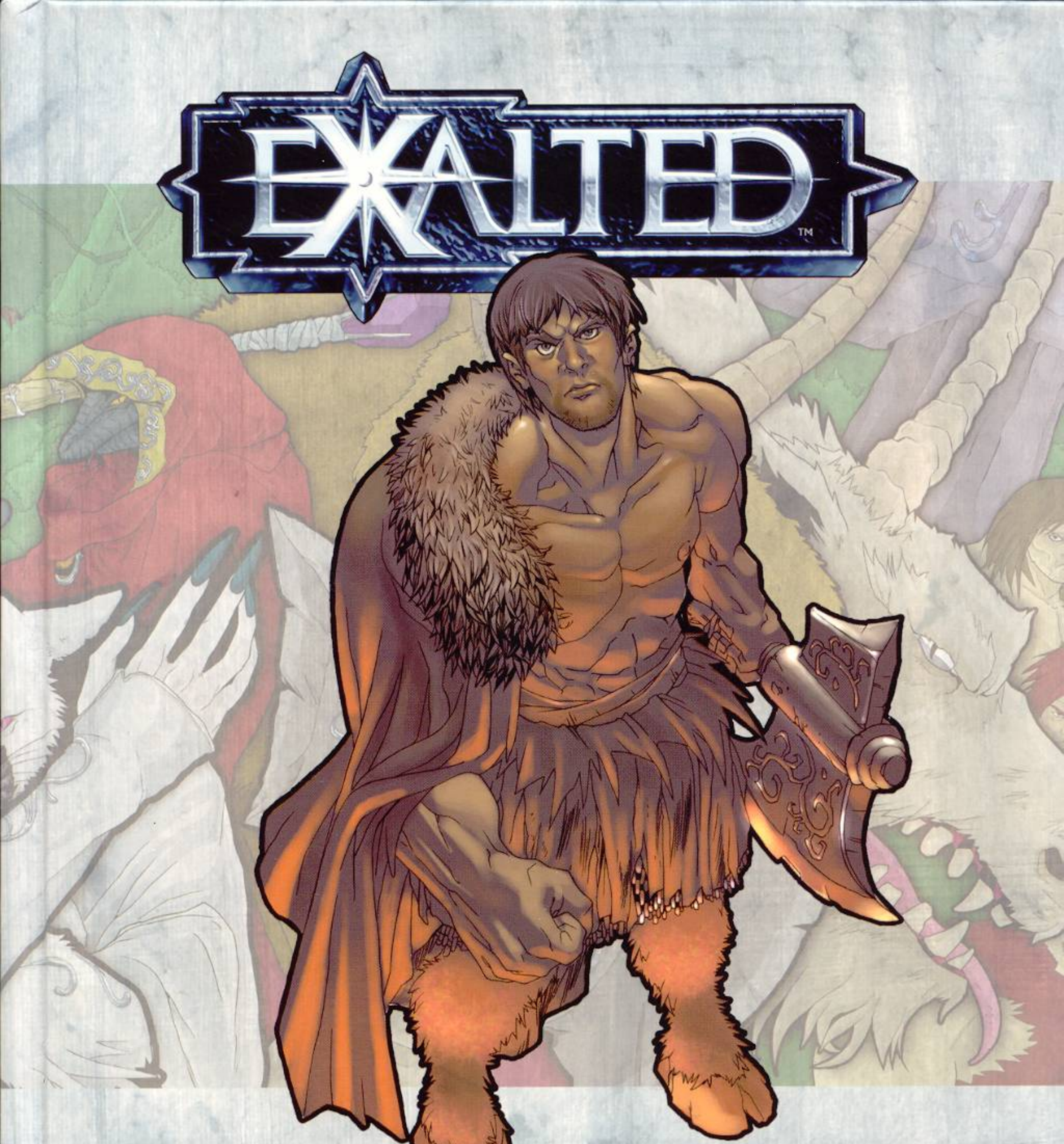
EXALTED™



THE LUNARS™

VARAJTUL CANNIBALS

PELAGOTHROPE NATIONS

IMPERIAL PUPPE

SUNKEN LUTHE LAIR OF LEVIATHAN

THE REALM

ISLAND TRIBES

TEN STRIPES

LINTHA FAMILY

SILENT CRESCENT TRIBES

CIVILIZED SOUTH

DUNE PEOPLE

BLOOD FURY TRIBE

KA-KOSHU'S DOMAIN

TEAR EATERS TRIBES

KINGDOM OF HALTA

HASLANTI

ICE ALKERS

HOME OF UKA THE BOAR

BULL OF THE NORTH

LINOWAN NATION

FOREST PEOPLE

7th LEGION

SCAVENGER LANDS

LOST ZARLATH

LAND OF DEATH

LAND OF HORSES

HILL PEOPLES

TEN TRIBES

ARZECKHI HORDE

KAL TRIBES

THE NAMELESS LAIR OF MA-HA-SUCHI

MAHALANKA LAIR OF RAKSI QUEEN OF FANGS

JUNGLE TRIBES

RATHESS

TAMUZ WALKS HERE

THOUSAND FANGS ARMY TOTAL CONTROL ZONE

MOUNTAIN UPROOTING BROTHERHOOD TURF



Her mate had been clever as always, but Lilith had caught him sneaking up and down the land just short weeks after the wood spider whispered out its desperate tale. She had feared, at first, that she could not hide herself from him, remembering her old mate's ancient and all-seeing eyes, that could pierce the lies of gods and Exalts. But seeing him, she had found him to be a young and inexperienced creature. Swan had not seen her watch him as a dozen birds from a dozen perches, he had not noticed the tiny little sign that a dozen faces he met along the road were really masks of flesh held up before the same Exalted presence. Lilith's skill at Essence let her hide the rude tattoos long-dead heroes had scratched upon her face, and the owl's feathers she occasionally brushed from her shoulders went unnoticed even by the deftest eye.

Once, the thing that had been her mate would have laughed at her and chided her to come down to roost on his finger, would have handled her person as if they were mated regardless of what shape she wore. Perhaps he would have sweetly whispered some unendurable truths into her ear — or broken a finger as punishment for her temerity in thinking to deceive him. It was hard, not to return the favor now that she had the advantage of years and power.

Yet, that had been the way of things before the fall, and she had grown to the maturity of her power among fellows whose hearts rotted slowly before her eyes. When the First Age had ended, she had fled from it, curled into the façade of instinct, walling it away because she could not deny it or contest her part in it. It had been a procession of tricks and slights and murders building one on another until the road to tomorrow forked only to offer up new forms of death and horror. Though the power that now Exalted the diplomat called Swan had been used for so long to wound her, it didn't matter that it smelt like the one who could not lie dead enough. Had it been him, she would have torn him to rags or died trying, but it was not, and she did not think Creation needed more murder over meaningless slights. It would be better to die.

Lilith breathed deeply and cast herself from the frost-rimed precipice. For long seconds, she treasured the feeling of freedom and weightlessness as the fall carried her down and the ghosts of wind-whipped snow raced by at dizzying speed.

Time had not been gentle to Lilith — or to any of her kind. Though they were mighty creatures, the eldest among the Exalted bore the burden of all those who have lived to see something great become a ruin. To see a family, a city or a nation topple before the iron tread of history was enough to break even the strongest hearts. Every such fall was followed by the suicides of those who could not bear to see a world without that institution and the lingering despair of those who were not strong enough to die. How much harder it was, then, for those who had seen their civilization, their entire world hammered into ruin by the tides of time.

This was her release.

* * * * *

And then she was an eagle diving toward the ground, easing out her pinfeathers to slow her plummet and bend her fall into an outward arc. When the drag had slowed her fall enough that a true eagle could survive, she spread her wings and soared on the weak thermals that the morning sun had begun to tease from the rocky base of the cliff.

This was her release. No worries, no thoughts, no tomorrow, and no yesterday. Just hunt, eat, breed — life with responses decided by the wisdom of the species, not the deliberations of a troubled self. It was the shapeshifter's drug, and like most shapeshifters, she was an addict. The distant voice of self set her eagle's face south, toward the River Province, and the days and the miles rolled by beneath her swift and uncaring wings.

Five nights later, on the outskirts of the tiny kingdoms of men called the Haslanti League, Lilith sought shelter in a distantly remembered Manse where once she had spent a brief Northern summer. She had found it a tumbled ruin, devoid even of magic, its carefully cultivated geomancy ruined by time or the

action of an enemy long dead. There were signs it had been used as a strongpoint once, and parts of it bore the perfect spherical scars of implosion bow fire. The security incident or border skirmish that had ruined the Manse must have come before the Contagion, then or just after.

To Lilith's eyes, it mattered little. Now, the Manse was just another ruined thing in a ruined world, and as a badger, she wormed her way beneath the tumbled stones and slept her cautious animal sleep not far from where she had once drowsed royally abed with a lover whose name and face she had long forgotten.

She woke in the morning to the dim gray light that trickled down between the fallen blocks. Crouched there, she reckoned up her travels, and an insight as cunning as the moon flooded through her as she brought Essence to bear on the memories.

What she had seen was without a doubt the power that had once lain within her mate, and given time, it would inherit his full strength. Such was their nature that the Solars would forever rise again, for the Unconquered Sun had not shirked any effort in the forging of his invincible host. The Sidereals had set their full strength against the Solars at the heyday of the world, and the Sidereals were not so strong now, and the world would not see another such time. Yet, here the Solars walked again. Some solution must be found, be it education on the deadly perils of the heady draught called power or periodic murder for the good of the world. The Solar Exalted could not be denied, only accommodated.

Lilith had thought that there might be hope for recruiting allies to her cause among the middle echelons of the gods. In the days before the Usurpation, Lilith had found the Incarna's calculated politics transparent, as they played Exalt off Exalt, feigning greed and urging murder. Now, they were themselves victims, and in gaining respite from the threat of a Solar coup, the Celestial divinities had hurled themselves into the abyss of their own amusements.

Though the gods could not regret their deeds, they could come to act in other fashions. It seemed to Lilith that many divinities had come to regret the ruin of the First Age. Some among the lesser gods were genuinely concerned for Creation, and others were casting their eyes upward, hoping for a pretext to either seize the reins of power or move themselves closer to the Games of Divinity. Close alliance with a reborn Solar-directed Realm would certainly provide that, and there were many such gods she could recruit.

This thinking had taken her to Vanileth's castle in the North, for the gods talked often about his lonely desire to see man fly again. Now, having met with the Shogun, she knew he would prove of little use. He had not seemed to grasp the concept of direct intervention, and so, she kept him in mind as a source of aerial conveyances, but not much else.

Then, she traveled southeast, toward the Scavenger Lands, paying visits as she went. She had only the rough outline of a plan, for the world had changed while she slept her owl-sleep, and the gods were often unfamiliar. The best that she could plan was to first visit the Mammoth Avatar and then to visit Caltia and Jorst as well. All three had received her with due honors when she searched for Swan, and so, she could at least talk around the matter with them and gauge their responses. In the time between those embassies, she planned to scout the River Province, just a few trips through it had suggested to her that it crawled with possibilities. She would visit Hiparkes and the gods of Great Forks and other gods who governed or influenced lesser nations, for there would be some eager to come to terms with the Solars and to secure their thrones against challenge.

Lilith paused and readjusted her planned route of travel slightly, to take her through Whitewall. The gods of that place ruled men as their princes, and they at least merited some attention. They resembled no gods she could recall, but she dare not assume them to be weak. Gods could wax mighty or dwindle away quite swiftly. So it was that she planned, and so it was that she did. She traveled as a snowbird through the North and swept close past Whitewall. She hid there for a

time, listening to peasant gossip and the talk of small gods, and departed without visiting the city. The gods of that place, she reckoned after a time, were not the sort of gods she wished to ally with. The Mammoth Avatar was agreeable to Lilith's ideas, for she subscribed to most of them herself. However, the course she had perceived as wisest for the shepherd of a people was to subject herself to the Solar hero called the Bull of the North. She served him first, and Lilith left, worried at the speed of Solar infiltration and knowing that the Bull would soon hear of her visit.

* * * * *

The weeks and the miles rolled away beneath Lilith's wings, and she flew from these ill omens that her awakening self could find itself at the gates of the mansion of Jorst, near the end of the Second Age's long, golden summer. Joyous was the house of Jorst, king of those forests that shed their leaves for the winter, whose presence was a celebration. Those who danced the dance of life with him needed no sleep and no provision, until Jorst slept with the falling of the leaves. Jorst was a familiar thing and had withstood the passage of long centuries unchanged. This was not the first time that Lilith had seen the glowing, joyous faces of the revelers who gamboled out to greet her; there had never been a time when Jorst had not held court. They would drink thusly and eat thusly and dance lasciviously as they now did until Jorst slumbered with the coming of winter. Then, they would mostly perish, for the revels of the gods were perilous for mortals. Jorst did not care, for at that time, he slept.

It was early evening when she arrived, and Jorst's mansion glowed with lanterns burning bear fat, and there were dancers thronging out in the trees and lawns around the great wood Manse. Lilith had introduced herself as a weary traveler, and those who warded the palace seemed to take her at face value. She feigned mortal amazement at the glory of Jorst's oak-and-maple mansion, and they found her a place to lodge herself and invited her gravely to the palace's famous midnight dinner. Then, she was left alone, so that she might sneak through the corridors to meet with Jorst or whoever he put forward to speak with her. Lilith had, after all, traveled with her own face, and although the revelers were mayfly creatures, the King of the Bough's household staff were gods like Jorst himself. The major-domo showed great strength of face and did not visibly react when presented with an Exalt so old and well known to him peddling a story so thin.

Lilith worried, of course. The introduction betrayed no peril, but it was unlikely such a powerful god's major-domo would be anything but straightfaced. Her stealthy entrance under false pretenses would be as excellent an opening for an ambush as for a surreptitious meeting. She walked with a ghost's tread down hallways left elaborately unguarded. As she made her way ever inward, she noticed that the passageways were not only unguarded, they were also devoid of revelers or staff. Jorst's himself had a hand in this, then, for only he could turn the passages of the Manse to hide her.

At the heart of the mansion was Jorst's den, and Lilith found herself on the doorstep of this sanctum in due course. This unexpected conference with divinity was unsettling, but Lilith had faith in her fighting abilities and walked with assured ease into the abode of the Prince of Leaves. If it was an ambush, she would make it an expensive one, but it appeared that it was not.

Lilith came to the center of Jorst's power and found only the god himself, wrapped up in wreaths of morning glory and honeysuckle, sitting calmly in the center of his great oak circle. She knelt before him, and he bade her to rise. She was, as always, in awe of him. With his molten gold eyes and tree-leaf hair, he was the regal face of summer, and the sight of him enraptured even the cynical demigod she had become. It spoke to her, and she melted inside. "Lilith, elder among the Lunar Exalted, you come to my house again in just a few short months,

this time in the guise of a mendicant. What need draws you to my halls again, and why is it that you must use such a ruse?"

"I come only to speak in confidence with you Jorst. I seek your advice on matters of import to Creation."

Jorst nodded and gestured to the floor near his feet, where Lilith sat with casual alertness.

"And does it regard the Solars, Lilith?"

She nodded.

"And the need to live beside them, to accept that they are an inevitable burden that can be a menace or an asset as we choose?"

The Lunar nodded slowly and cast her eyes about her. This was wrong. There was no way Jorst should know this, unless he had talked to the Mammoth Avatar? Was there some sort of divine conspiracy already afoot?

"That is flattering, Lilith, that you would come to ask me such things. Long have I brooded on the answers I shall give you, for my associate Sad Ivory informed me some time ago that you would arrive — and under what circumstances. I do not believe that you have met Ahn-Ahru?" Jorst trailed off meaningfully; by the wall behind him, motes of Essence unraveled to reveal the thin and deadly shape of the Sidereal assassin. Lilith did not know the young Exalt's name, but she recognized her type well enough, and she certainly understood the graceful steel sword and the intense violet glow that was the Lesser Sign of Saturn.

Jorst said, apologetically, "They offered me additional holidays, Lilith. What can you offer me that outweighs the certain worship of the millions of Immaculates? She said that she and her masters had seen the entire matter in the stars, down to the minutest details, and it would appear that she was right, Lunar."

Lilith looked at the god, who seemed suddenly much smaller in her eyes, and then realized she had been tricked to sitting with her feet under her, an awkward stance for beginning battle.

If only they'd sent real warriors, not a slip of a girl and a forest god she could read like a book. She had studied fighting Jorst for the century her mate had visited him regularly in the course of the Deliberative's business, and the assassin was no more than three centuries old; she had barely mastered a single martial-arts style. Lilith flicked her hair to parry a spray of natural selection glances and reared up into her white-caped battle form. Now someone up the Sidereal chain of command would learn what happened when you sent a child to fight her elder, and Jorst would learn a lesson about his status in the Celestial Order.

And so Lilith displayed for them a number of First Age battle techniques she had developed, of which they were briefly the only living witnesses, and then, she fled the mansion surreptitiously. Clearly, she reflected, she needed to consider refining her plan.

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Table of Contents

Introduction	8
Chapter One: Setting	14
Chapter Two: The Lunars	52
Chapter Three: Character Creation	86
Chapter Four: Traits	94
Chapter Five: Charms	116
Chapter Six: The Wyld	194
Chapter Seven: Storytelling	224



The shadows of the hunters passed over the water's surface and were gone, at least for now. In the foul and turbid water beneath the bridge, in the lee of a great bridge pylon, Seven Devil Clever swam. Even if her enemies had known the location of her hiding place, it was possible they would not have dared to pursue her. Even Exalts swam warily in the polluted rivers of Nexus, for it was said that the thousand diseases the rivers carried could overcome even the superhuman resistances of the Chosen.

Seven Devil Clever especially liked to spread that story, but she knew she wasn't alone in telling it. There were others in the city who used its foul rivers as highways. It was in the interest of everyone who swam their waters to lie and make the pollution seem deadlier than it already was. That was the Nexus spirit, Seven Devil reflected. Dozens of gods and demigods could spend years carefully lying to make the river seem more poisonous, and a road could stand unpatched the entire time.

Still, better that she had hidden as well. Immaculate monks, especially the kind who rode with the Wyld Hunt, were not the type to flinch from a swim, no matter how bad the locals claimed the waters were. After all, they were hunting demons.

Seven Devil Clever crept out of the water and climbed quietly up the crisscrossing supports of the bridge, listening to the coughs and scuttlings of the city's nighttime life. She wasn't alone down here, and she knew it. Every place in Nexus that could conceivably support life was home to rats and squatters both. Seven Devil didn't think she'd be disturbed, though, even if any of the locals were sober and attentive enough to notice her. Anyone who had seen her emerge silently from the rippling and undisturbed surface of the water would know very well that she hadn't swum up to the pillar. They were a thousand times more likely to assume she was one of the city's all-too-numerous hungry ghosts than that she had been lurking in the water as a catfish.

What had brought the Immaculates to Nexus, Seven Devil Clever could only speculate. Despite the fact that the city had dozens of Immaculate missionaries roaming around, the Immaculates following her weren't working openly, but that still left a number of possibilities. Maybe they had snuck in, maybe they were here with the contrivance of the Council of Entities but had been told to keep a low profile. That was the general guideline for Exalts in Nexus; "Just don't burn the place down."

At least, that's what Seven Devil Clever had heard around. She personally had avoided introducing herself to the cabal of thieves who nominally controlled Creation's richest and least pleasant armpit. That made the Immaculates hunting her both more and less surprising. Nobody really knew she was here, but if they did, it was hardly a surprise they wanted her rubbed out. The elders of the Silver Pact had told her to be wary of Dragon-Blooded hunters if she insisted on continuing to live in the city, but Seven Devil Clever had just laughed. What good would it do for the Immaculate Order to send monks to Nexus, she'd asked. They'd all end up drunken whoremasters, she'd told them.

The elders had grinned and nodded in a way that Seven Devil Clever hadn't really liked. It was at times like this, as she climbed through the fog up the last of the bridge's dry and splintery tresses, that she wished the senior members of the Silver Pact were a little more prone to explaining things than letting her learn from her own mistakes. Seven Devil Clever had survived things she didn't even want to consider remembering, had crawled up from a poverty so profound she could remember fighting with her brothers and sisters for the scraps of rotting meat they found on offal after the adult beggars had taken their fill. Seven Devil Clever understood the value of self reliance, but sometimes, she just really didn't want to learn the hard way.

As she clambered silently over the edge of the bridge deck, she looked around only to realize that there were three figures standing silently nearby, watching her through the thick coalsmoke and river-fog haze. She barely needed to glance at them to identify them as her three Immaculate friends; they'd been following her all night, after all. How considerate of them, they'd been waiting up here silently for the last 20 minutes. So much for evading the fight and keeping a low profile.

Seven Devil Clever reflected that this was definitely one of those moments when she didn't want to learn the hard way.

INTRODUCTION

We bring our bows from the northern snows
That the great grey wolves may feast.
—Robert E. Howard, "The Dust Dance"

It has been a long time since the Usurpation, 15 long centuries since the Lunar Exalted turned their backs on their mates and fled into the wilderness on the edges of Creation. At first, their exile was a willing one, but as the years have passed, the Lunar Exalted have grown more and more bitter about their consignment to the wilderness. Many of the elder Lunars have come to believe that they were manipulated by the Sidereals in some fashion, and many others have grown to the maturity of their power in the lands beyond the reach of civilization. These latter-day Exalts never knew the First Age or the horrors that led the Lunars to turn their backs on it. They do not see themselves as exiles from civilization, but as enemies of it.

It has been half a Lunar's life span the Children of the Moon have lived as exiles and outlaws. Those who were elders at the time of the Usurpation have mostly died, and those who were in their stolid middle age have now begun to reach the end of their long lives as well. Now, the Exalts whose existences have been lived wholly beyond the pale of civilization are becoming stronger and more numerous than the ancients who seek to restrain them. Now, the Realm is weak, with the Empress gone, the legions withdrawn and the imperial defense grid seemingly unpowered. Many young Lunar heroes have begun to harry the Threshold with the tacit approval of their elders, who are themselves readying their tribal armies for war. A time of tumult has come upon the world, a time of upset destinies and terrible strife. The winds blow storms out of season, and omens of bad luck proliferate. It will not be long until the elders of the Silver Pact raise the banner of open war and lead the people of the unsettled lands against the farmers and merchants of the Threshold, seeking to bring about the end of kingdoms and empires.

It is a time for young heroes to earn reputations to rival those of ancient Lunars. It is time for the Lunars to rise up against the empire whose armies and sorcery held the Silver Pact at bay for so long.

Yet, even as the Lunars prepare for the war that they have so long awaited, matters have become more complex. The Fair Folk are becoming restive, and hobgoblins march and slink through the Wyld-damaged fringes of Creation. The Deathlords have struck out into the land of men, and they and their Abyssal minions seem bent on conquest.

The Silver Pact has become divided, some Lunars urging immediate war with the Realm, while others demand that the Deathlords or the Fair Folk be made central to the Pact's agenda. After all, they argue, the Dragon-Blooded are decadent weaklings. There's no way the Terrestrials will be able to contest the power of the Deathlords or the faerie princes. Only real heroes such as the Lunar Exalted can stand against those powers. The Lunars' duty to ensure the safety of Creation comes before any animosity toward the swindlers and cowards of the cities and farm towns, these dissidents argue.

Those who feel strongly one way or another have begun to act, dragging the Silver Pact into escalating confrontations with the Deathlords, the Realm and the even the Fair Folk. These provocateurs seek to defeat Lunars who oppose their agenda, using shame or death to silence their rivals.

Reputations are being forged that will last millennia. A hero brave enough to earn such fame and clever enough to keep hold of his life while he's at it can gather power and riches as a man gathers fruit in the autumn. Those who are less clever than they think will die unremembered, slain by an army, god or Exalt, and their bones will whiten beneath some foreign sky.

This is the way of things, and many-faced Luna will look down upon those white bones and smile. It matters not that the weak fall beneath the tread of history, for that is the lot of the weak. It matters only that the strong rise to fame and power.

This Is Not a Complete Game

Despite its size, **Exalted: The Lunars** is not a complete game. It is a supplement for White Wolf's **Exalted**, a game in which characters take the roles of Solar Exalted, shining golden heroes who were the husbands and wives of the Lunars in the long-forgotten First Age. This book doesn't include descriptions of the game's various Traits, rules on combat or a complete setting. It just has an in-depth treatment of the lands beyond the Threshold and rules for creating and playing Lunar Exalted characters. You'll need to at least have access to a copy of **Exalted** to use this book.



How to Use This Book

This book contains everything you need to run a game focusing on the Lunar Exalted or to include a very detailed treatment of the Lunars in another **Exalted** game. In structure, it is similar to the main **Exalted** rulebook, except that there are no Systems, Drama or Antagonists chapters. The contents are as follows:

Introduction:

The section you're reading now. It contains a statement of the book's overall character and a short glossary.

Chapter One: Setting

This chapter details the barbaric fringes of Creation. It describes the tribes that dwell there and the conditions of their existence.

Chapter Two: The Lunars

This chapter is companion material to Chapter One, examining Lunar culture and the ancient and mysterious Silver Pact, the secret brotherhood that unites these powerful Exalts.

Chapter Three: Character Creation

This chapter contains the rules for creating Lunar characters for use in an **Exalted** game. Though they are mechanically compatible with the Solar Exalted, Lunar characters are not entirely balanced with their Solar counterparts. They are fairly close, however, and Storytellers shouldn't have too much trouble building crossover games.

Chapter Four: Traits

This chapter describes the specialized Traits used in Lunars character creation. Traits detailed in the **Exalted** book are not discussed here. The chapter also contains the few mechanical systems unique to this book, such as the system used by Lunars to track their "Face" — their standing in Lunar society.

Chapter Five: Charms

This chapter details the elemental Charms commonly used by the Lunar Exalted.

Chapter Six: The Wyld

This chapter discusses the terrible and deadly force of the Wyld. Wyld, in this case, means not the ungoverned wilderness feared by the citizens of the Realm and its Threshold lackey-states, but the genuine chaos that lies on the frontiers of Creation. It includes rules for mutation and many new Wyld Traits.

Chapter Seven: Storytelling

The final chapter of the book discusses the special needs of storytelling a Lunars game.

Lexicon

Most of the terminology in this book was introduced in the **Exalted** book, and we have not reproduced that book's glossary in full. The following entries are either altered to reflect the Lunar point of view or specialized vocabulary relevant to the Lunars.

chimera: A Lunar who loses his higher consciousness and becomes a creature of instinct. Used by extension to refer to those Lunars who sculpt their natural shape too much.

chiminage: The fee a *shaman* pays to his patron *god* in exchange for protection and advice. These typically include regular offerings and prayer, observance of *taboos* and service to the god's interests.

god: Often used generally in this book to mean any little god, elemental, Exalt, demon, behemoth or faerie noble who captures the worship of a barbarian people and the *chiminage* of their *shamans*.

hybrid form: A hulking and deadly humanoid caricature of the Lunar's *totem animal*. The hybrid form becomes one of the Lunar's *natural shapes* when the Exalt learns the Charm Deadly Beastman Transformation.

ikth-ya: "Respected." A Lunar of the third rank. A Lunar of this rank is one of the leaders of her people and a powerful voice in their affairs.

Luna: Though many mortals, especially those influenced by the Immaculates, do Luna homage as the consort of Gaia, this is not so for the Lunar Exalted. The Lunars pay homage to her in her aspect as a many-faced trickster, a sorceress and a brutal and implacable warrior queen. Luna appears to each of the Lunar Exalted during their Exaltation, and this typically leaves a very long-lasting impression on them, and this personal relationship is reinforced by occasional visions and guidance. Luna does not use her Exalts as tools, but sees them as her children and her most devout priests and protects them to a certain degree as their divine patron.

Luna's Beloved: Another term for the Lunar Exalted, used by the Lunars to refer to themselves because of the intimate spiritual connection they share with their patron.

Lunar society: Another name for *the Silver Pact*.

murr-ya: "Revered." A Lunar of the fourth rank. Murr-ya are rare even among the oldest Lunars, for only by great and repeated sacrifice of their own interests in the name of *the Silver Way* can a Lunar achieve the sort of reputation necessary to reach this rank.

nain-ya: "Kin." A Lunar of the first rank. A Lunar who has just been initiated into *the Silver Pact* or an older Lunar who merely pays lip service to *the Silver Way* and the ideals of the Silver Pact.

natural shapes: Lunars who spend Peripheral Essence can become shapelocked, meaning they can no longer shapeshift freely. However, a shapelocked Lunar can still move between her human form, *animal*

form and her *hybrid form* through the use of the Charms Finding the Spirit's Shape and Deadly Beastman Transformation (respectively). These three shapes constitute the Lunar's "natural shapes"

shahan-ya: "Great of greats." A Lunar of the fifth rank. Only a tiny number of these incredible beings exist. They do not follow *the Silver Way*, they personify it, and each has been flattered for their greatness by *Luna* before a *tlak* of other Lunars.

shaman: A barbarian who enters into a client-patron relationship with a *god*. The shaman serves the god (a practice called *chiminage*), and in turn, the god ideally teaches and protects the shaman and his people. As the god and the shaman are hardly in an equal position, the deals naturally tend to favor the gods. Hence the need for clever shamans. Lunars are almost never shamans.

Silver Pact, the: The Creation-wide society of Lunars. Similar to the "secret" or fraternal societies common among most barbarian nations, the Silver Pact is an organization created by Lunars for the purposes of self-protection and the kidnaping and initiation of newly Exalted Lunars. Also called *Lunar society* and *the Society of the Moon*.

Silver Way, the: The code of bravery, generosity and honor held up as the ideal of *the Silver Pact*. Lunars are who honor the Silver Way are given voice among their brothers and sisters in *Lunar society*. Those who do not honor the Silver Way are left to fend for themselves as best they can and, thus, typically perish.

Society of the Moon, the: Another name for *the Silver Pact*.

taboo: A special form of worship practiced by *shamans* or whole barbarian peoples, typically as *chiminage* to the tribe's *gods*. Those subject to taboos must do or not do certain things out of deference to their patron. Taboos can often be quite burdensome, and it is this struggle in the name of the patron that generates Essence.

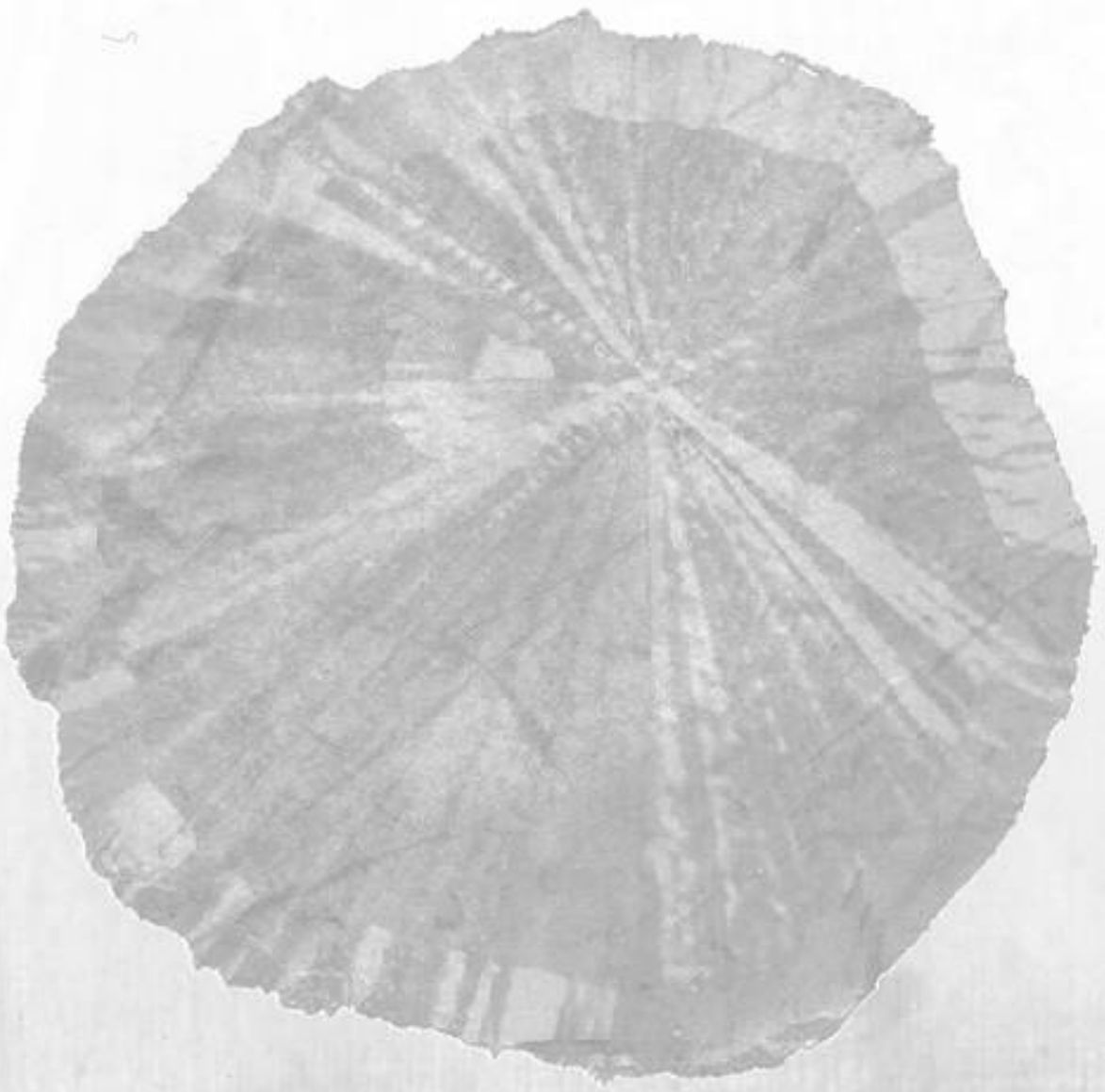
tlak: A formal gathering of Lunars called to settle grievances and discuss concerns.

totem animal: The one animal the Lunar identifies with most closely. This becomes one of the Lunar's *natural shapes* when the Lunar learns the Charm Finding the Spirit's Shape.

uf-ya: "Honored." A Lunar of the second rank who has distinguished herself with her reverence for *the Silver Way* and her glorious behavior.

urrach-ya: "Nonperson." A Lunar term for a Lunar who has fallen from *the Silver Way* or a civilized mortal or Exalt who has never lived according to the barbarian virtues. Urrach-ya are not protected by the Silver Way and can be lied to, cheated, stolen from or killed as the Lunar sees fit.

Wyld, the: In this book, the Wyld is never used to mean "outlands" or "ungoverned regions," the way it often is in the Realm or the Threshold. It is used by Lunars as by savants — to mean areas actually touch by the madness that lurks beyond the edge of Creation.




JOE VRIENS

The hunter's life ebbed as he plunged forward through the snow.

In every outdoorsman's heart, he confronts the possibility that, walking alone in the woods, he will injure himself and die. The hunter knew this and even loved it. A lonely creature, he had lived his life in a tiny cabin far from his village. He was there only rarely, for he was a stalker of beasts by trade, and a day spent at home was a day without income — something a poor man like he could not often afford.

He was no stranger to blizzards. As a young man, and even in his middle age, he had seen his share of terrible snow. He had been trapped away from his cabin so often the matter barely concerned him. Usually, he would have found shelter in a cave, but he had been greeted at the entrance to the only cave he knew by the growling snore of a sleeping bear. His attempts to cut fir boughs for a lean-to had ended when the frozen blade of his knife had shattered while he hacked at the first icy branches.

Though he was poor, what money he did have went to his gear, and he wore an ankle-length coat of mammoth hide fur-side in and knee-length boots of yeddim skin. His mittens and cap were of arctic hare taken in the dead of winter, when the fur was long and silky. Beneath it all were pants and a shirt of warm wool. Even through this outwear, the icy wind leached the heat from his body, and the labor of pushing through snow that was now knee high burned his body's precious reserves of energy.

The cold gnawed at his hips and his knees, reminding him of his age. Yet, still, the hunter plowed forward, fighting the storm for his life in snow so thick he could only hope he traveled in the right direction. Soon, he would have to dig into a snowbank and hope for the best. There wasn't much to hope for — he was an exhausted old man, his body already bad at retaining heat. He would die of hypothermia before he warmed the snow around him.

It was as he prepared for his tomb-burrow that the hunter saw the boy walking across the surface of the snow toward him. The man-child was perfect and garbed in cloth of glittering silver far too light to protect his flesh against the ice-steel claws of the blizzard. The winter wind that drove the snow sideways barely stirred the young man's heavy white hair.

Reflexively, the hunter's hand touched the iron charm against the Fair Folk that he wore beneath his jacket, and he extended his hand, making the two-fingered sign of the horns beneath his mitten. Numbly, he remembered he did not even have his iron knife any more. The boy continued to walk toward him, undeterred, and the dying hunter realized that the being approaching him was far more than a mere faerie.

The boy extended his hand to touch the hunter's eye socket, and the hunter died, he was reborn, he was shattered and remade Exalted. "My dear wolf," Luna said to his new Exalt, "you fight so against the snow, even though you are old and your muzzle is gray. Know that I see your strength and single you out, my love. I mark you as forever mine." Where the boy's finger touched his face, Red Jaws could feel the mark of Luna imprint itself forever on him.

"Go out into the world, great beast, and grow famous. Hunting elk and bear for their antlers and claws is beneath you now. You should dream of greater things to hunt."

And the snow-drenched night was torn with the howl of the hunter reborn.

CHAPTER ONE
SETTING

The Lunar Exalted are the epitome of wild, uncivilized strength. The lords of the Silver Pact preside over tribal nations strong enough to survive at the edge of madness and resist the soft temptations of civilization. Of course, city-dwellers see their rough, strong qualities as weaknesses. They see power in the straight ranks of the Realms legions, the devious plots of their bureaucrats and the fragrant, columned halls of their temples.

Barbarians know better than to mistake cleverness and ambition for strength. Civilization is a breeding ground for cowards: princes who would starve without peasant toil, priests who suffocate natural splendor with their doctrine and farmers who cringe in fear of a whip or lordly rebuke. There was a time when the savages at the edge of the Threshold could be tamed, giving up the glory of the spear for the comfort of the peasant's yoke. Once, the Scarlet Empress could reach out and destroy or enslave barbarian nations that threatened her, but the persistent threat of the Realm's military and of sorcerous retaliation has vanished with her. The Lunar Exalted know that their time has come. As god-kings of the wilderness, they initiate their savage subjects into a culture of courage, cunning and honor fit to topple the civilized world.

BEYOND THE THRESHOLD

City-dwellers have no set method to distinguish barbarians from civilized peoples. Any settlement that the local authorities find strange and troublesome may be labeled "primitive" or "savage." The tribes who live beyond the cities don't need any such systems. They know who *they* are. Barbarism is a lifestyle, a state of mind and a set of values that adapts itself to prevailing conditions. Under the guidance of their Lunar patrons, Creation's barbarians have developed an ethos that crosses geographical boundaries. As the Realm crumbles, the Lunar Exalted are no longer content with subsistence, and neither are the tribes they rule. The barbarian nations have begun to realize what they have in common, so the scattered raids of the past have begun to give way to gathering hordes.

Born into a time of renewed barbarian might, young Lunars have the chance to free Creation from civilization's decadent chains. Of course, altruism isn't the sole motive of a Lunar warband. Tribal people are practical; the Wyld-tossed lands they live in leave little room for abstract kindness or empty ideology. The first thing a barbarian tribe will want to "free" a city from is its riches. To the tribes beyond the Threshold, city folk lead passionless lives, bereft of struggle or real feeling. They've deadened themselves to the world's savage pulse.



Civilized people may not survive the liberation of their lands, but amidst the ruins, the Lunar Exalted can raise up new nations. Barbarians will claim wealth commensurate with their power. Survivors will die, serve or prove themselves by fighting for their own freedom.

Heroes at the Table of Creation

If there is anything truly universal about the barbarian ethos, it's the lack of false modesty and hidebound hierarchies. Though personal honor can still take a convoluted path to realization among real people, binding honest heroes to conspire against their own tribe, barbarians don't fawn before officials for recognition. Barbarians strive for great personal honor and speak honest words, knowing that only those who deserve high station should have it.

Except for slaves, every member of a tribe sees herself as a potential hero, able to rise to greatness through deeds alone. All barbarians are mindful of the fact that they are heroes in the making and consider anybody who denies herself the freedom to seek glory unworthy of human dignity.

This attitude affects every facet of barbarian life. An imperial talon arrays itself in neat battle lines; soldiers will fall to protect the integrity of the formation and, by extension, the military strength of the unit. Tribal warriors attack as individuals, smashing into the strongest foes in an effort to win glory. By secretly poisoning a rival, a Guild merchant may slink into her victim's position. Her barbarian counterpart strangles a rival before his family's eyes, then asks them to present grievances that her sword and purse are prepared to cure.

They Are Heroes

In this book, the terms "barbarian" and "savage" aren't used to denigrate the tribes and nations most strongly touched by the Lunar Exalted, but to set them apart from the city-dwellers and sophisticated farmers of the Realm and the areas of the Threshold close to the Inland Sea. Barbarian societies differ from the civilizations of Creation because of an array of technological and cultural differences and because of the pervasive guidance of the Lunar Exalted. Barbarians are a breed apart, indoctrinated into a culture that holds up straightforward values of honor, strength and individuality. After generations of Lunar tutelage, the barbarians have become the perfect weapon to use against the Scarlet Empire and, more generally, against the treachery and lies that drove their Lunar lords to the fringes of the world.

"Barbarian" and "savage" are not labels of shame, but of pride. The civilized nations see only hungry children and leather tents. Yet, the truth is that, although the nations dwelling at the edge of Creation lack large houses and sophisticated tools, the true savage would not trade her legacy of bravery, clever self-reliance and the stamina to endure terrible hardship for a dozen palaces.

The Measure of a Savage

Barbarians' lives are usually brief but often glorious. Beyond the cultivated fields of the civilized nations, the land grows harsh and unpredictable. The Wyld's influence seeps in more strongly near Creation's ragged edge. A wise savage smells the wind for strange odors and watches for subtle mutation of nearby plants and animals. These faint variances warn of greater dangers; small changes can herald the charge of patchwork beasts or the earthshaking stirring of a behemoth.

Even without the Wyld, the untamed wilderness hosts numerous natural dangers. Blasts of blood-freezing wind from the Elemental Pole of Air can slay a hunter before he sees his breath turn to ice. Local carnivores and deadly First Age ruins join with these environmental hazards to provide a seamlessly hostile milieu.

Civilized expeditions into the wilderness often fail because they consider the environment their enemy. Used to a landscape that has been tamed by civilization, they come prepared to dominate the land — and die accordingly. Natives don't concern themselves with trying to defeat the natural order because they don't treat it like a foe. They're a part of it; food, shelter and a small measure of safety can be had in all but the most desolate places. The wilderness is a continuous test of heroic virtues. It's the source of everyday glory and a pride for most barbarians. Honor and generosity begin with providing safety and succor for the tribe, then extend to war, justice and shamanism.

Life Between the Wyld's Teeth

Without the complex hierarchies of agrarian societies, barbarians learn to work in harmony with the land around them. Without serfs and artisans, each family has to use its own wit and muscle as efficiently as possible. Local resources fuel barbarian technology, put feasts on the long table and determine the tools and methods used by raiders. What cannot be immediately gathered from the land must be acquired through trade and pillage.

Technology

Barbarian technology begins with the land and is ultimately beholden to it. Barbarians cannot throw away the lives of adults by consigning them to laboring in a workshop or a mine. Every able-bodied adult gathers



food and prepares for war. Barbarians see specialization as a weakness; bound to his trade, the artisan sacrifices a part of his potential for the routine of the forge or the safety of the hearth.

The Lunar Exalted encourage this attitude, feeling that everyday tribesmen and potential Exalts alike will be stronger and more prepared to strike at civilization, with its complex decision-making structures and its specialist-driven economy. It is considered to be far better to trade for or to seize finished goods from regions that can support sophisticated artisans.

This doesn't mean that barbarian wares are crude, inferior things. A tribal artist's work can be a medium for storytelling, magic or medicine. The quality that results from these heartfelt, ritualistic efforts makes savage art a valued commodity, from the intricate carvings of the Linowan to the tattooed manskin swaddling clothes of the Dune People. However, few tribes tolerate the idea that one should do nothing but create fine goods.

Because the environment is such a critical influence on tribal life, it shapes the kinds of artifacts tribal craftsmen create. The nomads of the Southwest are famed for the small onyx fetishes they keep for luck and for tents that ingeniously disassemble into easy-to-pack components. The Guild makes a brisk trade with them for these exotic items. Those same fetishes line the mantles of well-to-do households throughout the Scavenger Lands and the tents of the imperial legions are based off of a sturdy Delzahn design. Many tribes even learn to work Wyld-twisted materials into tools and weapons, and though they are strange or frightening to look at, these creations often compare favorably to the handiwork of cities such as Nexus and Arjuf.

Even though they lack a distinct artisan class, barbarians honor the heroes who bring them new innovations. Such heroism isn't just the stuff of old legends; Lunar Exalted and mortal heroes are always returning to their tribes bearing technologies scavenged from the First Age or loot from civilized enemies. Every vital craft has a story associated with it. At the apex of such achievements is the ability to work moonsilver — an art granted by Luna to her worthy Exalted.

NECESSITIES

Barbarians are inexpert farmers. Most have a strong bias against peasant's toil, considering it slave work. Accordingly, many of those who become captive to more settled barbarian tribes are pressed into the demeaning task of agricultural slavery. Among nomads, agriculture is impossible and especially scorned. Wandering tribes hunt, gather and fish whenever they can. Hunting is especially emphasized, as it hones skills that

apply to raiding and war as well. Gathering is more often a task for children and the elderly, but no sensible barbarian would ignore the opportunity to harvest edible plants when they appear.

DIET

To ensure a steady food supply, most sophisticated barbarians keep herds. Herd animals are the most common basis of trade and the most commonly stolen property. In the North, the icewalkers go so far as to identify themselves by the animals they herd.

Regardless of region, livestock theft is usually punished with a painful death, since stealing animals threatens the lives of an entire sept. While outcasts may steal from their former kin, most livestock thieves are from other tribes. The practice is just too vile to occur between allied clans. Many tribes cultivate feuds to rationalize livestock theft from their enemies, though employing the tactic too often can provoke a full-blown war. Still, the potential spoils are great; aside from the odd animal that outcasts take, most thefts are grand in scale. Mounted robbers press entire herds into stampedes, then run the beasts back to the thieves' home territory.

Lacking farms, few barbarians eat civilized staples such as rice or millet. Cereal grains make a man fat more readily than the meat, seeds and root vegetables preferred by tribal peoples. As a result, obesity and diet-related illness is rare among barbarian tribes. Likewise, the hardships of the land and Wyld deformities cull the weak. As a result, barbarians tend to be extraordinarily healthy people, for all those who are not die in the first weeks of life. Most are either large and strong or lithe and wiry, depending on their ancestry.

NOMADIC LIFE

Many barbarians are nomads. Most follow a familiar route, passed down by their ancestors and adjusted due to the environment, encroaching civilization or the will of their gods. Most nomads follow herd animals along the grasslands and steppes. Some take territory based the migration paths of deer, wild yeddim, mastodon and other animals. Others keep domesticated herds, driving them along as they follow the best pasture. Despite their roaming lifestyle, nomads can have an enduring effect on the land; stone corrals, buffalo jumps and caches dot nomad territory.

Nomadic survival is usually dependent on hunting, gathering, livestock and raiding. Normally, nomadic trails pass through the best grazing land available. Competition between tribes for the best pastures is typically vicious, since exile to an arid land is a death sentence for a tribe of herders. Nomadic religions are uncompromising about these priorities. The gods give the tribe the animals they need, but they must seize everything else for themselves.

At the same time, it's remarkably easy for nomads to resist assimilation into civilized society. They just pack up and leave — often returning in lightning raids to harry or destroy the source of their irritation. In recent years, Lunar Exalted have been curbing this trend and guiding nomads to unite, raising formidable hordes that threaten the Threshold and beyond. In the South, Exalts test the strength of Paragon's Perfect. Aside from harassing his soldiers, they grant an honorable death to barbarians that the Paragon has mystically enslaved.

As they organize under more active Exalted leadership, many nomads have turned to patrolling trade routes in search of tribute. Guild caravans do their best to avoid paying, but nomads can chase down the slow, yeddim-drawn carriages faster than the merchants can switch routes. As a result, the merchant princes keep meticulous records of when to expect nomadic intrusion and how much of a "toll" to budget for.

Although most nomads use swift, sturdy animals for transport, a few move on foot. Often exposed to conditions where no riding animal can survive, nomads who travel on foot are known for their unmatched tenacity. In the North, icewalkers pull their animals on covered, man-drawn sledges when the beasts are too starved to stand. By contrast, the infamous Dune People travel light, following the human prey from whom they derive food, water, tools and weapons.

SETTLEMENTS

Settled barbarians use rough, serviceable dwellings made from whatever materials they have on hand. No taverns or markets exist; barbarians trade person to person, clan to clan or tribe to tribe. The general rule is one dwelling per family, though shamans and initiates into tribal secret societies (such as those of warriors or of menstruating women) may require a separate space to fulfil taboos or to practice rituals.

A tribal chief usually has the largest dwelling. In the East, Linowan chiefs live in longhouses or great halls, furnished with whatever luxuries the people can provide. Farther east, treehouse colonies serve the same purpose for the natives — and provide a convenient method of execution when criminals are tossed from the chief's balcony. The chief, unmarried warriors and important guests dwell in this large home. While it serves as a tribal lord's court, homestead and barracks, he isn't necessarily the owner or master of the place. Many tribes cede mastery of the hall to elders or spouses who are responsible for the upkeep of the hall and, by extension, the finances of the entire tribe.

In other regions, the pattern repeats itself, from the coral halls of gilled Western pirates to the subsurface

SONGLINES

Passed down by the Lunar Exalted at the start of their exile, songlines are a way of reckoning location and distance through traditional stories and vice versa. A songline is a particular path whose landmarks recall important myths, tribal history and occult lore. As a mnemonic device, songlines let a wise nomad know the approximate distance she's traveled, the features of the land and any possible boons or dangers. The original songlines twisted along with Creation during the Great Contagion. The Silver Pact took pains to revise them afterward, but their efforts weren't always thorough. Many songlines are inaccurate, sometimes dangerously so. Many more are recent inventions, as shamans used the technique to record tribal history.

The true value of the songlines arise when a shaman travels them. Complete songline stories are the exclusive property of tribal mystics, who only share them with apprentices or gods such as the Lunar Exalted. A songline adept sees the land as a book of secrets; each feature contains a bit of tribal lore and requires the proper ceremonies to fully traverse. Supernatural danger, First Age ruins and sorcerous lore can reveal themselves in the symbolism of each landmark, leading an Exalt to important clues. This is why the Silver Pact introduced the custom to nomadic tribes. With the help of songlines, a Lunar hero can rediscover secrets that even the Exalted have forgotten.

Because of their Lunar origins, songlines are common to many disparate tribes, but Southern barbarians have been the best at keeping them free of error. The arid terrain of the South allows natural features to stand for a little longer. Elsewhere, erosion and natural upheavals distort the accuracy of some paths' songs, or the people have settled into one place and no longer need to remember the ancient trails.



chambers of Southern herders. Successful settlements are founded near reliable sources of fresh water, pastures for any animals the tribe possesses and enough untamed wilderness to support hunting and gathering over the long term. Many barbarians will risk (and sometimes embrace) Wyld influence in return for these resources. A well that provides fresh water may confer ophidian features, hallucinations and other changes, but these are secondary concerns for a tribe that has suffered a season of starvation or disease. Tribes that abandon taboos against the Wyld are hated, but they draw upon resources that give life as well as strange poxes.

For their part, Lunar Exalted often guide tribes to particular places for their own purposes. A longhouse may sit atop a First Age ruin, its inhabitants warned by shamanic visions to guard the place with their lives, or a tribe may leave a sacrifice for local gods to fulfil a pact made by a Lunar chieftain. These idiosyncrasies often dominate tribal culture. Travelers can rarely count on the same customs holding true from one settlement to the next, as the taboos of one location may anger the gods in another — or as tusked cannibals replace the cat-eyed vegetarians of the last village. Nonetheless, barbarians do have some common values, so taboos that undermine the virtues of a sworn vow or generosity rarely arise.

Chieftains

In a society of heroes, government is chaotic and sometimes violent but also less tolerant of the scheming

Taboos and the Exalted

Most taboos revolve around matters of survival or a command from a tribal god. Common taboos include:

• **The Sacrosanct:** One or more members of the tribe must be treated in a certain manner. Sacrosanct barbarians are usually shamans or chiefs. Common versions of this taboo forbid anyone from stepping in that person's shadow, wearing a color reserved for one of them or meeting their gaze. The punishment varies, but is usually death or exile. In tribes where this taboo is followed, Exalted are usually considered to be sacrosanct.

• **The Forbidden Place:** Ordinary members of the tribe cannot enter or even approach a certain place. This site is often a place where the tribal shaman goes to commune with the gods or where secret societies conduct their rituals. In this case, those allowed to enter the forbidden place choose the punishment for those who enter without their leave.

• **The Wyld and Purity:** Except for Wyld barbarians, most tribes have strict taboos against associating with the Wyld in any form. This is a purity taboo; minor infractions are treated with purification rituals such as isolation from the tribe or being forbidden to share food or water with other members of the tribe. Extreme cases (such as the development of an actual Wyld pox) call for death or exile.

Aside from the Wyld, other purity taboos exist. Infants born with cauls are routinely exposed by the Linowan, who believe that they will eventually betray the tribe to the Haltans. Woman are isolated during menses in many tribes throughout Creation because they are considered to be unclean until their bleeding ends. All tribes check their livestock for impurities. Many of their standards are practical; deformed animals might be tainted by the Wyld and are more likely to be infertile. Whole categories of animals (such as pigs) may also be held as impure.

Social Taboos

Social taboos influence how members of a tribe treat each other or outsiders. The Jackal Tribes of the South do not show their faces to strangers and cover themselves with red scarves when they must deal with outsiders. In the Ten Tribes, it's rude to discuss what a tribesman said while she was intoxicated unless she was a shaman in the throes of an ecstatic vision. Shamans are usually granted some leniency regarding these taboos, since it's understood that a shaman's totem or her eccentric nature may make these taboos impossible to follow. Exalted are almost always exempt from minor social taboos.

Creating and Removing Taboos

Most taboos are imposed by shamans or Exalted. The character must spend a long period of time (a month or more) or utilize a dramatic event (Storyteller's discretion; battles and plagues are appropriate) to convince the tribe that the new taboo is needed. The medicine worker or Exalt's player makes a Charisma + Lore roll at the following difficulty levels. Removing a taboo of a given severity requires 1 additional success (or 2 if the taboo is practical or deeply ingrained).

Difficulty	Severity	Example
2	Mild	Never kill an albino animal; it belongs to the gods.
3	Moderate	Never touch the dead outside of a battle.
4	Serious	Never stand in a shaman's shadow; to do so means death.
5	Severe	Never shed the blood of an honorable enemy; use strangulation or crushing instead.

and backstabbing that characterizes civilized rule. Barbarians don't believe in abstract political theories; they rule by merit, need and ritual demand. And whether it's acknowledged or not, the tribes also organize themselves in imitation of and in the shadow of the Lunar Exalted. As gods, invincible lords or the progenitors of bestial royal lines, the Children of Luna shape savage society into a model that reflects Lunar values. Under Exalted guidance, barbarians have developed a society that respects proven individual achievement. Tribal law gives little consideration to those who do nothing to protect or glorify themselves. Even the lowliest tribeswoman can raise herself into a position of power. Her deeds speak for her.

For this reason, a single chieftain rules most tribes. This ruler is a formidable individual: a veteran raider, consummate trickster or shamanic visionary who has earned his place in the legendry of the tribe. However, his rule is not an unconditional one; the tribe must recognize his achievements. Some leaders require shamanic approval to take the throne. This approval signifies that the gods (and the Exalted) deem the candidate worthy. In others tribes, the custom is to gather a cadre of oathbound warriors who will defend the candidate's claim. In tribes where the affairs of war and the household are sharply divided, the blessing must come from the matriarchs, elders or officers who control the homestead.

Lineage is an uncertain guarantee of power. Certainly, the children of heroes seem to have a greater propensity for greatness — or at least the storytellers will portray it that way — but a weak heir is rarely tolerated unless he serves a powerful tribal interest. Such a chieftain might survive to be the plaything of the shamans or the hall-keepers. Weak lords are often hobbled with complicated taboos or given difficult quests by the shamans. These serve to eliminate the problem by demanding that the lord rise to the challenge or die. In any event, a chieftain who can't or won't ascribe to barbarian virtues isn't to be followed blindly; there is no divine mandate to protect a weakling from his subjects. Few barbarians can stomach taking orders from a coward or an oathbreaker.

To prevent inheritance from propping up a weak ruler, many tribes practice primogeniture: the splitting of lands and valuables among the surviving offspring of a dead chief. A modest heir might be content to live with his allotted portion, but most children try to at least equal their parent's wealth. Of course, the easiest way to do this is to seize their siblings' portions, making succession a bloody affair for many tribes. In a few situations, two or three siblings may turn against the rest, agreeing to co-rule the tribe when the dust settles. Such arrangements are rarely successful and merely postpone the fratricidal bloodbath for a few years, but a few siblings do manage to combine their talents and become effective rulers.

Once a chieftain comes to power, the tribe returns to normal. Settled tribes usually kill or banish any remaining dissenters. More adventurous dissidents strike out on their own, creating new settlements far from their original homes. Part of the Scavenger Lands' surprising diversity comes from this custom, as Northern and Eastern adventurers lay claim to land closer to the heart of Creation.

Of course, nomads have an easier time resisting an unworthy ruler. Born to ride or walk, they can leave behind their problems more quickly and easily than their settled cousins. If they know they can escape their rivals, losers in a leadership struggle often gather their followers and animals and leave.

MEDICINE, WITCHCRAFT AND SHAMANISM

Other than the chieftains, shamans are the other paramount powers in tribal life. Sometimes, a chieftain will also be a shaman. Most barbarian rulers have some religious duties related to their rule — gods that only they may propitiate or sacrifices only they may make. However, an elder shaman will instruct a neophyte king in the proper ways to conduct these sacred duties.

Barbarian society is not divided into secular and religious spheres as societies built on the Immaculate Philosophy are. Every member of a tribe engages in daily rituals that are usually learned during the tribe's rites of passage. Shamans are not just gathered from the youth who show a special facility for tribal rituals, they must also be marked by the gods. Signs of such favor vary from tribe to tribe and include homosexuality or gender aphasia, the ability to see invisible spirits, speaking in tongues and schizophrenia. An elder shaman notices the spiritual activity and eccentric habits of a possible initiate and takes him into her care, consulting omens and the gods to confirm her choice.

From that moment onward, a tribal shaman is considered to be an intermediary between the tribe and its gods. This means that a shaman is a mortal who deals with local divine powers, be they Exalted, of the spirit world or from the Wyld. Obviously, this makes a skilled shaman one of the craftiest and bravest mortals in Creation, since she may be called upon to deal with powers that are easily capable of destroying her people.

The shaman usually begins by making a long-term bargain with a local divinity. This totem acts as the shaman's guide and advocate when she deals with mystical forces, but the help doesn't come for free. Shamans owe *chiminage* (a series of taboos and obligations) to their tutelary gods; the price increases in proportion to the being's power. This being isn't any

sort of "familiar" to the shaman. Any obligations the shaman has to the spirit are not reciprocal except to whatever extent the god wishes.

A clever shaman will ensure that most of her obligations are mundane; like all barbarians, shamans despise the thought of slavery and know that any bargain they make will serve the god better than it serves the tribe. Some powerful (or foolish) shamans have multiple tutelary gods who enmesh them in chiminage so strict that they lose all semblance of normalcy. Vows of silence, blood sacrifice, walking backward and bizarre speech all mark a shaman deeply entangled in chiminage. Shamans follow the guidance of their tutelary god whenever they encounter strange supernatural forces or when they need extraordinary advice. The totem serves as an informant, advocate and occasional defender. The simplest matters to deal with are medicine or witchcraft; the god provides some advice about the matter at hand, and the shaman uses her own skills as directed.

Medicine includes natural and occult skills that directly benefit the tribe. Herbal cures, exorcisms, inciting battle-rage and investing the chieftain with authority are all forms of medicine. This can be as dramatic as presiding over a ritual combat or as mundane as counseling a troubled couple. Shamans don't work for free. Typically, they are accorded special respect and can expect the tribe to provide a relatively comfortable standard of living. If the shaman makes reasonable demands and does a good job, the tribe won't resent this. In a world inundated with the supernatural, a shaman's work is as palpable a benefit to the sept as a hunter's.

Witchcraft is the art of harming others through normal or occult means. Witches may cause disease, make the land barren and harm their enemies with hostile magic. Many tribes ascribe most or all of their misfortune to malignant witchcraft. Sometimes, the assumption is correct, though the cause is difficult to root out. Barbarians hate a known witch.

Most shamans have a touch of witchcraft in their repertoire of occult techniques. A shaman might poison a local troublemaker or curse an enemy tribe. Shamans are jealous protectors of the arts of witchcraft; unsanctioned members of the tribe who use witchcraft are hunted down and punished whenever they are discovered. Using harmful magic outside of the office of shaman is an almost universal taboo, so the entire tribe will usually assist in the hunt for a witch. Witch-hatred can serve tribal politics as well; when a shaman accuses someone of black magic, there are rarely any naysayers. A shaman's reputation is well earned, since her ties to the local gods provide an exceptional ability to root out secrets.



Totems and Gods

The Occult and Craft Abilities cover most aspects of a shaman's skills, but some of the unique facets of shamanic knowledge come from divine instruction. The shaman's totem(s) largely determine how he practices his arts, his chiminage and the fortunes of the tribe as a whole. Many shamans pass their gods on to novices, ensuring a continuity of ritual. A new god can totally uproot tribal tradition; this is usually the cause of much unrest until the new shaman and his god prove too useful or powerful to ignore.

The archetypal tutor-god is a spirit, but this need not always be the case. Exalted, Fair Folk and even behemoths can serve as supernatural benefactors. Special circumstances apply in each case, the generalities of which are detailed below:

Spirits: A spirit will work with a shaman if a tribe can offer something to further its agenda. This usually concerns divine politics or the spirit's particular portfolio. Chiminage is negotiated to serve these needs. In the North, the Thane of Glistening Ice commands his shaman to erect an ice sculpture that faces the setting sun every lunar month and never to step on a stone at night, granting it prestige and foiling its rival, the Thane of Shadowed Rock.

Lunar Exalted: The second most common type of tutelary god (after the spirits), Lunar Exalted often shape the shaman in order to shape her tribe. Lunars of the Silver Pact use chiminage to reinforce barbarian morality. A Lunar Exalt can also use a shaman to forge the tribe into a weapon against civilization or a tool to serve her own interests. Ka-Koshu's shaman declares that no boy is man until he's carved his sleeping bone from the femur of a traveler. He also demands that his shaman tell the tale of the exile of the Dune People when the moon is full, so that they'll never forget their betrayal at the hands of civilized humanity.

Fair Folk: Fair Folk desire sustenance first, *flavorful* sustenance after that and the triumph of the Wyld as a matter of convenience. Unless stopped, a shaman with a faerie totem will transform his tribe into a Wyld cult and a herd for his patron. Because they are vulnerable to sworn oaths, the Fair Folk are loathe to make specific promises, preferring to reward the shaman in a spectacular fashion as a "show of good faith." In the forested East, the Horned Diplomat of the Kindly Ones requires his shaman to seed the tribe with suspicions of witchcraft (he enjoys the emotion of paranoia). At his urging, young men venture into the deep Wyld to earn their spears. Other tribes would consider the Horned Diplomat's shaman to be a witch of the worst sort, but the glamour of a fey patron makes such a shaman difficult to unseat once she holds power.

Other Exalted: Other Exalted might serve as totems, but few Exalts seek out such a fate (though given Lunar interest in the tribes, any who do keep quiet about the fact). Still, an impressed shaman might seek one out for an alliance.

Solar Exalted tend to manifest their divine nature in the form of supernatural skill. Though this may be epitome of heroic virtue, such displays don't always fulfil tribal expectations of what a god should be. Sidereal gods are so rare as to be practically nonexistent, but a member of the Gold faction might attempt it. The Dragon-Blooded rarely stoop to entertaining savage beliefs, and many tribes know them well enough to consider them enemies.

Many tribes consider the Dragon-Blooded to be profane gods of the civilized nations, who demand dishonorable chiminage and exclusive worship. A few Terrestrial witches do reject the Dynasty. These aren't often totems, but are sometimes secret teachers and allies to the most cunning shamans. These reclusive wild Dragon-Blooded offer black magic in exchange for the shaman's influence over her tribe.

The Abyssals play the role of gods with adroitness. Manipulating native ancestor cults, Abyssals send dead relatives and minor miracles to woo a shaman. The goal is usually to lure the tribe to a shadowland or orchestrate enough death to create one, but a clever Abyssal may use his shaman to fulfil long term objectives, such as disrupting trade or bolstering a shadowland's own pale troops.

Others: Other oddities may serve as a shaman's tutelary god. A ghost might demand an ancestor cult in exchange for magical aid or secrets from his First Age life. Behemoths have little to offer, save that a lucky shaman can learn to goad one of the deranged, giant beasts to slay the tribe's enemies. In all cases, the shaman's skill and the creature's motives determine the chiminage.

When it comes to foreign gods (including unfamiliar Exalted), a shaman is more dependent on her advocate. A totem serves as the shaman's agent, negotiating or (rarely) struggling with other gods. If the shaman has a respected tutelary god she can negotiate to the tribe's advantage, but usually acquires further chiminage to seal the deal. A shaman can't expect her totem to fight for her, but it sometimes happens. The spirits, Exalted and Fair Folk involved are sometimes quite taken with "their" shamans.

In all cases, these situations are typical of barbarian religion. Palpable results are preferred over abstract devotion. Shamans who are useless or treacherous can be and are overthrown; although their authority is great, piety gives way to savage practicality. Replacements are chosen from the strange youths of the tribe, and the rites continue.

Commoners and Slaves

At the bottom of barbarian society are its herders, primitive farmers and everyday hunters, but you'd be hard pressed to find a commoner who thought his life would be any better under the direction of a civilized lord. Barbarian society recognizes honor; a typical tribesman closely guards his reputation and seizes the opportunity to prove himself when he can. Nobility ultimately springs from a man's deeds. If a chieftain proves herself to be weak, anyone with the bravery and intelligence necessary should claim her mantle.

Of course, rough living in the wilderness makes these ambitions hard to follow. Most commoners have their hands full with the daily effort of survival. Only the best fighters are picked for raids and warfare, so few commoners have a chance to test their mettle. One exception is when the tribe is attacked at its home encampment. Commoners become doubly dangerous then; they are not just fighting for their homes, but for a rare chance to acquire glory for their battle prowess. A commoner might also prove himself on the hunt; in Wyld-touched lands, the beasts can be just as threatening as an enemy tribe.

Commoners are not specialized. Every member of the tribe must learn the skills necessary to support themselves. Training begins in childhood; its importance is emphasized during rites of passage. Neat divisions of farmers, artisans and warriors do not exist, so most barbarians know a little bit about every skill the tribe needs to prosper. Still, individual commoners are known for their aptitudes. A talented smith may find himself able to live a little better than his neighbors, but he would still hunt for his meals and doesn't have a monopoly on his craft. If he charges too much, his neighbors will simply make their own ax blades and horseshoes.

Generally, the only specialists in a tribe are its slaves owned by the tribe's chieftain. She can do with them as she pleases: kill them, sell them or even free them if they somehow prove that they have honor. Unless they are earmarked for trade, concubinage or ransom, slaves are usually pressed into productive labor immediately. Settled barbarians see civilized captives as a natural farmers, since agriculture is generally held to be an honorless task and the natural occupation of a settled weakling. This slavery is a hard life, but not much harder than that of the peasantry — few barbarian overlords have a mad ambition for public works, and being pressed into public labor is a common way for peasants to die.

One of the worst things that can happen to a slave is to be sold. Many tribes supplement their resources by raiding for slaves to sell to civilized people. The Guild is more than willing to trade well-forged weapons and exotic trinkets to acquire them, feeding the Realm's appetite for slaves at an excellent profit to the Guild.

War

Battle elevates commoners to lords; victory shows the gods that a tribe is worthy. A sept that regularly takes to the field grows to view it as one of the central aspects of its existence. There are peaceful tribes who live in isolation from the rest of the world; when they emerge from such isolation, they are usually overwhelmed by violent competition. Although Creation is vast, the lands beyond the Threshold offer inhabitants little in the way of safety or wealth. Nomads struggle for the best paths. The Fair Folk drive tribes into each other's territory and drink from the passion of battle. Still, barbarian warriors don't just fight for survival. With its emphasis on honor, glory and generosity, barbarian morality often demands war.

Feuds and Ritual Warfare

Honor demands blood for several reasons. Stealing from a tribe or breaking an oath to its chieftain are two of the surest ways to attract a war party. Such things insult the whole sept, meriting organized revenge. Ironically, this can ensure stability, since many tribes are part of complex webs of feuds and alliances that stem from ancient insults and obligations. In some cases, these feuds are between Exalted, and each tribe does its part to deliver the wrath of its god. In any case, Lunar customs and barbarian customs are intertwined to the point where a feud can become a highly ritualized affair. Honor sometimes demands nothing less than the massacre of an enemy tribe. So it is with the Dune People, who believe that all outsiders share guilt for ancestral offences and scribe the sins redressed upon the crafted flesh and bone of their victims.

Other feuds evolve into a string of retributive acts. These aren't always petty; the Linowan use trees to further their feud with the Haltan nation, felling the sacred conifers of their enemies. Generations of struggle have permanently changed the landscape; spirits of the pines and leafy trees intensify the struggle in an effort to expand their own power. Even a small dispute can take hundreds of years to settle. Individual revenge killings can cross generations, until the original reason for the argument is lost even to the ancestors. Counting coup, slaving raids or even chains of vicious pranks cement an enmity, while preventing it from growing into full-blown war.

Many traditions exist to formalize intertribal warfare. Lunar Exalted often encourage this as a way to mediate intertribal struggles, preserving their warriors for the eventual assault on civilization or a final conflagration with the Fair Folk. The Exalted guardians of two rival tribes may even meet for a frank discussion of the customs to be used in their struggle. When successful, such arrangements can lead to an alliance, as a careful marriage or a divine pronouncement ends the feud.

Counting Coup

Counting coup is a form of ritual warfare where the objective is to steal face from the enemy. In the Scavenger Lands, a warrior of the Ten Tribes uses a ritual weapon called a coup staff to strike an opponent. The enemy might take a hard blow from the coup staff, but the weapon isn't intended to seriously injure her. If the attacker can get away without being killed or struck himself, he takes face from his enemy. Minor disputes can often be settled with one blow of the coup staff. This method is also used to grant a fallen enemy mercy. If a barbarian strikes a fallen opponent with the coup staff, she lets him know that she *could* have killed him. In some cases, entire wars are fought with coup staffs, often to determine the leadership of a larger horde.

Dueling

Dueling between enemy chieftains or renowned warriors can end a war with minimal bloodshed. Generally, local customs, the severity of the dispute and the preferences of individual warriors determine the type of duel. In the South, nomadic Delzahn face off in mounted archery duels. Each has three glass-headed arrows; the one to strike true with the most arrows in a single pass wins. If they run out of arrows before any clear result emerges, seconds supply them with more until the duel is finished. Icewalker duelists trade war-club blows, never parrying or dodging, until one warrior surrenders or falls.

These duels need not be formal affairs, either. A battle between two heroes can serve to decide an entire war if both warriors are respected enough. One (or both) of the heroes is often a supernatural being of some sort, such as an Exalt or a God-Blooded sorcerer. When duels are used to settle wars, the winner's tribe is expected to let the losers leave the field and negotiate honorable terms.

Wergild

Wergild is the price exacted on a murderer. By accepting the fee, the family or tribe of the victim forgoes the right to pursue the feud any further. Tribes that practice wergild assign a body price based on the status of the victim. A chieftain exacts the highest fee, followed by warriors and, finally, commoners. Shamans are usually exempt from wergild; as intermediaries between their tribes and the gods, their persons are sacrosanct. As property, slaves cannot instigate a feud, but the killer is still expected to pay a fair price to the owner for her loss.

Kidnaping

Kidnaping mitigates a fierce battle by designating some enemies as future slaves or captives instead of spear-fodder. Noncombatants may be made into slaves or even replacements for lost members of the tribe. In the Scavenger Lands, the Red Scar tribe renames captives after lost loved ones, expecting them to fulfil the same roles. In this fashion, some tribes have had members whose "lives" have last several generations, as new captives assume a revered identity as a lost wife, husband or mother.

Some tribes provide for the ransoming of captive warriors, but these circumstances are rare. The Red Scars publicly torture warriors to death over three days to cow their other captives — a typical custom. On the other hand, the Delzahn take great delight in negotiating ransoms. Many of the khans are related by blood, disinclining them to casually kill fellow warlords. Treatment of captives is often related to how "human" the tribe considers their prisoners to be. Wyld tribes are particularly feared in this case because few captives meet their crazed standards of "humanity."

Ravaging Civilization

When attacking civilized lands, the rituals of intertribal strife are forgotten. Swift, brutal raids are the preferred tactic; barbarians put entire villages to the sword and raze the buildings to the ground without a second thought. Because city-dwellers are dishonorable, few of the niceties of tribal struggles apply. Even when they do, the victims hardly look upon barbarian customs with favor. When the enemy uses cannibalism, slow impalement or the garrote to torture captured enemies, civilized leaders are wont to misunderstand that this is the traditional prelude to negotiations.

Honor Marks

Many tribes have adopted the Lunar custom of body marking to expedite duels and other affairs of honor. After a duel, the victor and the loser both receive tattoos, scars or piercings recording their victory or loss. A famous warrior may have a dozen victory marks; a maladroit tribesman may have half as many loss marks. The nature and style of marking vary from place to place, so an Arczeckhi warrior might not recognize the nine victory bones that grace his icewalker enemy's ears and eyebrows.

In this tradition, most warriors have a few loss marks. These aren't considered dishonorable unless the warrior conceals them or attempts to seize station from a better-marked counterpart. In fact, the most feared warriors have quite a few loss marks — but more victory marks. This indicates victory through skill, not luck.

In battle, a warrior may honorably surrender to an enemy with more victory marks. However, defeating a superior foe is a great source of glory, so the custom isn't always followed.

As a source of honor, raiding differs from intertribal warfare because loot is more important than the glory of battle. Individually, civilized soldiers are rarely a match for their savage counterparts, so there's little glory to be gained from fighting such obviously inferior foes. Most are considered nonpersons anyway, since they have no concept of individual glory or ritual warfare. Head counts are a common substitute, as each tribesman tries to redeem the poor quality of his enemies by killing as many of them as possible.

Unfortunately, this sometimes puts barbarians at a disadvantage. Many barbarians enter the fray as individual fighters, rushing to kill as many enemy soldiers as possible. A militia's phalanx can ward off a small band of raiders; a veteran talon can repulse an entire horde, if terrain and their Dynast officers are adequate to the task. Sheer ferocity can overwhelm a peasant levy, but a disciplined formation presents a formidable challenge to fighters who rely on nothing but their own courage and thirst for glory.

Aware of these weaknesses but unwilling to trade glory for a spear-carrier's lot, barbarians learn to avoid direct combat. Surprise raids take advantage of swift ships or animals, bringing screaming lines of barbarians to torch and loot. Temples are favorite targets, but most tribes consult their shamans first to determine whether the temple has a little god inclined to protect its house. If the omens seem favorable, raiders desecrate the place, both to demoralize the enemy and to seize its undefended wealth.

In any event, raiders will rarely tarry. After looting and taking captives, they retreat to their wild fastnesses. Nomads typically wander for a time to avoid retribution; others travel to wilderness hideouts where their pursuers cannot follow. After a prudent wait, warriors claim honor and divide the spoils. Grudges often arise at this point, as one warrior contests another's share of wealth or glory.

Not all tribes raid settled areas, but those that do incorporate raiding into their lifestyles. The most sophisticated tribes practice extortion, charging a fair to exorbitant fee to stay away. However, since their victims lack honor, it's a simple affair to break such oaths. In many cases, raiders trade their spoils at Guild-run trading posts; a few even venture to cities such as Nexus with the slaves, jade and trinkets they rip from civilized lands.

Gathering the Horde

Under the direction of the Lunar Exalted or a rare, brilliant warlord, tribes gather for more than subsistence

Atrocities

Barbarian raids are rarely gentle. Raiders don't generally believe the city-bred are capable of honor; some tribes don't even consider their victims to be human beings. Combined with warriors hungry for glory and a tribe desperate from starvation, a barbarian raid can be gruesome and overwhelming, replete with rape, torture and wholesale destruction. Storytellers should consider their group's tastes before portraying these elements. They shouldn't be included if it would ruin the enjoyment of the game and lose their impact when presented as a shallow shock. You may wish to describe the impact of a raid in general terms or simply concentrate on the aftermath, portraying the brutalized survivors and their razed homes.

Lunar Exalted have an incredible amount of influence when it comes to directing a raid, but they are products of the practical, brutal septs that raised them. On the other hand, Exalts are, by definition, exceptional people; basking in Luna's light makes them a breed apart, above tribal law and forever severed from the old assumptions that once guided their thoughts. Lunar Exalted can make their own moral choices, but they may have to face the resistance of their people. Turning a savage warband or nation into moral warriors can serve as an excellent focus for a story or series.



raiding and internecine squabbling. Great leaders, wily shamans and powerful supernatural forces can all conspire to create a horde. When such a force gathers, all Creation trembles.

Ritualized war, arranged marriages and vision quests are all used to bind disparate warbands into a barbarian army. For all the rivalry they generate, feuds can bind several tribes together as each negotiates the complex chain of reprisals necessary to satisfy the participants' honor. Exogamy (marriage outside the tribe) cements blood ties. Barbarian gods can demand an army through a divine edict. Through their shamans, Exalts, little gods and Fair Folk may gather hordes. Some simply take the mantle of a war god, kha-khan or high king to personally direct their followers.

A barbarian horde is a terrifying, though tenuously held, force. After tribal chieftains swear oaths to the leader, they gather their own warbands. The ruler of the horde joins several of these into single units based on any affiliations they may have had in the past but doesn't necessarily care if they are staunch allies. Competing bands can be even more effective than oathbound allies, as each fights harder to claim greater glory than the other. The horde's leader is expected to divide loot fairly and to assemble a rough strategy but not to interfere with each band's preferred fighting style. A wise general divides the tribes according to their specialties and employs them in loose, mobile formations — the only kind many tribes will tolerate.

Properly employed, this fluid approach is nigh impossible for enemy battle arrays to counter. Lunar Exalted take particular joy in leading cavalry against Dynast-led troops; they ride by to decimate an imperial talon, then retreat to where the Dragon-Blooded (who can't use mounts when displaying their anima banner) can't follow.

Wyld troops and unnatural beasts also compensate for the horde's unsophisticated tactics. With shamans goading it on, a behemoth is capable of breaking an enemy's ranks. A single buck-ogre is more than a match for a fang of legionnaires; but a fang rarely works alone, so beastmen and Wyld troops smash into the ranks and then retreat, harassing the enemy into defeat. Wolf-warriors and other beastmen serve as generals or elite berserks. Aside from their sheer physical prowess, the beastmen are respected for their Lunar blood.

After the first few victories, a horde may choose to accept tribute in lieu of battle, but such arrangements are unreliable. Warriors eager for loot or glory may disobey the arrangement, and even Lunar chieftains are hard pressed to rein in such ambitions. Looting is all well and good, but *conquest* is something that assures one a place in a tribe's epics and approval by the gods. As time passes, this instability increases; few hordes survive the death of their leader.

Lunar Hordes

Under Lunar command, a horde is even more dangerous. Hordes under Lunar direction are more obedient; they're being commanded by a *god*, after all. Since the Lunar Exalted are extremely long-lived, a horde might never have a chance to falter upon its warlord's death — at least, not within the lifespan of any of the horde's members. As things stand, no Lunar Exalt has successfully gathered a horde such as this. Either the Wyld Hunt, other barbarian rivals or the Empress' First Age weapons have dispatched them before they stabilized their regimes.

This is fortunate for Creation. Such a self-perpetuating horde could never be torn apart by jealous heirs. They would never inherit leadership and would simply be too weak to overthrow their Exalted overlord. Ma-Ha-Suchi is close to gathering such a force, but Solar interference has slowed the pace of recruitment. Still, he has hundreds of descendants: loyal beastmen who he dispatches to tribes throughout Creation in an attempt to gather them under his banner.

Properly directed, a horde can cause untold devastation. Cities vanish from the face of Creation, and entire cultures are exterminated. The Scavenger Lands is still recovering from the Arczeckhi horde; the Delzahn carved an empire from the riches of the South. Often, the horde goes soft and adopts the civilized mores of its victims; many petty states began as rampaging hordes. Those commanded by the Lunar Exalted rarely falter. When the hordes of Luna enter the Threshold, they turn the cities into new wilderness and farmsteads into wild plains, stopping only when the legions of the Dragon-Blooded rout them.

Barbarian Morality

Forged against the constant threat of untamed Creation, the barbarian ethos is a practical code. Followers rely upon it to work in the face of feuds, starvation and the ravages of the Wyld. As such, it respects the individual, for no chieftain can deny the needs of the men and women who feed him. On the other hand, merit is recognized by the tribe. They are the ones he must rely on to give their oaths and sing him into legend.

The result is a culture that values heroism and pride, yet cares little for the rights of outsiders. The deeds of the mighty aren't recorded in sterile libraries, but proclaimed by storytellers and shamans. The tribal epic isn't confined to the past; storytellers add to it as each generation proves itself. Within the boundary of the tribe's needs, any free man or woman can take his or her place in legend.

In their exile, the Lunar Exalted composed a code free of the decadence that plagued the Old Realm. Tribes across Creation listened to the words of their wild gods and beast-blooded chiefs; mortal warriors combined these ideals with their own sensibilities. Although each tribe has its own customs, most derive from a form of this code.

Strength and Cunning

Barbarians don't wait for a bureaucrat or a soldier to act for them; they know that their rights are only as strong as their ability to defend them. Slaves and pacifist aberrations aside, every barbarian arms and trains herself for battle as best she can. The first barbarian virtue encompasses all of them because it represents the ability to uphold and defend the rest. Great hunters fall within this category because they protect the tribe from starvation and provide the bounty that's shared in moments of generosity.

Martial strength is not the only thing valued. Cunning men are almost as respected as warriors, but their abilities aren't as easy to recognize. The mythic trickster steals magic from the gods; fire, metalworking and the secret lore of animals are the bounties he gives to the tribe. Tricksters also adapt civilized innovations and scavenge the wonders of the First Age for the tribe's use. Clever barbarians use their eclectic skills to confound enemies.

Not every barbarian is expected to be strong or clever — but everyone is expected to *try*. By refusing to act, the coward gives up the right to claim his property and honor. Cowards can expect no quarter from the strong or clever, but great warriors and tricksters are expected to respect anyone who defends himself to the best of his ability.

Honor and Pride

Strength and cunning aren't just their own reward; they form the basis of personal honor. With the power to act comes the power to make oaths: to swear allegiance to the chief, to bind oneself to fellow warriors and to boast about future accomplishments.

Since every barbarian is his own master, swearing fealty to a chief or fellow tribesmen brings honor to all of the parties involved. The oath-maker effectively declares his own interests to be synonymous with theirs, while his companions do him honor by accepting him as a peer or trusted vassal. The barbarian brags of his power by taking responsibility for something greater than his own household. Oaths are binding contracts, chains of command and the closest thing to government a tribal society has.

Bragging is a vaunted part of barbarian tradition. Humility is for the soft, fear given false airs. Some exaggeration is permitted, even encouraged, but the braggart is expected to live up to his boasts in future endeavors. Not only that, but any boasting about what he *will* achieve has the force of an oath. A sensible savage will brag just enough to test his own abilities without being so outrageous that he's backed himself into a suicidal vow — most of the time. In fact, warriors often engage in boasting contests, daring each other to push expectations higher and higher. The winner of such a boasting match is often faced with a truly formidable challenge.

A barbarian who fails to live up to a boast loses face because he has, in effect, broken a minor oath. It's far more serious to break an oath to another member of the tribe or to a god. Oathbreakers are universally despised; punishments range from ostracism to torture, depending on the type of oath and who it was sworn to. Violating an oath sworn to a god usually merits the most heinous punishments, since an angry totem or spirit lord may vent its wrath on the entire sept. Otherwise, the oathbreaker is shunned, and the recipient of the broken vow is free to exact revenge. The aggrieved party loses face when an oathbreaker goes unpunished; revenge can be embarrassing, ruinous (some tribes allow confiscation of the offender's property) or bloody, all depending on the oath that was broken and the tempers involved.

Chauvinism and Generosity

Fortunately, honor doesn't extend to everyone. Only the tribe deserves fairness and fealty; outsiders are competitors for land and potential enemies. They're ignorant of the rites and taboos that forge honor. As such, a barbarian can lie, cheat, steal from, kill and enslave outsiders with impunity. In the North, Wyld cannibals even refer to the icewalker and Haslanti peoples as "herds." To the Linowan, the Haltan are the alien offspring of the sinister world of the redwoods.

Outsiders do occasionally prove themselves to a tribe through extreme displays of honor or strength. With divine might, the Lunar Exalted easily cross tribal boundaries; mortals must make do with feats of courage sufficient to rouse the imagination of the tribe's storytellers or an exacting commitment to tribal customs. Of course, when a tribe forcibly abducts new members, they become entitled to recognition and protection as well, whether they want it or not. Neighboring clans often recognize common traditions and bonds, but such connections are tenuous at best; feuds can sever all ties except the ritual warfare both tribes use to defend their honor.

Within these bounds, generosity is a virtue. The gift-giver demonstrates his power through displays of wealth, and the tribe celebrates common bonds of honor. Feasting, giving away treasures and even destroying valued goods can all be a part of the demonstration. In addition to effectively boasting of the tribes wealth, these ostentatious acts serve as a form of worship. Allied tribes may exchange gifts in lieu of trade. These chains of tribute sometimes stretch across Creation, so that an Eastern forest chief might count the carved coral of the West in his own hoard.

Hospitality

A clever traveler learns that, despite their contempt for foreigners, barbarians hold the custom of hospitality in high regard. If an outsider announces that she intends to be the tribe's guest, she can often expect generous, if cold, treatment.

It's a risk; Wyld barbarians care nothing for the soft creatures that come to their camps, except as extra food or a target for sadistic amusement. Other tribes don't follow the custom out of a greater duty to their gods or are too xenophobic to adopt the custom. Even if an outsider is accepted as a guest, she's expected to follow tribal laws, to take nothing that is not first given and to leave after a reasonable period to time. Staying too long abuses the custom; while the tribe may not be able to openly violate its principles, a difficult guest can be pressed into duels or invited to participate in hunts and raids where she might suffer an "accident."

Openly abusing a guest or refusing hospitality is a serious crime in any sept that values hospitality. At best, the tribe ostracizes offenders so that nature and any offended gods will do the work of punishing them. The worst punishments are as heinous as the human imagination can conceive.

Rites of Childhood

Barbarians are not born, but named. One of the harsh truths of barbarian existence is that a tribe can only feed so many mouths and cannot support the disabled. For this reason, babies are not named until the tribe determines whether or not they are fit to survive. This judgment is usually the responsibility of a shaman or family elder. Before being named, a baby isn't considered to be truly human; he deserves no protection aside from what his family is willing to offer. Infants destined to join the tribe are usually named within a few days of birth, though some tribes may wait as long as two years.

Unnamed infants are almost always exposed if they are unwanted by their parents or have noticeable physical defects. Wyld barbarians rarely tolerate mutations that would impede the ability to hunt or fight. Many also expose infants who deviate from the tribe's most common Wyld-marks.

Savage Life, Savage Faith

On the edges of Creation, religion isn't an abstract metaphysical exercise. Barbarians don't need lengthy discourses on the nature of reality because they can feel it every day: in the thrill of the hunt, in the wind rushing through the wild places and even in warped nests of the Wyld.

Without any need for the abstractions that separate humanity from nature, barbarian religion is practical and direct but often complex. Nature commands respect, as do the spirits that personify it. Without the harassment of the Dragon-Blooded or the machinations of city gods to contend with, the spirits of the wilderness manifest themselves exuberantly. The landscape is wreathed in savage miracles: fountains of ice and flame, impossible beasts and a thousand other sources of fear and devotion. The Wyld passes through like a storm, and the land and its people ripple into new, bizarre forms. A barbarian's gods and demons lie within his easy reach.

With the proper rituals, taboos and divine allies, a tribe can navigate the tapestry of little gods, Fair Folk and Exalted who make the land beyond the Threshold their own. Shamans may be the most important religious figures, but every barbarian learns how to withstand the gods in their midst, absorbing these skills with the same diligence as they do the art of wilderness survival.

In addition, local taboos against eye and hair color, ritual requirements, gender bias and fears of overpopulation inevitably claim the lives of nameless infants. A shaman may break the rules and name a child regardless of these criteria, should the gods will it. Those marked by the shamans this way often become shamans themselves. A few families resist the custom of exposure; this weakness is usually punished with exile, so that the offenders can bear their burden alone.

Naming conventions vary by tribe. Totemic and ancestral names are common, but a young barbarian is sometimes given an informal nickname until she's judged to be an adult. The young play games that prepare them for adulthood; toy bows and little totemic masks are used in games that teach them the ways of the hunt, war skills and tribal rites. When they are old enough, children supplement these games with herding, food gathering and other duties, to the point where they work just as hard as the adults. Only hunting and war are forbidden to them, though parents and elders may take them into the field to educate them.

Rites of Passage

When puberty approaches, barbarians put childhood games aside. Adulthood is confirmed with a rite of passage selected from those the gods and elders have passed down through the ages. These rituals are tribal secrets, inducting new adults into a hidden society that will shape their lives forever.

It can begin in any number of ways. The Linowan kidnap youngsters from their home trees and take them to secret places in the wilderness. There, they teach them the symbols carved on ancient trees. An Arczeckhi youngster must kill an elder to claim a name for herself. Many tribes prefer to send initiates on private vision quests. Adolescents venture into the wild alone, to confront the animals and little gods that roam beyond their camp. Sometimes, they are told to search for a totem, but simple survival is a challenge on its own.

Then, they are told the secret stories: important songlines, legends of the First Age and the names and chiminage of local gods are among the lore passed on to new adults. The Dune People learn the tale of the Solar City, where they were kept as slaves, their bodies twisted so that they would fear the sun. The Ten Tribes of the Scavenger Lands pass on the rites that appease Elder Oak, their now distant totem.

This is also an occasion to provide some frank information about the facts of life: hunting techniques, tribal gossip and (very importantly) sex, from sexual techniques to consequences and childbirth. For this reason, rites of passage are often sexually segregated. Elders teach women about childbirth, menstruation and what to expect in a good partner. Male stories include raunchy anecdotes combined with practical advice about sex, love and marriage. Both men and women use these times to air views about the other gender that, in other circumstances, would be considered shameful or otherwise offensive. Rituals exclusive to each gender reinforce the tales and propitiate the powers that guard male and female ways.

Lunar Rites of Passage

Except for the Casteless, all Lunar Exalted undergo a rite of passage that fixes their caste and inducts them into the Silver Pact. These vary based on the eventual caste of the initiate and the ritemaster's preferences, but often follow the customs practiced by mortal tribes. In any event, the Lunar rite of passage supercedes mortal honors; any Lunar Exalt displaying tattoos and a Tell will be considered, at the very least, an adult, no matter her actual age or appearance.

Then, the initiate is marked as an adult. Circumcision, scarification, tattoos, new names and gifts of arms, beasts and clothing can all serve as signs that a barbarian is now a full member of the sept, expected to uphold its honor, to master the tribe's crafts and to claim face for herself.

When the new adult returns to the tribe, she's expected to swagger a little, displaying some pride in her new status. This also provides the taste of real honor — a sensation that she's expected to pursue for the rest of her life.

RITES OF WORSHIP

Surrounded by little gods, Wyld storms and the fitfully sleeping remnants of the First Age, barbarians learn to revere — or at least fear — the forces that surround them. Every adult combines hearth wisdom and survival skills to withstand her surroundings. Shamans learn the supernatural lay of the land and change or add rituals when necessary.

With respect to the spirits, rituals are fairly straightforward. Every spirit has a duty to Creation and a will of its own. When these are in accord, the world benefits, so many rituals simply serve to remind a spirit of its natural duty, offering praise for the handiwork that makes the trees grow, rivers flow their proper course and animals multiply. These are supplemented by grand rites, performed during phenomena such as new moons or solstices to honor both local gods and the remote Celestial gods who retain a faded place in barbarian lore.

Of course, a spirit's duty may conflict with the tribe's safety. Spirits of the harsh desert winds, hungry ghosts and avatars of strife are bribed or banished, depending on the strength of the spirit and the shaman's skill at negotiating with or serving supernatural powers. Aside from simple warding gestures and chants, sacrifice is used to persuade the little gods to be merciful. Shamanic "banishment" of hostile spirits usually relies on the strength of the shaman's totem, since few mortals can turn a god from its purpose. Otherwise, rites of complaint and lamentation exist to shame destructive gods. These rituals rely on the little god's superior (or a nearby Exalt or other powerful being) taking notice and restraining the troublemaker.

MEETING THE BEAST

It's not unusual for a Lunar Exalted to reveal herself to an adolescent during his rite of passage, in the form of a tribal totem animal or revered ancestor (the Exalt may have consumed the heart's blood of either for just such occasions). Such encounters are said to spur any Exaltation that is fated to occur. At the very least, the Exalt is the living archetype of barbarian values. Clothed in ancient, shapeshifting flesh, she can teach tribal secrets. By instructing the young, she keeps the tribe from straying from an honorable path.

Some Lunar Exalted appear to those who have done an exceptional deed during childhood, such as slaying an adult warrior, hunting a formidable animal, or communing with the spirits. Other Exalts appear to every child during their rite of passage, though some in the Silver Pact believe that such obvious guidance of the young is liable to make adult members of the tribe too dependent on the Lunar instead of their own strengths.

WORSHIP OF THE EXALTED

While spirits receive the most worship, barbarians have a fluid sense of divinity. When Exalted reveal themselves, the are liable to be regarded as gods. The most striking example of this in recent times is the rise of Yurgen Kaneko. A Solar intruder in Lunar territory, the Bull of the North is adored as a semi-divine hero, though he's reluctant to give blessings.

Lunar Exalted make better use of this adoration. A millennium of stories and rites chronicle Luna's children. Many tribes know what's expected of them when someone enters their camp swathed in the moon's Essence. Specific ritual greetings, animals raised for the sweetness of their heart's blood and other honors await an Exalt who visits a properly educated sept.

However, the Exalted are expected to *act* like gods. If they lack barbaric virtues, give cowardly advice or seem bereft of ambition, the tribe will consider their gifts wasted. A powerful being who does more harm than good will be subjected to the usual warding rites; if the local shaman has powerful occult skills or dutiful totemic allies, an Exalted "god" may run into some trouble.

Only the Dynastic Dragon-Blooded are hated out of hand. As scions of the hated Realm, they are considered to be profane gods (if not actual demons) who poison the elements with the taint of civilization. The wild Terrestrial Exalts are thought of as almost a different class of being. Some barbarians believe that the forest witches and their ilk are free willed gods, while the Dynastic Exalted are slaves of the Scarlet Empress.

WYLD CULTS

Some tribes are lured into the Wyld easily, intoxicated with their own legends made manifest. All it takes is one corrupt shaman or a charismatic warrior, back



from encountering his dreams on the edge of reality to sway an entire tribe.

Some Wyld cults are secret affairs; a few members of the tribe are initiated during the rites of passage, learning secret signs. These lure the aged or the weak to be devoured by the Fair Folk. Others dominate the tribe. Expeditions into the Wyld become a part of its culture. As each generation encounters myths made flesh and returns with the Wyld's mark, the tribe begins to shed its humanity.

Many Wyld cults are directed by the Fair Folk, but not all. The Wyld is a temptation all its own. Glorious battles and unearthly beauty are there to experience; Creation's crude, fear-tinged conflicts and its broken, dishonorable masses lose their appeal. Responding to dreams of glory (or the manipulation of Fair Folk dream-artisans), the Wyld becomes the greatest stories

The Lunar Cult

With the Lunar Exalted in their midst or howling in the wild just beyond their camps, barbarians acquire something of the Lunars' lore. Sometimes, the Lunar Exalts intentionally disseminate their lore. Few secrets can stand for long in a closely knit tribal settlement, so barbarians adopt aspects of Lunar culture though shrewd observation and imitation.

Because the immediate presence of the supernatural means so much to barbarians, they have little appreciation for the distant Unconquered Sun or the Five Maidens, paying homage to them with vestigial rites. Luna is accorded more reverence, since she is the power behind the Exalted who most often influence barbarian life.

Luna is a huntress, a destroyer of the dishonorable and a goddess of fertility. She shines at night to help the hunter find his way home. Children are named, adulthood is recognized and oaths are sworn by her light. Consequently, when her face is turned from the world on the new moon, oaths are less trustworthy, kinslaying rises, and beasts of the Wyld approach with a little more bravery.

Luna smiles upon the heart's blood of freshly hunted animals, spilled on a flame in her honor or offered to her Exalted. Warriors break silver bracelets upon her altar to pay for victory. Holy herbs are eaten or burnt for her, and painful ordeals (such as hanging from hooks pushed through the flesh) please her. These rituals are boasting times, where a barbarian tells Luna of his deeds and thanks her for imparting the strength necessary to do them.

made manifest: battle without fear, life without pain and virtue without moral dilemmas.

Shamans in its thrall learn that the Wyld carries the gift of prophecy. Tribes who adopt these practices are mighty in war, due to their prescience and the physical prowess Wyld mutations confer. If the Fair Folk direct the tribe, it will hand its prisoners to them. Fattened with dreams, the Fair Folk sculpt false paradises for their servants until they tire of the game, then reap the tribe's dreams and move on. The remaining husks stalk the fringes of Creation, hunting in packs and capturing the unwary out of habit, to devour the victims in meaningless imitation of their former masters.

THE TRIBES OF CREATION

Most barbarians live on the fringes of the world; they hit the Scavenger Lands in lightning raids, then escape to Creation's edge. Nonetheless, the vast spaces between city-states and kingdoms provide ample room for hundreds of tribes, many venturing closer to the heart of Creation than many would think possible.

Along the Threshold, many "nations" are half-tamed at best. Despite sophisticated agriculture treaties and official borders, the inhabitants dream of returning to the old, honest ways of their ancestors. The peasants of these newer nations remember the old stories; a tribal heritage provides an ideology for rebellion and banditry to serfs who'd rather risk death at a warrior's sword than live a lifetime of poverty broken at the plow.

Otherwise, savagery born in the wake of the Contagion continues to linger in so-called "civilized" country. Arczeckhi raids still plague the Scavenger Lands, while satrapies lose entire armies in fruitless attempts to tame the "hill people" inside their borders. While some tribes resist out of a Wyld madness that passes from generation to generation, more prefer the taste of dangerous freedom to that of chained slavery.

THE EAST

From the old River Province to the mighty trees that gird the Elemental Pole of Wood, barbarians live in a lush land. They trade the dangers of harsh climates for hostile cities and the great beasts that haunt the woodlands. The barbarians aren't confined to the uttermost West, either; Arczeckhi and members of the Ten Tribes wander between the bustling cities of the Scavenger Lands. Marauders plunder caravans traveling between Sijan and Nexus often enough to support the mercenary trade. Some tribes prefer extortion to outright violence, but these operations have to be mobile to avoid punitive expeditions.

The Scavenger Lands' barbarians are full participants in the economy of the region. Tribal mercenaries are valued for their loyalty and contempt for local politics. They are rarely employed as regular troops; their individualistic fighting style doesn't mesh with the battle formations and command structure of professional armies. Instead, they serve as bodyguards and police; their exotic fighting skills and fearsome mien suit them for this role.

Barbarians trade in animal skins, exotic flora and fauna and, most importantly, slaves. Many barbarians have learned to adapt traditional slavery customs to the thriving civilized market. The Guild finances remote fortresses to house captives before they are sent to buyers in the Realm, the Fair Folk and others. As a result, many tribes perpetually war with their neighbors to acquire captives.

HILL TRIBES

Even though they are often loathe to admit it, the nations of the old River Province are often barely civilized or don't extend their sophisticated culture to all who dwell within their borders. The minor tribes living here usually speak a dialect of Riverspeak but never farm the land, obey an authority higher than the local hetman or pay taxes to the central authorities. They usually follow an animistic religion that shares characteristics with the city's cults. Most engage in small amounts of banditry and trade.

Occasionally, the standing militia of a city will punish the hill tribes for a particularly stinging raid or to force them to pay tribute. The hill septs have learned to move camp and hide at a moment's notice, but many are still caught. Depending on the whims of the local rulers, captives may be killed, enslaved or marched to the border at spearpoint.

Little love is lost between the hill tribes and the cities. Exiles and wanted criminals often flee to them, drawing the ire of the authorities. Tribal warbands often bolster civil revolts for a faction that promises concessions in exchange for their service.

THE ARCZECKHI HORDE:

SCOURGE OF THE SCAVENGER LANDS

The most persistent barbarian threat to the civilized East is the Arczeckh horde. Arczeckhi barbarians give no quarter in combat and take the barbarian concept of the "nonperson" to its greatest extreme. To the Arczeckhi, outsiders are illusions to be struck down or toyed with as they please. Enthralled by the Wyld, shamans teach the horde that reality is a matter of enforcing one's will over his inferiors. Of course, few travelers ever have a chance to conduct a philosophical discourse with the savages.

The Professional Savage

The tribes of the Scavenger Lands are an unacknowledged source of the region's relative prosperity. Despite prejudices common to every city (except Nexus, though the informal scorn of the citizens is common), barbarians can find work throughout the former River Province.

Barbarian slavers are very common, but they rarely enter the cities. They are one of the first lines of supply for the Guild. Merchant factors keep their costs down by securing exclusive rights to buy from particular tribes. They don't want other bidders interfering, so they meet tribal leaders at camps and fortresses built specifically to hold captives. Tribal crafts, hides and other goods are traded here as well. Most are open secrets; a few are infamous for the cruelty they visit upon captives. Last Rock and the Citadel of the Amber Post are two stockades known for their brutality.

Tribal mercenaries are common in Nexus, Great Forks and Calin. In Nexus, barbarians usually join established companies as specialist scout detachments. In Great Forks, service often has religious overtones; a mercenary company there is often led by a shaman who negotiates chiminage with the city's spirit nobles. Finally, Calinti nobles hire oathbound bodyguards who care little for the shogunate's politics.

Other cities have a scattered mercenary presence or discourage barbarians from plying their trade. Lookshy prefers its elite cadres, Greyfalls is monopolized by the half-civilized Nuri, and other domains have their own restrictions. In the Hundred Kingdoms, the market varies from place to place. Some states fancy themselves small islands of civilization with no place for savage intrusion. Others are ruled by barbarians themselves and don't need to purchase the honor and ferocity they already possess in abundance.

Tribal performers earn money with their novel skills and exotic appearance. Strongmen, mounted acrobats and tattooed axe-jugglers dazzle audiences in the open air. Sometimes, they catch the fancy of local nobles, who invite them to perform at private estates. Affluent audiences react with a mix of wonder, disgust and patronizing disdain. In some cities (and especially when Dynasts are attending), their hosts may abduct and enslave the entertainers to provide ongoing amusement. When the novelty fades, their captors send them to normal slave duties, kill them or relegate them to a menagerie to be displayed aside the other "curios" the nobles have collected.

After being divested of their valuables, captives are given to the tribe to abuse as it sees fit.

The Arczeckh horde's ultimate origin is unknown, though it is commonly assumed that the Arczeckhi are a race of Wyld-twisted humans. An Arczeckh would be hard-pressed to conceal her origins; her red bestial eyes, dark, coarse fur and tufted ears would give it away, if not the odd gait afforded by her bandy legs. An Arczeckhi smile is something most dread, since the barbarians only grimace to threaten others with their fanged mouths. Arczeckhi can and do mate with ordinary humans (this is rarely consensual); offspring are unusually clever and dexterous for Arczeckhi but still carry all of the Wyld poxes of the tribe.

Although they are mostly confined to wastelands in the Southeast, the Arczeckhi are nomads, driving their yeddim caravans and chariots from pasture to pasture and raid to raid. Arczeckh incursions are a part of history in the North and East, leading savant historians to believe that the horde migrated south as reemerging civilization drove it away.

The central tenet of the horde is that reality is a fiction of personal strength; a strong warrior wills his enemies into existence and slaughters them for his own pleasure. Outsiders, children, animals and thralls are all nazackh, an Arczeckhi word that means both "illusionary" and "weak." Young Arczeckhi are thought of as phantasms created for the amusement of their parents until they exercise power over another nazackh, usually by killing him, her or it. Their rite of passage is simple and direct: Killing or otherwise dominating another Arczeckh catapults them into adulthood. Unspoken tradition limits this to the old and infirm, so few Arczeckhi are crippled or over the age of 30. Killing a healthy Arczeckh to pass into adulthood is a sign of greatness, but the strong have privileges; they must be bested in single combat.

Once he has been accepted into the tribe, an Arczeckh enters a complex hierarchy based on strength (and "reality"). He has a name but is not permitted to use it when speaking to his superiors. He should join a warband of equal stature and work with it to grow stronger. Powerful warriors are more "real" than their inferiors and may determine what is true or real for their underlings.

Arczeckhi shamans are the final arbiters of strength and weakness but usually only intervene in situations where the relative status of several warbands is in question. Recognizing strength may be as simple as calling an Arczeckh by his name or as complex as goading a warrior into duels that will increase his renown. A tribal chief is simply a warrior so strong that all of the tribe must call him by his name and recognize his indisputable existence.

The greatest chieftains are deified upon death; all others are forgotten, as they pass into illusion, often at the hands of a young Arczeckh during her rite of passage. Shamans gather the possessions of the deified dead and meditate upon them in the Wyld until visions of the deceased appear. Curiously, the Arczeckhi don't consider such apparitions to be mere phantoms because they believe that the Wyld is a truer reality than Creation. After all, the Wyld contains all the epics of the tribe and warriors mightier than any mortal. When it disgorges one of the martial Fair Folk, the Arczeckh bow to it, recognizing its superior battle prowess and right to existence.

In 364, the Arczeckh horde stormed the Hundred Kingdoms. Led by the great chief Mokuu, the Arczeckhi pillaged dozens of small fiefs and a handful of greater cities. The combined strength of the League of Many Rivers eventually scattered the horde, but the states of the Scavenger Lands still watch for signs of Arczeckhi mobilization. Now confined to a relatively unappealing stretch of barrens, the Arczeckhi are content with their occasional raids and intertribal warfare. Slashing swords, short spears and chariots (their legs make them poor riders) are favored Arczeckh weapons. Their arms and armor are usually made of crudely beaten bronze; no civilized state will trade with them for anything better. Higher status warbands equip themselves with whatever they can retrieve from the bodies of victims. As the Arczeckhi murder each other to prove their existences, the victor takes the loser's valuables, so a battered breastplate or a nicked sword might be several generations old.

THE FOREST PEOPLE

Deep in the great Eastern woods, hundreds of human and near-human tribes live in the shadows of the great trees. Some septs carve their simple runes into the trunks of the great trees, warning off intruders. Others never touch the forest floor; they use their long arms to brachiate through the forest canopy or scamper along ingenious scaffolds.

The forest teems with life. Aggressive plants and animals make the woods more dangerous than they appear. Giant predators stalk the only treetops in the world large enough to support them. Benign looking lichens draw nutrients from human flesh just as readily as the rotting logs on which they thrive. Nonetheless, the forest provides everything the local tribes need to survive. Metalworking is unknown and unnecessary, and fire is an all-consuming danger, not a tool harnessed to the will of men. The forests of the East provide enough to make such innovations unnecessary. All they ask for in return is that the bodies of the dead enrich their soil.



ARZECKHI RELIGION

Arzceckhi theology is simple: Anything stronger than any individual Arczeckh deserves to be worshiped. It demonstrates its strength by killing or cowing a respected warrior. As a result, the spirits who truck with the Arczeckhi are known for their malice, since they don't hesitate to remind followers why they deserve sacrifices. As the most common victims of these demonstrations, Arczeckhi shamans often have significantly shorter life expectancies than the rest of the tribe. Fair Folk easily coerce the Arczeckhi into worship, so many septs regularly sacrifice their nazackh to them. For their part, the Fair Folk find Arczeckhi dreams somewhat dull and uniform, though possessed of a novel perspective. A few demand captives from outside the tribe, driving raids of desperate ferocity.

Ma-Ha-Suchi wishes to send some of his children to cow the Arczeckhi, but Solar interference has delayed that plan. Eventually, he hopes to use the Arczeckh as a distraction while saner, better trained cadres smash the Realm's tributary state of Greyfalls. Any Lunar Exalted could easily seize an Arczeckh tribe for her own, but none have yet revealed themselves, perhaps in deference to Ma-Ha-Suchi.

The Far East is a shadowed place; the forest canopy keeps out light and wind. The forest tribes have adapted to the sheltering darkness. The shade helps them hunt by stealth.

After the Great Contagion, the Wyld and interloping spirits marked the people of the East. The survivors embraced the forest, using their newfound abilities to carve out a place in the trees. The septs with human features walk the forest floor and build their homes in the lower branches. Above them, Wyld degenerates use their peculiar gifts to swing from branch to branch or to cling to trunks like grotesque humanoid spiders. All of the forest people have a greenish or brownish cast to their features, and some have mossy dreadlocks. Those whose bodies have drifted farther from the human form typically have long, tremendously powerful arms that help them brachiate across the treetops.

The most human forest people have a quiet sense of honor and little tolerance for other septs. A warriors gains prestige for slaying outsiders by stealth; she returns to the tribe with some token of the victim to prove that she did the deed. These trinkets, teeth and locks of hair serve as status symbols, so that a skilled hunter might have dozens of them decorating his body. Poison use is commonplace, for the forest contains thousands of venoms.

Stealth is also a virtue because the tribes are fond of vendettas. If the murderer can be identified, the victim's tribe slays one of the killer's tribe in revenge. Cycles of vengeance killings can long outlast the original perpetrators, leading to generations-long cold wars that claim a victim or two each year. However, all of the human tribes are united in their enmity of the Wyld barbarians that live above them.

The Wyld septs of the treetops have little regard for their more human cousins and treat them like animals to be killed for sport. The Wyld-touched barbarians lower nooses of braided bark to snare the more human tribesmen, rain poisoned spears down upon them or simply snatch them up in their oversized arms, carry them to a great height and drop them to their deaths.

When Wyld barbarians kill a forest-dweller, it is treated as an offense against all the tribes. Old feuds are temporarily laid aside while everyone unites to punish the savages above them. These are dangerous missions; the corpses of the dead sometimes fall from the canopy for days after a failed raid. The treetops are almost alien territory; warriors return from them with bizarre stories of six armed Wyld chiefs, the sun's relentless burning and the unholy tortures that prisoners suffer at the hands of the enemy.

Ancient songlines run through the East. Some trace the path of the earliest tribal migrations. Others point the way to First Age wonders or the hidden palaces of the little gods. Woodsmen use the songlines to orient themselves, and shamans follow the paths on vision quests. Some songlines lead to ruined cities, but these are never followed to their destination. All of the forest people know that the ruins are cursed with Wyld degenerates and strange magic. Landmarks along these songlines have names such as "A Thousand Paces Farther Turns Bones to Ash" or "Where the Skinned Madman Was Found," providing definitive warnings.

Eastern barbarians habitually use herbal stimulants and hallucinogens, though the latter are only administered under the direction of a shaman. A few, such as Bright Morning, allow the user to see spirits in their incorporeal state. Shamans typically enter a drug-induced trance before talking to their totems. Because the drugs make it easier to tell the little gods apart from other supernatural forces, their shamans have no truck with the Fair Folk or Exalted. Exalted are seen as belonging to the hunters' society, while the Forest Folk are feared because of their association with the Wyld.

Young forest people learn stealth, hunting and gathering. As a rite of passage, an initiate must conceal herself from her tribe for a day and a night. The tribe

makes sure not to look *too* hard for the initiate (they are an alert people, after all), merely to ensure that her skills are acceptable. Obvious failures are treated as children until they pass the test. Hopeless cases are exiled. A successful initiate is questioned about the things she saw and did during her absence. The shaman draws omens from the tale and prescribes a set of piercings, tattoos and body paint to "shape" the child into an adult. Over time, different paints are applied as a hunter accumulates honor. Internal disputes are often settled with a frank comparison of the deeds that are literally painted on the faces of the aggrieved.

Without marks of passage, outsiders are treated like children or talking animals, depending on their behavior and the character of the sept. The tribe will not even speak to them without an initial offering. If the visitor leaves a sufficient gift without attempting to communicate with the clan, it spies on him for a time to determine his intentions. If the visitor is not killed for being a fool or a threat, he is offered a truncated version of the rite of passage. This rite varies from tribe to tribe, but it usually involves a massive dose of psychedelic herbs and some permanent body marking.

Ten Tribes of the Oak

At the eastern edge of the Scavenger Lands, the Ten Tribes of the Oak surround Farhold. The tribes have a common culture, created when survivors of the Contagion pledged allegiance to Elder Oak, the spirit-prince of the woods about the Maruto River. One hundred years ago, loggers established Farhold. The straight, strong trees were ideal for fortifications and shipbuilding. After some overenthusiastic cutting, the loggers began to die. Some were obvious victims of raids. Others had pristine corpses with no visible cause of death except for the expressions of terror etched in their faces. At Elder Oak's command, his barbarian and spirit vassals exacted the forest's justice. Finally, the loggers sued for peace, sending an outcaste Terrestrial sorcerer to handle negotiations.

Under the treaty, the loggers would cut carefully, removing trees that the weakened the forest. They were bound to fight fires, clear underbrush and perform all of the duties that were once a part of the Ten Tribes' pact with the Grandfather Tree. The canny spirit saw that civilization had returned to the East and decided to accommodate it. The Ten Tribes were an inconvenience now, their chiminage unnecessary. Thus, Elder Oak turned his back on the barbarians.

Without his protection, Fair Folk and little gods plague the Ten Tribes. The shamans of each sept know very little about the rest of the supernatural world; Elder Oak discouraged this to ensure their loyalty. Ignorant of anything else, some tribes try to win back Elder Oak's favor with dead logs, floated down the river in the manner of the loggers. Others have decided to remove the competition by killing the loggers. Their raids have little effect; Elder Oak protects the loggers now, and Farhold's mercenaries are vigilant enough to repulse larger assaults. Small, stealthy raids have failed to permanently discourage the loggers.

Intertribal warfare is on the rise. Now that the Grandfather Tree no longer binds them to a single purpose, the mild ritual violence of the past gives way to brutal raids. With Farhold came the Guild, which trades metal and jade for captives. Old feuds have turned into profitable ventures as tribesmen now throw each other

Ruins of the East

Without the sand, ice or sea to conceal them, First Age ruins in the East are somewhat more accessible than they are elsewhere. Many were looted while being abandoned to the Contagion, leaving nothing but overgrown stone. Others were obliterated as the tenders of sorcerous engines perished. Uncontrolled, the energies they housed inundated the land. Of those that remain, most have a legacy that discourages exploitation or harbor new inhabitants, from Wyld barbarians to mad Exalted. Furthermore, the terrain of the East is always shifting because it is dominated by living things, so maps are notoriously inaccurate.

Mahalanka: Once called Sperimin, this city in the Southeast is ruled by the Lunar Exalt Raksi. She lives like a blood-goddess, taking tribute from the apemen and Wyld vassals that stalk both the city and the surrounding forest. Forest people who have been captured by the Wyld savages often end their lives here, since Raksi has an endless thirst for the heart's blood of beautiful youths. The Ten Tribes of the Oak originally hail from Sperimin. Raksi views them as wayward property, now freed by Elder Oak to return to her possession.

Rathess: One the abode of the old Dragon Kings, Rathess is regularly scoured by treasure hunters. Most of the city is underground, though nobody knows whether this is by catastrophe or design. Irregularly lit by First Age devices, the undercity teems with the promise of riches — promises that remain unfulfilled. Unfortunately, aside from a few minor trinkets, explorers have found nothing worth the danger Rathess poses. Venomous plants and carnivorous reptiles called stalkers haunt the tunnels. The latter are widely thought to be the degenerate descendants of the Dragon Kings themselves. For more information on Rathess, see **Scavenger Sons**.

The Origin of the Tribes

The Ten Tribes once inhabited Sperimin, a city in the Southeast that fell during the Contagion. Tribal legends tell of a great flight from disaster; the songline to the city is well known, but it is a great taboo to walk it. Stories say that death and madness await the fools who try.

Three years ago, a Lunar Exalt came out of the wood, walking the songline *from* the lost city. Warrior-shamans from the Red Scar tribe beset the intruder, who easily proved his divine station. Now, the Red Scars are his willing vassals and arm themselves for war.

into chains. These captives flow down the river almost as steadily as the cut wood, to fill the slave yards of Nexus and Sijan. The Red Scar tribe and its allies despise the practice, considering it a hypocritical position for sworn enemies of Farhold. The killing spear is favored over the coup staff now.

The Ten Tribes' barbarians value stealth, survival skills and an accurately thrown ironwood spear. Children learn to identify all the native plants (and a few Wyld aberrations) from an early age. These include psychedelic herbs, which are harvested and brewed into a bitter tea. When the rite of passage comes, the young get their first taste of the drugs, then embark on a vision quest in the deep woods. The tea makes the initiates clumsy and slow, but they're expected to find other plants to counteract this, as well as herbs that will dissipate hunger, improve alertness and calm frayed nerves. The test lasts for a week.

When a new adult returns to the camp, she is allowed to rest, then taught the final secrets of herb lore, including poisons and exotic drugs that attune their users to the Wyld and spiritual forces. Only the shamans can reliably use the more exotic drugs, but every member of the sept has at least a practical familiarity with them. Women are especially encouraged to brew stimulants and medicinal potions, so that the tribe is always prepared for war.

The Ten Tribes are semi-nomadic, moving their camps annually to minimize injury to the forest floor. Each tribe has its own hunting grounds. Overlapping claims are common, and feuds begin when one tribe strays into another's territory. Traditional war consists of counting coup and taking hostages. Usually, one captive is tortured to death as a scapegoat for the enemy tribe. Swift raids are the rule; large battles are rare and usually fought with coup staffs. Resembling a

The Tribes

Without the unifying influence of Elder Oak, the tribes have formed rough alliances, each striving to overwhelm the others.

Red Scars, Get of the Tigress and Devil Braids: Led by the ferocious Red Scars, these tribes prepare for war under the leadership of Dark Eyes, a Full Moon Lunar Exalt who serves Raksi, Queen of Fangs, an ancient No Moon. Dark Eyes has declared the selling of slaves dishonorable — all slavers are to be put to the torture post — and has declared himself the rightful overchief of the Ten Tribes.

Green Shadow and Axe of Judgment: Devastated by the loss of Elder Oak's chiminage, these pious tribes imitate Farhold's "magic" by floating logs down the river to whatever gods bless the city's woodcutters. When tribal elders visited the city with a few hostages in tow to serve them, they discovered that captives fetched a fine price in the city's market. Now, the tribes aggressively pursue feuds, eager to take slaves for profit. The Guild has a slave stockade on Green Shadow land to facilitate the practice without entering Farhold proper, as raids upon the loggers have made it difficult for natives to enter the city.

Bone Faces, Wolf Eyes and Endless Branch: These septs abandoned the Elder Oak completely and now seek other totems. Ignorant of the other little gods, many would-be shamans have brought the wrath of the spirits down upon these tribes. They accept waves of madness, possession and other supernatural plagues as their chiminage. A few of prodigies are possessed almost all the time and occasionally terrify Farhold's loggers with displays of spirit powers. It's rumored that Fair Folk stalk their camps as well, eager to offer succor to the directionless shamans. Slavers regularly prey upon these tribes because they are too disorganized to defend themselves.

Sky Runners and Nine Ravens: These tribes have isolated themselves from the others. They meet the slaver septs to trade small numbers of captives but not so many as to bring down the wrath of the Red Scars and other militants. The families of both tribes' chiefs have intermarried in the hopes of unifying both against any who might enslave them. The Red Scars demand that they serve Dark Eyes, but chiefs Timurish and Vahael are skeptical of the creature that came down the accursed songline.

combination of war and sport, they typically conclude with nonaggression pacts, bound with a few judicious marriages. Unfortunately, this system is breaking down, and such relatively benign conflicts are becoming a thing of the past.

Each of the Ten Tribes has a single chief who has risen to power through the support of an oathbound warband. These fighters carry coup staffs decorated with feathers denoting the rivals they've humbled. Only a warrior with similar honors may challenge the chief for his position. Honor is partially hereditary, though ranking warriors may challenge the chieftain's son. Because of the tribes' facility with drugs, it's traditional to poison a hated chief. The chief's warband are often his tasters as well, but they sometimes conspire with a poisoner to remove their leader.

THE SOUTH

In the South, savannas and deserts toughen the people in the shadow of some of the wealthiest places in the Threshold. The rich nations of the Lap, Gem and Paragon are ringed all around by barbarian tribes. Some serve these states in exchange for a portion of the wealth. Others seize the fat caravans that ply the major trade routes. Such are the opportunities that many tribes (such as the Delzahn Tri-Khanate of Chiaroscuro) have civilized themselves, choosing the wealth of urban life to the hardship and honor of the past.

THE DELZAHN

Most notorious of the Southern tribes, the Delzahn are a divided people. The Tri-Khan and the Delzahn nobility rule Chiaroscuro with an adroit hand, but this may prove to be its downfall. Trade agreements, standing militias and the like try the patience of this impulsive, flamboyant people, who are quick to anger and fond of wandering.

Indeed, the Tri-Khan's rule isn't universally accepted by all Delzahn; outside of the cities, its popularity is in decline. As Chiaroscuro's population grows, farmers and traders encroach on traditional pastures. The Delzahn are a warrior culture with a famous contempt for those who cannot defend themselves, so the remaining nomads look down upon fat, city-dwelling cousins who rely on bodyguards to protect their face.

On the plains, a young Delzahn learns to keep on the move. Children can easily handle a camel by their fifth birthday. Horsemanship comes next, though the young are rarely permitted to have mounts of their own. Horses are used for hunting and warfare; when a Delzahn is given his own steed, it signals the formal beginning of adulthood. After receiving a horse, the young nomad rides alone for three days, contemplating the open savanna. Meanwhile, the tribe moves on, so the rider must track it down again.

Woman and men have strictly divided roles. Women are expected to gather and tend to the tribe's possessions and their family's lineage, while men engage in hunting and war. At the same time, the Delzahn don't assign gender according to biology. Any member of the tribe may select a different gender. Called Dereth, people who choose a gender different from their sex must wear a gray sash or veil at all times. Many Dereth are shamans, since they are used to living in two different worlds. They are not discriminated against outside of the customs surrounding their chosen gender. Most Dereth choose their role after the rite of passage. Men return to the tribe with fresh meat from the hunt. Women return with a poem.

A tribe's wealth is measured by the number of animals it owns. Ultimately, a local orkhan owns all of the tribes' possessions, but he usually allows each family to tend its own herd in peace. Families do require his permission to trade anything with an outsider. Likewise, any theft offends the orkhan (and by extension, the entire tribe); stealing can provoke an escalating spiral of violence.

Fortunately, Delzahn customs provide for a less extreme solution — one that actually promotes stealing in certain circumstances. The thief can escape retribution by offering the tribe an unmarried adult. These newcomers are married into the offended tribe, which then demands a modest dowry.

The cycle of theft, marriage and gift giving gives the horde a common identity and fuels economic exchange. Delzahn marriages are polygamous, with multiple wives and husbands sharing a complex of tents and their share of the tribe's herd. Only one partner can by added to the marriage at a time; her status is delineated by the order in which she joined the family. Since the Delzahn have a taboo against killing or dishonoring any first-line relatives, this practice leads to a convoluted web of clan alliances and rivalries. A full sixth of Chiaroscuro's Delzahn population claims descent from the orkhans and the right to own property.

Taboos against internecine warfare have led to an elaborate system of ritual duels. The dueling circle is the favored choice for settling personal disputes. Here, the winner forces the loser out of the perimeter. Horse archery duels are used to resolve inter-clan affairs. Death is an inauspicious way to win, so the Delzahn fighters cultivate surprising restraint and ingenuity in combat. For this reason, Delzahn mercenaries are often hired to keep the peace throughout the civilized South.

Above the orkhans of each sept are the khans, each of whom claims dominion over a dozen or so septs through rights conferred by lineage and ritual combat.

Nobles show their allegiance by granting all of their property to their liege, so each khan is fabulously wealthy. Nobles are expected to display their wealth as evidence of their following and tend toward rich, if garish, fashions. In fact, like the orkhans, the khans allow most of "their" property to reside with the people who care for it.

The Delzahn horde is far from unified, though the Tri-Khan currently holds the most power. The current Tri-Khan lives off of the spoils of Tamas Khan, the Lunar Exalt who first united the three tribes of the Plain of Wind-Scattered Bones to loot Chiaroscuro. Tamas never intended the Delzahn to grow so dependant on the city; the half-dhole beastmen who carry his blood know this and patrol the roads in search of prey, the better to remind the city of its sins. In the past five years, the raids have been augmented by nomads who tire of being pressed into the desert by the nation's expansion and resent city-dwellers who have grown too soft to rightfully claim their lineage.

Hundred of years ago, Immaculate monks traveled South to convert the Delzahn. Between native influences and the fact that the Immaculate faith's dogma was somewhat less developed than it is now, a weird heterodoxy took hold with the horde. The dominant branch of the faith is (from the orthodox view) heretical, promoting spirit worship as a de facto veneration of the Immaculate Dragons. Later missionaries have elicited almost no interest from the population (though the Tri-Khan courts them to gain the Realm's favor), leading to sporadic violence between Immaculate shamans and orthodox monks.

Jackal Tribes

In the Southeast, mosquito-borne plagues, ancient spirit-curses and diseases that spread through the community wells of the veldt strike often enough to sustain the Jackal Tribes, those outcast by disease or deformity who band together for survival. Although their afflictions lead to early deaths and a low overall birthrate, new exiles replace the dead.

Each sept extends permanent membership to those with their own particular symptoms, though others may travel with them until they meet a more suitable tribe. To help sustain the tribe's numbers, jackals have developed a strong hospitality tradition. Wanderers rarely avail themselves of such infectious generosity; those known to have traveled with the diseased are barred from most settlements.

Aside from their physical scars, the jackals may be recognized by the red scarves of lepers that they wear as traditional dress. When scarlet-masked riders approach, the common custom is to leave some food and valuables at the outskirts of town, lest they come closer and spread their diseases.

The jackals have few common traditions, outside of religious fervor and the plague fairs that allow them to match the diseased with their proper sept. Because few communities will let them ride near, they are quick to trade amongst themselves at these gatherings. Live births are rare and a cause for much celebration, especially since the jackals know that their diseases will likely claim the child at an early age. Unlike other barbarians, they name their children immediately. Those who grow to adulthood without showing any signs of the tribe's plagues are valued, if resented. They are given the least portion of any hunt or raid but are expected to broker the sept's dealings with civilization.

Without the natural health or enduring traditions of other barbarians, the jackals compensate with mercenary ruthlessness. Most think nothing of venturing into the Wyld; new poxes simply add to the motley deformities of the tribe. They value spirit patronage above all. Shamans will undergo crippling or even suicidal chiminage for the sake of their tribes. Powerful, opportunistic little gods bless them in exchange for such devotion.

When encountered, the diseased are typically engaged in incomprehensible missions for the spirits. One tribe may slaughter an entire village for the cornerstone of the hetman's hut; another may offer all of its wealth for a single flawless emerald. The jackals fanaticism is rewarded with charms that stave off the worst symptoms of the tribal illness and the gift of sexual congress with the little gods. The God-Blooded that result from these

The Kha-Khan

Delzahn shamanism emphasizes sky-worship. Twisted memories of the Old Realm's religion are a part of the liturgy, including the propitiation of spirits and fragments of Exalted lore. The fusion with the Immaculate faith emphasizes the primacy of the Dragon-Blooded, but most shamans keep old stories of the Celestial Exalted alive because they fear what may happen if they ignore the powers of the skies.

Delzahn prophecies predict the coming of the Kha-Khan, sent from Heaven to unite the horde. Nomadic storytellers say that Tamas Khan was the last Kha-Khan. Being merely mortal, the ruler of Chiaroscuro will not claim his ancestor's title, and so, he is merely the Tri-Khan. Awaiting a Lunar Exalt with the strength to claim the title, the dholemen of the South prepare the way with their raids.



unions are given to the tribe to serve as shaman-rulers. Their appearance distinguishes them from the run-of-the-mill jackal because they either appear to be in perfect health or have afflictions so advanced that no human could survive them, much less ignore all but the disease's cosmetic symptoms.

Devotion to the little gods takes some Jackal Tribes to the secret corners of the South, where First Age ruins stand in desiccated glory. Most perform the rituals demanded by their patrons without question and move on. It has become a tradition to commit the tribe's deeds to memory — indeed, this tradition is one of the few the diseased have — so many unknowingly keep useful spirit lore and First Age secrets among tribal stories. Sometimes, they release the inhabitants of ancient tombs or activate old artifacts. Tribes that survive the experience sometimes acquire strange powers, tools or even beasts. One First Age boon that has proved valuable to all the tribes are the simhata, predator-steeds that have become one of the jackals' distinguishing features. As a result, the Jackal Tribes have taken to mounted travel and warfare. The simhata-riders lead a motley group of horses, camels and other beasts that often share their riders' afflictions.

The Dune People

Beyond the fields of the Lap, the last scattered towns cling to the thin streams and deep wells, augmenting their water supply with rain basins. The desert encroaches here; waves of sand ebb and flow across the sickly plains grain by grain as heat and wind go through subtle cycles.

Travel across the desert is has its advantages. Caravans hug the sands to avoid bandits; if travelers keep to rocky terrain and the wadis, they make rapid progress. Nonetheless, shortcuts across the desert are never taken lightly. The killing daytime heat takes its toll; a man can faint from dehydration before his body feels any thirst. The night is barely milder, but cool winds do temper the emanations of the Elemental Pole of Fire. These moments of respite from the heat bring out the desert's night creatures, including the Dune People.

The Dune People are true albinos, ever fearful of a sun that would kill them in minutes if they ever surfaced by day. Seasoned travelers know the Dune People herald the sandstorm and hunt for human meat by night. Despite their lack of coloration, they have no other deformities or weaknesses. Many of them are huge and muscular from their diet of human flesh. Few outsiders have ever heard the Dune People speak, but it is said that their language

Simhata

Simhata ("lion-horses" in a dozen local languages) are mounts without peer, created by First Age magic to serve the Exalted. Sixteen to eighteen hands high, these beasts run twice as fast as a smaller Delzahn horse and tire at half the rate. Their clawed hooves and fanged mouths can tear through a buff jacket as if it was made of parchment. They have the general build of a horse, but their natural weaponry, large shoulders and long black manes make them impossible to mistake for a mundane steed.

As carnivores, they do not fear blood; ranks of spear carriers and leaping flames do little to turn a simhata if its rider wills it. This fierce loyalty imprints onto the first human to feed one. Thereafter, it will accept no other rider — unless she is Exalted. Most have the intelligence of a small child and can comprehend sophisticated instructions.

As a part of their nature, simhata recognize an Exalted anima. Displaying an anima banner will cause the simhata to submit to an Exalt. Simhata were once bred to serve particular lines of Exalted, with powers that complemented their riders' own. Interbreeding has submerged these gifts, but a wise, patient breeder could restore them.

Creature	Physical Att. Str/Dex/Sta	Willpower	Health Levels	Attack Spd/Acc/Dmg	Dodge/Soak	Abilities
Simhata	7/3/6	5	-0x3/-1x2/-2x3/-4/I	Bite: 6/6/8L, Claw: 3/6/10L	6/2L/5B	Athletics 3, Awareness 3, Brawl 3, Dodge 3, Intimidation 3

is like the rasping, rhythmic sound of snakes slithering across the sand.

In truth, the Dune People's customs would be familiar to many barbarians, concerned as they are with honor, pride, tribal lore and shamanic worship. Only their appearance and an unparalleled hatred for outsiders separates them. The Dune People hunt other humans in an eternal feud with the rest of the world; a grudge that they learn as children.

Infant mortality among the albinos is high. Daylight births rarely survive, though the Dune People erect manskin tents for this purpose. The tents are buried in the sand after the baby is born and serve as a lightless hollow for the young to hide from the sun. As they grow older, these albino children are each given an old sleeping bone, a long human femur hollowed into a tube to breathe through while they sleep in the sand. At night, they rise to learn tribal history from the shamans. As the night progresses, they help the warriors equip for the hunt, mastering the art of turning stone, human bone and ligaments into tools and weapons. Curious or spirit-touched youngsters learn how to weave manskin tents and scrolls, how to tattoo their fellows with the juice of certain desert plants and how to render water from corpses.

Rearing a child of the Dune People is a long, painstaking process. One mistake condemns a child to choking in the desert sands or burning in the sun. Furthermore, they spend two thirds of their life buried in the desert, so the tribe's teachings must be spread out over a longer period. Thus, when the young reach 17 or 18 years of age, they are considered adults, ready to hunt humans and hollow out sleeping bones of their own.

The presentation of a freshly carved femur is cause for celebration; several camps may gather to welcome the new adult to the tribe. Shamans pierce themselves with bone slivers to reach an ecstatic trance and call the spirits of the sandstorm to the gathering. If several Dune People have undergone the rite of passage a great storm might rise, as the Dune People's totems honor an ancient pact forged by Ka-Koshu, Exalt of the Silver Pact. Its snakemen remind the shamans of the Litany of Freedom, which governs the tribe.

According to the Litany, the Dune People were originally a slave race, laboring in a city of pleasures that once stood in the middle of the desert. The sorcery of their masters made them albinos so that any attempt to flee into the sands would kill them. Thus, they were bound to the resort, servicing the great underground engines that created water out of thin air, then surfacing at night to guard the temple of their sun-worshiping masters. Then, disaster struck, and Lunar gods led them into the desert, teaching them the arts of survival and commanding them never to live in slavery again. As natural oppressors, the civilized must be thwarted wherever they are found.

Dune People value ferocity above all else; to compliment one is to say that you fear her. Sleeping together in the sands leaves little time for marriage rituals and property laws, so they have none, sharing

everything in common. Only personal honor matters. Accusing one of the Dune People of compassion for outsiders or laziness is cause for a duel. In this case, the sleeping bones are used as weapons; the fight continues until one party is dead or her sleeping bone is shattered — in which case, she is compelled to leave the sept.

Manskin tapestries record the Dune People's history in elaborate pictographs, including the network of songlines that crisscross the desert. Each camp records its own songlines and patrols them for prey and spiritual guidance. Shamans perform rites at each of the songlines' significant landmarks.

THE WEST

As a traveler sails from the heart of Creation, the seas grow ever more silent, and the islands more rare, revealing a desolation as great as any to be found along the fringes of the world. Barbarians sail (and swim) these waters. These islanders are culturally diverse, so that a week's sailing could bring a vessel past peaceful coral carvers, warriors who save their enemies' blood as a libation for the volcano gods and castaways that worship the rotting figurehead of the ship that betrayed them.

The Western Ocean is a treacherous provider. Any gifts it gives it balances with storms, tangling seaweed and ship-devouring fog. Sometimes, the sea boils up to kill anonymously, but often, the little gods make their presence known, laughing as sailors live and die under their ministrations. Thus, the Western tribes observe a thousand taboos to appease spirits both known and invisible, spinning old chiminage into ironclad custom.

THE ISLAND TRIBES

In the Southwest, barbarians live on hundreds of volcanic islands, sailing outrigger canoes along age-old routes. The swift ships dart in and out of the Wavecrest Archipelago, exploiting the natives' peaceful nature with easy raids. The tribes regularly raid each other as well. A single tribe will strip its island of all life within a few generations, so competition for a dwindling number of fertile islands fuels tribal wars. Raids also temporarily free the islanders from the complex rituals that govern their lives.

Between stormy seas and the ash and flame of their volcanic homes, the islanders struggle to predict and harness the supernatural laws that underlie these events. The island barbarians employ more shamans than most tribes; roughly one in ten is a dedicated student of the supernatural, while the rest hone hexes and warding gestures as readily as spearplay and sailing.

When they are encountered at sea, these barbarians are a memorable sight. They dress in elaborate battle armor, festooned with carved shells, bands of mottled copper and the brilliant feathers of tropical birds. The intricate designs found on their bows, warclubs and spears are also tattooed; different designs denote successful raids, honor marks and their status as chieftains or shamans.

Children born to these tribes are named after days of divination. Inauspicious omens commit the infant to the Storm Mothers with a drowning sacrifice. Survivors soon learn the simplest taboos, such as never to stand in a shaman's shadow or speak during meals. The burden of ritual increases with each year, along with instruction in tribal crafts and myths. When adulthood arrives, an islander tastes a measure of freedom, sailing with a fishing or raiding band beyond the range of the tribe's laws. Sailors break taboos with impunity. Alcohol pours, the band shares the stories that can only be told at sea, and the initiate is encouraged to share his innermost emotions. Then, returning with its spoils, the band is greeted by the shamans.

This time is a dangerous one for the initiate. After these revels at sea, he may be drunk and bereft of inhibitions. He may break a taboo, inadvertently offering himself to the gods of the island and the sea. If he does so, the sacrifice is performed that night; it is traditional for his band to offer him to the spirits. Otherwise, he is permitted to sleep, rising the next day to assume the ritual and practical duties of an adult.

Men and women undergo the same trial, although women are sent off in a special canoe that is burned after the ritual. Women are usually forbidden from sailing farther than a bowshot away except during a migration, for fear of making the Storm Mothers jealous. Thus, female initiates break this taboo during their rites of passage. Occasionally, women choose to live as men when they return, following the custom of the Tya. They accept facial tattoos and sterilization in exchange for the right to sail as far as they please. Tya membership is recognized in both barbarian and civilized cultures (see **Scavenger Sons**, p. 59), conferring many advantages to women full of ambition and wanderlust. Its society is one of the few avenues of trade between the savage islanders and the established nations of the West.

The freedom of the sea makes island barbarians enthusiastic pirates. Most prefer to spend as much time away from home as possible, so they will take weeks to doggedly pursue ships and pillage neighboring islands. When they return, shamans cleanse them of any sins they may have committed abroad, liberating them from any guilt or shame over their actions. A celebration follows; the raiders gives away their swag, with the largest portion going to the shamans and the chief. As each island's ecology declines under the tribe's attention, the gifts become more necessary to its basic survival, and raids become more frequent.



The islanders are hard on their homes. Aside from the plants and beasts killed to sustain them, the tribe busies itself with an array of monuments, temples and ritual pyres meant to curry favor with the little gods. A lush island can be reduced to a barren sandbar after a few dozen years worship. When this occurs, the tribe moves to a new island. Their former homes are abandoned, the thousands of statues, temples and huts left for time to eradicate. Civilized privateers often use these islands as temporary shelters, risking ghosts and bored little gods to rest among the silent monuments.

After migrating, shamans spend months searching for signs of the little gods. Taboos are added or altered (but never removed) according to the shamans' decrees, and the tribe sets about on labors that will satisfy its new gods.

The Pelagothropes

Barbarians do more than sail the West; they swim it, using their Wyld-touched bodies to sustain themselves in the depths. Many pelagothropes are allies of the Lintha Family (see **Scavenger Sons**) or hire themselves out as freelance pirates. Blue and green hair is common among the wave-dwellers. Their skin can be all the colors of the ocean, from sapphire blue to the stark white of a sun-bleached corpse. Long webbed feet, light scales and eyes clouded by nictitating membranes are also common. In the Northwest, many pelagothropes have a layer of fat and oily fur, like a sea lion's. These marks fill land-dwellers with mistrust, if not outright hatred. They recognize them as the signs of Linthan marauders and the mer-savages.

Pelagothropes have an advantage over their island-dwelling counterparts: No nation can consistently expel them from its waters. If pressed, the pelagothropes simply move deeper into the ocean. They live in coral reefs or living seaweed that they weave into individual chambers and council halls. In the Northwest, they hollow out homes from the undersides of icebergs. They are not fond of the lightless depths of the uttermost West, since they communicate by sight while underwater. Most use sign language, though a few speak to each other by rapidly changing the color of their skins.

Based on their initiation into adulthood, pelagothropes belong to one of three different secret societies. The Stone Society concerns itself with the land, including the tribe's nurseries, raiding parties and threats from the surface. The Sunlit Society tends to the floating camps, to tribal crafts and to hunting and fishing. The Deep Society is the

Do They Listen?

The Southwestern islanders carry the burden of hundreds of taboos and rituals, all intended to influence the spirits. Other barbarians leave most chiminage to the shamans, but all of the islanders obey rituals and bans to such an extent that an outsider may ask whether or not any of it is worth doing.

The answer depends on the skills of the tribe's shamans. If they are capable of sensing the spiritual makeup of the island, their advice can be useful, even necessary, if their people are to live near the chaotic or hostile little gods of the West. Since they know full well that the spirits of storms and molten fire could obliterate the tribe at any time, shamans take a conservative approach, choosing extreme devotion over a simple practice that might fail. When they leave an island behind, they never abandon the taboos associated with it; they fear the resentment of gods that might feel discarded or forgotten. As a result, tribes with competent shamans are favored with good sailing weather and are only rarely struck down by volcanic eruptions.

Unfortunately, many shamans are corrupt, incompetent or both. They use tribal tradition to eliminate their enemies and ensure their own prestige. Most shamans inherit a few self-serving taboos from greedy predecessors, but others propagate laws to guarantee them wealth, power and sexual gratification. The little gods frown upon too many liberties taken in their name (especially if the shaman doesn't know how to propitiate them in the first place) and will destroy the offender's tribe with lava and thunder if sufficiently angered.

shamans' circle, swimming down into the darkness to commune with spirits and Wyld places. Each society has rituals, signs and lore that it does not share with the others, though members of the same society from different tribes will talk freely about them. Instead of a single chief, the heads of each society gather as a tribunal to dispense justice and decide on important matters affecting the tribe as a whole.

Still, they are human enough to appreciate and even need the land. Pelagothropes are born without the instincts to use their gills, so they are reared in special crèches by the old and infirm. These nurseries are found on deserted or barely populated islands. Because the tribe can harvest the seas, it chooses barren outcrops or sandbars unlikely to attract attention. Even though the crèche's custodians are not the fiercest warriors, they will attack intruders with special ferocity, hoping to kill them before they can disclose the nursery's location.

These children first learn to swim and to breathe water, then how to discern the meaning of the sea's color, smell and taste. Like sharks, the pelagothropes can sense blood and the floating spoor of fish from miles away. Children who have "found their gills" accompany their tribe on the hunt, using toy spears to mimic the strikes of the adults' coral-headed weapons. They also visit land when they can, to learn fire-building, carving and stoneworking. Adolescents are put through intensive drills to teach them how to move and fight on land. Those who neglect this training develop weak lungs and fail the grueling rite of passage.

Called the Threefold Trial, it tests an initiate's ability to survive in all of the places she might be called to: the islands of the stone, the sunlit seas and the deep. The young pelagothrope must return with a prize from each place and present each one to the head of the appropriate society. If any of the gifts are insufficient, the initiate is exiled. Otherwise, she is accepted into the tribe. The tribunal decides which society she should join based upon the gifts given.

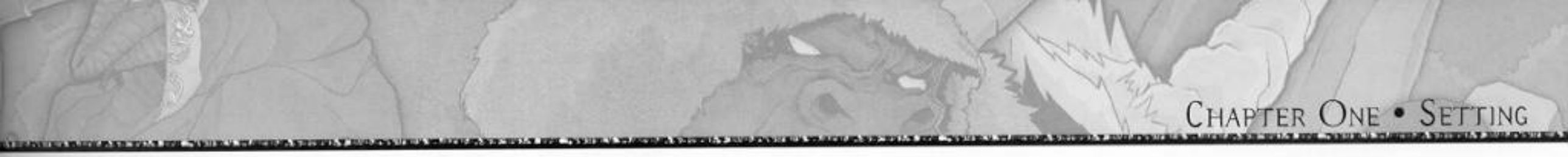
The Stone Society conducts piracy and trade with the other inhabitants of the West. Elders teach members how to pilot the land-dwellers' vessels, speak their languages and obey their customs. Stone warriors sell their spoils through the Linthan syndicate in exchange for weapons that never rust (such as glass blades from the far-off South) and supplies to support the tribal crèche.

Pelagothrope coral sculptures fetch a high price in Western markets, as do the sturdy nets they weave from seaweed. Both are produced by the Sunlit Society. The eldest also learn how to domesticate sea creatures valued by the tribe, but these seal herds and guard sharks require constant supervision.

The Deep Society has no interest in the surface world, preferring to meditate in the depths and placate the sirens, Storm Mothers and Sea Folk. Many lose their taste for land completely. These mermen drag careless sailors beneath the waves as sacrifices for the Fair Folk and the little gods.

The North

Toward the Elemental Pole of Air, warlike nomads and cannibals stalk the snows. Shadowlands are common here; the undead fall on unprepared travelers. Violence follows the seasons; food is plentiful and travel is easy during the summer, so the tribes have enough to satisfy them. As winter approaches, food becomes scarce, and trade dwindles as the trails become impassable. Only the road to Whitewall, protected as it is by First Age magic, stays reliably clear. Deprived of easy trade and vulnerable to starvation, many tribes



relieve their hardship by raiding the towns and petty fiefs that dot the region.

Lands of Wind and Frost

Madness and death permeate the North, but the Wyld and the shadowlands are only their most obvious manifestations. Unprepared travelers encounter these twin hazards frequently; barbarians are inured to this but still treat the North with caution.

The wind is everywhere. At its mildest, it's a whispering breeze, but it never stops. The screaming wind of the Far North often plunges into settled lands for weeks at a time, carrying snowstorms and strange airborne hazards with it. Without a wind-breaking wall or stand of trees, sleeping travelers risk suffocated in their sleep as cloud of blown snow descend on them. The most direct danger is wind chill; it can freeze unprotected flesh even on a relatively mild day. Northern barbarians wear full hoods and grow their hair long to avoid the danger of frostbite.

The Northern winds can madden an unprepared mind. Natives are used to the sound; the whistling of the breeze and the roaring of the storm doesn't faze them. Others don't have the will to withstand the constant sound. Wind madness first manifests as agitation and sleeplessness. Paranoia and hallucinations follow; the victim often hears voices on the wind, telling him to kill his companions. Sometimes, these voices aren't hallucinations, either; Fair Folk and wicked gods often take a perverse pleasure in tormenting the afflicted even further. Fortunately, Exaltation steels the mind against wind madness, rendering Exalts immune to these effects, though the danger of opportunistic supernatural forces remains.

Even when the wind is mild, the sheer cold of the North is a serious danger. Endless fields of winter snow can cause blindness. The icewalkers make slitted goggles out of ivory and bone to alleviate this. Frostbite and hypothermia are serious risks to mortals, though most Exalted can use Charms and their native recuperative powers to avoid the worst dangers. The glacial surface is often unstable as well. In the Far North, it can shift miles per year, moving landmarks miles from their original location.

Wind Madness

Characters born in the North are highly resistant to wind madness. The player of a Northern character may choose for her character to have this immunity if the Storyteller approves. Players of foreigners must make a Willpower roll (difficulty 1) for each week their characters spend at least half of their time outdoors. If the players succeed three times, their characters have successfully acclimatized themselves to the constant howl. On a failure, the character gains a Derangement as listed in the **Exalted** rulebook (p. 281, "The Call of the Wyld"). While amnesia isn't appropriate for wind madness, the other derangements listed are, as well as paranoia. Characters under the throes of paranoia believe that someone is secretly trying to harm them. This feeling can be directed toward their companions, strangers, figments of their imagination or all three.

Breaking out of wind madness requires another Willpower roll (difficulty 2), made daily, or at least two weeks spent indoors in shelter heavier than a tent.

The Icy Frontier

At the fringes of the Haslanti League, herders and farmers live season by season, relying on the brief summer's prosperity to carry them through the year. They pickle vegetables and salt all the meat and fish they can, taking care to fatten their animals against the cold. When winter arrives, these stores are supplemented with hunting. Game is usually plentiful, but even brief shortages can draw a village to the edge of starvation. Despite such risks, settlements can be found across the North. Areas claimed by the Wyld and the Deathlords are exceptions, as the dangers posed by Fair Folk and the shadowlands are too great for even these hardy folk to bear. Those that fall to the Winter Folk usually join the cannibals, but the corruption of the Deathlords is more insidious. Most shadowlands are willing to offer protection in exchange for a regular tribute of bodies and souls. A procession of the aged and disabled fatten the ranks of the walking dead, purchasing the living a little more security.

The frontier tribes prefer stone and wooden dwellings, close to running water and surrounded by the withered pines of the North's edge. Each family has its own house; the unmarried live in the village's longhouse. Here, the chief recognizes honorable deeds, settles disputes and receives outsiders. Guests are offered a warm place on the hall's audience platform, while the commoners sleep at the table or on the floor. A combination court, feast hall and fortress, the longhouse is the center of village life and the best refuge against the raiders and killing frost that stream through the region.

While the chiefs are almost always men, their mates control the longhouses and, by extension, village finances. These hearthmistresses approve any trade or costly adventures. They calculate the tribute necessary to appease Haslanti assessors — or decide

whether rebellion would be more economical. Needless to say, rifts between the chief and hearthmistress are serious affairs.

These villagers aren't particularly pious, preferring to make practical offerings to local spirits when the need arises. Immaculate missionaries are less successful than they think, as most Northerners simply recite Immaculate prayers, then return to their normal devotions. Only the spirits of the longhouse receive special veneration. Great carved poles are erected by the longhouse's doors to welcome the little gods and village ancestors. Offerings of alcohol and cooked flesh are given to divine visitors before an empty seat at the head to the common table. In this fashion, visiting gods are made permanent guests of honor. The head of the table has no special markings, so visitors occasionally sit themselves there — and are tossed out the door for their presumption. Materialized spirits, undead who belonged to the tribe while they lived and the Lunar Exalted are exceptions; they are, after all, the ones the offering is meant to please.

The chief and the hearthmistress guide rites of passage. Each guides an adolescent of the appropriate gender through local myths, tells them of any spirits that must be appeased and passes on general advice for living. New adults are then presented to the tribe and feast at the common table with their new peers.

This frontier culture is matrilineal; the hearthmistress' eldest daughter becomes the next hearthmistress and chooses a husband from the unmarried men of the hall. The chief simply asks for the consent of both parties, and the marriage is recognized, usually with a raucous party dedicated to the newlyweds. A house is an expected part of the dowry; reluctant brides make outrageous demands regarding the size and luxury of their future homes. Homosexuality isn't recognized, but neither is it actively discouraged, though villagers over the age of 18 are eventually asked to live with an established married household.

War is a rare undertaking. As brave as a village's defenders are, they are usually little match for the icewalker and Tear Eater raiders that descend from the wilderness to extort and raid. Hearthmistresses usually set aside something for the wanderers so that they might pass be peacefully. This method is an unreliable one, since the nomads aren't always satisfied with bribes.

Still, many settlements will keep a wary peace with the nomads that pass through. Only the Wyld cannibals are unconditionally hated. Sightings of the furred savages are sufficient to draw several villages together on punitive raids. These makeshift companies will surround and slaughter a cannibal tribe to the last if they can. Veterans of these raids wear cloaks trimmed with the body-fur of their enemies.

Aside from barbarian threats, the Haslanti League imposes arduous taxes that the frontiersmen are loathe to pay. Lean winters and heavy taxes inspire resentment; in the longhouses, many talk of refusing to pay their tribute and of allying with the nomads to strike at League cities.

THE VARAJTUL: CANNIBALS OF THE NORTH

Feared and hated by the rest of the North's population, the true name of the Varajtul is not well known, since the rapacious cannibals rarely deign to speak to their prey. Most reject human languages and communicate by imitating the shrieking tones of the winds. Their true name means "the dream of the infinite light," referring to their peculiar rituals.

Varajtul are usually covered in white, gray or light-blue fur and stand approximately eight feet tall. Their eyes are narrow and tend to be yellow or blue. Their sharp teeth adorn jaws capable of cracking a human tibia in one bite. Most wear simple cloaks to protect themselves from the wind but are otherwise unclothed. In battle, they prefer spears with heads of bone or carved glacial ice but are clever enough to make use of any human weapon they come across. They often lay clever traps for their victims, luring them into pits or slippery ice concealed by powdery snow.

Despite their taste for human flesh, most Varajtul survive on the same diet as the rest of the North, hunting and gathering where they will. Aside from this, each tribe lays claim to a "herd" of humans living near a particular Wyld borderland. Human meat is valued for practical and religious reasons. The lowest grade of feeding occurs on the battlefield. Better meals are prepared over bonfires, as the best warriors and shamans of a "herd" are devoured by the entire tribe.

When a Varajtul warrior captures a prisoner alive, she can practice the holiest meal of all. Venturing into the Wyld, she eats her prey alive and watches the Wyld's chaos congeal into the victim's emotions, memories and desires. This is the most favored form of divination and fulfils a religious duty. Each human meal steals a small part of the victim's strength, but that power can only be awakened by specific rituals. In the Wyld, shamans and warriors do this by meditating on their prey. If they are worthy, this conjures up the dream-forms of their past victims. When the barbarian is surrounded by dozens of these incarnations, she attempts to synthesize all of her victims' admirable qualities into a single thought-form. The barbarian inhales the gossamer phantom like a fine vapor. This way, it is believed, all the noble qualities of the Varajtul's meals will permeate their souls. In truth, the Varajtul feed upon their victims' dreams of glory.

Because the icewalkers so despise the unnatural, victims of Wyld-pox often flee into exile. Many seek out the Varajtul. Most are devoured, unless another live meal has been procured. If the visitor is willing to eat living human flesh in the Varajtul fashion, she is taken to the edge of the Wyld and initiated into their religion.

Icewalkers

Beyond the settlements, the icewalkers follow their totems, tracing the songlines taught to them by the Animal Masters. Icewalkers are the most common nomads of the North, sustained by a lifestyle that has remained unchanged since the Contagion. Despite their ferocious raids, they used to tread lightly on the snows, raiding without resorting to wanton slaughter and resisting the charms of the Deathlords and the Wyld.

Now, a god has risen among them. Called the Bull of the North, he has brought the Elk and Mammoth tribes together. Tales of his divine fire have spread south since his slaughter of the Tepet legions. His warriors are devoted to him, though many of the old shamans are discontented. Their totems scorn the new god; easy hunting grounds are bare of prey, and the wrath of the animals seems pointed directly at the Bull's sept.

In truth, the Bull of the North is Yurgen Kaneko, a Solar Exalted of the Elk tribe. He's an honorable man; though ambitious, he is convinced that nothing less than mastery of the icewalkers can ensure their protection from other Exalted. In this, he is correct; the fury of the Lunar Exalted over his trespass grows as the months pass.

Under Lunar guidance, the icewalkers developed reverence for their totems. Each sept identifies itself by its Animal Master and territory. The totem is the center of tribal life, since it is the animal the tribe depends on for food, clothing and shelter. Icewalkers are adept at finding a use for the entire animal and leave little for the scavengers. The epitome of each tribe's beast is the Animal Master, a spirit wholly concerned with the survival of its wild counterpart. Each icewalker thanks her Animal Master for the gift of survival, asking its forgiveness during the hunt and swearing oaths under its guarantee. Tribes of the same totem are natural allies, their shamans united in a common devotion. Thanks to these efforts, the Wyld and death-stricken Northerners enjoy a bountiful hunt. Each tribe knows the lore of its chosen animal, hunting only what it needs and sparing the strongest to breed.

Some tribes (such as the Elk) keep herds of their totems, defending them through the winter. Others follow their beast's migration patterns, since totems such as the mammoth and megatherium cannot be tamed. In any event, animals close to the icewalkers are unusually numerous and healthy. Thanks to this, many tribes are able to trade through the summer months.



Icewalkers will camp outside of a city to trade ivory, tame animals and hides.

Sworn foes of the Wyld cannibals, the icewalkers hate and fear the unnatural. So pervasive is this sentiment that the tribes may wait for up to a full year to name a child, in case a Wyld pox manifests as the baby grows. Unfortunately, such fear applies to the Lunar-spawned beastmen, preventing the Exalted from bolstering icewalker strength with beast-blooded lines.

Lunar Exalted do not rule the tribes directly but are often encountered during an icewalker's rite of passage. When an icewalker comes of age, she is sent forth to find one of her totem animals in the wilderness. The Lunar Exalted play the role of predator-teachers, demonstrating the hunter's art for the young icewalker to emulate. If the youth has the potential to be a shaman, the Exalt will sometimes tell her the lore of the Animal Masters.

The icewalkers are practical people, raiding the frontier in lean times but rejecting the terror tactics of the cannibals. The icewalkers' weapons are those most appropriate to hunt their totem, so that a Walrus tribe favors the harpoon, while the Elks are known for their skill at archery. The tribes are tolerant of visitors who can pull their own weight. Each tribe is exogamous, allowing members to marry between septs who worship the same Animal Master. Under the Bull of the North, some tribes have allowed intermarriage between followers of different totems. Attracted by his power, they reject the old prohibitions. A great host of icewalkers is gathering, united more by ambition and blood than any Animal Master. Sun-worship is popular among his followers, drawing the ire of both the Animal Masters' Lunar allies and the Immaculate monks who the trek to the North in search of Anathema.

Tear Eaters

Ancestor worship is common throughout the North, but its most fervent followers are among barbarians who have thrown their lot in with the Deathlords. The Tear Eaters are nomads who walk bleak songlines from one shadowland to the next, raiding along the way to pay the price of their ancestors' resurrection. Long ago, the Lover Clad in the Raiment of Tears gave the gift of undeath to the tribe's elders on the condition that they abandon the Animal Master cult and cull a regular tribute from the living.

The Lover and her nemissaries taught the barbarians songlines that cross the ruins of First Age necropoli and broken keeps, giving them access to strange artifacts and safe houses to escape to in case of attack. The Tear Eaters are jealous of these secrets and add treasure hunters who try to follow them to the ranks of undead.

The Tear Eaters are composed of perhaps two dozen clans, each named after the elder they most revere. On first inspection, their camps appear much like those of the icewalkers. Yet, the people are paler, their furs are more rotten than most, and even the poorest clan possesses some minor First Age trinket that sheds light at night or creates fire. Only the opulent, silent tents in the middle of their settlements are blatantly unusual.

In these tents dwell the Great Dead of the clan. Most are little more than shambling wights, but the older dead act as oracles, babbling prophecies that are interpreted by the clan's shamans. The eldest undead advise the living in a more straightforward fashion, passing on

The Animal Masters

The Animal Masters are a court of nature spirits who have forged a powerful bond with both the icewalker shamans and the Lunar Exalted. These spirits hold court apart from the other little gods and even other animal totems. Although they follow their own mandates, they resent any outside intrusion, putting them in a tenuous position within the divine bureaucracy. The dragons and elemental spirits would like to reestablish a proper court, but the Animal Masters refuse, preferring to tend to their purposes alone. The Animal Masters despise the Wyld and the shadowlands for twisting and killing the North's wildlife. These values have naturally been passed on to the icewalkers, who gladly kill any wight or blighted cannibal they encounter. The Animal Masters understand that they may argue with one another, so they promote taboos against tribes who worship different totems intermingling.

Several elder No Moons support the Animal Master cause. Their chiminage to their spirit allies is to protect the icewalkers. In doing so, they have passed on the laws of the totems to shamans and chiefs alike, acting as a powerful force to shape icewalker traditions.

The tribes are natural custodians of their totems, and the Lunars are natural protectors of the tribes, so the arrangement worked well until the rise of the Bull of the North. Under his direction, the tribes have begun to ignore their duty to the Animal Masters. The rewards of grand raids are too tempting and the convolutions of intertribal politics too distracting for them to keep to the old ways as surely as before. Although they certainly approve of the Bull's raiding, they fear that he is *civilizing* the icewalkers. Without the lore of the Animal Masters to guide them, will they simply replace the nations they seem prepared to topple?

tribal lore and raiding strategies. At least one — Shadow of the Ash Arrow — is an Abyssal Exalt. All become more intelligent as time passes.

The tribe is aware of how much they are hated, so clans rarely state their affiliation outright. The Great Dead are confined to tents and covered palanquins. The tribe's access to First Age artifacts gives them the means to trade for iron, jade and precious metals. Excess riches go to their Deathlord, supporting the economy of the Underworld.

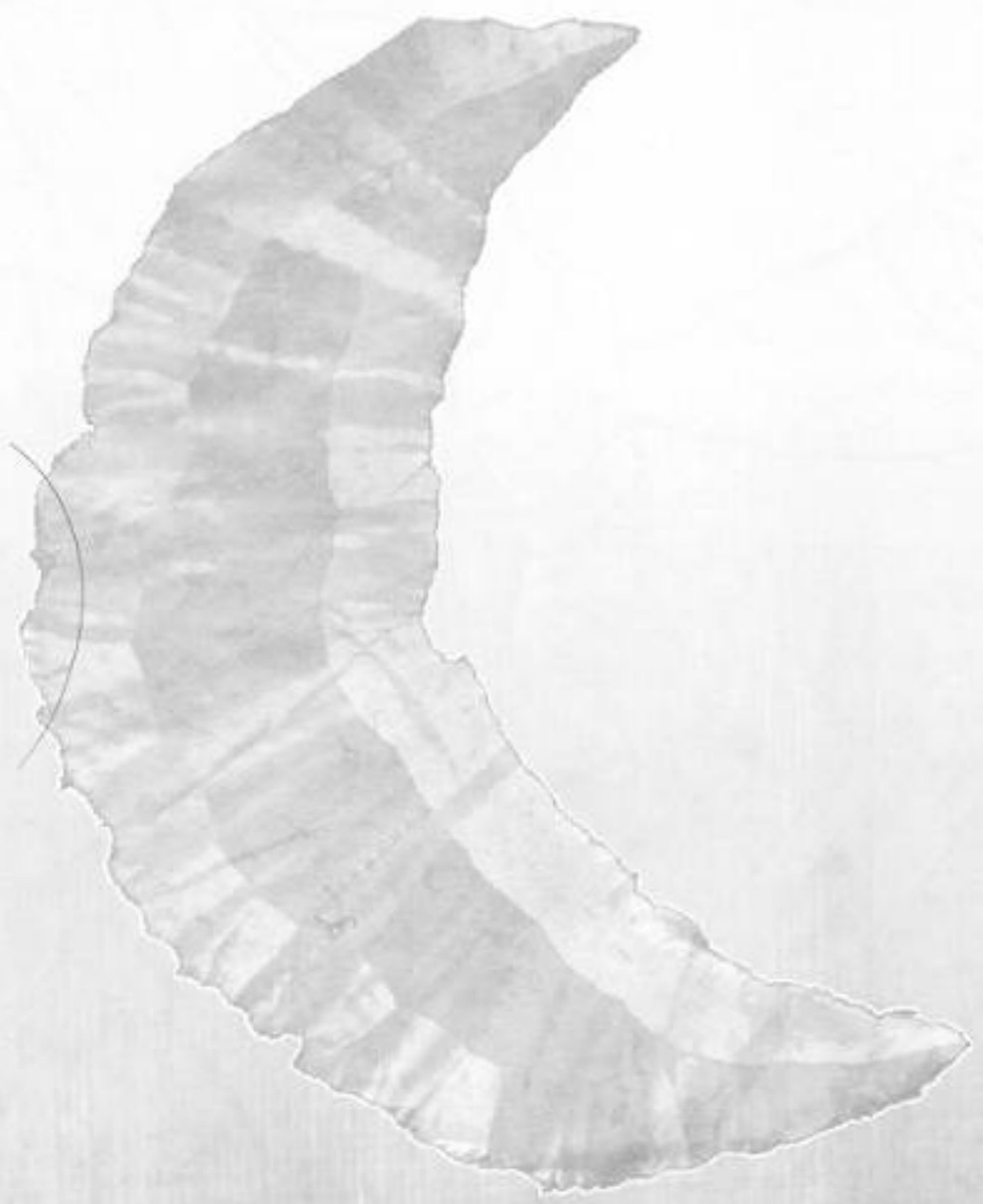
Tear Eater children are named after one of the Great Dead, with a suffix attached to denote their generation. In rites of passage, the young form hunting parties to kill a specific animal that acts as the clan's ritual nemesis. They bring the beast into the Tent of the Great Dead as an offering. If the Great Dead approve of it, they teach the secrets of the tribe. Otherwise, the initiates are killed; about a quarter of the tribe's youth are lost in every rite.

Of these, some are buried in solemn funeral rites honoring the Great Dead they are named after. The rest are given to the shadowlands; half are returned as the Nameless Dead. These serve the tribe as workers, pack animals and hunting beasts. It is taboo to ever acknowledge that they were once Tear Eaters; doing so is punishable by exile. Shamans tend to the Nameless Dead. The shamans bind the wights' bloodless wounds and lash their crumbling bodies together to extend their usefulness.

Shamans tend the Great Dead as well; on the new moon, they lead their flock to the Tent of the Great Dead, where each gives confession and reports recent events. In this fashion, the dead (and, through them, the Lover Clad in the Raiment of Tears) stay informed of the affairs of the tribe. Shamans also perform scapulomancy, reading the patterns in fire-cracked human shoulder blades to divine the future. Shamans may not touch anything living except to deprive it of life, may not burn any dead thing and may not marry.

As interpreters and herders of the dead, Tear Eater shamans are the preeminent figures in any clan. Oathbound warriors who hunted together for their rite of passage lead raids. These warbands take no prisoners; if they can, they'll drag the bodies of the slain to a cairn, to keep until the tribe sees fit to take them to the nearest shadowland. Deathknights and nemissaries who know of these caches can use them as a source of ready reinforcements.

Despite these seemingly gruesome practices, the Tear Eaters are a strongly moral people. Suicide, murder and duels to the death are considered to be an affront to the Great Dead; offenders lose their names and are denied the afterlife. Marriage is sacred and rarely entered into lightly, since dutiful Tear Eaters may live forever. Honor assures eternal life, since the most valued members of the tribe join the Great Dead. Warbands are eager to die together in battle, so that they may enter undeath as one. Shamans recommend the best of the Tear Eaters to the Lover's lieutenants so that they might be transformed into sentient undead.





The slavers called openly to one another as they circled the roadworn mountain of a man. They assumed he was a hill man, ignorant of Flametongue, and even if he could speak their language, he was alone, and there were more than 20 of them. It wasn't as if their intent wasn't clear enough.

"He's a strong one. Good money if we don't have to geld him."

"We'll have to geld him, look at him. There's no way he's going to take the yoke." The second slaver was not enthusiastic. The prospect of his fellows insisting that the big wildman be left with his knackers to increase his resale value until someone got his neck broken sat poorly with him.

He was right to worry; Strength of Many would never take the yoke. He had been a slave once, and now, he was a free man. He had sworn when he escaped his bondage that he would never live in slavery again. He felt slavers such as these were the very lowest scum of the earth. In killing them as he did, he philosophized in his simple fashion, he performed a service for all men.

Strength of Many took a few hesitant steps backward, toward a stone outcropping near the side of the road, and the slavers advanced. He scrambled desperately along the scree, squealing in terror, and they closed in, laughing at how they had overestimated the huge man. He whirled, growing as he did to a height of 10 feet if one included his great bull's horns, and their reactions varied. Several screamed and fled, and others threw themselves to the ground. The remainder realized the futility of flight and readied their weapons to fight the skinchanging beast, hopeful that 10 men could fend off such a large, slow opponent. They would wound it here and there and avoid its charges until it bled out. It was a tactic familiar to the Second Age, and there were few alternatives.

Unfortunately for them, Strength of Many was not merely some skinchanging blasphemy. He was a Lunar Exalt, and in addition to his huge size, he moved far faster than any mortal man. He leapt high into the air and kicked one squarely in chest with a great moonsilver hoof. He descended like a thunderbolt and with all the force of his fall, he gored into the turf a second victim. So quickly did he move that the deafening impact of his landing struck sparks from the flinty ground. Spinning quickly, he seized an elaborate polearm designed for restraint from a third man, reversed it, and drove the bronze-shod foot of the shaft through the slaver's chest like a blunt-tipped spear.

The survivors threw themselves at him and found their saps and spears turned by a hide made rugged with Essence. Those shallow cuts they did inflict healed before their eyes.

With his bare hands, Strength of Many killed the remaining seven slavers who had hoped to stand against him. Those who fled him, he chased until their hearts burst or until they dropped from exhaustion, and he killed the ones who fell while still alive by slowly walking up their bodies, crushing them from feet to head. Those who had flung themselves to the ground and wept he saved for last. He backtracked and shadowed their panicked flight. The Lunar would let them see glimpses of him here and there, and when they fled, he vanished. He let them convince themselves over and over that these glimpses had been their imaginations and that they had escaped with their worthless slaver lives. Then, when he tired of the game, Strength of Many appeared to them when they were alone and advanced on them inexorably as they stammered out denials. Then, Strength of Many rent them limb from limb.

The Lunar gained no prestige among his kind for this. This was murder, not combat. No, Strength of Many did what he did as a service to all men, and so it was that his name became synonymous with rebellion among the field and quarry slaves of the South.

CHAPTER TWO
THE LUNARS

The scattered scales of moonlight slid fluidly over Muan's skin as she ran under the trees. Nothing could catch her when she ran on all fours — no man, no woman, no beast. She'd proved it many times already; this was her wood, her realm. And yet, it came after her still, unfaltering, untiring.

Muan ran with the lightness of a cat, her bare hands and feet making no more noise than the faint whisper of bending grass. It ran like an avalanche, with such thundering hoofbeats and crashes that it seemed as though it would leave a trampled wagon-road through the forest. And she could not elude it.

Muan ran more quickly than the fastest stag in her wood. She knew this, for she had brought down the stag and tasted of his heart, and now, his speed added to her own. It was no stag — it was huge and heavy, and it had to smash through the bracken rather than leap over it. And she could not outrun it.

Muan had been running since sunset, and though the winter night was long, dawn was now not far off. She had not faltered for hours, and in the past year she had almost forgotten what it was like to grow tired. It had to be using all of its strength to propel its mass through the woods, and she could hear its breath coming in huge blasts as it ran. And she could not outlast it.

And finally, her forest betrayed her. She leapt into a small clearing, through the moonlight, and would have leapt out again, but a root seemed almost to reach up and catch her foot. She rolled like a cat, but her shoulder struck a great stone before she could regain her feet, and the pain opened the way for the fatigue and fear. Muan tried to stand, but her legs betrayed her. As she lay there, panting in the cold air, the brush bent away to either side, and her pursuer paced into the clearing. And Muan recognized him.

He was just as her people had always described him. A boar the size of a hut, with a silver mane of bristles running from his massive neck to his hips. The scars of a thousand thousand boar-spears — and yet, not scars, for they glittered silver in the moonlight. And the eyes, the yellow eyes like moons of ill omen.

The Red-Tusked God. The Walking Mountain. Uka the Boar.

He paused under the moonlight, and his muscles bunched and stretched under his coat. The massive boar lifted his great tusked head toward the moon, kept lifting it, raised himself onto his hind trotters. For an instant, he seemed almost comical, like a cat arching its back to rub against its master's hand — and then, a part of his bulk fell away from him. When he lowered his head again, it was a man's face staring at Muan with great yellow eyes. His neck was so thick it was hard to tell where it ended and his shoulders began, and the boar-hide wrapped around him was of the same silver bristles he'd worn before, and his lower canines were curving tusks in a thick jaw — but he was a man. A man scarred with silver tattoos about his arms and torso. The man — the boar — Uka crouched down on his heels before her.

"You should not be tired yet." His voice was deep and hollow. "You are too light for it."

Fear and anger drove new strength into Muan's legs. She stood slowly. "Then... the stories are true," she said carefully. They were the first words she'd spoken aloud for months. "You can take a man's form."

"I was born with a man's form," the great boar-man rumbled. "I was born just as human as you were. And like you, I have become more."

"Like me." She rocked slightly on her heels but did not fall, did not reach out to catch herself. "I... am like you."

"You are." He rose from his crouch and towered above her head. "You have already begun to change. You will change more. It is her will."

"Her will...." Muan couldn't help herself. She glanced upward, to where the moon hung between the trees."

"Yes." He smiled, and the massive teeth that filled his jaws were almost as yellow as his eyes. "You have done well, little she-wolf. The humans here speak fearfully of a ghost-woman, who runs like the stag and hunts with the strength of a pack of 20. They are afraid of you, as they should be. You have learned to use your gifts well... although your learning is incomplete."

Muan's only response was a cautious stare.

"Did you think you were chosen for this?" His mouth twitched at one end. "Did you believe that Luna wanted you to have her strength and cunning because she wanted you to live alone in this wood until the Age turned once more? Little she-wolf, you can barely control your own body." His great thumb, its nail split like a hoof, touched her forehead. She flinched at the contact, which felt... cold. "That is why I am here. I am here to bring you back to your true people. We will fulfil our debt to you, and you will fulfil your debt to Luna."

Her gaze fell from his face. "So that is why I lived," she said softly. "Because she made me... just as she made you."

"Yes." He shifted on his feet and looked to the northeast. "Enough talk for now. You are no longer tired. Now, you follow — or you can run before me, and I will drive you back to the No Moons. I care little."

She looked up at him again, and this time, her eyes burned with the same silver light that lit the mark on her forehead. His brow knotted as he returned her stare.

"Do you know what drove me into the forest?"

"I do not."

Her voice was winter stone. "It was you, Uka the Boar."

His eyes narrowed, like suddenly shuttered lamps. "It was... I?"

"Yes. You and your beast-children. You came on our tribe; you slaughtered those who tried to protect their families, and you took the rest as slaves or drove them into the woods. You murdered my father. You took my sister. I heard my mother die as she tried to distract your children from following my path."

Her eyes glittered. "The forest would have killed me, if it could have. But I killed with my hands so I could eat. I tied myself to a tree branch so I could sleep. I chose not to die because I would not let you win."

The great bulk of the elder shifted slightly, and the hairy skin across his shoulders shuddered like a horse's. "I see," he rumbled at last. "And now? Now you want an apology? A blood-price?"

Thunder boiled in his throat, and it took Muan several seconds to realize he was laughing. "Quite the coincidence! But I cannot apologize to you. I feel no shame for my actions. Why should I?" The thunderous chuckle repeated itself. "I was the instrument of Luna, her hand. By guiding me to your tribe, she provided you with the chance to distinguish yourself, to prove yourself worthy to her. You have done so. Your family is honored — your parents died well to provide us with another Lunar Exalted, and your sister shall bear a Lunar's strong children!" Once more Uka laughed — but the laughter died, and then, there was no other sound in the forest but his rasping breath.

"You do not seem... convinced." His voice still rumbled, but no emotion came with it. Muan had to fight herself not to look away from his all-consuming gaze. "But there is time. You will learn. You will call me brother. You will understand. That is as it must be."

The mountain of a man turned, sniffed the evening wind. "We have wasted enough time. The others will be angry if we do not meet them in time. Come now."

Muan slowly rose to her feet, almost faltering at the last, and then straightened.

"Uka."

His tusked face turned to her once again, eyes lit with a faint curiosity.

Muan took one step toward the huge man, her shoulders tight with a strength she could not explain. "You may be better off killing me here and leaving my corpse for the scavengers." Her voice did not crack or falter. "If you give me time to learn how to use this strength given to me, then I shall master it — and I shall use it to kill you, Uka the Boar, brother or no."

His lamplike eyes widened, and his lower lip twitched, then spread wide into a grin. "Will you indeed, then?" Humor danced in his yellow eyes — humor, but no mockery. "If that is what happens, that is what happens. If you are stronger than me, I deserve to be beaten — and if, in the end, you decide you will kill me rather than claiming a debt, then I will die."

He leaned in close to her, one massive hand falling on her iron-tense shoulder.

"Just remember, little she-wolf." His tusked jaw was inches from her face, and his stale breath blasted against her. "I will fight, and you have forewarned me."

The Beloved of Luna

Once, long ago, the Children of the Moon were genteel, cultured folk, as at ease in the courts of man as they were striding the fields under the night sky. They took on the forms of beasts but remained men and women at heart — the sons and daughters of Luna and the Realm.

But the end of the First Age and the growth of the Great Curse changed that.

Today, Luna's Beloved are as much beast as human; they run with animals, they prey on others, they even mate with animals and humans indiscriminately. When they fled to the edge of the Wyld, they invited it into themselves — and it has changed them almost beyond recognition.

To the average citizen of the Realm or the Threshold, the Lunars are something to be greatly feared — beasts with human intelligence, forest gods that lead their animalistic children on raids against men and women whose only crime is to live in the wrong place. And this fear is entirely justified.

The Lunars, as a group, have nothing but contempt for civilization. It has no virtue worth preserving — all it has to offer are riches to hang in one's lodge, foodstuffs ripe for the taking and potential slaves with useful skills. To the Lunar mind, civilization kills entire peoples, leaving them weak and useless, unable to withstand even the slightest changes. It murders strong men and women, sapping them of all their strength and virtue. It is ruled by bloated, decadent slugs that sit atop their thrones, feasting on the land and its people while offering nothing in return.

The whole rotten mess will have to come down.

First Impressions

Some of those who meet a Lunar Exalted never know they do so. It is the simplest thing for one of Luna's Beloved to walk in the form of an ordinary human or animal, hiding his bestial self beneath an innocent skin. There are many tales of people who crossed paths with a strange hunter or beast, only to realize much later that they had met one of the Great Moon Gods of the Wyld and lived to tell the tale. It's said by some that the god-beast Anathema devour ordinary folk and wear their skins to hide their true nature — and there is truth in those tales.

But when they aren't wearing the skins of another person or beast, it's hard to mistake the Lunar Exalted for anything but the ageless masters of the wilderness they are. Each and every Lunar has at least a slight touch of animalistic presence, whether it's a predator's posture and gait, a stare of guileless intensity or a barely noticeable musky scent. Almost all are in incredible physical condition, be they massive columns of rock-hard muscle or lean and fluid as dancers. Some are touched by Luna with silvery hair, eyes or skin; others have opalescent eyes. All who have been initiated into Lunar culture boast the complicated tattoos, scars and brands of their people, and when angered, their Caste Marks, tattoos and anima banners flare with silver moonlight. They are terrible but beautiful, with the grace, power and dread presence of great predators. Even at the heart of the Realm, some romantic ballads and stories paint them as the noble savages of the Anathema, fallen from glory but awaiting the right leader to bring them back into the light. In reality, the Lunars are rather more savage than noble, but the nobility that was theirs during the First Age still clings to them, although it has taken on a considerably less courtly form.

Those soldiers and defenders of the Realm who have crossed paths with Lunars and their tribes tell a different tale. To their eyes, there's nothing noble about the monsters that come raiding from the wildlands, scattering armies before them with their murderous talons and forbidden sorcery. If they have any sort of code of honor, it is a blasphemous perversion of the virtues of true men and women. The Thresholders see things in much the same light; although they place less stock in the Immaculate teachings, they are the ones worst hit by the raids of the Lunars and their savage followers.

To the barbarian tribes who see them most often, the Lunars are creatures that inspire great awe and dread. They are the primal gods of the forest, ancestor-spirits made flesh. They are the heroes of all wild tribes, the mystical society of warriors who take back the world for the strong children of the wilderness. To a few tribes, the Lunars are their leaders — the godlike heroes sent to bring law and prosperity to their people. They are the marriage of human and animal, two sacred essences made one. Only a fool defies the will of the Moon-Beasts. Only the wicked deserve their wrath.

And to the beastman tribes that they have sired, the Lunars are even more godlike. They are the First Grandfathers and Grandmothers, the great spirit-deities from which their obviously superior blood flows. It's rare to find a beastman who views his Exalted ancestor with anything less than dread reverence, and why not? The Lunars can create entire peoples in their own image, and do. What man can boast the same?

The Lunar Exalted were driven to the fringes of the Wyld. They *should* have died. That should have been the end of them. They should have been forgotten. But the Lunars refused to die, and that has given them a new form of immortality in the legends of the settled Threshold and the Wyld tribes. They will not be forgotten. They will not go away. And now that the Solars, their old

partners, are returning — the Lunars are ready to reenter the Realm themselves.

On their own terms.

Luna

All that the Lunars are stems from Luna. Once the world of men gave them prestige and honor — that has been lost. Once their distant siblings, the Solar Exalted, gave them titles and tasks and, sometimes, even love — all of which has been lost. All that remains to them is the gift of change, the power of Exaltation — the favor of Luna. And as long as their mother still shines in the sky, the Lunar Exalted will endure.

Although human culture changes dramatically from Elemental Pole to Elemental Pole, almost all people can agree on a few fundamental spiritual truths of Creation. The winds are mercurial; stone is the very emblem of perseverance and endurance. The sun is reliable and unrelenting — and the moon is the ever-changing queen of illusion and the animal world. And so she is. Luna is the Fickle Lady, the shapeshifting mistress of the night. She is neither truly male nor truly female — or perhaps, she is both. She is the patron of the beasts of the forest, who call to her at night. To the Lunars, she is mother and father, husband and wife, brother and sister — she is the goddess that made them in her own ever-changing image.

Luna may appear in any guise, male or female, old or young. Her forms are more often female or that of the feminized youth, but this is merely a reflection of her nature, not a strict law. No two Lunars, even siblings, describe Luna in exactly the same way — the moon *is* the embodiment of the changing face, and Luna *is* the moon.

One aspect of the Lunars' continued devotion to their mother goddess is their reverence for her metal, moonsilver. To this day, the various factions of Lunars all agree that moonsilver was created by the Fickle Lady as a gift to her children and that for anyone but a Lunar to handle the metal is an unbearable insult to her. Even their once-partners, the Solar Exalted, receive little leniency in this matter; in the old days, a Lunar might give a moonsilver ring, collar or other trinket as a wedding gift to her Solar spouse, but the old days are here no longer. To touch a Lunar Exalted's armor or daiklave without explicit permission is a dangerous slight — for a non-Lunar to carry a moonsilver weapon or wear moonsilver armor is unforgivable.

The Silver Pact

Lunar society is a fluid thing, shared among isolated barbarian warlords who see far more of their mere mortal subjects than they do of their own kind.



Two things hold it together: the No Moons and the Silver Pact.

The Pact is not an actual agreement or treaty — rather, it is a living brotherhood of Lunars who cooperate with one another in order to promote the welfare of the Lunar Exalted as a whole. Members of the Pact include No Moons, who disseminate their mystical knowledge to Lunars who may have use for it, Full Moons, who temporarily organize squabbling Lunars for effective strikes against their enemies, and Changing Moons, who work for the greater good in countless subtle ways. The Pact, like the No Moons, works toward gathering and distributing knowledge. But in particular, this prestige society takes a special interest in locating, rescuing, training and recruiting the newly Exalted Lunars from across Creation.

Lunars of the Silver Pact are less isolationist than their brethren; being able to understand and move among civilized people is a useful skill for identifying and recruiting new Lunars in time. Although they may still be xenophobic and prejudiced against the Realm, they cannot run from it. Members of the Pact often know a great deal about the Realm's workings, information gathered from a mix of observation and secondhand lore passed down from the elders. They know one denomination of coins from the next, understand the local dialects and can generally function within civilized borders long enough to accomplish their mission of bringing a newly Exalted Lunar home to the Wyld. They were the first among Lunars to hear of the Scarlet Empress' absence and the first to begin spreading the word of the Solars' return.

This knowledge of the Realm does little to make the Silver Pact more sympathetic to the Dynasts and their subjects. The Realm's hands are covered in the blood of the barbarian people, the *strong* people. The Immaculate Order punishes anyone who does not believe their insufferable, lying creed and stamps out the worship of any gods save the Dragon-Blooded. The more that the Lunars of the Silver Pact learn about civilization, the more they learn to loathe it.

The Silver Pact aggressively recruits new members and would ultimately like to unify the entire Lunar people into one nation. About half of all Lunar Exalted are presently part of the Pact. Those who refrain from joining the Pact are usually those who prefer to govern their own territories rather than wasting time helping others with their concerns. In addition, some older No Moons resent the Pact for what they see as usurping their role as the keepers of Lunar lore and instructors of the young. When a conservative No Moon and a member of the Pact converge on the same newly Exalted Lunar with the intent of teaching her, they often battle it out to establish who is the senior teacher and who is the assistant.

Currently, the Pact is suffering a dangerous bout of internal conflict — specifically, regarding the return of the Solars. The Pact elders are divided on whether to trust the newly reborn Children of the Unconquered Sun or whether to oppose them. The assistance of the Solars might be the key to overthrowing the Realm once and for all — or the Solars might rebuild the Realm, larger than it ever was before, perpetuating the wicked slavery of civilization until the end of time. Bloody disputes have broken out over the issue, and a quick resolution doesn't appear to be at hand. The Silver Pact may split quietly into two new entities, or it may break into a diffuse civil war, unless something dramatic happens to unify their consensus.

Gathering the Pact

The entire Silver Pact has never been together in one place at one time, but it does call councils from time to time. Those members who are available to attend usually do so; an average Pact council tends to have four to a dozen Lunars in attendance.

Only Lunars of some rank (at least uf-ya) who have been members of the Silver Pact for over a year can call a council. Others can try, but the Pact will either ignore the demand or, worse, demonstrate its displeasure at such presumption with a good, solid beating.

A Pact council is called by leaving the skull of an enemy, marked with the general location and time of the council in claw-speak, in a prominent location along Lunar travel routes. The skull is usually left somewhere that it cannot be easily removed by humans, but where a Lunar in beast form could read the message. It usually takes more than one skull to get the attention of multiple Lunars, so a thorough summoning can require around a dozen (or more!) message-skulls. Naturally, the local humans tend to view the appearance of strangely clawed skulls with superstitious dread, and many towns across the Realm have developed their own tavern-tales about what demons leave such skulls — and what dooms they foretell.

At the council itself, the privilege of speaking first is reserved for the attending Lunar with the highest face. If the elder with that privilege was not the one to call the council, she may allow the summoner to speak first with a nod of permission; if displeased with the summons, she flatly says so before yielding the floor. Naturally, it then falls to the Lunar who convened the council to explain his reasons for doing so and to address whatever business is at hand.

Any Lunar may speak at any time, but it is insulting to interrupt someone of your own rank or of higher rank. Newly initiated Lunars often go without saying a word at Pact councils, unless specifically asked for their opinions.

Claw-Speak

Every Lunar is capable of reading and leaving basic "signatures" that identify a territory or thing as belonging to a specific Lunar. Such signatures are usually marked with claws, beaks or even antlers. The Silver Pact has taken the idea significantly further, developing a secret code of claw slashes that allows them to communicate ideas more complicated than "mine." Each message consists of the signature of the Lunar who left it and a series of marks surrounding it. Although no substitute for an actual written message, the number and cardinal position of the various marks, as well as their distance from the central signature, allow for reasonably complicated message. A Lunar who knows the claw-speak of the Silver Pact can transmit notions of date, time, general emotional context and important ideas such as "danger" or "council." Claw-speak is generally taught only to full initiates of the Pact, although a rare few Pact members have taught particularly promising young Lunars the basics, so that they can read danger signs properly.

The Time of Many Wars

Now, for the first time in many years, there is a scent of change in the air, and the Lunars are well able to detect it. The Realm has held against their scattered raids for centuries, but now, more chinks are beginning to appear in its armor. Each day that passes brings the scent of more conflict on the wind, conflict that is finally exposing the corruption within civilized society for all to see.

It's not just that the current time offers opportunities for things that *could* be done — the Lunars see things that *must* be done. The current Realm is a mockery of its former form, governed by inbred degenerates and populated by weaklings. The world *must* change; it must become something better. The newly reborn Solars are too scattered, too confused, too attached to the people they were born among. The Sidereals vanished long ago, and if they survive, then they are friends no longer. The Dragon-Blooded and the Abyssals are part of the problem, not the solution. As any barbarian chieftain with vision can see, it's now up to the strong people — the Beloved of Luna.

But the Lunars don't want to rebuild the Realm into the glorious civilization it once was. They want to build it into the glorious civilization it could be. The empire of the First Age failed — it was flawed from its very conception. The civilization that protects people from the world makes them unable to live in the world. It makes them weak and corrupt. When it is gone, then people will live in the world as they were meant to — surviving on their own merits, not on the merits of their tools. The world will finally be right again.

The Deathlords are stirring in their barrows. The Fair Folk are riding farther from the Bordermarches of Creation than they have since the Contagion. The Wyld Hunt rides again and again — and, increasingly, one hears the formerly unthinkable rumors that it has failed. And once more, the Chosen of the Unconquered Sun walk the earth, and change follows in their wake.

It is a good time. It is a time of conflict and upheaval, a time that exposes the flaws in the Lunars' enemies. It is a time when Luna's Beloved may now reach farther than they ever have before, striking deeper at the decaying heart of the Realm. It is a time when war will test the strength of each tribe, city and nation, when only the mightiest will endure. It is a time when the Chosen of Luna may finally reclaim what they have lost, when one Lunar may shape a nation — and a pack may shape the world.

It is a good time. It is the Lunars' time at last.

The Becoming

The Lunars are very unlike the other Exalted, even in the manner of their Exaltation and training. The Solars have no unifying society to adopt them, while the Dragon-Blooded are nearly drowning in all the formalities surrounding their birth and becoming. The Lunars are somewhere in the middle — they have their own traditions that bind them and that even stretch back to the First Age, but they are poorly organized and scattered across Creation. Luna grants each one a vision or visitation, but very rarely does she ever truly explain *why*. Nor does Luna choose the aspect of a Lunar — that is for his own kind, and his own deeds, to determine. In many ways, the Exaltation of a Lunar is a more difficult trial than that of any other Exalted, but that is for the best. It makes the Lunar Exalted strong.

Before the Call

The Lunar essence is attracted to those who struggle to survive against difficult odds — people who cannot take simple things such as a full belly or a safe place to sleep for granted. They may be poor farmers struggling to make a living off a patch of inferior soil, barbarians whose next meal is dependent on a successful hunt or raid or even the disenfranchised of a great civilized city. The struggle to get by from day to day is the crucible in which Lunar Exalted are forged.

Most Lunars don't see it in quite those terms; according to popular belief, Luna chooses whomever she

"Young Lunars"

This chapter frequently uses the term "young Lunars" to imply those Lunars who have either newly Exalted or are still learning the ropes of their society. This doesn't mean that all Lunars Exalt while still in their adolescence. A Lunar, like any other Celestial Exalted, may come into his full power at any time from childhood to late middle age. At that point, his aging slows dramatically — all Celestial Exalted can live a long, long time if violence doesn't catch up with them. Lunars seem to live about 2,000 to 3,000 years. Therefore, the phrase "young Lunar" isn't just a more convenient way of saying "newly Exalted to just shy of being established as a full elder"; compared to the Lunars who have been stalking the wild lands for centuries, all Lunars Exalted within the last 20 years are indeed young.

will, barbarian or no. She does not offer a person Exaltation lightly, of course; but it's said that she has Exalted men for the virtue of their beauty alone or chosen generals who warred against the barbarian tribes in a display of godly spite. Always, her chosen one bears the mark of greatness, even if other folk cannot see it — but that greatness is hers to define.

The majority of Lunars alive today were born into frontier or barbarian families, close to the wilderness. The Lunars tend to see this as additional proof that Luna loves their way of life best, but surely, part of the real reason is that a Lunar who has her Exaltation in the heart of a city is very unlikely to survive until the No Moons can bear her away.

Exaltation

Like other Exalted, the Lunars often manifest their powers for the first time when placed under extreme stress or duress. But a Lunar's Exaltation is almost always marked by the same thing — the determination to survive. In the face of almost certain death, enslavement, torture or some other terrible fate, the Lunar-to-be chooses to persevere. Luna comes to them *after* that decision, not before.

Luna herself attends each Exaltation. In some manifestation, vision or avatar-form, she shows herself to her child, personally delivering the message that the young one is her chosen. However, the exact nature and message of the manifestation are never the same. Her avatar might enter the young Lunar's life unobtrusively and instruct him for anywhere from a day to a lunar month — or her contact might be as fleeting as a vision of a woman's face reflected in a body of water, mouthing the words "You are mine." She appears as a mother figure to some of her children; but to others, she may be lover, wise crone, liberator, huntress, sibling or child in need. Her visitation almost always colors the young Exalted's mental image of her for the rest of his life. The touch of a goddess is not easily forgotten, and the Lunars do not call themselves Luna's Beloved for nothing.

Upon Exaltation, the young Lunar's Caste Mark appears on her forehead, but it has no clear form. It waxes and wanes with the phases of the moon — sometimes, burning with silver fire; at other times, fading to a dull metallic sheen.

The Caste Mark, however, is the least of the new Lunar's worries. With Exaltation comes a rush of animal instinct, so powerful it can drive even the timidest scholar to hunt fresh prey with his bare hands. If the Lunar discovers her totem animal at the time of her Exaltation, this is especially true, and she will be driven to hunt and consume one such beast for its blood. Thankfully, this instinct often drives the Lunar to flee human society until he has mastered his new abilities; some don't make it before the Wyld Hunt comes for them, but others go to ground in time. The Dragon-Blooded keep a careful ear out for tales of a silver Caste Mark and bestial behavior — but so do the Lunars.

Learning by Instinct

Most Lunars have to go at least some time after their Exaltation without any guidance whatsoever. The Changing Moons cannot be everywhere at once, and it's relatively rare that a new Lunar is Exalted near any given Lunar's territory. Fortunately, most of the Lunar's basic gifts are easily learned, if one listens to the instinct of the Essence. The desire to stalk and kill prey leads the young Lunar to sample the blood of animals, and that, in turn, enables him to follow his instincts and shapeshift for the first time. Other Charms follow instinctively; a Lunar may learn to increase his strength when a tense situation leads him to test his might to the limits. It's rare that a Lunar is able to learn the most sophisticated shapeshifting Charms without guidance, but it has been known to happen. Luna Exalts only the most promising, after all.

What the young Lunar does with these gifts is then up to him... for a time. Only the subtlest and most cunning manage to survive unaided in the Realm; most others flee for the wild lands, as their First Age ancestors did before them. Some Lunars become perfect creatures of the wilderness, running with wolf packs or swimming with crocodiles. Others, particularly those raised as barbarians, challenge the chief of a barbarian tribe or a bandit gang and become chiefs themselves. It's an easy thing for a young Lunar to replace even the wisest, strongest mortal chieftain, and even untrained, a Lunar Exalted can lead a people to greater success than they



ever enjoyed under a human. A young Lunar turned chief is able to enjoy the best things in life — ample food and drink, many lovers, the reverent awe of his followers and the terrified dread of his enemies.

But sooner or later, the others come.

Those Who Are Taken

A young Lunar is not given the choice of whether to join the rest of Lunar society or not. If she chose not to accompany her brethren, she would put herself in unacceptable danger. Without her elders to give her the tattoos to fix her form and caste, the young Lunar would run the risk of becoming chimera, losing her higher consciousness and becoming a beast without a purpose. The elders clearly cannot allow this to happen; nor are they willing take the risk of the Wyld Hunt slaying yet another of Luna's Beloved. For the good of Luna's people, the newly Exalted must be brought home.

Some Lunars never make it this far; either they manage to conceal their nature sufficiently that the elder Lunars never hear of them, or they simply don't make it to safety before the Dynasts catch them. The young, untrained Lunars who do manage to prosper in the cities can become legends in their own right, underworld or folk heroes who manage to outwit their pursuers at every turn.

Other Lunars are Exalted into barbarian tribes already under the rule of a Lunar or a chief who owes fealty to one. In such cases, the new Lunar's people are able to recognize what she has become and simply turn her over to their patron's care.

Other young Lunars often find themselves kidnaped, without little to nothing by way of explanation. Explanations invite argument, and when an elder Lunar is trying to smuggle a youngster to safety without attracting the Wyld Hunt, there's no time for arguing. It's far more important to successfully get the young one to safety, where she can be taught how to use Luna's gifts in the matter that Luna intended. Once the newly Exalted Lunar has been brought before a No Moon, her initiation and education can begin in earnest.

The Trials

Before a newly Exalted Lunar's caste can be set, the No Moons must first determine which caste would best suit her. According to ancient lore, there were once a set of rituals that would determine which caste the Lunar was in her previous life and, thus, the caste she would live in again. These rituals were lost with the First Age, and so, the No Moons were forced to develop a new means of judging a Lunar's caste. The result was equal parts First Age mysticism and barbarian rite of passage — the trials.

The trials are more than just a simple set of exercises — they are high ritual, sacred to the Lunars. Each one opens with an invocation to Luna and the spirits to witness the young Lunar's deeds. Then, the newly Exalted initiate is put to the test — never an easy one.

The trials test every aspect of a young Lunar's being — her skill at arms, her survival instincts, her speed, her intelligence, anything and everything that may have an impact on her ability to survive. A young Lunar may have to dodge 50 spears all thrown at her at once or to pull the eggs from a bird's nest built on a reed-thin tree branch 1,000 feet above the ground. She may be hurled into a hostile section of wilderness, with only a complicated No Moon's riddle to point her toward the cache of food she'll desperately need. In all cases, the trials set a very high standard, such that only a hero could fulfil. Traditionally, it is the No Moon's prerogative to set the number and type of trials, but more commonly, any elder Lunar in the area may offer a few "suggestions."

The tests seem impossible, and in fact, the young Exalted isn't expected to succeed at all of them. To succeed at even one is a remarkable feat, something worthy of praise and celebration. Obviously, the more trials the young Lunar overcomes, the better, but there's nothing shameful about beating only a few. That is, after all, the whole point of the trials — determining where the young Lunar's strengths lie.

The elder Lunars take absolutely no precautions to prevent outside (and hostile) influences from interfering in the trials. If a Fair Folk raiding party, marauding Wyld-beast or band of rival barbarians threatens the young Lunar, it's nothing but the same challenges she'll have to face later on. Some elders take this mentality a step further and actually arrange for the trials to take place in hostile territory, anticipating interference. In the best of all possible worlds, the young whelp succeeds at the trials and manages to eliminate a few pesky Fair Folk, imperial soldiers or the like — an excellent portent for the young Lunar's future career.

Despite this seeming severity, the trials are not meant to be lethal. Deaths do occur over the course of the trials, but they tend to be unforeseen accidents rather than expected potential outcomes. As few as newly Exalted Lunars are, their elders would rather see their young initiates alive to take on another round of trials than dead before they could come into their own. Even so, although the trials aren't meant to be deadly, they *are* meant to be dangerous. The young Lunar who emerges from his trials with no new scars is either extremely lucky or destined for very great things. The trials offer a sample of the many threats the young Lunar will have to face in his new life — the young one had better get used to pain and injury, or he won't last a month in the wild.

INITIATING THE OUTSIDER

Few people envy the Lunars their lot in life — but it still happens that sometimes, rarely, an outsider tries to walk among them. Another Exalt may desire the secret knowledge of the No Moons and appeal to them for instruction. A Solar may seek out one of the surviving First Age Lunars in order to learn about his previous life from one who was there. An enemy of the Realm or the Fair Folk may hope to win allies for his cause among Luna's Beloved. If he can manage to find the Lunars he seeks, enter their territory without angering them beyond reason and state his case convincingly, that certainly gives him a chance of success — but such an effort usually isn't quite enough. The Lunars are understandably reluctant to share their knowledge or resources with outsiders.

If a Lunar is sufficiently intrigued by her visitor's arguments, she may offer him a chance to earn the equivalent of "honorary Lunar" status. An outsider can never *truly* become Beloved of Luna — only Luna makes that decision. But by undergoing the initiation trials and proving herself worthy, he can earn a place, albeit a low-ranking one, in Lunar society. The initiation trials are increased in difficulty, to account for the fact that the aspirant is already an adult of her people, but they still test the same skills. If the outsider can endure the trials without complaint and can succeed at several with all the ability a Lunar would show, then he gains sufficient status to become nain-ya — in this case, "not one of us, but one of us."

Of course, it's something of a matter of pride to many Lunars that few people are able to live up to their standards. The idea of an outsider strolling into their territory and outperforming their own kind is fairly repugnant. Such Lunars, if they agree to offer the outsider the initiation trials, aren't above "taking the safety off." A trial that isn't meant to kill a Lunar who fails at it becomes a trial with lethal consequences for failure; a few more sharpened stakes are added to the pit, the elders are less likely to try catching the aspirant who falls from a great height and so on. If the outsider comes through alive but badly scarred, the Lunars are likely to be forgiving; if he comes through without a scratch — as a Solar might — the Lunars will resent him all the more.

Nobody ever said life was fair.

As the young Lunar passes each trial, the elders add a new scar to his flesh, signifying his triumph. The actual form and pattern of the trial scars vary from region to region. The Lunars of the North use an almost runic set of symbols, while the seagoing Lunars of the West prefer geometric scar patterns such as half-circles, dots and triangles. Those of the East mark their young ones with curving, often spiraling scars, while the Southern Lunars prefer a series of raised dots in intricate patterns. Despite this variety, Lunars are fairly adept at reading the scars and tattoos of their fellows, regardless of region. A Northern Lunar can pick out the trial scars of a Southerner and determine the general level of skill the Southerner displayed during initiation, even if he can't tell precisely what trials the foreign Lunar faced.

Fixing the Caste

The trials are finished once the No Moon overseeing them is satisfied. In almost all cases, the No Moon becomes convinced of the young Lunar's caste well before he chooses to end the trials. There is no harm in being certain, and more trials serve to make the young one stronger. Some No Moons are unkind enough to admit to their charges that the last few trials weren't absolutely necessary; in some cases, this admission is the final test of a young Lunar's character.

The majority of Lunars come through the trials having distinguished themselves as Changing Moons. This is largely because, according to No Moon lore, the souls of the lost Waxing, Waning and Half Moon Castes now all express themselves as Changing Moons. Full Moons and No Moons appear in roughly equal numbers, and are both considerably more rare.

Once the young Lunar's caste has been determined, it must be fixed so that it cannot shift any further. The No Moons are the keepers of the rituals that fix caste, and they are the ones to tattoo the new Lunar's body. The tattooing ritual takes place under a moon of the young Lunar's caste; the ritual lasts three days. The scarification and tattooing is a painful process, and it's meant to be. Life as a Lunar involves a lot of pain, and it's never too early for a young Lunar Exalted to start learning how to endure. As the tattoos spread across the Lunar's body, the shifting of his Caste Mark slows and, eventually, stops.

No two sets of tattoos are the same. The tattooing process is more akin to writing a personalized prayer than to replicating a tried-and-true passage verbatim. The No Moon must use much the same "language," but the precise form required varies from Lunar to Lunar.

A New Name

Even in the First Age, it was Lunar tradition to take a new name upon Exaltation. Since joining the barbarian cultures, the Lunars have become even more attached to this practice. A new name symbolizes a new life; it acknowledges true adulthood. The Lunars often call this new name the moon-name, the name chosen to symbolize one's devotion and gratitude to Luna.

It is soon after a Lunar has taken his moon-name that a representative of the Silver Pact, if present, approaches the young Lunar and offers to bring her into the society. Acceptance is easy; there are no further trials. If the young Lunar expresses interest in joining the Pact, the Pact elder assumes responsibility for the naming ceremony.

Some Lunars retain their human names, for a variety of reasons. Although a Lunar is expected to keep from growing too attached to her mortal past, the Pact doesn't frown on this choice. However, those who are initiated into the Silver Pact *must* take a new name of some sort, as part of the entry rituals. The Lunar who used to call herself "Anja" may now name herself "Anja Silverclaws" if she likes, but she cannot keep using her human name exclusively.

The exception, of course, would be the First Age survivors. Whether they are members of the Silver Pact

A Lunar Without a Caste

What happens if a Lunar never receives the tattooing necessary to fix his caste? As long as he keeps relatively far from the Wyld, he isn't in dire trouble — from his own nature, at any rate. His Caste Mark continues to shift with the moon, and he will never learn the more powerful Charms available to a Lunar, but the lack of a caste doesn't endanger him in its own right.

But with too much exposure to the Wyld, a Lunar without the necessary tattooing becomes gradually more and more unable to maintain his own shape. He may find shapeshifting easier as a whole, but he begins to shift involuntarily, whenever his mood changes. He begins to forget what his original form was and can no longer assume it as a reflex. This gradual loss of control tends to lead to lunacy, and from there, it's a short fall to becoming chimera.

Unfortunately, staying away from the Wyld is easier said than done. The farther the young Lunar is from the Wyld, the farther he is from any Lunars who might be able to assist and protect him against the Realm's hunters. Instinct drives the young Lunar into the wild places, where he knows he will be safer… but unless discovered by his own kind, he's simply traded one danger for another.

or not, they are often unwilling to let their names be taken from them as all else was. If the mighty Ma-Ha-Suchi says that no moon-name will do him the honor that his present name does, it is nobody's place to argue.

In some cases, the moon-name is a deed name earned in the trials; this is relatively rare, given that few young Lunars have mastered their powers sufficiently to astound their elders to any degree. More often, the moon-name is chosen as part of a shamanistic ritual wherein both namer and named ingest hallucinogenic plants and share a hypnotic, introspective state.

The moon-name is meant to be a distillation of everything that makes the Lunar what he is. Red Jaw is the name of an efficient hunter; Swift Pinions marks a dangerous and canny raptor. It is a name that will last the Lunar for the rest of her potentially millennia-old life. It isn't taken idly.

Taking a Territory

Once a Lunar has been fully initiated into the ways of her people, she is free to go wherever she will. For the last few centuries, most Lunars have chosen to carve out a domain of their own. In particular, those who grew up among barbarian tribes find it most appealing to return to their former people and announce themselves as the tribe's new patron. Of course, most of the very best territories are already taken.

Not that this will necessarily stop a Lunar Exalted. A young Lunar will often challenge an elder for a prize territory and all its inhabitants. Sometimes, her youth gives her the edge; more often, the elder's experience and savvy win out. On the rare occasion of a draw, the older Lunar sometimes grants the young one a portion of his territory, then proposes that the two of them join forces and raid to gain more land for both, usually against some other uppity local god.

Any land not held by a Lunar is also fair game, even if there happens to be a settlement or three there. Young Lunars often meet Exalts of other types for the first time as they try their hand at conquest, only to find that the civilized lands have their own Exalted defenders.

Once the Lunar has successfully claimed a territory of her own, she often sets about gathering a tribe to serve her and to lead to glory in war. Without a selection of mates, strong offspring and the excitement of battle, life is not very sweet.

The Pack

Lunars are, by nature, social animals. Even those who feel the most affinity for solitary creatures such as owls or cats can lead entire tribes of their offspring and worshipers without becoming too uncomfortable with the role. A Lunar generally has more trouble coexisting with other Exalted — the older he gets, the more inclined he is to see another Exalt, even an former mate or friend, as a potential threat to his territory. But at the beginning of their lives, young Lunars can work together without the same territorial feelings.

This practice is encouraged by elder Lunars. Every new Exalt is another strong child of Luna with the power to crack open towers and let in the wild — think, then, how much stronger they are if they travel in packs. Together, young Lunars are safer from the Wyld Hunt and other supernatural threats, and they can work together to defend a domain against even a very powerful elder.

The Elders teach the new Lunars to share in one another's prestige and honor, to win more fame and status as a mighty pack than they could as individuals. No one elder can train a pack. It's difficult enough to keep the attention and respect of one young Lunar, much less half a dozen. The formation and training of a new pack is thus something that can bring many Lunar elders together for a short time.

Tensions are high during such gatherings, but many duels that erupt between agitated elders also instruct the pack in the life of the Lunar Exalted. Volatile as the situation might be, it says volumes about the Lunars' belief in the importance of new packs that they are willing to undergo these gatherings at all. A pack's training often takes place in a sort of "neutral territory" belonging to no one elder — a territory often claimed for that specific purpose. This is unfortunate for the previous residents, but a collection of Lunar elders simply cannot be denied. In a few cases, this training might take place in the territory of a clearly superior elder who acts as host to his lessers, elders and newly Exalted alike. Such an Exalt is most likely a survivor of the First Age.

The pack's training consists of more trials of cleverness, speed and strength, although, this time, the focus is less on beating impossible odds and more on learning to combine their efforts. A pack may have to hunt down an elder Lunar in hostile territory, bring back the heads of 100 Fair Folk (at least one of which must be a noble), overcome a Wyld-beast that would be a match for any two of them and so on. When the elders are satisfied that the pack is prepared to set out on its own, they conduct a blood-sharing ritual to cement the pack bond — each packmate drinks the blood of his fellows or touches a fresh cut to theirs. In many cases, a No Moon also gives each member of the pack an identical tattoo, scar or brand as a physical sign of their bond. Finally, the pack is given a name —the Mountain-Uprooting Brotherhood, the Blood-Fury Tribe and the Thousand-Fang Army are all prominent examples of currently active packs — and the blessings of its elders. It is, at last, ready.

A Lunar pack must find some way of establishing an inner hierarchy; having an unquestioned battle-leader

may be less than satisfying for the proud Lunars who must follow her orders, but the battlefield is no place for democracy. Most packs share leadership duties, allowing each packmate to lead whenever the situation would dictate. The greatest warrior leads in times of battle, the craftiest hunter leads on errands of stealth, and so on. A Lunar pack that has figured out its inner structure is a deadly thing indeed; some are even more dangerous than Solar Circles, thanks to their shared beliefs and instincts. The pack can achieve what the individual cannot — it is perhaps the greatest weapon the Lunar Exalted can bring to bear. Very close packs use Charms that allow them to fight as one, and these terrible powers make them especially deadly.

The Silver Way

Lunars, of course, are beholden to no earthly laws. They are more than animals and need not be shackled to any one animal's pattern of behavior; and they are more than humans and do not require the protection of human law. But they still require a code — a common set of ethics to help them cooperate with one another and to prevent them from falling completely into mindless instinct.

The Silver Way is the code of the Lunar Exalted — the laws kept by the No Moons and taught to every Lunar. It is the Lunars' way of holding on to their higher selves and their way of establishing rank and status among one another. Some No Moons even describe it as Luna's explicit instructions to her Chosen, a gift to help them remain truly Exalted, rather than becoming monsters.

The Silver Way is especially important to the young packs making their way in the world. It is their way of carrying their society with them, remaining strong and true amid the sweet-smelling but rotten blandishments of the Realm. It is the code of honor that allows packmates to work with one another as a true pack, rather than squabbling like vultures over a carcass.

For all the importance the Lunars place on the Way, they don't evangelize about it to others. Anyone who has to be told how to behave isn't worth the breath wasted on him. Civilized folk and other outsiders aren't expected to follow the Way; they're not really people, anyhow.

Never Flee; Never Surrender

The Lunars chose to flee rather than fight once. Once.

Valor is among the greatest virtues of the Lunar Exalted. Nothing that was ever worth winning was won by cowardice, and nothing worth having was ever lost by following the path of bravery. It is a source of shame to many of the elder Lunars that the Lunar Exalted survived because they fled the Realm, rather than fighting on until their deaths, although this shame was not always as strong. It is the recent return of the Solars that has awakened the old wounds left by the Lunars' flight, and the elders are determined never to shame themselves in such a way again.

Obviously, this rule does not forbid a raiding party from withdrawing when the time is right; an attacker may choose to withdraw without loss of face. But fleeing the battlefield as if afraid or yielding to a hated warrior of the Realm from fear of one's life — those are unforgivable.

There is an unspoken exception to this law; a Lunar may yield to a stronger Lunar with no real loss of face. The ancient prejudice against fratricide is strong — and a necessary part of the survival of the Lunars as a whole. Most Lunars also hold that their returned Solar brethren are as worthy as Lunars in this regard, particularly those Solars of barbarian stock such as the Bull of the North. Those who disagree are usually those who bear a grudge against the Solars. Theoretically, a Lunar could even surrender to a fellow barbarian chieftain who was not Exalted, but in practice, the idea of losing to a mere mortal is unthinkable.

Repay Your Debts

No honorable Lunar ever lets a debt go unpaid, good or ill. This is the tenet that governs much of a Lunar's relations with those outside his tribe. Those who aid a Lunar or his people deserve an equal kindness; those who harm or insult them deserve to be punished. This portion of the Way gave birth to a number of Lunar customs, including their practice of blood-debts.

There is no surer way to get a Lunar's attention than to save his life. The life-debt is the most sacred of all bonds, and only the lowliest worm dares dishonor it. The person who saves a Lunar's life is called a "eorl," an ancient term that once meant "daimyo." "A life for a life," as even the Lunars say; but the Lunars mean it two ways. A life-debt is repaid when the Lunar is able to save his eorl's life in turn, or it is repaid when the Lunar kills a person of his eorl's choosing. This tradition dates back to the days of the First Age, when the Lunars killed in the night whenever it benefited their Solar spouses for them to do so. Most Lunars expect their eorls to simply name a target and have done with it; it's certainly preferable to following their eorls around, waiting for a stray arrow to deflect or a poisoned goblet to overturn. Once the debt is paid, the relationship between the two returns to whatever it was before the life-debt came into play; if the Lunar's former eorl was a blood-enemy, this can mean an immediate battle. Most Lunars, however, prefer to offer a grace period of a lunar month, if for no other reason



than to make certain their next interaction with their ex-eorls goes *their* way this time.

Minor debts aren't always kept track of closely and may be subject to interpretation. An emissary who brings a valuable gift to a Lunar in hopes of finding favor won't necessarily get it; the gift is something the Lunar could have taken anyway the instant the emissary drew near her territory. True debt is incurred only when the Lunar gains something he wouldn't otherwise have.

The dark side of this law is a code of vengeance. A Lunar with proper respect for the Way never forgets an insult, never forgives a wrong done her or her people. To be lenient or forgiving is a sign of critical weakness — other Lunars interpret a failure to take vengeance as proof of being too weak or afraid to do so.

Be Just and Generous to Those Beneath You

It's only common sense to keep your followers happy; otherwise, they won't be your followers for long. This portion of the Silver Way means a little more than that, though. It had its beginnings in the First Age, when the Lunars had command of armies and were often assigned the task of overseeing the Solars' domains. By looking at the morale and training of the army or secret police organization beneath him, it was easy to see whether or not a Lunar was competent at his tasks.

This sense of professionalism matched up well with the social dynamics of the animal packs that the Lunars often ran with at the fall of the First Age. A benevolent but strong alpha made a pack more efficient, just as a good leader strengthened a human tribe. As a law that made sense from both the human and animal side of things, this tenet's presence in the Silver Way is assured.

Adherence to this tenet is by no means an indicator of pure compassion; a Lunar may be the pinnacle of generosity and fairness to the tribe he rules but incredibly savage to anyone not of that tribe. The Lunars can be quite hypocritical when they speak of "justice" or "generosity" — ideals they don't particularly feel apply to everyone.

Slay Not Your Brothers and Sisters

This portion of the Way doesn't refer to fratricide in general (although some Lunars are honorable enough to interpret it in such a way), but rather to the general taboo against Lunar slaying Lunar. The only reason the Lunars survived to the present Age at all is because they worked together; if they break down into murdering one another over blood-feuds, the race will surely fall.

To encourage obedience to this tenet of the Way, the Lunars practice a system of blood-debts, wherein the loser of a brawl is indebted to perform some sort of task

for the winner. This has the advantage of making a defeated rival more useful to the victor alive than he would be dead. This dose of pragmatism makes this law much easier to follow than it would be otherwise.

Nonetheless, Lunar does slay Lunar from time to time. Some of these deaths come from a dominance or grudge fight that simply gets out of hand; others are rationalized away as "necessary killings." It says something for the harsh reality of Lunar existence that these slayings are usually not punished with anything more severe than a serious loss of face.

Defend What Is Yours

This law is perhaps as unnecessary as they come; nevertheless, it is a formal part of the Way. A Lunar needs no real incentive to defend his territory; it is the source of his food, his mates, his strength. However, this law is also a mandate to defend one's people, even when it is inconvenient to do so.

Some Lunars interpret this portion of the Way very aggressively, attacking nearby settlements and tribes with great ferocity in the name of keeping their territories safe. This draws no censure from their colleagues; it may not always be the wisest thing to do, but wisdom cannot take the place of honor.

Honor Your Word to the Deserving

The eldest Lunars remember the days when a man's word was worth something. Thousands of years of lies have come and gone since then, and today, some promises are worth far more broken than they ever would be intact. Even so, the Lunars know that it should not be this way. A Lunar of honor does his absolute best to keep his word once given, so long as it is given to a person worthy of the Lunar's vow. Some Lunars classify all civilized folk as "undeserving," but others realize that even a child of the cities may prove himself honorable and worthy, in his own way.

The Lunars may believe strongly in this tenet, but they do not always advertise the fact. The barbarian tribes may realize that an oath given to a treacherous dog is worth nothing, but if an outsider believes that all vows are equal, the Lunars are not about to correct him. He deserves to reap the price of his folly.

Other Common Customs

The Lunars are almost the very definition of diversity. They change their forms as it suits them, they survive in environments from the blazing deserts to the frozen wastes, they live as animals or as humans equally — it's a wonder that they have anything in common at all. Still, the Lunars have done a remarkably good job of holding onto their underlying principles even in the face of all they've suffered. Although the local customs may vary from region to region, the Lunars still retain a number of traditions that are, more or less, the same from one end of the world to the other.

Territory

There are few things in Creation more territorial than a elder Lunar. A Lunar's territory is his life — it is his food, his water, his mates, his shelter. The Lunar sees these truths from two sides: that of the animal who instinctively knows that territory is directly linked to survival and that of the barbarian human who has learned the same lesson the hard way. When a Lunar calls a place "his," even a visit from his closest friends may set him on edge until they leave his territory — assuming that these friends are roughly his equal in power. Sharing territory with people or animals who have no chance of challenging the Lunar for ownership is considerably easier.

Most Lunars mark their territory with scent, claw-marked trees or stones or other clues that a great beast calls the area home. An outsider might be able to tell the difference between a Lunar's marker and that left by a more mundane predator; local hunters who grow up listening to tales of the beast-gods are more likely to understand the difference between an animal's territory marker and that of a Lunar. A Lunar can tell the difference instantly; what her experience doesn't supply, her instinct will.

The proper way to approach an elder or equal's territory is to wait near the border and cry out three times in close succession, each cry a vocalization that rises in pitch toward the end. The usual custom is to howl, yowl, bellow or shriek according to your favored beast-form's voice, although it is perfectly acceptable to shout in a human tongue. If the visitor knows the name of the local Lunar in charge, she can shout that as her annunciation, but this is usually seen as a challenge. The lord of the territory may then approach the newcomer or, more rarely, signal with a long, lingering cry of his own that starts low, rises high and then descends low again that the visitor is free to enter his territory. Entering a territory without permission is a direct challenge to the occupant, unless the visitor outranks her host. In that case, the host is expected to be generous and hospitable.

A Lunar's territorial streak becomes more pronounced with age. The longer a Lunar survives, the more increasingly dominant his personality becomes; after five centuries of surviving the Wyld, it's all but inconceivable for an elder to let *anyone* tell him what to do. Rather than spend the majority of his effort on continual tests of dominance with his fellows, the elder breaks away from other Lunars, claiming a portion of land for himself and for any human or animal followers that are content not to challenge his authority.

But in his younger years, a Lunar can set aside his territorial instincts, at least for a time. A pack of Lunars can share a common hunting ground or roam across Creation for years, without too much difficulty. A few minor squabbles might break out, but that's *usually* the worst of it. In the current time of tumult, there are far more pressing concerns.

Gatherings

The two most common events that will bring a group of Lunars together are the tlak and the discovery and instruction of a new whelp. Both are events that have ramifications on Lunar culture as a whole and, therefore, are sufficient to draw other Lunar Exalted from their beloved territories, for a time at least.

More social gatherings are rarer, but do happen from time to time. Generally such a gathering is an excuse to share news and information, to barter magical artifacts and spells with one another and to forge potential political alliances against common threats. Only Lunars and non-Lunar nain-ya are allowed to attend; it is an insult to the Lunar nation to bring a guest who has not proven herself. A gathering must be announced well in advance, so that word will have time to get from one Lunar's domain to the next.

Gatherings are held on one Lunar's territory, not on neutral ground. This practice invokes the bond between host and guest and gives the attending Lunars an additional incentive to behave peacefully. Each visitor brings a gift for the host (usually food or plunder), and the host must, in turn, present each visitor with a gift of at least equal value. Both guest and host stand to gain face for generosity or to lose face for outright miserliness.

The gathering traditionally opens at twilight with a feast. Much like the feast of the tlak, the host is obligated to make certain that there is plenty to eat for all; thus, only the most prosperous Lunars can host gatherings. Traditionally, the feast is where news about border changes and impending threats to the Lunar people is exchanged; the presence of food makes bad news easier to take and good news taste sweeter. Many of the guests also challenge each other over dinner if they have long-standing disputes (or any other significant excuse); the challenge matches take place after the meal, not during.

Once the feast is concluded, the Lunars see to personal business: fighting challenges, trading for weapons or spells and so on. They have until the "true dark of the night" (around 2 in the morning) to finish their business, at which point the Lunars gather to exchange more news and tales of great deeds and to discuss more general topics. Finally, the host may lead the assembled Lunars on a brief hunt or raid just before dawn; this practice is usually limited to small gatherings. A gathering does not last for more than a night; by the next day, the visitors are already loping, swimming or winging their way home.

The largest gatherings are the four Grand Meets, held every 50 years on the autumn equinox by the Lunars of each of the cardinal directions. Each Meet is hosted by a First Age Lunar, and all the Lunars of the area are invited. Not all attend, of course, and not all are expected to. But a Grand Meet can still boast dozens of Lunars all in the same place, plotting, brawling and exchanging information. The first Grand Meets to convene since the Solars' return are coming in just two years, and not even Heaven knows what will come of them.

The Blood-Debt

For all that their instincts tell them to settle disputes by fighting, the Lunars realize that killing one another is counterproductive. When two wolves fight for dominance, the winner doesn't kill the loser — that would weaken the pack. So it is with the Lunars. When they must settle disputes between themselves, they do so by physical combat, but not to the death. Fratricide is not only impractical, it's frowned on by Luna. Instead, the Lunars have instituted a system wherein the loser of a fight is obligated to the winner. They call this system the "blood-debt."

Needless to say, the reasons for one Lunar to fight another are all but innumerable — it may be the result of an insult, a wrong done to a Lunar's follower or even a dispute over a potential mate. The offended Lunar may formally challenge his foe to a blood-duel, setting terms ahead of time. More often, there is no actual challenge apart from raised hackles, a deep growl or some other obvious cue. The only real difference between a blood-duel and an impromptu scuffle is whether one of the Lunars used the word "blood-duel" beforehand — or if the victor decides to kill the loser after all.

The fight itself is everything one would expect — two shapeshifting barbarians mauling one another with fists, teeth, claws, talons, beaks, tentacles and anything within reach that isn't nailed down. The fight continues until one Lunar is unconscious or chooses to yield; the gesture of submission is either a single raised index finger (if in human form) or baring one's neck or belly (if in beast form). Most Lunars fight to unconsciousness; there's no true shame in submission, but even this small amount of pride is important.

As the loser heals, the victor carves a circular scar on her body where the blow that finished the fight landed. This scar is the evidence of the blood-debt and can be erased only by paying the debt in full. The victor can call on the debtor at any future point, setting whatever task he sees fit, which the debtor must then carry out to the best of her ability. Once she has completed her task and returned with evidence of her success, the victor strikes

a new scar through the original circle to mark the debt as paid. He then allows her to scar his own forearm with a small "x" as evidence of his victory.

Tampering with these scars is taboo, a crime against the Silver Way and the mark of someone who has no respect for his fellow Lunars. A Lunar who scars herself to give false evidence of completing tasks or defeating rivals obviously cannot be trusted to fulfil a blood-debt. Therefore, other Lunars reason, there's no reason to spare her life in a duel. Honor has its rewards.

Blood-debts are never as important as life-debts. A Lunar who calls a blood-debt rather than killing his vanquished opponent may have technically spared his foe's life, but the Lunars don't see it that way. A Lunar is not expected to kill another Lunar unless the cause demands it. Thus, the loser's life was theoretically never in danger (although, in practice, this is rather less true).

A Lunar may challenge an Exalt of a different sort to a blood-duel. Only if the opponent is nain-ya will the Lunar choose such a duel. If the Lunar wins, he may claim a blood-debt from the non-Lunar; if he loses, he owes a blood-debt as usual. Most Lunars don't trust anyone outside their own kind to honor a blood-debt properly, and such challenges are, accordingly, quite rare.

Ritual Duels

While most Lunars are too hot-blooded to have any regular use for formalized combat — most often, they settle disputes the moment they arise — some prefer to make their contests more… interesting. A ritual duel is most common when the participants have something at stake beyond their personal honor. When a Lunar challenges another for control of a prize territory or a subservient tribe, he may choose a ritual duel in full view of the tribe.

A ritual duel usually involves some sort of unusual stipulations: a brawl fought on shifting ice floes or fought with ritual flint-edged warclubs or fought in the shapes of a specified animal are all examples. The more witnesses to a ritual duel, the better — a fact both parties usually agree on. The winner of a ritual combat has proven herself not only stronger, but genuinely favored by Luna. As well, ritual duels are slowly gaining more acceptance as a means for members of the same pack to work out their differences without resorting to the sort of bloodshed that might weaken the pack as a whole.

It is the challenged party who sets terms for a ritual combat. Thus, the challenger is likely to call for a formal duel only when he feels truly confident or when he is willing to take the risk in hopes of gaining the



added status of beating another Lunar at her own game. Laying a challenge and allowing your enemy to set the terms is a fine display of bravado, the sort of thing that barbarians appreciate.

MATING

Whatever the Lunars may remember of the ancient marriage pacts between themselves and the Solars, precious little remains of those customs today. Lunar Exalted take mates in much the same way that barbarians and beasts do — essentially, whenever it suits their fancy.

Lunars are rarely romantics. Where a human woman might forgive her husband his flaws and failings, a Lunar woman will simply discard an erring mate (and, if she wants to, eat him). Sentiment is nice, but unless it's backed up by real virtue, it's useless. A Lunar's ideas on marriage or mating may be fueled by practicality alone (with the only taboos being "no more mates than you can support"), driven by whatever whim rules her at the time or even driven by her bestial side, mating only when the season is right.

That said, even a Lunar Exalted's heart can know love. A few Lunars are exclusively monogamous, at least for the lifespan of their mortal partners. Others may have more than one mate but may care for them all with affection, tenderness and even love. The oldest Lunars had something of a love-hate relationship with their Solar partners, and a few younger ones who've crossed paths with Solars feel a similar mix of attraction and aggression. When the object of a Lunar's desire is a civilized — yet strong — person, the Lunar in question is in for some confusion. And Lunars don't like being confused. The resulting courtship is typically stormy at best, filled with misunderstandings and a marked difficulty with compromise.

Many Lunars disdain non-consensual mating, for a variety of reasons. For some, it is certainly part of their personal moral code. Others cite the Way, in particular the commandment to treat the innocent with honor and generosity. Still others work it into their cultural biases — the sons and daughters of strong barbarian tribes deserve better treatment, while the decadent children of the civilized lands are generally unfit mates anyway, even for a brief coupling. And of course, it should be noted that the average Lunar has little difficulty gaining the consent of the average mortal who catches his eye — the wild, feral allure that hangs about Luna's Chosen like a heavy fur cloak is as intoxicating as a rush of pure pheromones. What sort of man (or woman) must force a partner to give in?

Perhaps most importantly, rape is an act of purest savagery — and as such, it has a way of eroding a Lunar's control over the predator within. On the fringes of the Wyld, such a loss of control is very dangerous. Even if a Lunar might have few moral qualms about rape, it is simply pragmatic to restrain one's darkest impulses.

Unfortunately, not all Lunar Exalted see things in quite this way. Some frankly see it as their right and prerogative to take whatever they desire; the fact that they're strong enough to do so is proof of their right. Such actions draw no praise from their peers and gain them no real face, but neither are they grounds for punishment. Duels, perhaps, if more moralistic Lunars challenge their brethren on grounds of honor — but Lunar Exalted society as a whole, such as it is, takes no action against such creatures.

THE BREEDING OF BEASTMEN

Although Lunars can and sometimes do mate for love alone, beastmen are rarely born of such unions. Sometimes, a Lunar may come to his human lover in a beast's form for the simple sake of a more exotic thrill, but in almost all cases, such cross-form coupling is a deliberate attempt to produce beastman offspring. Beastmen combine the best of both worlds — they are a marriage of an animal's strength, keen senses and savagery and a human's intellect and tool use. Many Lunars would rather have a dozen loyal beastmen offspring than an entire tribe of humans or an army of beasts.

It's uncertain which of the First Age Lunars was the first to discover that a mating between a beast-form Lunar and a human or a human-form Lunar and an animal, in the presence of Wyld energies, would produce beastman offspring. Nor does it seem to matter to the Lunar Exalted themselves. Considering that a beastman tribe typically serves a specific Lunar rather than Lunar society as a whole, it's probably most likely that the secret was stolen by rivals rather than freely disseminated.

Lunars cannot produce beastman offspring away from the Wyld itself; a certain amount of Wyld energy is necessary for the mating to "take." Also, certain matings cannot produce beastman offspring even in the Wyld places; for instance, it is impossible for a female hawk to produce an egg large enough to hatch out a hawkman, much less bring that egg to term. A Lunar in female form carrying a beastman child may shift forms readily without losing the baby, but the Exalt cannot take male form while pregnant. Male Lunars tend to use human females rather than animals to bear beastman offspring, unless the animals in question are of sufficient size (nothing smaller than a pony will do).

Although the first generation of any beastman tribe has no real alternative but to breed with its own half brothers and half sisters (at best), the usual genetic troubles that follow systematic inbreeding are generally not as severe for beastmen as they would be for humans. A beastman tribe can produce several healthy

The Thorniest Issue

There are a number of sensitive issues that require great caution when handled in the context of a game. Rape may well be the most sensitive of all, and with good reason. The odds are *very* strong that every single person sitting at your gaming table at the very least knows someone that has been raped, even if said person hasn't talked about it. If the subject comes up, it can lead to some genuine discomfort, which isn't what people want when they get together for an entertaining game session.

But when discussing barbarian cultures, be they fictional or real, the topic has a very good chance of arising. It's one of the least attractive parts of the barbarian fantasy genre — and of historical barbarian conquest. Historically, rape and other such atrocities have been horrifyingly widespread in just about every human culture you might care to mention. Even more disturbingly, in many cases, they have been essentially sanctioned by the cultures in question; people have a nasty tendency of classifying their rivals, neighbors or even their own spouses as "non-people" and treating them as such. So the question is: How do you balance a realistic portrayal of barbarian culture with the more important issue of everyone having fun?

The realistic approach may be the most logically satisfying, but it requires the most care. Many characters in the world would consider rape an "inevitable and, thus, acceptable" by-product of war and other conflicts, even though the players realize it's an unacceptable state of affairs. (And if your group doesn't realize that, find another group.) When a Lunar band sacks a village, be quite careful in the level of detail with which you describe or react to the inevitable results; enough to get across the grim nature of barbarism, but not so much that your friends don't feel like playing Lunars any more. This the default assumption made in **Exalted**; the people of the Age of Sorrows, wild or civilized, are a little more egalitarian than historical cultures have been but no less cruel.

The more pure fantasy approach is simply to downplay the issue. In **Exalted**, the lot of the average woman is far superior to that of her historical Earth counterpart, largely because there have always been very real goddesses and heroines shaping history and the world alongside their male counterparts. Chauvinism must be considerably rarer; after all, how can anyone who knows about the Scarlet Empress, much less Gaia or Luna, claim that women are just plain inferior? The same logic applies to the issue of rape; you can simply assume that, in a world where women command armies, lead nations and split mountains with the strength of their fists — and have always done so — this is simply one more aspect of their improved lot in life.

As a compromise, you or your Storyteller might choose a semi-realistic approach; such atrocities do happen with a somewhat more realistic regularity, but generally occur less frequently, thanks to the aforementioned influences that just don't exist in our own world. In such a setting, the average woman should still be careful about leaving her home after dark, but the frequency of such assaults isn't as chillingly high as it is in our own world.

Storytellers, find out how your players feel about these issues and how they should be handled *long before* you consider addressing the issue in the context of your game. Players, do the same. You don't have to worry about your fellow players' real-world previous experiences or opinions with necromantic sorcery or marauding river dragons, but rape isn't a fictional problem.

generations without bringing in all that much fresh blood, and some of the larger nations have survived perfectly well after the death of their progenitor. The Wyld being what it is, some few beastman subgroups can mate with humans and produce offspring, although this is rare. Usually, beastmen are reliant on their own fertility (and being creatures of the Wyld, they are indeed fertile) or on their Lunar progenitor to produce more and more breeding partners for them.

Raiding

Ask the average citizen of the Threshold why the barbarians raid them, and he'll likely tell you that it's because the barbarians are cruel monsters who thirst for blood. In some cases, that's true — it's easy for a hungry tribe to grow jealous of their well-fed, docile neighbors and to take their frustrations out in blood. Some tribes even go so far as to classify their civilized cousins as "non-people" and therefore in no way entitled to fair treatment. But for most barbarian tribes, Lunar led or not, there's more to it than that. Raiding is not the only thing important to a barbarian tribe — but it is an outgrowth and expression of the tribe's values, if a bloody one.

Summer is the traditional season of war in most areas save the South, where the summer is simply too hot to move tribes or armies from place to place, much less

waste water and energy on repeated battles. In this case, "war" means spontaneous attacks on rival tribes or nearby settlements, not the formalized campaigns familiar to the Dragon-Blooded or civilized nations. Winter and autumn raids are the next most frequent — in winter, the barbarians are likely to raid to supplement their diets, while the harvests of autumn are just too tempting a prize. But these are merely overall trends; a raid can happen at any time of the year, for almost any reason.

The most important reason for raiding is, of course, resources. The Lunar patron of a tribe is 10 times the hunter any of his subjects will ever be and can provide much more food than a mortal hunter could. But even then, he can't take too much while still leaving enough prey animals to produce successive generations; unless a tribe has a territory rich with prey and blessed with mild winters, hunting alone won't keep the tribesmen from growing lean and hungry. A tribe might not have time, skill or fodder to raise its own animals; it certainly isn't likely to possess the mining, smelting and forging lore necessary to craft good metal weapons. And although they may be expensive to keep, slaves can provide skills that the barbarians themselves are unlikely to possess. All of these things are quite desirable to the barbarians — and if they lie in the civilized lands, guarded by people that seem no more than sheep, it seems only right and natural to take them.

Raids also build status. Gold has little intrinsic value among a Lunar tribe; it's simply a pretty metal that doesn't tarnish. But the gold and jewels carried away on a raid are a testament to the raider's strength. The more silks and jewelry a chieftain can bedeck his wives and concubines in, the greater his fame as a warrior. This holds true for almost anything carried off in a raid, and many prizes — horses, slaves, food, weapons — have the virtue of being useful resources as well. The opposition faced during a raid has a way of contributing to the barbarian leader's status as well. Some chieftains count the numbers of enemies they've slain on raids as their badges of honor. Others care little for numbers but like to be able to boast of slaying strong, worthy foes. Lunar chiefs more often believe in the latter, of course. Any Lunar can amass a great pile of skulls of weak, decadent mortals, but overthrowing a Solar or Dragon-Blood who has appointed himself a region's protector — that is a feat worthy of song.

In fact, in many of these conflicts, the status is only a secondary goal in the Lunar's mind. Proving one's strength to one's peers is all very desirable, but it's even more important to some Lunars to prove their strength to *themselves*. The Full Moons in particular are notorious for hurling themselves against the strongest opponents they can find with no real thought as to whether they can win or not — there's no dishonor in losing to a stronger foe. Although Lunar tradition claims that the strongest warriors of civilization will never be a match for the strongest warriors of the free people, most Lunars are wise enough to realize that the other Exalted are not at all weak. They make fine opponents.

Another valuable side benefit of raids against civilization is that they tend to be very educational. Not that the Lunars carry off books and tutors — they rarely trust any knowledge recorded or taught by citizens of the Realm, sure that the implicit bias will make the information useless or poisonous. But to walk in an enemy's house, to see what he feeds his children and his servants, to see what he holds dearest — that is the best way to know your enemy. Some cunning Lunars enact raids for the sole purpose of testing their foe's defenses and learning the enemy soldiers' formations. Others take their enemies' children as hostages or slaves, to learn firsthand what they face from those who know them best. And such is the Lunars' animal magnetism that some of these hostages willingly throw their lot in with their new masters. More than one Dragon-Blooded has been appalled to learn that his favorite child or lover was taken in a Lunar raid, only to see the "hostage" carrying a spear alongside the Lunar, defending her new lord to the death.

Finally, a raid against civilization goes a long way toward satisfying the Lunars' age-old grudge against the Realm for betraying them. It was the decadence of the "civilized life" that lulled the Solars and the Lunars into dropping their guard and that tempted the Dragon-Blooded and the Sidereals into treachery. Until that civilization has been toppled, never to lull the strong and virtuous into weakness and sloth again, the Lunars will never be truly content.

Spirituality

Lunar Exalted don't usually come into the world worshiping the Fickle Lady. The Exaltation is a religious experience of the most intense sort, but it doesn't always totally replace the beliefs the young Lunar previously held. In many cases, the Lunar integrates a few elements of her previous faith with her newfound understanding of Luna and the spirit world. The exception is the Lunar brought up to believe in the Immaculate Order's teachings. The Pact does its absolute best to beat those heretical fictions out of young Lunars' heads, and a Lunar who can retain her faith in the Immaculate Philosophy in the face of a No Moon's arguments is a rare or exceptionally stubborn individual.

A Lunar born into a barbarian tribe is usually raised to be animistic, worshiping totem spirits for their benevolence, appeasing other spirits to withhold their wrath or both. This faith can remain fairly intact even

after initiation into the Lunar society; Luna merely takes her place at the head of the Lunar's personal pantheon.

Many of the tribes on the fringes of the Wyld subscribe to ancestor worship, the belief that their ancestors' spirits watch over them in spirit or mortal form. An ancestor and totem spirit may be one and the same; the Great Elk tribe of northern barbarians, for instance, claims that the tribe descended from the mating between the Great Elk and a human bride. Some tribes take this a step further, believing that the Lunars are manifestations of their animal ancestors. The Lunar Exalted do little to correct this belief; in some cases, it may even be true. The Great Elk may well have been a First Age Lunar whose children became the Great Elk tribe; he may even still watch over his many-times-removed descendants. A Lunar Exalt who worshiped her ancestors prior to her Exaltation is very unlikely to keep doing so. She has become everything an ancestor-spirit is supposed to be — *she* is the supernatural guardian of her people.

The First Age Lunars have the least ties with mortal religion. Powerful spirits are their equals, not their superiors, and the only value of the false gods of civilization is that their temples are full of plunder. They feel that only Luna deserves their worship, and even then, some are fairly irreverent. The patron goddess of a race of tricksters and warriors doesn't need an endless profusion of prayers or hymns — all she needs is a few rituals of devotion and deeds of bravery and cunning done in her name.

The Ritual Hunt

Every Lunar is taught the ritual hunt of his people; it is their communion with their goddess, their most sacred prayer to Luna. A Lunar Exalted is traditionally expected to perform the ritual hunt at least once a month, on one of the nights tied to his caste. Some hunt more frequently than that; others miss a month now and again, usually due to extenuating circumstances (it's considered very unlucky to slight Luna in such a way). The ritual hunt is meant to be performed weaponless, to demonstrate the Lunar's faith in the weapons Luna has given him.

The hunt usually begins at moonrise, unless moonrise would take place during daylight hours, in which case the hunt often begins at twilight. The Lunar fasts all day before the hunt as an initial preparation; many meditate during this time. As the time of the hunt approaches, the Lunar begins to sharpen his claws, stretch his muscles or otherwise make himself ready. As the moon begins to rise over the horizon or as twilight begins to deepen, the Lunar bows his head toward the moon and thanks Luna for his gifts. He does not ask her for success in the hunt; Luna has already given him everything he needs, and it is entirely his fault if he fails.

When the moon has risen or twilight is in full bloom, the Lunar roars, bellows, cries or howls to mark the beginning of the ritual hunt and sets out



after his prey. He may hunt in human or beast form, whichever he prefers. The object is simply to hunt down his prey and kill it using his own gifts. If the Lunar has not made his kill by sunrise, he has failed; failure usually involves purifying himself and praying to Luna for forgiveness. If he succeeds, he offers a portion of the kill to Luna herself, often the heart, and thanks her yet again for making him a strong hunter.

Each Lunar personalizes the ritual hunt in some way; Luna favors variety, after all. Some identify a single animal they intend to hunt, such as "the scar-bellied lion of the oasis" or "the young bull yeddim recently cast out from his herd," and pass up all other prey. A few release human enemies into their territory and hunt them down instead of seeking wild prey. Some Lunars carry moonsilver weapons such as bows on their hunt, claiming that Luna chose humans to Exalt (and gave them moonsilver) precisely because they could combine tool use with animal instinct; in the minds of most elders, this borders on heresy. A few hunt in packs, choosing more dangerous game and hunting more frequently (once a month for every pack member). Every Lunar makes the ritual hunt his own in some fashion.

The ritual hunt can be a dangerous thing for Lunars; a young Exalted might choose a prey animal that runs a real danger of killing him or might pursue a prey animal into hostile territory. Elder Lunars are usually more forgiving of young ones who cross into their territory on a ritual hunt, although they must be convinced that the young one is not lying about hunting. Some clever Lunars have used the ritual hunt as an excuse to scout out a rival's territory before, and nobody likes to be the fool in such a story. But even considering the dangers, the ritual hunt is one of the most important elements in a Lunar's life. It is the Lunars' communion, their release. They would not abandon it for all the silver in the Blessed Isle.

THE UNFETTERING

Lunars typically regain Essence in the usual ways: relaxing, sleeping off a large meal and the like. Meditating under the light of the moon relaxes them greatly, allowing them to recover Essence more quickly than they would if they were at ease but still tense. But those Lunars who have access to a Demesne or Manse practice a meditative worship ritual that has survived, albeit not unchanged, from the First Age.

First, the Lunar marks a circle in which to meditate. She may use claws, chalk, a weapon's tip, even blood or urine to mark the area, but she must do so in utter silence. Once the circle is complete, she steps inside, bows once to the east and once to the west (greeting the points of Luna's journey), then settles down and begins to meditate.

As the Lunar meditates, her body gradually shifts ever so slightly from one cosmetic change to the next. This is not the uncontrolled change that brought the chimerae into being — rather, it is a deliberate technique, not unlike regulating one's breathing or even heartbeat. This ritual is called the Unfettering because the Lunars believe it frees them from the demands of reason and instinct alike, allowing them to tread the path directly between. The results of this form of meditation are the same as for any other (8 motes of Essence regained per hour), but the Lunars find is especially soothing.

FORGING MOONSILVER

Lunars are ferociously protective of moonsilver, believing that they alone have any right to wield it. No Moon lore holds that moonsilver is one of Luna's blessings to her chosen ones, a metal sacred to her. The crafting of moonsilver artifacts has been passed down not just as a skill, but as a religious rite of working Luna's metal into forms meant to carry out her will.

During the First Age, the Lunars had many forge-shrines dedicated specifically to the working of moonsilver. Almost all of these places have been lost, but the Lunars have managed to establish a few others in the years since the Great Contagion. Each one has been built atop a strong Essence flow, sanctified with No Moon rituals and supplied with the purest fuels and water for the forging process.

The rite of forging moonsilver is not exclusively the province of the No Moons; it has been passed on to any Lunar who demonstrates a talent for metalworking. In particular, Full Moons seem to possess a greater proportion of smiths talented enough to work moonsilver. The ritual requires that the moonsilver be gathered and purified without the use of man-made tools; only when the forging process begins may the Lunar resort to tools, no matter how well fashioned. The forging must take place only at night, and the final product must be quenched in cold water that has never seen light other than moonlight. There are many forge-sorceries that require that a weapon be quenched in blood, but contrary to popular belief, the forging of moonsilver is not one of them.

Moonsilver can be worked successfully without all the elements of Lunar ritual. But at the Storyteller's discretion, a moonsilver artifact forged in a Lunar forge, in keeping with Lunar forge-rites, may be the only "true" form of moonsilver artifact. A moonsilver artifact forged more expediently is not "alive," and the character cannot gain the Magical Material +2 accuracy bonus for attunement.

Manses and Demesnes

Lunars with access to a Demesne do not necessarily have access to a Manse. Certainly, they prize Manses just as any other Exalted would, but Luna's Beloved tend to control areas that were unsettled even in the First Age or that had their Manses destroyed long ago. And the Lunars are generally less inclined to build a Manse, even with all the benefits it could reap.

One of the difficulties with raising a Manse is that it takes quite a lot of labor. The barbarian tribes that follow a Lunar can hardly spare strong workers for such a purpose — each pair of hands carving or carrying stone is a pair of hands that isn't hunting, fishing or otherwise bringing in food for the tribe. The Lunar himself could expend his own considerable strength, but then, he has less time to defend his territory, raid for supplies or hunt food. A Demesne is therefore good enough for most, at least for a while.

The most popular way for raising a Manse is to use sorcery, either by one's own hand or by calling in blood-debts from No Moons. Summoned elementals or demons don't require food or resources and can do the work faster and more efficiently than barbarian tribesmen ever could. Of course, the No Moon capable of such conjurations is hard to challenge and defeat, and therefore, few Lunars are able to claim blood-debts from sorcerers of such power.

The other way is the way of patience. Lunars naturally live a very long time. Whenever it has been a good year for food and no threats are at hand, a Lunar can afford to take a little time to work on his side project. A Manse of this nature can take centuries to build, but more than one Lunar has stuck it out and completed a Manse with his own strength and persistence.

Castes

Before the Lunars' exile, each Lunar Exalted had his caste set by a journey into the Wyld; his actions on this personal quest determined the path of his soul. Now that the Lunars live at the fringes of the Wyld, they must take a direct hand in fixing their own castes if they are to have castes at all.

To some, the change in the way caste is determined is evidence of the rightness of the Lunars' current path. The process of ritual trials and tattooing is very different from the original traditions — and yet, the Lunars are as strong as they ever were, if not stronger. The old ways of the First Age have no merit of their own — there is nothing they have to offer that cannot be gained by the new ways.

The Lunars don't generally define one another by their castes; it's no longer very appropriate or accurate to do so. The Full Moons are not Luna's warriors — all Lunars are Luna's warriors. One cannot survive the wild lands without learning to fight. The versatility of the Changing Moons' caste means that "Changing Moon" means little as a descriptor. Only the No Moons are specifically something that few other Lunars are — and the existence of the Silver Pact blurs even that boundary somewhat.

But it's appropriate that the Children of the Shifting Moon are less bound by their caste. They reflect Luna's shifting ways, and they honor her by doing likewise. A caste grants a certain affinity for some tasks, which is helpful — but no Lunar ever lets his caste tell him what he can or cannot do.

The Full Moons

The Full Moons know only one true love — battle. No lover's touch, no fine food or drink, no drug — nothing can still a Full Moon's desire to test himself against the strongest foes or situations. They are the children of Luna in her warrior aspect, armed in her full light and glory. She has blessed them with the ability to excel in war, and their every instinct compels them to use her gifts well. Their Caste Mark is a bright silver disk, which may or may not be surrounded by a thin circle or a circle of tiny motes.

Becoming marked as a Full Moon requires more than demonstrating skill at arms during the initiation trials. *All* Lunars are expected to know how to fight. The Full Moons are those who show themselves as truly blessed — they may have a remarkable talent with weapons, prodigious strength and stamina or a well-honed instinct for shapechanging and fighting in the form of a predator.

Once tattooed as a Full Moon, the Lunar is in for an arduous period of training. There's only one acceptable way to pass on combat skills — to fight. Constantly. By the time her trainer deems her ready to serve Luna as a warrior, the new Full Moon likely has at least 100 new scars of varying severity. She has fought against wild beasts, Wyld monsters, manifested spirits, Fair Folk, Realm soldiers, other Lunars and even the occasional Dragon-Blooded if her mentor was able to arrange it.

Full Moons are trophy-takers, often prone to building monuments to themselves or to Luna out of the skulls or weapons of their foes. The Dynasts whisper tales of mountains of skulls standing in the desolate places, heaped there by god-monsters with the blood of thousands upon thousands on their talons. However, a Full Moon is prone to indulge his creativity somewhat; one might erect a throne built of the armor of his prey on the hill overlooking his people's burial grounds, while another might construct a floating monument of figureheads torn from the ships she has sunk. For some Full Moons, their bodies are their bragging rights — they augment



their scars and tattoos with marks carved into their flesh for every enemy they've slain or braid a lock of each opponent's hair into their manes.

For all their ferocity in battle, many Full Moons wind up being among the most generous and compassionate of Lunars. As they prove themselves stronger and stronger, they realize that more and more people are weaker than they and in need of their protection. A Full Moon ally might be condescending or overly protective, but the ferocity with which the Full Moons defend their "lessers" is certainly commendable.

The Changing Moons

The Changing Moons are three castes in one, shapechangers and tacticians and illusion-casters without peer. They are the most adept of the shapechangers and the ones best able to move among human society when it suits their purposes. A Changing Moon can flow between forms with a speed and grace that Full Moons and No Moons can only envy. And as the most numerous of the Lunars, the Changing Moons have done much to make the Realm fear Luna's Beloved as an unpredictable, treacherous enemy.

There is no set Changing Moon Caste Mark. Their mark may be a waxing or waning crescent, a waxing or waning half-circle or a waxing or waning part-circle representing the gibbous moon. (A waxing mark points toward the Lunar's right, a waning toward the Lunar's left.) The mark does not continue to change after the Lunar's caste is set, and if there is any real meaning to why each Changing Moon bears the specific mark given him, it remains an unspoken secret of the No Moons.

While the Full Moons lead the raids against the Realm's daimyos and the No Moons gather the secret lore, the Changing Moons do almost everything else that needs doing. They walk the Threshold and fly even into the Realm itself upon occasion, learning about their foes before they strike. Whenever news of a newly Exalted Lunar filters back to the No Moons, the odds are that it was a Changing Moon who found out first.

The Changing Moons' affinity for shapeshifting does have its drawbacks. Despite the power of the ritual tattoos to fix a Lunar's shape, too much form-changing can wear down the tattoos' powers. A Changing Moon is the most likely of any caste to develop bestial features as a result of shapeshifting too frequently. Still, most Changing Moons bear these marks with a certain amount of roguish pride. They are the mark of shapechanging skill — why should they be a source of embarrassment? A Changing Moon knows who he is, better than anyone else does; it'll take more than a patch of fur or an unusually colored eye to undo that.

The No Moons

It can be argued that the No Moons *are* Lunar society. While the Lunars of the other castes may keep many of the traditions, the No Moons are the keepers of all the lore, of all the legends. They are the masters of the Lunar oral tradition, and among their people, they are synonymous with wisdom. They hold all of the sorceries peculiar to the Beloved of Luna, they remember the tales of the First Age, and they have learned almost everything there is to know about the wild environment that is theirs. The No Moon's Caste Mark is usually a thin circle of silver, similar to the mark of the Night Caste of Solars, or a pair of thin crescents that don't quite join at their tips.

It takes much longer to train and prepare a new No Moon for her duties than it does to prepare a Full Moon or a Changing Moon. No Moons must learn the legends of their people and the sorceries that will help them overcome their enemies. Many are actually taught to read, largely for the purpose of learning Terrestrial sorcery from stolen books. Most importantly, a No Moon must learn the process of ritual tattooing that allows Lunars to maintain their caste and shape. Without this ritual, every Lunar would be at risk of becoming one of the chimerae.

In fact, a No Moon's education is never really over. Unless her mentor is willing to instruct her for years and years on end, she must continue returning to her elders to learn the more complicated secrets of the Lunars. The greatest No Moons are able to mine moonsilver with their bare hands, work it into weapons and armor, fabricate the greatest artifacts and even, it's said, repair and manufacture the Lunars' specialized warstriders. But with every generation, fewer and fewer No Moons are able to learn these secrets. Every No Moon that dies is another fragment of lore lost forever, and so, the Lunars fight tooth and nail to preserve these living remnants of their culture.

It's because they hold so much lore that the No Moons are so valuable to the rest of their kind. Just as the barbarian tribes hold the lives of a lorekeeper, bard or messenger sacrosanct, the Lunar Exalted do their best to keep their No Moon brethren safe from harm. They are almost never killed in blood-feuds, and any blood-debt tasks given to them are rarely dangerous. In extreme cases, a Lunar may save the life of a No Moon and accept no life-debt in return; it might have been better that the eorl died in the first place than have a No Moon die fulfilling the life-debt owed him. (But considering the importance of the Way, the No Moon is likely to consider the life-debt owed regardless of the eorl's wishes.)

The Lost Castes

The emergency measures taken to recreate the Lunar castes weren't as successful as they could have been. The Full Moon and No Moon Castes were reclaimed easily enough, but there were… difficulties retrieving the mystical power of the other three. Even the Half Moon drew from two different moon phases — the waning half and the waxing half — making it difficult for the No Moons to lock down the Half Moon essence completely. The Waxing and Waning Moons were even more difficult to reconstruct, as each one drew power from the moon from crescent to gibbous phases, but not the half moon. Ultimately, the No Moons had to admit defeat and locked the powers (and duties) of all three into a single Changing Moon Caste. The original three castes are now gone, likely forever, but the No Moons still remember their names.

The Waxing Moons were Luna's chosen priests and courtiers, blessed with silver tongues and masterful powers of illusion. They were expert behind-the-scenes negotiators, subtle where the Zenith Caste was overt. They were the most in demand as Solar consorts, as their beauty and grace was enough to ensnare even the most hard-hearted child of the Sun.

The Half Moons were observers and tacticians, equally adept at devising deceptive stratagems and at seeing through their enemies' ploys. A Half Moon's strategies and ploys were second only to those of the Sidereals themselves; when the Lunars abandoned the Old Realm, the Half Moons were instrumental in foreseeing their betrayers' plots and leading their people away from the ambushes set for them.

The Waning Moons were blessed with the powers of stealth above and beyond the Lunar norm; they were the classic tricksters and spies, slipping in and out of enemy fortifications and organizations with none being the wiser. They were the mirror of the Solars' Night Caste, but where the Iron Wolves used superhuman skill to achieve their ends, the Waning Moons used guile and shapeshifting prowess. Of all the lost castes, the Waning Moons have left the most legacy on the Changing Moon Caste; their gifts have proven the most useful in terms of surviving the wild.

The Outsiders

Children of the City

Most Lunars who Exalt in an urban environment are not long for this world; they are cut down by the Dynasts before they have a chance to master their powers. And of those who survive long enough to make it to Lunar territory, most swear never to return.

Most, not all.

Luna chooses the disenfranchised to be Exalted just as readily as she chooses the children of barbarian tribes. Some of these urban-born Lunars feel she does so for a purpose. They return to the cities of their birth or to entirely new urban territories, where they establish a new kind of rule of the wild. They defend their territories, they are just and generous to their urban "tribes," they show courage, and they repay all their debts.

Almost all urban Lunars who prosper are Changing Moons; they are the ones best at lying low to avoid the attention of the Dynasts. A Full Moon must forgo testing himself in battle if he wants to remain inconspicuous, and a No Moon tries to remain near the majority of his people. Still, the occasional Full or No Moon manages to do quite well for herself in an urban environment.

City Lunars must, by necessity, ignore most Lunar traditions or heavily adapt them to the urban environment. Raiding isn't really possible; an urban Lunar chieftain is a thief, not a brigand. Urban Lunar "tribes" must be able to survive without drawing attention to themselves; it's safer to be King of the Beggars than the head of a smuggling ring. Breeding beastmen followers is far, far too risky to contemplate (although a few cities do host rumors of ratmen that creep from the sewers by night). But although the common traditions are often changed, the Silver Way is as easily followed in a city as it is in the wild. When the time comes for the Lunar Exalted to strike at the very heart of the Realm, the urban Lunars may be in the right place to make all the difference.

THE CHIMERAE

It took time for the First Age No Moons to discover the secret of tattooing, time that not all of their brethren had to spare. By the time the No Moons had learned to fix the Lunars' castes and forms in the face of Wyld energy, it was already too late for some. As they lost control over their bodies, their minds soon followed — they became ever-changing, mad monstrosities who had forgotten the ways of Luna. But such was the power of these mighty Lunars that they survived their degeneration. They survive even today.

Even more than the Lunars, the chimerae are the Great Beasts of the Wyld, primal forces of raw power and feral savagery. They have lost any true sense of human or animal nature; their consciousness is said to shift as radically as their bodies do. If they are still sentient, it is only for brief flashes of time, and even then their intellect is ravaged by madness. Some call

BEASTMEN

It's rare to find a tribe of beastmen without a Lunar patron; the general rule is that a beastman tribe's fortunes rise and fall with that of its Exalted parent. But sometimes, a Lunar abandons his children or is slain — and the beastmen endure. They may take to worshiping their patron as an ancestor-spirit, or they may give up spirituality and the codes he taught them altogether; whatever it takes to ensure the health of the nation. The wolfmen described in the **Exalted** rulebook (p. 283) and the following races are examples of beastmen nations that might become interesting encounters in their own right, rather than as extensions of a more powerful Lunar ally or rival.

The most flamboyant beastmen of the East are the hawkmen of the deep forests. Although they are wingless, they remain arboreal, pouncing on their prey from above. Their chieftains have more brilliant plumage than the hunters and warriors, who tend toward various browns that allow them to blend in with the tree trunks. The hawkmen pride themselves on a complicated code of honor, a strange bastard offshoot of the Silver Way.

The Far North boasts a few autonomous nations of elkmen, who, despite their herbivorous origins, are as warlike as any beastman tribe. Lacking the claws and teeth of other beastmen, the elkmen have turned to a more spiritual approach. Shamans hold a position of great prestige within their nations, even if they are not permitted to be chiefs. The elkmen are likely to agree to temporary alliances against their civilized neighbors, in part because their tribes tend to have legends of their great Lunar ancestors, and the elk-men are anxious to find another Lunar patron to lead them once more.

Like their hyena brethren, the hyena-people of the South are matriarchal, gathering in clans led by the strongest female. The clan's warriors are divided into warbands, each one led by one of the matriarch's daughters. Hyena-people are some of the most pragmatically bloodthirsty of all beastmen, inclined to devour the bodies of their foes and build monuments of the cracked bones. They may keep slaves, but most clans don't consider the extra labor worth the extra water.

In the West, the most common autonomous beastmen are the sharkmen, who are often confused for the Western Fair Folk's sharklike servitors. The Lunar-born sharkmen give live birth and are inclined to raid air-breather settlements for weapons and tools as needed. They take no slaves and are man-eaters of the most unapologetic sort. They do not gather in large nations, but rather group in slews led by the rule of the strongest.

them the Formless Ones; others don't speak of them at all. They are creatures to be dreaded even by their true Lunar kin, blasphemies with enough cunning to be truly dangerous.

Thankfully, there are few of the original chimerae left in the world. The Wyld has taken its toll on most of them, and the Lunars have actually hunted down and slain a few more. Those Lunars who fall too far, becoming urrach-ya, are driven out into the Wyld and often become chimerae themselves, but not many survive. Only the strongest and those who retain the most of their original cunning prosper in the Wyld. And these are the most dangerous of all.

The Lunars deeply pity and fear the chimerae and consider it a mercy to hunt down and kill a chimera, thus releasing the Lunar soul to be reborn to a better fate. But the power of the eldest chimerae is such that few Lunars are willing to abandon their territories to undertake such a hunt. There is no guarantee that a Lunar, even a pack, would survive against such an unholy perversion of a First Age moon-beast — and survival is the first rule.

The taboo against chimerahood is very strong. Exalts who change their totem animal mix animal features and so are shunned as chimerae as well. This prejudice is not an absolute one, but any wild admixture of traits is seen as courting chimerahood and can cost a Lunar Renown.

Lunars and the Wyld

The Lunars were not born to the Wyld. They had the Wyld thrust upon them. The Wyld made them what they are today — but they don't thank it for the change. To the Lunars, the Wyld simply is what it is — a threat, an opportunity, a resource and a source of opponents. Luna's Beloved spend little time trying to sort it into notions of "good" or "ill" — and it resists such classifications, anyway.

The main advantage that the Lunars find in their proximity to the Wyld is that they can use the Wyld better than many of their enemies might. It is a simple thing for an elder to trick an entire legion of Realm soldiers into becoming lost forever — or *changed* — while the Lunar herself finds her way safely back to her territory. Few foes are even willing to follow a Lunar into the Wyld, and so, it makes an effective, if risky, escape route. Of course, the reverse is true for the Fair Folk who are often the Lunars' enemies, but the Lunars can play the same game with the Folk — leading them away from the Wyld and into the Lunars' own domains.

The Wyld is also a path to increased Renown — and possibly to other resources. Chasing down the Fair Folk in their own realm is a worthy deed and a fine



boast to bring to a tlak. Surviving the perils of the Wyld is also worthy of praise, provided the Lunar had ample cause to go there in the first place; foolishly seeking out danger for the simple reason that it might bring Renown is tempting but sometimes counterproductive.

Meditating in the Wyld is dangerous but a possible path to great enlightenment. There, a Lunar can become in touch with the force of eternal change, feeling the formless shifting of a world in flux without just as he feels the potential for change within. He can almost touch the pulse of the spirit world while remaining fixed on the skin of the earth. Some Lunars have come away from Wyld meditations with an uncanny insight into the nature of the problems facing them and have used that intuitive leap to great effect. Others have given themselves over to the Wyld energies in a moment of weakness, becoming chimerae. It is a hazardous path to wisdom, but it can also be one of the most direct.

But perhaps most of all, the Wyld represents a growing threat. By itself, the Wyld could be left to its own unknowable devices. But with the Fair Folk aggressively attempting to expand the Wyld's boundaries (and therefore their own), the very fabric of Creation is in danger of being unraveled. The Lunar Exalted feel no moral obligation to oppose the Wyld, but they cannot ignore the threat of its spread. So, the Lunars oppose the Fair Folk and the spread of the Wyld not with the fervor of a holy crusade — but with the ruthless determination of people defending their homes and families.

CROSSING PATHS

As the Age shifts to a time of war and change and the Lunars come howling out of their wilderness, they are sure to encounter the other major players on the field. The elder Lunars remember almost all of them, and they pass their opinions on to the young ones. A given Lunar might not react as described here when she meets another Exalted or Fair Folk — a Lunar's mind is a hard thing to predict, after all. But for all their barbarism, the Lunars do have a common society, and they do talk to each other. Word gets around.

THE SOLAR EXALTED

If the relationship between Lunars and Solars was complicated in the First Age, it's nothing compared to the current state of affairs between the two. The Lunars have changed considerably from their original role as helpmates and often consorts to the Solars, while the Solars are now attempting to redefine themselves and their new place in the world. The First Age Lunars are finding that the reincarnations of their former spouses and regents are very different than their original selves, and the younger Lunars have nothing to go on but old legends. It's a confusing mess, and no two encounters between Sun and Moon seem to resolve themselves in quite the same way.

The No Moons teach the younger Lunars the basics of who the Solars were and what they were like but can do little to actually prepare a cub for the real thing. All the No Moons can do is offer their own perspective. While the details vary depending on the No Moon in question and whatever experiences she may have had with Solars, the general gist is that the Solars were once allies but that they cannot be fully trusted. Most Solars do not understand the truths of the world as the barbarians do, and many are unwilling to learn. They are strong in battle and masters of whatever skills they choose and cannot be taken lightly.

Most young Lunars take the No Moons' advice to heart — they wait and see. When a Solar (or a whole Circle of them) crosses paths with a young Lunar, the Lunar often chooses to observe. She becomes the raven on the battlefield, the rat in the inn, the cat in the alley. She watches the Solars to discover their intentions and makes her decision from there.

Other young Lunars have a hard time resisting the challenge of a new potential opponent. These hotbloods try testing the Solars' reactions more blatantly, to see what their priorities are. They may leave two badly wounded people from different social classes on a Solar's path, to see which one the Solar aids first. They might try provoking a Solar until the Great Curse takes hold, to see what drives the core of his being. Some even reveal themselves and challenge a Solar to a direct contest of skill, just to see if the Solars are really all that the elders say they are.

The older Lunars are also reacting to the newly returned Solars in a variety of ways, from extending a cautious hand of friendship to outright xenophobia. The elders are in an unusual position, for most of them were born after the First Age and formed most of their beliefs before the present time. They have no personal experiences with Solars to go on and are rather more threatened by the potential challenge to their traditions and boundaries. Most elders are exceptionally wary of the Solars' intentions and see no particular reason to support the Children of the Unconquered Sun. Better, perhaps, to let them rip open the cracks in the Realm with their very presence, so that the Lunars can finish the job. Of course, there's always the risk that the Solars can manage to gather enough power themselves that they could oppose the Lunars' war against civilization — a risk that has many elders quietly ruminating on potential precautions.

And as for the First Age Lunars, they can't be predicted as a group. Each of the eldest Lunars has specific memories of specific Solars, often their own mates. The bonds and hatreds forged in the First Age

color their opinions and their actions — not common discussion with the others of their race. A Solar who crosses paths with one of the beast-gods of the First Age had best hope that the Lunar remembers his previous incarnation with fondness.

The Dragon-Blooded

There is no love lost between the Terrestrial Exalted and the Lunars — not one jot. Young Lunars usually see the Dragon-Blooded as tyrant gods feeding off their people. The First Age elders remember the Dragon-Blooded's betrayal. They are the Realm, and the Realm is diseased.

Even though the Lunars don't always view the Dragon-Blooded as black-hearted villains, the Terrestrials are, nonetheless, the enemy. They are the ones who perpetuate the civilized society that ate the heart out of the Solars and that breeds weaklings — the Dragon-Blooded not only perpetuate it, they seem to be utterly reliant on it. Their Wyld Hunt has slain far too many of Luna's Beloved before they could be brought home, and imperial troops have slain numbers beyond counting of the Lunars' clanmates, lovers, blood brothers and children. A Dragon-Blood who is forced by circumstance to travel near Lunar territory had best travel well guarded; his very presence tempts attack. Only the Dragon-Blooded of great personal might earn any kind of respect from the Lunars — and even then, it's that of "a worthy enemy that will be a pleasure/honor to kill" at best.

The youngest Lunars are the ones most likely to transcend this stereotype, perhaps even finding things to like (or, shockingly enough, even love) about a particular Dragon-Blooded. This behavior isn't technically against the Silver Way (although some argue opening oneself to one's enemies is a single step from failing to defend one's territory), but it is hardly approved of. The elder Lunars remember every day and night spent on the fringes of the Wyld, driven to exile and near-madness. And the Lunars are not the sort to forget a debt.

The Sidereals

The Lunars have always found it somewhat suspicious that they never saw the Sidereals fall beneath the blades of the Dragon-Blooded, nor did the Chosen of the Maidens flee to the Wyld places alongside Luna's Beloved. And yet, they have caught very little of the Sidereals' scent on the wind, even when they've traveled into the cities. It is as if the Sidereal Exalted rose into the heavens at the day of the Usurpation — but the cynical Lunars know better than to believe such a thing.

Meetings between Lunar and Sidereal over the last centuries have been few and far between. The two groups have crossed paths enough times that the Lunars are certain the Sidereals are still out there, somewhere. But the Lunars don't know how many Sidereals are left, whether they have maintained contact with one another or not or what sort of game they might be secretly playing. This is, unsurprisingly, just as the Sidereals want it. The Fickle Lady's Chosen were always the least controllable and predictable element in the scheme of Creation and had a tendency to bring an element of change into a complicated plan just when it was least desirable. Now that the Lunars have declared themselves enemies of the Realm, there's even less reason for a Sidereal to go anywhere near a Lunar Exalted's territory unless the situation is dire. The Lunars are the living embodiment of the dark fate the Sidereals saw for the world, and few elder Sidereals will sleep soundly so long as the Lunars still live.

The elders don't often go out of their way to talk about the Sidereals, and most young Lunars don't hear the term "Sidereal Exalted" until many years after their Exaltation. At most, the Sidereals appear in the elders' tales of the old days as the archetypal sinister sorcerers or viziers — sometimes possessed of good intentions, sometimes openly treacherous, always dangerous. It's a rare whelp who is actually entrusted with the full story of the Sidereals' prophecy — and the Lunars' assistance in their plot to depose the Solars.

The Abyssals

The Lunars' dealings with the Abyssal Exalted can be distilled into a fairly simple premise: They don't like the smell of them. Something about the Abyssals feels wrong to the Lunars. It's not the fact that the Abyssals have an affinity for death; most First Age Lunars have slain armies in their time, and they consume creatures in order to wear their shapes. No, it's something else — something that most Lunars couldn't put their finger on.

Until recently.

The first true conflict with the servitors of the Deathlords came when one of the First Age Lunars came face-to-face with an Abyssal knight — and smelled the scent of his long-ago Solar wife. Revolted by her latest incarnation, he tore her apart along with the legion of dead men that escorted her. Since then, the No Moons have been spreading the word that some, if not all, of the Abyssals seem to be Solar souls perverted and led astray.

It would seem that the honorable thing to do is to release these souls from their current fallen incarnations so that they can be born into clean bodies once more. But the Lunars, already fighting a war on two fronts against the Realm and the Fair Folk, can't afford to add a third mortal enemy to their struggle.

The Fair Folk

When the Lunars first came to the fringes of the Wyld, they tried reasoning with the Fair Folk. It worked,



for a time. Some of the faerie attempted to prey on the Lunars as they would on mortals but learned very quickly that the Lunars were far from easy targets. So, the two factions struck a truce, one that lasted only until the Lunars began taking barbarian followers.

The present rivalry between Lunars and Fair Folk has many roots. One can be traced back to the competition for the local mortals. The Lunars want servants, mates, even companions to ease the loneliness. The Fair Folk want dreams. The two groups found themselves unable to share, for obvious reasons, and so, the conflicts began. A fight over mortal resources became a long-running series of revenge killings. A better pair of partners in vendetta would be difficult to imagine, and within 100 years, it was as if the two had always been enemies.

When it became more evident that the Wyld itself was eating away at the borders of Creation, dissolving reality itself into a formless soup, the Lunars naturally set themselves to oppose the Wyld's spread. This put them at even greater odds with the fae, who, for their part, wanted the entire world to be as lunatic and ever-shifting as the Wyld places.

To this day, the Full Moons test their strength against the Fair Folk, while the Changing Moons and the No Moons attempt to outmaneuver the fae. For the Lunars' part, there is little actual hatred for the faerie, who aren't that far from Luna's own image. But they threaten the Lunars' peoples, and they endanger the Lunars' status, so the Fair Folk must be fought.

Beasts of the First Age

The Solars were murdered to the last, and the Sidereals are the rarest of all Exalted. The Dragon-Blooded do not live as long as Celestial Exalted, and the Abyssals are a new thing. It may well be that the greatest portion of living Exalted who remember the First Age are Lunars. They may have grown savage, but their power cannot be questioned.

The following are a sampling of the most famous (or infamous) First Age Lunars and some who are the most likely to come into contact with Exalted heroes, Lunar or otherwise.

Lilith

One can only wonder what the Dynasts' reaction would be if they knew that a First Age Lunar was moving soundlessly through their Realm, passing through their defenses with only the slightest of effort. But a Changing Moon is difficult to anticipate and defend against. If that Changing Moon is Lilith, the difficulty rises to a near-impossibility.

Lilith was a Waning Moon once, and even when driven into the wilderness, she never lost her skills of

stealth. She was once a gifted shapeshifter and spy — now, her skills have reached near-perfection. It might have been otherwise, though. Lilith very nearly fell to madness and was a razor's breadth away from joining the ranks of the chimerae before the No Moons came to her and gave her a new caste. The near-madness lingered with her for a while, and for centuries, she shunned the still-forming Lunar society in favor of running as a beast.

Solitude suited Lilith, and for the longest time, it was all she wanted. She has had many, many children over the years, beastman and otherwise, but she has never chosen to rule them. For the first part of her exile, Lilith avoided falling into the vicious territoriality of most Lunars and, as a result, saw more of the world than has perhaps any other living being. As bird or beast, she has flown across the Western Ocean, roosted in the forests of the East, drunk from the oases of the South and hunted through the terrible winters of the North. Finally, her instinct compelled her to find a hunting ground unquestionably her own. She did so, and there, she withdrew for a time.

Now Lilith, the Owl-Woman, has left her forest. She has decided to walk again in the Realm, driven by a relentless curiosity to see the man she once called husband and to see the man or woman he has become. She has visited spirit courts and walled cities alike, always on his trail. She will find him yet — and not even Luna knows what will happen then.

Raksi, Queen of Fangs

A few of the First Age Lunars still remember their former lives with a certain amount of pride. Of them all, only the New Moon Raksi, the Queen of Fangs, still chooses to rule much as she did when she sat upon her first throne. She is a bewildering and terrifying mix of First Age queen and Second Age barbarian, everything the Realm fears and hates about the Chosen of Luna.

She rules in the Southern East, in a jungle ruin called Mahalanka, "the City of a Thousand Golden Delights." This city was once called Sperimin, and it was the greatest seat of learning in the world — and the abode of *The Book of Three Circles*. Now, it is the abode of monsters. That her city has a thousand golden delights is no exaggeration — but the delights are pleasing only to Raksi herself and to others who enjoy the pleasures of raw meat pulled fresh from the still-warm bone. The city teems with her apemen children and the degenerate barbarian tribes who worship her as a goddess, all of whom she sends out to bring her new playthings. Raksi has a great hunger for young men and women of beauty — a hunger of the loins and the gullet that requires a constant stream of captives to satisfy. Because most human tribes avoid her realm at all costs, Raksi is perpetually far from satisfied — which makes her quite disagreeable.

She takes whatever form delights her best, and no two accounts agree upon her appearance — only that she is very beautiful, until she is angered, and then, her face becomes as a demon's. Some say that her pride is so great that she refuses to take animal form except in extreme situations; she would rather beguile and ensnare victims with her more-than-human beauty. The few tales of her going to war speak of her as a monstrous flesh-eating she-ape with terrible talons and teeth of burning brass, wrapped in moonsilver armor that shines with a thousand precious jewels.

Raksi's evil reputation among humans is obviously well deserved. Other Lunars, though, view her with dread and trepidation — but they do not loathe her. She is shahan-ya, an elder who has kept the Way for as long as anyone can remember. Her people prosper under her rule, and if all others are prey, it is hardly anyone else's business to instruct her otherwise.

Ma-Ha-Suchi

It would be difficult to find a more persistent enemy of the Realm and all its people than Ma-Ha-Suchi. His hatred for civilization has gone beyond the usual Lunar contempt into full-force loathing. It is not enough to topple the walls of the Realm, tear apart its fields and force its people to take up the true ways of survival — Ma-Ha-Suchi will not be happy until the weak blood of the civilized human has been spilt to the last drop. He reigns over a fallen city in the East, where he breeds armies of goatmen and sends them forth to further this genocidal goal.

Ma-Ha-Suchi was once loyal to the Old Realm, true, but his true loyalty has always been offered to Luna. When his Solar wife was slain, Ma-Ha-Suchi never really mourned her; she was a creature of another world, unable to see the true glory of the Bloody Huntress and her children. Though a Changing Moon himself, Ma-Ha-Suchi observes many religious rites and taboos. He requires this same fervor from his legions of beastmen, overseeing regular grand festivals that spread throughout the ruined streets of his domain.

Despite his hatred for civilized people and the Realm they serve, Ma-Ha-Suchi is not a stranger to compassion or love. He is murr-ya and has earned his face many times over. He cares for his children, even if he will not pamper them by refusing to send them to war. He is a pious son of Luna and can be a gracious host to other Lunars who treat him with the proper deference. But those who anger the god-king receive no mercy; they usually end up as sacrifices to Luna at one of his religious celebrations.

His aggressive war against civilization put Ma-Ha-Suchi in the interesting position of being one of the first Lunars to meet the returning Solars face-to-face. This contact was not peaceful, and Ma-Ha-Suchi's old memories of the Solar Exalted are being replaced with a new and heartfelt dislike. If the Children of the Unconquered Sun continue to oppose his crusade, he will let his moonsilver spear Corpse Drill drink deeply of their heart's blood, and the old ways be damned.

LEVIATHAN

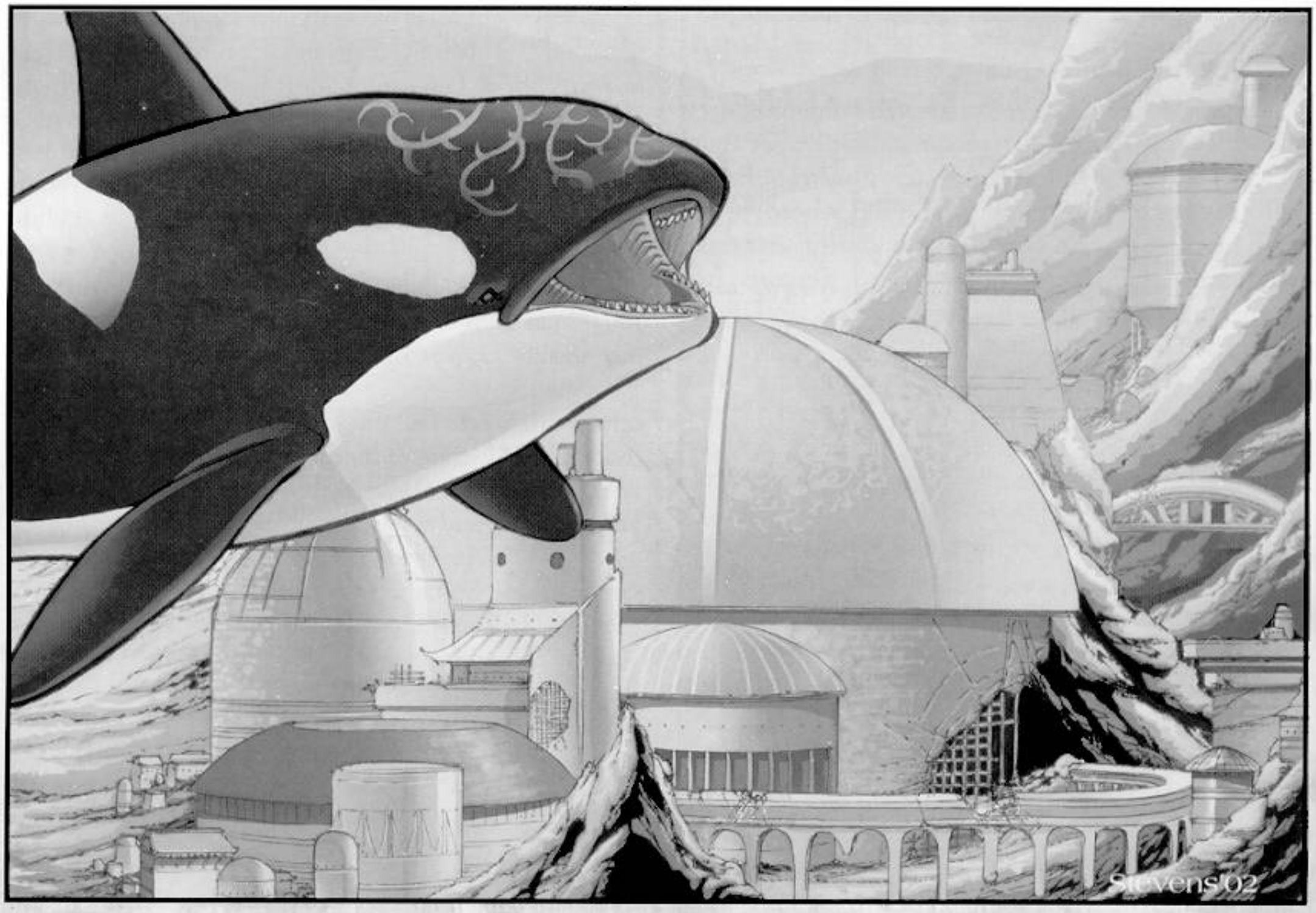
In the First Age, Leviathan was the greatest admiral of the Realm. No being, mortal or Exalted, could match his grasp of naval strategy. His flagship plied the waves like a lover's hand, and smashed the enemies of the Realm into splinters. The great Full Moon's will was implacable, and his mastery of the ocean all but absolute. He was one of the Lunars who never took a Solar mate; the sea was more a lover to him than any man or woman could be.

When the Dragon-Blooded murdered the Solars, Leviathan sank his fleet and swam West. His strength and will were such that he was able to resist the Wyld's energies far better than any of his kind; he was the anchor around which the Lunars of the West rallied, and he protected them while the No Moons learned to fix their forms. Once his brethren were able to fend for themselves once more, he drove them from his territory. His duty fulfilled, the once-master of the western seas sank into a cold solitude.

Leviathan swims the deepest portions of the Western Ocean, feeding on monolithic sea monsters that would dwarf any sailing ship. His form is said to be that of a great orca, many times the size of any other whale in the oceans — his human form is all but unknown, as he has not walked on dry land or on a ship since the turning of the Age. In his age and seclusion, he has become alien and terrible, caring nothing for the doings of mortals or his fellow Lunars.

The heart of Leviathan's domain is as memorable as the ancient moon-whale himself — it is nothing less than the once-splendid First Age city of Luthe, which once floated atop the sea and now rests on the ocean floor. Leviathan drifts among its diamond-glass spires when he requires rest and calm; even when the monster of the deeps is not present, his aquatic children keep his chosen home safe.

Leviathan, unlike many of his brethren, carries no moonsilver artifacts. He has yet to meet anything that swims the sea that can challenge him, and he never fights on dry land. His legendary moonsilver trident Islebreaker is rumored to lie across an unused throne in a forgotten



throne room in Luthe, vainly awaiting the day that Leviathan is stirred to once more take human form and enter battle — or to pass on his legacy.

Tamuz

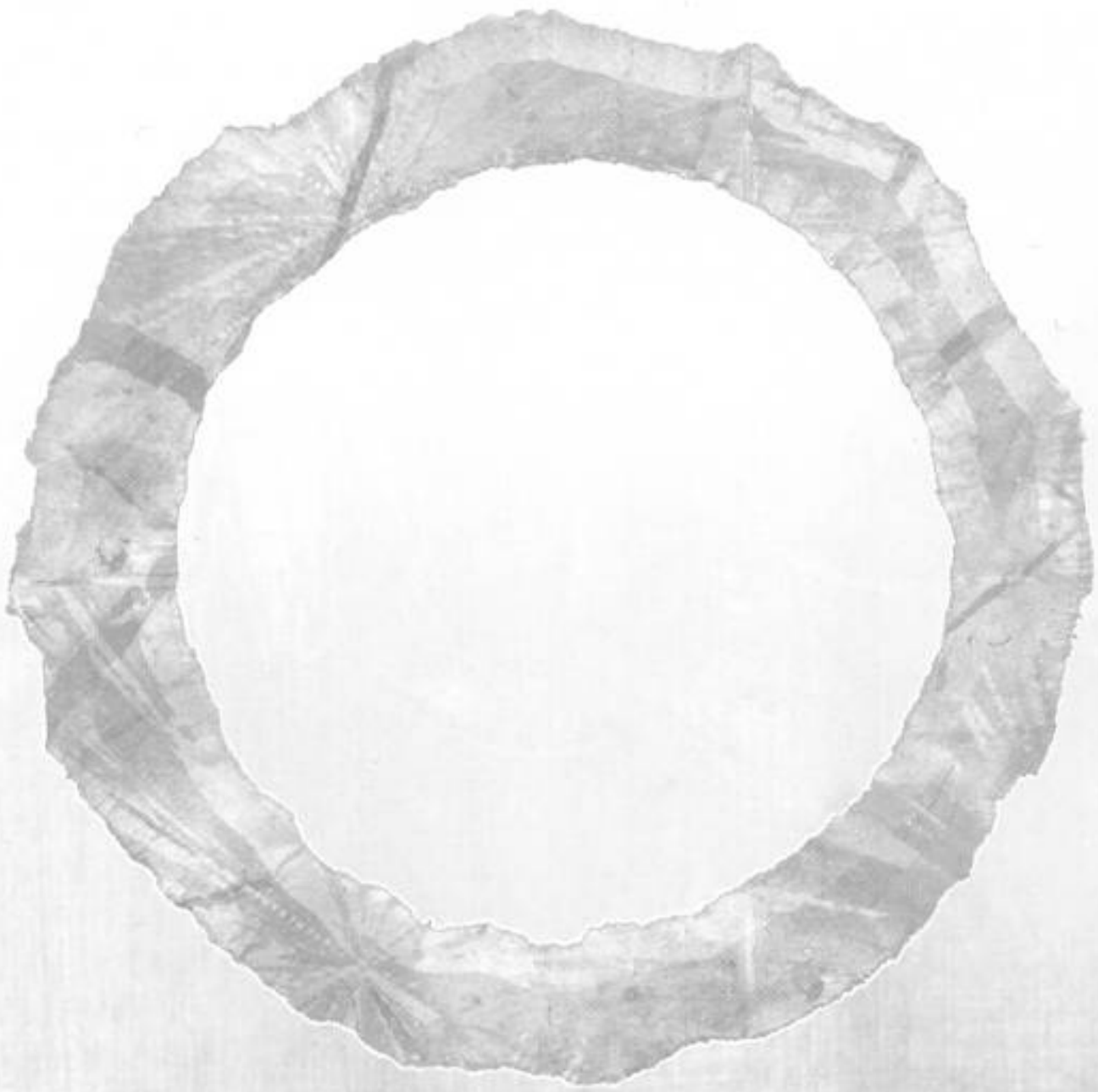
In the First Age, Tamuz was the royal consort to a beautiful, but idle, Solar queen of the South. While his wife ruled from the comfort of her palace, Tamuz patrolled her domain, taking a very personal hand in maintaining the peace of the realm. It was perhaps then that he developed his compassionate streak, a character trait that would not be burned out of him even by his centuries of exile.

Like his fellow Lunars, Tamuz has turned his back on civilization and all it has to offer; but unlike his peers, he holds almost no hate or contempt for those who live by its precepts. In truth, he feels a deep compassion and pity for the citizens of the Realm, slave and freeman alike; they can hardly be faulted for their misfortune to be born into such a society. If the Realm could corrupt even the Exalted into weakness and complacency, what chance does a human have? Regrettably, the only way to save these people from the snares of their culture is to tear that culture apart — but Tamuz wants to do so in a way that causes as little suffering as possible.

Tamuz has carefully built his tribe over the years, taking in the hardiest barbarians and the most promising civilized folk alike. He does not persecute the diseased tribes of the South, but neither does he allow them to join his people; he intends to keep his tribe healthy and strong. Three centuries ago, he assimilated a clan of Dune People into his tribe, teaching them proper behavior in accordance with the Way; today, his tribe of barbarians is notable for their white hair. He travels with the finest of his warriors, each one chosen not only for the strength of his spear arm, but also for his ability to understand that non-barbarian does not mean "nonperson." Together, they raid the strongpoints of the southern Threshold, sparing the innocent but bloodily punishing the guilty. As the Wyld Hunt falters and the Realm begins to crumble, Tamuz' raids grow more daring.

Tamuz prefers his human form when dealing with outsiders; it was his attachment to his human side that kept him sane so long ago, and he feels the most comfortable in human skin. When pressed to battle, he takes on a man-beast form reminiscent of a silver-furred gazelle hound, sleekly muscled and inhumanly swift; he has perfected a lethal fighting style in this form that combines paired moonsilver khatar and his razored teeth.

Tamuz is well aware that the Solars are returning and knows that somewhere out there is a young Solar with the soul of his former wife. He is in no hurry to seek out a reunion; he fears that, even in this incarnation, she will want to return to her previous position as a queen in the South. He does not want to have to fight his former wife, but if she stands in the way of saving the people by shattering the Realm, Tamuz knows he will have no choice.





Anja Silverclaws observed that it was not the way of the dead to watch living animals closely. Silky paws on leaves, on logs and up a tree, and now, Anja could listen to the ghosts conspire. Fascinated, she hearkened to their conversation and drank in the details of wholesale exterminations and political machinations. It was old news and a shallow conspiracy. Anja Silverclaws already knew about it. Everybody already knew about it.

But now, Anja Silverclaws knew details.

She fled with her knowledge across a landscape where death was a smothering blanket. There were no mice for Anja Silverclaws to catch, and no birds either, save the Mask of Winter's death-raiton spies. Anja did not flee outward, however, but inward. Her tasks among the dead were not yet done, and no interesting diversion could sway her from her mission.

She did not look at the crawling corpse. She tried not to think of it, rotting out there. There were many secrets in the citadel of Juggernaut, and all of them were fatal. She would not set foot there, for it was the abode of the Mask of Winters. The corpse-citadel was *his*, and she would not dare that ancient ghost's great wrath to enter his crawling Manse. The city was a different matter, however.

The walls of Thorns were no bar to a raiton. In the streets, she was just one white rat among the many black rats that swarmed around Juggernaut and now constituted the city's only wildlife. Anja was careful there and hid her Tell and herself from sight. The Mask of Winters was sure to have spies among the rats as well as among the raitons. With silent cat's feet, Anja slunk through the shadows. Small as a mouse, she hid from sight.

Anja listened, and Anja learned. Anja slipped into the citadel like a ghost and lingered there for days. Anja walked the streets unseen, even by the eyes of the dead, and she listened to the conversations held by ghosts when the living were not present. She heard in greater detail of the cunning annihilations the Mask of Winters planned, and she was unsurprised. Anja Silverclaws already knew about it. Everybody already knew about it.

But now, Anja Silverclaws knew details.

Anja Silverclaws did not flee Thorns under the hot pursuit of the Mask of Winters. She did not slink out from its precincts looking over her shoulder at every footfall, every creak. Neither did she leave it as a cat leaves a place it is tired of — with its tail held high, walking in plain sight.

Anja Silverclaws left carefully and made sure that she was unobserved. There was little animal life left in Thorns, and any coming or going might attract spies or executioners. Thrice-hidden by her shape, her Charms and her own skills of concealment, Anja Silverclaws slipped out of Thorns like one of the ghosts that had come to rule the city.

Though it can be said that quantity can counterbalance quality, there are certain forms of quality that cannot be surpassed by any sum of small numbers. Such is the quality of certain Exalted. There were a hundred eyes watching for Anja Silverclaws, but all were blinded by her guile. Perhaps it would have been different had one of the Abyssal Exalted or the Deathlord himself been watching for her escape. Perhaps not, for she was exceedingly stealthy. Yet, her capabilities were not tested — Anja's cunning had shielded her from detection. Only the eyes of the regular spies and sentries watched for her — merely ghosts and raitons with ghosts inside them. To the careful deceit of Anja Silverclaws, those were like no eyes at all.

Though many wished to go there, only Anja Silverclaws had traveled the new shadowland without hurry. Though many Lunars sought to know about them, only Anja Silverclaws had captured the details of the Mask of Winters plans. She laughed her silent feline laugh, thinking of the reputation she would build from this escapade, and then, Anja slipped away into the endless gloom of the shadowland around Thorns.



Chapter Three
Character Creation

Along the edges of civilization lie the brutal and savage barbarian kingdoms. Although each of these countless tribes and nations are unique, the individuals who populate these lands are hardy survivors. Existing far from the comforts of wealth and privilege, these individuals live or die by their own strength and merit. It is among the people of these harsh and brutal lands that the goddess Luna selects her champions. And now, you are one of those champions. Within your heart lies the seeds of greatness — the will and courage to survive against all odds. You are a Child of the Moon. A demigod among men.

This chapter provides the rules needed to create Lunar characters. The process for creating one of the Lunar Exalted follows the same guidelines presented for Solars in **Exalted**. However, there are areas in which the Children of the Moon differ from their lost Solar brethren. The following material details these differences and is meant to supplement the rules in **Exalted**.

The Storyteller

During character creation, it is important for the Storyteller to work with her players, and vice versa. Ultimately, gaming is a team effort, and the closer everyone works together, the more fun everyone will have. This is especially vital for the Lunars, who are, by their nature, extremely individualistic. Storytellers should discuss with their players the type of series they want to play, and players should work to create character concepts that fit that type of series. Players should also work at making their characters fully developed personalities, with histories and goals. The more raw material a Storyteller has to work with, the more story hooks she can provide for that character.

Step One: Character Concept

This is the single most important step in creating your character. Without it, your traits are nothing but random dots on a sheet of paper. The stronger your concept is, the stronger your final character will be and the easier it will be to flesh him out. For the Lunar Exalted, there are a number of factors that must be taken into account when deciding upon a character concept.

Homeland

Quite simply, where was your character born? The majority of Lunars hail from the wild and uncivilized reaches of the Threshold and even along the boarders of

the Wyld. Others are born among the most dangerous slums of urban wastelands. Reclusive clans of hill folk, jungle-dwelling headhunters and seafaring raiders only scratch the surface of the barbarian cultures Lunars call home. See "Chapter One: Setting" for more details on cultures and tribes.

Caste

Like all Celestial Exalted, the Children of the Moon are divided into castes. Where their Solar brethren are divided into aspects of leadership, Lunar castes are based upon aspects of the survival instinct. When a new Lunar is inducted into the Society of the Moon, he is ritually scarred, harnessing his protean nature and assigning him to his chosen caste. A Lunar's caste is determined by how he survived his rite of passage. Those who survive through physical acumen become Full Moons, those who survive by their wits and intelligence become No Moons, and those who survive through stealth and cunning become Changing Moons.

When selecting your character's caste, it is a good idea to develop a rough notion of what his rite of passage was like and how he was able to survive. Understanding how your character overcame one of the landmark challenges of his life will help give you a good general guideline to how he might go about conquering future obstacles, as well as which Attributes, Abilities and other Traits he might favor.

The Casteless

There are certain Lunar Exalted who, for one reason or another, are not adopted into the Society of the Moon. With no elders to supervise his rite of passage and to mark him with the ritual scars and tattoos, such a Lunar has no set caste. As a result, a Casteless character does not possess any Caste Attributes. This means that a Casteless Lunar must pay full cost for all Charms and Attribute increases. In addition, his lack of tutelage means he starts with fewer Attributes and Charms.

Totem Animal

Whenever a Child of the Moon is Exalted, she soon discovers her totem beast. Some Lunars discover it during Exaltation, others during their initiation into Lunar society. This animal is a spiritual representation of the Lunar's inner nature and personality and should tie into the character's concept. A barbarian prince famed for his commanding presence, great speed and powerful stamina might have a bull elk as his totem, while a cunning thief who survives alone by his cunning and ruthlessness may have a weasel as his.

Keep in mind that a character's totem animal is a very personal thing, and two characters who share the same totem may each represent different aspects of that animal. A mighty hunter who feels a strong bond with her people — be it her mortal tribe, her beastmen offspring or the Society of the Moon — may have a wolf as her totem animal, representing the she-wolf that hunts in packs to provide for her entire extended family. Another Lunar who lives as a solitary killer in the forest, ruthlessly protecting his territory from all intruders may also have the wolf as his totem, representing the lone wolf as a symbol of fear that stalks the dark forests at night.

The Tell

Every Lunar has a single unchanging physical characteristic know as a Tell, and it is visible no matter which form the character shapeshifts into. The Tell varies wildly from character to character, though it is very often moonsilver or pale white. A Lunar's Tell is frequently tied to that of his totem form. Black-striped, pale-white hair may mark a Lunar who favors the form of the tiger, while one who holds the wild boar as his totem may be marked by moonsilver tusks. Others may have albino skin, moonsilver hooves in place of feet, body hair replaced with silvery scales or white feathers, silver cat's eyes or a wolf's tail.

How noticeable a character's Tell is depends upon how many times he has taken the Deadly Beastman Transformation Charm. A character who does not have this Charm will have a Tell that is small and almost unnoticeable. One who has taken the Deadly Beastman Transformation Charm a half dozen times will have a large Tell that is almost impossible to miss. Lunars whose tell is a characteristic of their totem animal can still have their Tell spotted normally when in their totem animal shape. For complete rules on the Tell, see "Chapter Five: Charms."

Nature

Nature functions identically for Lunar Exalted as it does for Solars. While some Natures are common among certain castes, they are by no means the only ones present. Your character may have any Nature you wish.

Step Two: Choosing Attributes

As with all characters, Lunars begin with each Attribute at one (1) dot. Being Exalted, Lunars are much more powerful than mundane mortals.

A Lunar character has nine (9) dots to divide among his primary Attributes, seven (7) dots to divide among his secondary Attributes and five (5) dots to divide



among his tertiary Attributes. Characters are not limited in how many dots they may assign to each Attribute, except that Attributes may not be raised above five.

Characters who are Casteless start with 8 dots in their primary Attributes, 6 dots in their secondary Attributes and 4 dots in their tertiary Attributes.

Caste Attributes

Unlike Solars, Lunar Exalted do not posses Caste Abilities. Instead, they have Caste Attributes.

• **Full Moon Attributes** are those that allow the character to survive via his own physical prowess: Strength, Dexterity and Stamina.

• **Changing Moon Attributes** are those that allow the character to survive via his own social cunning: Charisma, Manipulation and Appearance.

• **No Moon Attributes** are those that allow the character to survive via his own mental adeptness: Perception, Intelligence and Wits.

• **Casteless Lunars** have no Caste Attributes.

A Lunar character possesses a natural affinity for those Attributes of his caste. This affinity is represented by the easier time a character has in raising her Caste Attributes through both bonus and experience points. See the tables on page 93 for bonus point costs and on page 251 for experience point costs.

However, this does not mean that a character's Caste Attributes must be his primary Attributes. The potential for greatness in an Attribute does not necessarily mean a character has devoted any time toward attaining that destined greatness.

Step Three: Abilities

Abilities begin with a rating of zero (0). As noted above, Lunars have no Caste Abilities, and Abilities are not divided along caste lines. However, Lunar Exalted do possess Favored Abilities. A character selects four (4) Abilities with which he has a natural affinity. In addition, all Lunar Exalted have Survival as a Favored Ability. These skills, like those of Solars and Dragon-Blooded, are easier for the Lunar to learn and can be mastered without training (see p. 271 of **Exalted** or the chart on p. 251 of this book).

Paragons of Barbarism

Lunar Exalted are no stranger to the Paragon Nature. However, their unique culture colors their idea of what a Paragon is and what ideals he champions. The Lunar Paragon is a true noble savage. He lives his life by the Silver Way and strives to uphold the ways of Succor, Mettle, Cunning and Glory. He is fearless in battle, generous to his friends, respectful to those beneath him, loyal to those who have earned his trust and merciless in the pursuit of vengeance. And yes, a barbarian Paragon will raid civilized settlements. After all, if the gods did not want the fat weaklings to be sheared, then they would not have made them sheep.

For full details on the Silver Way and the tenets of Lunar society, see "Chapter Two: the Lunars."

Players have ten (10) points to spend on the character's Favored Abilities and an additional fifteen (15) points to spend on any Ability the players wish.

You may not assign more than three dots to any Ability, but you can increase Abilities to four or five dots with bonus points. Bonus points may also be used to purchase Ability specialties in the same manner detailed in **Exalted**.

All members of the Silver Pact *must* have an *absolute minimum* of Survival •• and at least one combat Ability (Archery, Brawl, Martial Arts, Melee or Thrown) at •, to represent the most basic of skills needed to survive within the harsh and brutal culture the Lunars call home. A character who does not possess these skills will be regarded as, at best, incompetent or, at worst, an unnecessary burden to the community that should be done away with so that his Lunar essence can be reborn into a more worthy individual. Casteless Lunars do not have to meet these Ability minimums.

Step Four: Advantages

Like Solars, Lunar Exalted have seven (7) points to spend on Backgrounds. Backgrounds may not be raised above three (3) without the use of bonus points. In addition to the Backgrounds presented in Exalted, Lunar Exalted also have access to several new Backgrounds. See Chapter Four for details on these new Traits.

Lunar Exalted, like their Solar brethren, have access to the mystic powers and abilities known as Charms. Unlike the other Exalted, whose Charms are based on their Abilities, Lunar Charms are based on Attributes. Lunar characters may select eight (8) Charms and automatically know the Charm Finding the Spirit's Shape. At least four (4) of your character's Charms must be selected from his Caste Attributes. Casteless characters only get six (6) Charms, not eight (8) + Finding the Spirit's Shape, and are not automatically required to learn Finding the Spirit's Shape, nor is there any restriction on which Attributes the Charms relate to.

As with all people who live in the world of **Exalted**, Lunars are driven by desire and emotion. Your character has five (5) dots to divide among the four Virtues — Compassion, Conviction, Temperance and Valor.

In addition, the Children of the Moon — like all Exalted — suffer the effects of the Great Curse. Note the character's highest Virtue. This Virtue is the one that influences his Curse. If the character has multiple Virtues of the same value, the player can pick which one the Curse is influenced by. If the character's highest Virtue changes, then the new highest Virtue becomes the influence on the Great Curse. Rules for the Lunar Curse can be found on pages 109-110.

Step Five: Finishing Touches

Calculate a Lunar character's Willpower by adding together his two highest Virtues. Lunar Exalted, like all Exalted, begin with an Essence of two (2). Each of these Traits may be raised using bonus points (although Willpower may not exceed a rating of 8 unless the character has ratings of 4 or higher in his two highest Virtues).

As with all Exalted, the Children of the Moon channel their Essence into both Personal and Peripheral Essence. Effects created using Personal Essence are subtle, while effects generated using Peripheral Essence are awe-inspiring demonstrations of the character's Celestial might, causing her anima banner to flare.

Personal Essence Pool is calculated by adding your character's Essence to twice the character's Willpower (Essence + [Willpower x 2]).

Peripheral Essence Pool is calculated by multiplying your character's Essence Trait by four, multiplying your character's Willpower by two, multiplying your character's highest Virtue by four and then adding these three totals together ([Essence x 4] + [Willpower x 2] + [your character's highest Virtue x 4]).

Lunar characters possess twenty (20) points (plus those gained from the Renown Background) to spend on their personal Renown. These points are divided among the four categories of Renown, each based on one of the four Virtues. These categories are Succor (Compassion), Mettle (Conviction), Cunning (Temperance) and Glory (Valor). Please note that Casteless characters do not possess any Renown.

Lunar character possess the normal mortal seven (7) health levels — a -0 health level, two -1 health levels, two -2 health levels, a -4 health level and an Incapacitated health level — plus any additional health levels gained from the Lunar Ox-Body Technique Charm.

Lunar characters have fifteen (15) bonus points that may be spend at any time during character creation. See the chart on page 93 for the point cost of raising each trait.

Spark of Life

Now comes the final touches. Answer the same questions for your Lunar character that you would for any other Exalt: What does he look like? What are his habits and quirks? Who is he close to? Who are his enemies and rivals? What was his childhood like? When did he first Exalt? What motivates him to do the things he does?

In addition, there are other questions to answer:

- **Luna:** How did the Silver Lady appear to you during your Exaltation? Was she in material form, or did she come to you in a dream or as a vision? Did she appear human or as one of her sacred animals? Did you recognize her for who she was?
- **Totem Animal:** What is your totem animal? Why? How did you discover it?
- **The Silver Pact:** How did the Silver Pact find you? What was your character's rite of passage before being accepted into the Pact? How did he survive it? How did this impact your Renown? How do other members of the Silver Pact regard you? Have you done anything to gain their notice, for good or ill? Are you seen as someone of great potential or as a problem in the making? How do you interpret the Society's code and tenets? How does it feel to walk among your people's gods and know that you are one of them?
- **Your Pack:** How did you meet the other Lunars you travel with? Did you choose each other's company, or did your elders decide to stick you together? Have your packmates earned your trust and respect? Have you earned theirs?
- **Civilization:** How do you feel about those who live in cities and other civilized regions? Do you scorn them as being beneath your notice? Are they fat, weak sheep for you to take from at your whim? Do you pity them for not being as strong as your are?
- **Memories of the Past:** Do you remember anything of the First Age in dreams and visions? A former lover, lost to betrayal (by the Dragon-Blooded or, perhaps, by you)? The abuses of those Solars driven mad? The treachery of the Sidereals? How do these memories (assuming you have any) color your perceptions of the modern day?

Character Creation Summary

Character Creation Process

• Step One: Character Concept

Choose concept, caste, totem, Tell and Nature.
Note caste's anima powers.

• Step Two: Select Attributes

Note that all Attributes start with one dot before you add any.

Prioritize the three categories: Physical, Social, Mental (9/7/5). Casteless characters are 8/6/4.

Note Caste Attributes.

Choose Physical Traits: Strength, Dexterity, Stamina

Choose Social Traits: Charisma, Manipulation, Appearance

Choose Mental Traits: Perception, Intelligence, Wits

• Step Three: Select Abilities

Select Favored Abilities (Survival + 4 others).

Choose Abilities (25 — at least 10 must be from Favored Abilities; at least 1 must be in each Favored Ability; none may be higher than 3 without spending bonus points; at least 2 must be spent on Survival and at least 1 must be spent on a combat Ability: Archery, Brawl, Martial Arts, Melee or Thrown)

• Step Four: Select Advantages

Choose Backgrounds (7 — none may be higher than 3 without spending bonus points), Virtues (5 — none may be higher than 3 without spending bonus points), Charms (Finding the Spirit's Shape + 8 others — at least 4 must be from Caste Attributes. Casteless characters learn only 6 Charms.)

• Step Five: Finishing Touches

Record Essence (2), Willpower (add the total of two highest Virtues — may not start at higher than 8 unless at least two Virtues are 4 or higher), Personal Essence Pool (Essence + [Willpower x 2]), Peripheral Essence Pool ([Essence x 4] + [Willpower x 2] + [character's highest Virtue x 4]), Renown (20, plus any gained from Background) and health levels (7, plus any gained from Charms).

• Bonus Points

Bonus points (15) may be spent at any time during character creation.

Castes

- **Full Moon**: Engines of fury who survive via speed and strength.

Caste Attributes: Strength, Dexterity and Stamina.

Character Creation Summary

Anima Powers: May spend 5 motes to double her leaping and running distances.

• **Changing Moon**: Cunning tricksters who survive via cunning and guile.

Caste Attributes: Manipulation, Charisma and Appearance.

Anima Powers: May spend 10 motes to cloak himself in a veil of illusion for a scene.

• **No Moon**: Subtle mystics who survive via intelligence and sorcerous skill.

Caste Attributes: Perception, Intelligence and Wits.

Anima Powers: May spend 1 mote to lower the Essence cost of all spells cast for the rest of the scene by one.

• **Casteless:** Lunar Exalted who have never undergone the proper rites of passage, and survive as they can.

Caste Attributes: None.

Anima Powers: Vary.

Archetypes (Nature)

• **Architect** — You want to leave a lasting legacy.
• **Bravo** — Might makes right.
• **Bureaucrat** — Rules keep the world from collapsing into chaos.
• **Caregiver** — You are a wellspring of compassion
• **Conniver** — Brains over brawn.
• **Critic** — Pointing out flaws makes it possible to correct them.
• **Explorer** — Life is a never-ending adventure.
• **Follower** — You look for someone else to take charge.
• **Gallant** — You seek to be the center of attention.
• **Hedonist** — Eat, drink and be merry, for tomorrow you may die.
• **Jester** — Laughter can heal and teach.
• **Judge** — Balance, truth and justice are your quest.
• **Leader** — You are the one others turn to in times of crisis.
• **Martyr** — You are ready to give everything for what you believe.
• **Paragon** — You strive to be the noble ideal of a heroic barbarian.
• **Rebel** — You constantly seek to challenge authority.
• **Savant** — Any problem can be solved with logic and deduction.
• **Survivor** — You withstand anything that the universe throws at you.
• **Thrillseeker** — Life is not worth living unless its on the edge.
• **Visionary** — You see the world for what it could be, rather than what it is.

Virtues

• **Compassion** — Empathy and forgiveness.
• **Conviction** — Emotional endurance.
• **Temperance** — Self-control and clear-headedness.
• **Valor** — Courage and bravery.

Backgrounds

• **Allies** — Aides and friends who help in tasks.
• **Artifact** — Weapons and tools, almost certainly crafted from moonsilver.
• **Backing** — Rank in an organization of power and influence.
• **Contacts** — Information sources and associates in useful places.
• **Cult** — Mortals who worship you.
• **Familiar** — An animal companion.
• **Followers** — Humans and beastmen who look to you for leadership.
• **Heart's Blood** — Animals (and men) whose forms you can take.
• **Influence** — Your pull in the world around you.
• **Manse** — A place of power and Essence.
• **Mentor** — A patron and teacher.
• **Renown** — Standing within the Silver Pact.
• **Resources** — Material goods and money.

Renown

• **Succor** — Your reputation for generosity, hospitality and benevolent leadership.
• **Mettle** — Your reputation for resilience, confidence and self-reliance.
• **Cunning** — Your reputation for wisdom, self-control and cleverness.
• **Glory** — Your reputation for bravery, battle prowess and honor.

Bonus Points

Trait	Cost
Attribute	4 (3 if a Caste Attribute)
Ability	2 (1 if a Favored Ability)
Background	1 (2 is the Background is being raised above 3)
Specialty	1 (2 per 1 if in a Favored Ability)
Virtue	3
Willpower	2
Essence	10
Charms	7 (5 if in a Caste Attribute)



Dressed in the skin of a princess long ago consumed, Raksi, the Queen of Fangs, walked through the vast and ruined ballroom of the Palace of Sperimin. Fallen Sperimin, once the Jewel of the Realm, the Hollow of the Southeast, the abode of sorcerers and the location of *The Book of Three Circles*, the greatest tome of sorcery in an age rife with such texts.

Now, it was called Mahalanka, and Raksi was its queen. Those things that age could mar, the years had laid their heavy hands upon. Time and vines had defaced the marble statues, and the glorious fountains were now full only with stagnant rainwater and poisonous frogs. Those things that were immune to the ravages of time, Raksi herself had marred, for she would have no beauty in her city that exceeded her own.

Certainly, her children were not beauteous. They were hunched and wicked ape-beasts, with backward-bending claws like those their mother so coyly concealed behind her back. A hundred jungle septs sent their warriors here, to guard Queen Raksi and do her homage, for not even the bravest mortal chief dared to tempt her wrath.

Yet, these were not Mahalanka's teeming ruined streets. There were only a dozen of her fellows in the vast hall, each supported by a handful of beastman retainers. They sat at a vast banquet table she had had hauled here from another one of the city's many palaces and dined like princes of the First Age, save that they ate the boiled flesh of babies and the smoke-cured hams of nubile young men and women. Though their queen walked often in the shape of the beauteous youths whose flesh she so preferred, her followers took no such pains. Each wore the shape of his or her Deadly Beastman Transformation, and the dozen of them together were such a horror that an army of Tiger Warriors would have gone pale at the sight of them. There were tigers and bears and a terrible ape who drove all those mortals who saw him mad. This latter creature, dressed from head to toe in concealing veils of silk, was Raksi's boon companion, Kambaka. He was reviled in Heaven as an eater of gods, and he was also Raksi's lieutenant — she trusted him as a brother in all things.

Among them sat the elders of the Silver Pact, who blanched to dine on human meat, yet could not deny her hospitality. They had come to ask her for advice in this time of war, and Raksi would give it to them, after they had sampled her table and perhaps her bed. Raksi did not understand the Silver Pact, but she knew they worshiped her, and she accepted that.

Their weakness was that, for them, it was a face, a pose on top of a plan as rude and manipulative as any Sidereal's. Even the barbarians, the ones who began their existences illiterate and desperate for the next meal, even they became too sophisticated for wisdom. They did not understand, they did not grasp the importance of the Silver Way they made so much of in their hearts. By formalizing it, they could not embrace its perfect wisdom. By seeing it as a means to an end, it became only a tool to them. And they lived out their lives as herders of barbarians, as paragons for Hill People, whispering instructions to shamans and initiating young boys into the mysteries of the hunt. Yet, she cared not one whit, and so, they worshiped her while she educated herself at *The Book of Three Circles*. There was wisdom in her palace, but she saw from the faces they pulled at their dinner that they would not carry it away.

Raksi laughed with a young woman's voice, a voice far too light and joyous to contain her bestial nature. Blood ran from the corners of her mouth at this, and she laughed all the more at it. Perhaps, one day, they would learn the meaning of their own code.

CHAPTER FOUR
TRAITS

Most of the Traits used by Lunars are identical to the ones used in **Exalted**. Virtues, Abilities, Attributes, Willpower, Essence and the like are all handled identically or nearly so. For the rules governing these Traits, see the Traits chapter, beginning on page 112 of **Exalted**.

Expanded Backgrounds

The Silver Pact and those barbarian tribes who are a part of it possess a rich and distinct cultural heritage, one that is much different from that found among civilized peoples. Respect and privilege are things one earns through his own blood and sweat; neither is given freely nor inherited. As a result of this unique culture, several Backgrounds work differently for Lunar characters than they do for Solars and other civilized Exalted. In addition, there are several new backgrounds exclusive to Lunar characters.

Altered Backgrounds

As stated, the nature of Lunar society requires the redefinition of certain Background Traits. While some require only notes on how they apply specifically to the culture of the Lunars, others work completely differently. Unless mentioned below, existing Backgrounds work just as they do in **Exalted**.

Artifact

The vast majority of Lunar-owned artifacts are forged from moonsilver. In addition to the properties mentioned in Chapter Nine of **Exalted**, the protean nature of moonsilver allows artifacts crafted from the metal to shapeshift along with the Lunar Exalted they are attuned to. Armor expands and contracts to match inhuman forms, while weapons can often melt and reform as bracers, gauntlets or other accessories if the owner's current form lacks the hands to properly wield the items.

From a cultural standpoint, the Silver Pact is incredibly possessive of moonsilver artifacts. Moonsilver is sacred to both the Lunar Society and to its goddess, and its members look poorly on non-Lunars owning what they see as a rightful part of their heritage. Part of this possessiveness extends toward younger members of the Silver Pact. If a Lunar owns an artifact, odds are that he has worked hard to earn the right and honor of doing so. This is especially true of high ranking and rare artifacts. If your character possesses an artifact, consider just what it is he has done to deserve it.

Backing

While Lunars can possess Backing, it is uncommon. Outside of her pack, the only groups a Lunar typically cares about are her tribe and the Silver Pact. A character's rank in the Pact is covered by her Renown (see the Background below, as well as .the complete rules on page 111 of this chapter.). Still, there are Lunars — most often Casteless — within the Threshold who join mercenary companies, the Guild or other organizations. If your character holds allegiance to some organization outside the Silver Pact, it's important to that you figure out how and why she has joined this group, as well as with whom her primary loyalties lie.

Followers

Lunar followers typically come from one of two sources: barbarians and beastmen. Both groups live within tribal societies among the wilderness and wastelands of Creation, and both look upon the Lunars as living gods. The assorted barbarian tribes have never bowed to the Realm and have never been indoctrinated into the Dragon-Blooded's bastard religion. Because of this, they do not see the Lunars as demonic monsters, but rather as being partly of divinity and partly of flesh. They are dangerous and inhuman, yes (all gods are, after all), but they are given the respect and honor beings of their station deserve. As a result of this world view, members of barbarian tribes — sometimes even entire tribes — are willing to pledge their direct service to Lunars.

Born from the union of Lunar and beast, beastmen typically follow the Lunar who birthed or sired the original members of their tribe. However, some of these beastmen societies have been abandoned by their gods and are willing to adopt a new Lunar as their patron deity. Although most beastmen favor Lunars whose totem animal is similar to their own forms, some elect to follow any powerful Lunar who proves herself worthy of their reverence.

Followers reflect only those who directly follow the character's orders. Characters who have individuals who do them reverence but who are not directly answerable to the character should take the new Background Cult, below.

Manse

Almost all of those Manses that lie in lands the Lunars call home have long been claimed by the Silver Pact and have been converted into Celestial Manses. Younger Lunars have two choices when it comes to Manse. One is to seize a Manse or Demesne



from a god, demon or outcaste Terrestrial and take control of it. The other is to find a Manse already in control of an elder Lunar and to convince the owner that he is worthy of being able to attune to the elder's Manse. This typically involves a quest — usually a very dangerous one — on the part of the young Lunar. It is not at all uncommon for such an elder to demand increasingly difficult and dangerous quests in order for the young one to continue proving his worth. The nature of such quests varies. The most common involve the collecting of ritual components for powerful sorceries or the forging of artifacts, the negotiating of pacts with spirit courts or barbarian tribes or the killing of powerful Fair Folk or Dragon-Blooded warriors.

Mentor

The nature of the Silver Pact means that every member has an elder of the society as his mentor. As a result, a Lunar character's Mentor Background represents the mentor's level of involvement within the character's life rather than the mentor's level of personal power and influence. However, even if a mentor and student are as close as a father and son, the mentor is a teacher and guide, not a babysitter. A Lunar who cannot stand on his own two feet is no Lunar at all.

X — You no longer have any contact with your mentor, whether because of a personal falling out, death or some other reason.

• — You and your mentor are distant, seeing each other only once or twice a year, usually at the Pact's larger gatherings.

•• — You and your mentor see each other infrequently, perhaps half a dozen times a year.

••• — You and your mentor see each other occasionally, perhaps once a month.

•••• — You live less than a week's travel from your mentor and see him often.

••••• — You live near your mentor (less than a day's travel), perhaps even sharing territory or a Manse with him.

New Backgrounds

In addition to the standard Backgrounds presented in **Exalted**, the Children of the Moon have several additional Backgrounds from which to choose.

Cult

There is Essence in worship. Prayers and burnt offerings provide power to those who receive them. In this fallen Age, the Essence of prayer lures gods to demand the worship of men. Many Lunars gather Essence in this fashion as well, feeding on the prayers of members of their tribe and nation, who venerate them as protectors. Though generally not as powerful as ownership of a Manse, worship is harder to disrupt. While a Manse can be seized and the character's attunement severed, a character's cult will attempt to continue worshiping the character even if it becomes illegal.

It doesn't matter if the character's worshipers like her or not. What matters is that they make regular offerings and prayers to her. Cults that hate and fear the character are less likely to persist if the local political climate turns against them, however. Solars rarely have a cult, but some do (Solars may start with or develop this Background if the Storyteller permits it, but he need not do so). The Immaculates strictly prohibit actual worship of the Dragon-Blooded (only the Dragons deserve worship), but the Empress, the Mouth of Peace and the heads of the very large Great Houses doubtless enjoy some level of this Background due to the extreme degree of secular reverence they enjoy.

X — You are without worshipers or godly responsibilities.

• — You have a small but devoted cult, with perhaps a half-dozen full time priests or ascetics tending to your shrines and singing your praises. Every morning when you awaken (and the player makes his Conviction roll for the character to gain Willpower), you automatically gain one additional point of temporary Willpower.

•• — Your faith lays its hand on the every day life of a large community or several small ones. Several hundred people offer you daily prayers and small offerings, and you have feasts and sacred days throughout that place

Lore and Literacy

Lunar characters typically come from an illiterate or semiliterate culture, where the majority of the population is without letters. To reflect this, unless they have special Storyteller permission otherwise, Lunar characters are illiterate unless they have at least Lore •• (not • as for more civilized characters). Barbarians with Lore • are assumed to have learned their lessons through memorization of songlines and wise sayings, not from books.

(though they may be informal). You gain a point of temporary Willpower every morning and, in addition, regain 2 motes of Essence per hour from worship.

••• You are venerated in a region. Several thousand people daily seek your favor or forbearance. (Characters who are god-kings of a single city have this level of worship.) You may regain a point of temporary Willpower once every 24 hours as a reflexive action. You gain 3 additional motes of Essence per hour from the power of the cult.

•••• Your worship is the faith of a nation. Tens of thousands of beings hold you in reverence as one of their primary deities. There are regional festivals in your name that draw merchants and traders from all around. You may have a city sacred to you where you rule either symbolically or in truth. Once every 12 hours, you may gain back a point of temporary Willpower, and your cult lends you 4 additional Essence motes per hour.

••••• Your worship is the faith of a region, and you are seen as the arbiter of some major sphere of life affairs, such as hunting, war or procreation. There are seasonal festivals in your honor all over the direction, many children carry your name, and much is done in your name. You will surely face fierce competition from various powerful gods for the prayers and honors and will have to spend a great deal of time furthering your worship. Every six hours, you can gain a point of temporary Willpower, and you regain 6 motes per hour from the constant prayers.

Heart's Blood

As a natural gift given by Luna, the Children of the Moon are able to shapeshift into the form of any animal whose heart's blood they have partaken of. Members of the Silver Pact frequently engage in ritual hunts, while Casteless Lunars instinctively seek out the heart's blood of their prey. In order to drink an animal's heart's blood, the animal must die at the Lunar's hand, and the blood must be drunk immediately from the animal's heart or throat. Once a Lunar has drank the heart's blood of an animal, the knowledge of that creature's form stays with the Lunar until he dies. Eating another Lunar gives only the human and beast shapes of that Lunar, not her beastman shape or her personal shape library.

The Heart's Blood Background represents the number of forms a beginning Lunar character has at his disposal. Once the game begins, a character may increase his catalog of shapes to whatever extent he wishes and is able — this Background reflects only starting shapes at the beginning of play.

Note that unless a character possesses the proper Charms (Humble Mouse Shape and Towering Beast Form) he is limited as to the size of the animal shape he may take. A character who lacks the Towering Beast Form Charm may still select tyrant lizard or mammoth as one of the animals whose heart's blood he has drunk, but he will not be able to assume that form until he learns the Towering Beast Form Charm.

It is strongly recommended that the animals selected during character creation be limited to those of the character's homeland, although with Storyteller's approval, a character may take the Heart's Blood Background more than once to cover different regions. See the accompanying sidebar for guidelines on the type of animals found in each region. Creatures of the Wyld and sorcerous constructs may not be hunted for their heart's blood.

Humans may be hunted for their heart's blood, but the character may not assume human form without the Prey's Skin Disguise Charm. Characters must take Heart's Blood (Human) as a separate Background, as the scale for number of forms available is different from that of other animals.

For complete rules on Lunar shapeshifting, see "Chapter Five: Charms."

X You have yet to drink the heart's blood of any animal or human.

• You have drank the heart's blood of a single animal or human.

•• You have drank the heart's blood of five animals or of two humans.

••• You have drank the heart's blood of a dozen animals or of four humans.

•••• You have drank the heart's blood of two dozen animals or of seven humans.

••••• You have drank the heart's blood of three dozen animals or of a dozen humans.

Renown

The Silver Pact is a society in which rank and respect are earned through the performance of great and mighty deeds. Monsters slain, armies destroyed, towns sacked, tribes defended. All this and more is what builds a Lunar's personal legend, as well as raising his standing among members of the society. The higher a Lunar's Renown, the higher his rank within the Silver Pact. Although every Lunar distinguishes himself during his Rite of passage, some distinguish themselves more than others. The Renown Background represents actions and behaviors above even the high standards of the Silver Pact.

It is important for the player and the Storyteller to work together to create as much detail as possible about what the character has done to earn his additional Renown, as these details will influence which aspects of Renown these extra points go toward. A rogue who convinces an entire region that he is such a sadistic butcher that his very name causes cities to throw open their gates and offer up their most attractive citizens as slaves in the hope of appeasing the character's wrath will gain a good deal of Cunning, while a warrior renowned for challenging and killing anyone who insults her honor may find herself gaining in Glory.

Of course, this Renown comes with a price. The trickster may find himself called upon to top his already outrageous exploits, while the warrior may find a long line of other young warriors wishing to make their own reputation at her expense. Starting characters with high Renown will have performed truly legendary feats during their rite of passage and, as a result, will be expected to live up to such standards for the rest of their lives.

Casteless characters may not take the Renown Background, for obvious reasons.

X — You have yet to make a reputation for yourself. No additional Renown points.

• — Your performance during your rite of passage was considered impressive — 5 additional Renown points.

•• — You have begun to make a name for yourself among certain factions within the Pact — 10 additional Renown points.

••• — Your deeds are such that many of the society elders have heard your name — 15 additional Renown points.

•••• — Tales of your exploits have spread throughout the Silver Pact, and there are those within the Threshold who fear your name — 25 additional Renown points.

••••• — The elders of the Silver Pact know your name and fully expect you to help reshape the world. Other nain-ya look upon you as a potential role model, and those within the civilized lands look upon you as a figure of dread — 40 additional Renown points.

Regions

The North holds those animals who make their homes among the mountains and tundra, including herd animals such as elk and mammoths, owls and other birds of prey, hares, foxes and other small game and predators such as polar bears and saber-toothed cats.

The Northeast is home to animals found among coniferous forests and taiga. These include elk, wild horses and other herd animals, big cats and wolves, large bears and birds of prey such as eagles and falcons.

The East is primarily made up of temperate forests, and it is home to a diverse number of predators, ranging from large weasels to tyrant lizards, herd animals such as horses and wild goats, deer and other game animals and numerous large rodents. The region also contains swamps, which are home to alligators, large carnivorous turtles and endless numbers of rodents and snakes.

The Southeast is a mix of savanna and rain forest. The former contains herd animals such as aurochs, antelope and hairless elephants and dangerous predators such as big cats, wild dogs, hyenas and vipers. The jungle is home to big cats, large insects and arachnids, enormous snakes and wild boar.

The South is primarily desert, with small amounts of rocky hills and grasslands along the coast. It is primarily the home of camels, vipers, large lizards and other creatures adapted to the desert heat.

The Southwest is where the Southern desert becomes rockier and able to support more diverse plant and animal life, including coyotes, hares, desert rats and birds of prey and scavengers. Closer to the coastline, the region becomes swampy and hosts crocodiles, wild dogs, aurochs and other dangerous beasts.

The West is almost exclusively ocean, complete with sharks, dolphins, giant squid, whales and other marine life. The numerous small islands are home to sea birds, snakes, large rodents and, occasionally, larger animals such as wild boar.

The Northwest is a cold arctic sea with rocky coastlines. It is home to whales, seals, walruses and other animals that can withstand the frigid temperatures. Further inland, there are wild goats, elk and polar bears.

The Cities are home to countless forms of vermin such as wild cats and dogs, large rats and other rodents, small birds of prey, vipers, monkeys, huge insects and an endless number of humans.

The Blessed Isle is largely tamed, with many of its beasts being domesticated farm animals such as cows, goats and llama. However, several of the mountains and other sparsely inhabited regions are home to birds of prey, mountain goats, foxes, weasels and large rodents.

Full Moon



The full moon shines brightly in the night sky. Luna displays all her power and glory, with no deception or subtlety. So, too, do the Children of the Burning Moon. Those of the Full Moon Caste are direct and straightforward in their actions. They survive with the power of their own bodies, trusting in their ability to batter down anything that stands in their way. A Child of the Burning Moon is a dynamo of nearly endless physical energy and a paragon of physical development. Her body is a perfectly honed tool, and even at rest, the power that burns within her muscles and bones radiates like a palpable force.

Members of the Full Moon Caste are the greatest warriors of the Silver Pact. Their unparalleled physical prowess makes them terrifying foes in battle, and few beings in Creation can stand up to one of the Full Moon Caste in one-on-one combat. Many are the tales of a single Lunar warrior cutting a bloody swath through entire mortal armies. Although young Lunars may favor a single combat style, an elder will often shift fluidly between different fighting techniques, tailoring attacks to match his opponent's weaknesses.

Away from battle, Full Moon Lunars continue to hone their physical prowess. Dangerous hunts, back-breaking manual labor and journeys into the uninhabited wilderness are only a few of the ways a member of the Full Moon Caste will test herself. When gathered into groups, Full Moon Lunars that meet inevitably challenge each other to tests of strength, stamina and dexterity.

Trials: A Lunar of the Full Moon Caste typically survives her trials by taking direct action. Monsters and wild beasts are simply beaten to death with bare hands or carved to pieces with a rapid barrage of bladework. Long treks across uninhabitable wastelands are survived through sheer endurance as the Lunar walks without pause or rest. Ritual hunts are completed by chasing the animal down until it gives out. Regardless of what the challenge is, the Full Moon will conquer it with her incredible strength, legendary agility or inhuman endurance.

Totem Animals: Full Moon Lunars typically favor animals known for their great strength and endurance or for their speed and agility. Bears, great cats, deer, mammoths and aurochs are common, as are serpents and large birds of prey.

Anima Banner: The animas of Full Moon Caste Lunars are a steady glow of soft white or silver light. As more Essence is spent, the light grows in strength and intensity. When their banners become iconic, they depict abstract or realistic images of the Lunar's totem form.

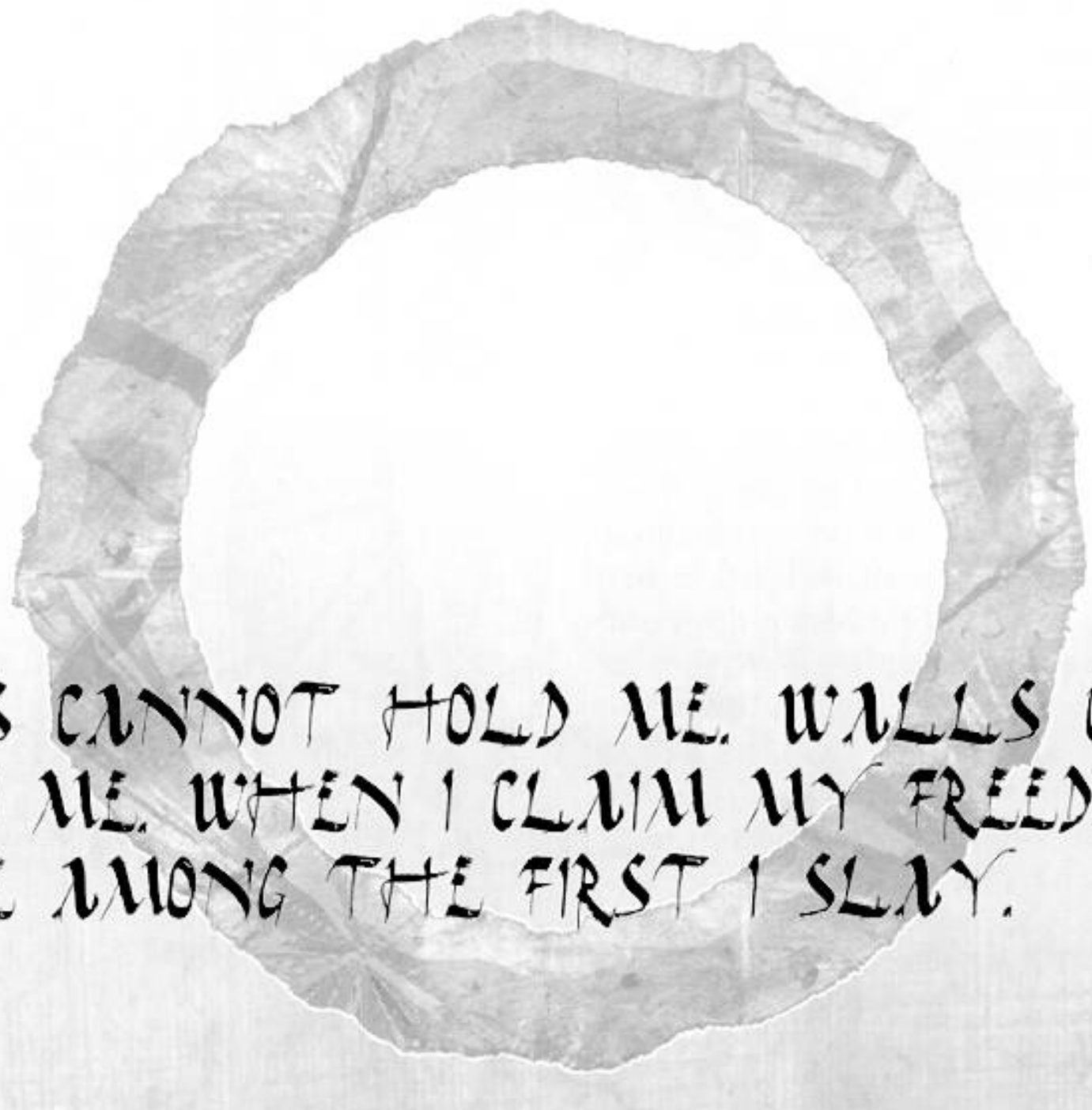
Anima Effects: A Lunar aspected to the Full Moon can spend 5 motes to attune her anima to her body, honing her physical prowess. For the rest of the scene, she can double her running and leaping distances. These bonuses stack with those provided by other Charms, but apply the bonuses separately, not in sequence. A character who doubles her movement twice only moves at triple, not quadruple speed.

Caste Attributes: Members of the Full Moon Caste are naturally inclined to survive through the use of their strength, agility and endurance. They possess a natural affinity for the Attributes of Strength, Dexterity and Stamina.

Associations: The season and the element of fire, the color white

Sobriquets: Children of the Burning Moon, The Silver Blades, Luna's Warriors, Nightfangs

Concepts: Former pitfighter, barbarian warrior queen, urban gang leader, shipwrecked sailor, farm boy orphaned by Imperial soldiers, the greatest hunter who ever lived, relentless guerilla soldier



CHAINS CANNOT HOLD ME. WALLS CANNOT CONTAIN ME. WHEN I CLAIM MY FREEDOM, YOU WILL BE AMONG THE FIRST I SLAY.

Changing Moon

The changing moon shifts in the night sky. Luna twists and changes, employing deception and misdirection to hide her true face. So, too, do the Children of the Shifting Moon. Those of the Changing Moon Caste are master manipulators and tricksters. They survive through stealth and cunning, trusting in their ability to make others do anything the Lunars wish. A Child of the Shifting Moon radiates raw animal magnetism. His every movement and mannerism is oriented toward inspiring a desired response, be it fear, trust, love or even disregard.



Those of the Changing Moon Caste are the Silver Pact's premier spies, assassins and leaders. Their mastery of misdirection and illusion enables them to enter places where they are not wanted, while their irresistible charisma and charm allows them to bend hearts and minds to their will. Many Changing Moons have established themselves as divine rulers of isolated tribes and urban gangs. A Changing Moon does not allow himself to be noticed unless he wishes it. If he desires to be invisible, you will not remember his face, nor will you feel his hands relieving you of your most treasured possessions. If a Changing Moon wishes to be noticed, he will capture your interest with his perfect face, he will gain your trust with his sincere charm, and he will control your heart with his honeyed tongue.

Changing Moon Lunars' talents for misdirection and charm extend to combat as well. Many are cunning fighters who excel at guerilla warfare, striking unseen and forcing the enemy to fight on the Lunars' own terms. They are powerful war leaders as well, using stirring speeches and acts of daring to whip armies of barbarians and beastmen into berserk frenzy. Children of the Shifting Moon also serve as scouts and infiltrators, sneaking unseen into enemy encampments and seducing information away from unwary dupes. They are the Lunars most frequently found in the Threshold, often giving those outside of the Silver Pact the impression that they are much more common than other castes.

Luna selects her potential deceivers from those who possess natural cunning or charm and are willing to manipulate others in order to ensure their own survival.

Trials: A Lunar of the Changing Moon Caste typically survives his trials through the use of cunning or guile. Powerful foes are defeated through underhanded trickery. Wild beasts are brought down with stealth and skill. Fickle spirits are impressed with grace and charm. No matter what the challenge, the Changing Moon navigates his way past using his personal magnetism and scheming mind.

Totem Animals: Changing Moon Lunars typically favor animals famed for their beauty or grace. Great cats, birds of prey and serpents are common, as are animals hunted for their fur or skin.

Anima Banner: The animas of Changing Moon Caste Lunars are shifting prisms of bright silver light and dark-blue or purple shadow. As more Essence is spent, the prism intensifies as the colors grow brighter and the patterns shift faster. When their banners become iconic, they depict abstract or realistic images of the Lunar's totem form.

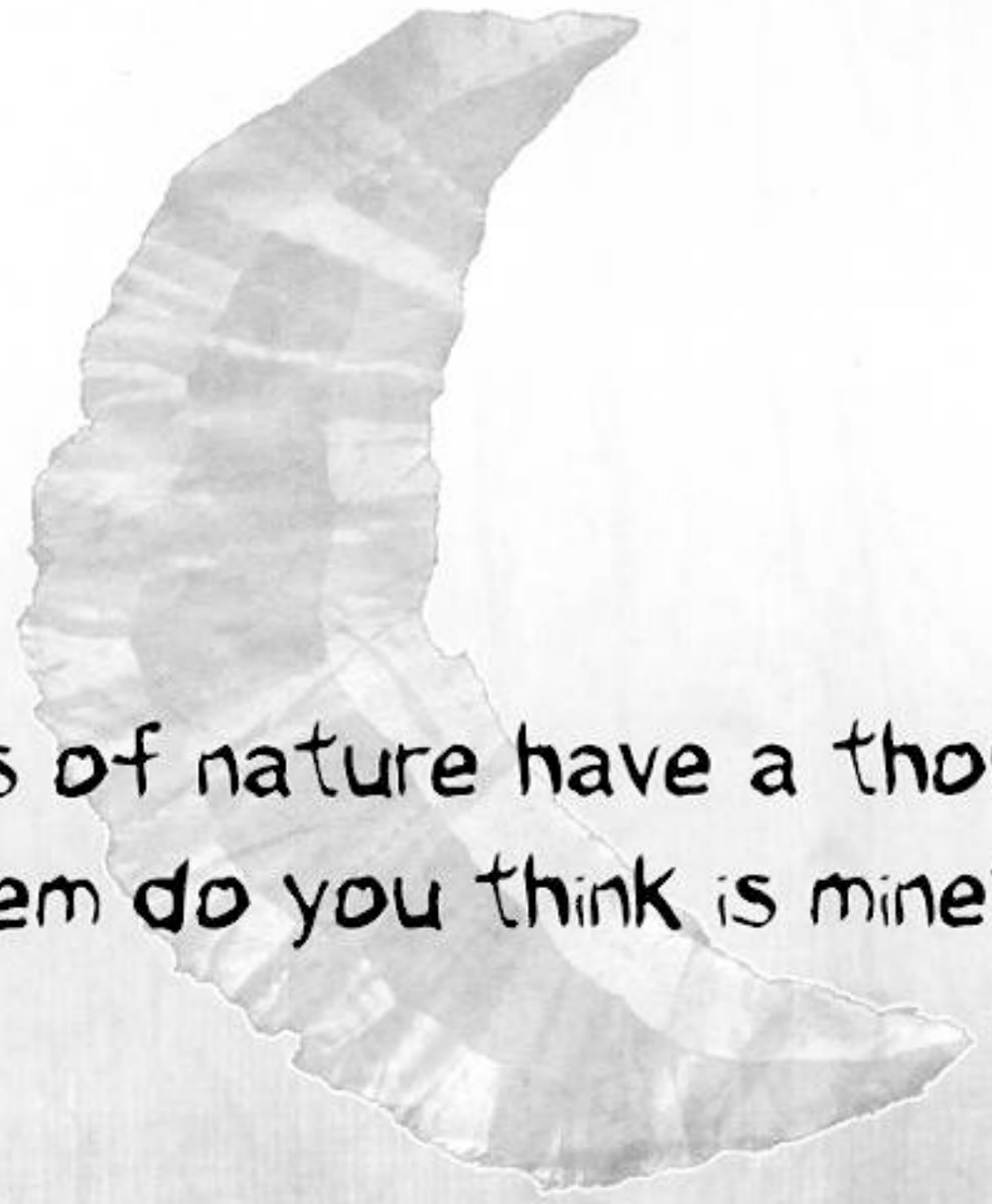
Anima Effects: A Changing Moon Caste Lunar Exalted may spend 10 motes to transform his anima into a veil of illusion, appearing to be anyone he is familiar with for the rest of the scene. This effect ends if the character's anima banner activates at any level or if the character has significant physical interaction (such as combat or sex) with another intelligent creature. This illusion does not change the character's scent or voice. As creatures of deception, the Fair Folk are immune to these illusions.

Caste Attributes: Members of the Changing Moon Caste are naturally inclined to survive through the use of personal charm or cunning. They possess a natural affinity for the Attributes of Charisma, Manipulation and Appearance.

Associations: The season of wood, the element of air, the color purple

Sobriquets: Children of the Shifting Moon, The Silver Mirrors, Luna's Courtiers, Night-thieves

Concepts: Escaped slave, bandit lord, former prostitute, ambassador to the Fair Folk, seductive assassin, king of thieves, charismatic warband leader



The beasts of nature have a thousand faces.
Which of them do you think is mine?

No Moon



The new moon is a shadow among the night sky. Luna conceals herself in the darkness so that she may engage in subtle thought and practice powerful magic without distraction. So, too, do the Children of the Hidden Moon. Those of the No Moon Caste are quiet thinkers and mighty sorcerers. They survive by the honed skill of their minds, trusting in their vast knowledge and mystical might. A Child of the Hidden Moon is a font of subtle insight and wisdom. Her eyes are deep pools that reflect knowledge of lore long forgotten and secrets best left hidden.

Members of the No Moon Caste are the Silver Pact's master sorcerers. Their sharp and powerful minds enable them to easily grasp the concepts of manipulating Essence and casting spells, and they serve as the keepers of sorceries long lost to the rest of Creation. Even if a No Moon Lunar does not practice the arts of sorcery, she is recognized as having the raw potential

to do so and will almost certainly learn at some point in her long life. In addition to their roles as sorcerers and mystics, the Children of the Hidden Moon are the keepers of the Lunars' entire history and culture. Out of necessity, the culture of the Silver Pact has become an oral one, and the No Moon Caste is responsible for memorizing and passing on the tales and lore preserved since the First Age. A No Moon's unparalleled intellect enables her to recall endless facts and to understand how to apply the lessons of the past toward the obstacles of the present.

When members of the No Moon Caste gather together in council, a younger Lunar is expected to demonstrate her intellectual prowess by reciting ancient stories, answering obtuse questions and solving complex riddles. These tests are meant to test the No Moon and to help prepare her to take up the caste's role as arbitrator and advisor within the Silver Pact. Children of the Hidden Moon also favor such pastimes as hunting, mock combat and target shooting in order to hone awareness and reaction time. Although they are great thinkers, a Child of the Hidden Moon is expect to be a doer as well. She must learn to recognize threats in advance and must be able to react quickly to changing situations.

Trials: A Lunar of the No Moon Caste typically survives her trials through quick thinking or mystical insight. Dangerous foes are defeated using tactical brilliance. Dangerous situations are navigated by being aware of her surrounding's and reacting quickly to threats. Restless ghosts and vengeful gods are bound with powerful magics. A No Moon uses intelligence and learned skill to conquer all challenges.

Totem Animals: No Moon Lunars typically favor animals with mystical significance, especially those that are sacred to Luna. Black or white cats (both big and small), bears, owls, serpents and creatures of the deep ocean are all common.

Anima Banner: The animas of No Moon Caste Lunars are dreamlike veils of dark-blue and purple light, with a slight silver tint along the edges. As more Essence is spent, the colors grow deeper and more flowing, as the silver light along the animas' edges grows brighter and more noticeable. When the banners become iconic, they depict abstract or realistic images of the Lunar's totem form.

Anima Effects: A No Moon Lunar may attune her anima to the Essence she calls upon to work sorcery, reducing the amount of Essence needed to cast spells. For each mote the character spends to attune his anima, the Essence cost for all spells cast for the rest of the scene is lowered by 1. A character may not spend more than twice his Essence in this fashion during a given scene. The cost of a spell cannot be reduced by more than half (rounded down). Spending Essence in this fashion is reflexive and does not count as a Charm for the purposes of how many Charms the character can use in a turn, but it cannot be done while casting a spell.

Caste Attributes: Members of the No Moon Caste are naturally inclined to survive through the use of mental adeptness and sorcerous skill. They possess a natural affinity for the attributes of Perception, Intelligence and Wits.

Associations: The season and element of water, the color blue

Sobriquets: Children of the Hidden Moon, The Silver Shadows, Luna's Chamberlains, Nightwitches

Concepts: Tribal storyteller, spirit medium, shaman of the Wyld, master archer, keeper of forbidden lore, cryptic riddlemaster, child who is too clever for her own good

Wisdom is like a pretty bird, beautiful both to see and to eat.

Casteless

In the days of the First Age, each Lunar would be placed into his proper caste, ready to take up his destiny as one of the Silver Lady's chosen warriors. But with the treachery of the Dragon-Blooded, everything changed. Those Lunar Exalted who did not die at the sides of their Solar mates fled into the Wyld, where their immortal essences were twisted and warped by raw chaos. Many died at the hands of the Fair Folk and other monstrosities. Those who survived learned how to resist the influences of the Wyld and once again gain control of their essences. However, the damage had already been done; the old castes were lost and the essences of Luna's champions were no longer able to assume their original templates. Although Luna Exalts each of her Chosen, a newborn Lunar Exalted does not reach his full potential until he has been initiated into the Silver Pact. The ritual scars and tattoos bestowed upon a Child of the Moon focuses the mercurial nature of his Lunar essence and makes it possible for him to fulfil his destiny.

If a newly Exalted Lunar is not found by the Silver Pact, he can not undergo the trials to determine with which caste his destiny lies. Because of this, a Casteless Lunar is lost within the world. The chaotic nature of his Exalted essence pulls him in too many directions at once, preventing him from excelling in any one aspect of achievement. Unable to focus his essence, the prodigal child of Luna lacks much of the supernatural power wielded by those within the Silver Pact.

Casteless Lunars are typically loners. Many remain lost and hidden within the civilized corners of the Threshold or even the Realm. They make their way through life any way they can. Some become mercenaries or bandits. Others find employment within the Guild. A few may even have found a home among the Cult of the Illuminated. The lucky ones are eventually found by the Society of the Moon and finally given their rite of passage. For these former Casteless, the feeling of finally understanding their place in the world after years or even decades of being lost and alone is indescribable. Many of these foundlings devote their lives to finding and helping other Forsaken.

Trials: None. Casteless characters have not been initiated into the Silver Pact.

Totem Animal: Any. Casteless come in all shapes and sizes, and their totem animals can be anything.

Anima Banner: The animas of Casteless Lunars are a chaotic swirl of purples, blues and silver. Their animas are frequently dull and slightly muted, flaring to their full color only during large expenditures of Essence. When the banners become iconic, they depict hazy and sometimes distorted images of the Lunar's totem form.

Anima Effects: A Casteless Lunar has the anima power of whatever the moon's face displays. For three days a month, he has the Full Moon power, for three days, the No Moon power, and for the other 22 days, he has the Changing Moon anima power.

Caste Attributes: Casteless Lunars have no natural affinity for any Attributes.

Associations: The time of Calibration (Casteless are considered somewhat unlucky by members of the Silver Pact).

Sobriquets: The Forsaken, Luna's Bastards, The Moon-Mad

Concepts: Guild assassin, mercenary, drifter searching for his destiny, orphaned child, Sidereal cat's-paw

Caste

Just as the Solar Exalted are divided into castes based upon the predispositions of their spiritual essence, so to are the Lunar Exalted. Where the Solars were (and still are) naturally divided along aspects of leadership, the Lunars of the First Age were divided among the aspects of war. But in the wake of the Dragon-Blooded revolt, the Lunars fled into the Wyld, where their essences were twisted and rendered protean. Now, in the Second Age, a Lunar's spiritual essence remains fluid and protean unless his caste is set through the use of ritual tattooing and scarification. These new Lunar castes are divided according to survival instinct, and a Lunar whose essence is not refined and focused into one of the three castes will find himself unable to reach his full potential.

Anima Effects

All castes of Lunar Exalted can channel Essence directly through their animas to generate magical effects. While this is inefficient compared to the refined magic of Charms, it is reflexive, and every Lunar can utilize her caste's anima power without special training.

In addition to those abilities unique to their caste, all Lunar Exalted can spend a single mote of Essence to:

- Cause their Caste Mark tattoos to glow brightly for a scene (as if the characters had spent 4-7 motes of Peripheral Essence). Lunar Caste Marks always glow a bright, cold silver-blue-white color, while their animas glow the color suitable to their caste.
- Cause their Tell to become unmistakable and impossible to miss for a Tell.
- Know the precise day of the lunar month, the phase of the moon and the time of day for the rest of the scene.
- Cause their anima to glow brightly enough to read by for a scene (as if the characters had spent 8-10 motes of Peripheral Essence).

The Great Curse

Like all other Exalted, the Lunars also suffer from the Great Curse leveled against them by the defeated Primordials. For Luna's Chosen, this curse is born from their shapeshifting ability. The Primordials cursed the Lunars so that they would become the very beasts they emulated and forever be haunted by bestial desires and impulses, making it impossible for them to ever feel completely at home within the civilized society created during the First Age. When a Lunar enters the thrall of the Great Curse, his human consciousness is submerged beneath his animal instinct. His Virtues — those Traits that separate men and spirits from the lesser beasts — are temporarily cast aside and lost.

Whenever a Lunar acts against his primary Virtue, that suppression of human instinct gives power to his inner beast and adds one point to the character's Limit. In addition, the player of a Lunar Exalted must make a Willpower roll for his character whenever he is first struck by the light of the full moon. If the roll fails, add one point to his Limit. If it botches, the Lunar automatically suffers Limit Break and is overcome by his animal nature for the rest of the night and will only revert to normal at daybreak. If the roll is successful, the character can resist the effects of the Great Curse for one hour for each success he gains on the Willpower roll.

When a character's Limit reaches 10, he suffers a Limit Break. When a Lunar character suffers Limit Break, his Limit automatically drops to zero (0), but for the remainder of the scene, his inner beast is let loose upon the world, and his human Virtues are suppressed.

A character's primary Virtue dictates the nature of his inner beast. While under the Curse's thrall, a Lunar will act without thinking, heeding utterly the call of his instincts.

Compassion

The Curse of the Whipped Dog: A Lunar Exalted in the thrall of the Whipped Dog is stricken with indecision and doubt. He capitulates in the face of adversity and cannot resist authority. The Whipped Dog refuses to take any sort of leadership responsibility, instead following the rest of the pack. With no confidence in his own abilities, he shies away from any potentially difficult undertaking. When under the Whipped Dog's control, the character can make no difficult decision nor take any risky action on his own. He becomes a follower, not a leader. While others may order the character to perform tasks, the Whipped Dog will quickly abandon said task if confronted with hardship. The character will defend himself if attacked, but he will try to remove himself from the confrontation as quickly as possible.

Conviction

The Curse of the Heartless Weasel: A Lunar Exalted in the thrall of the Heartless Weasel is a creature of pure selfishness. He is deaf to the cries of others, and consideration for how his actions may impact those around him never enters his mind. The Heartless Weasel is wholly without mercy, and he will slaughter innocents who fall in his path as easily has he will his most bitter foe. Forgiveness is an alien concept to the character, and any who dare challenge him will die. While under the beast's thrall, the character can incur no risk and expend no effort to aid others. If actions he takes on his own behalf also benefits others, so be it, but thoughts of others' needs or wants literally don't occur to him.

Temperance

The Curse of the Drunken Monkey: A Lunar Exalted in the thrall of the Drunken Monkey is a creature of impulse and ignorance. He is a slave to his desires, unable to control himself or to resist temptation. The Drunken Monkey acts without thinking and never considers the consequences of his actions. He gorges his appetites without restraint and throws himself into the most dangerous of situations without pause. The very idea of self-control is alien to the character. A character under the thrall of the Drunken Monkey lives only for the moment and is unable to sacrifice short-term advantage in the name of long-term gain. All that matters is the character's instant gratification.

Valor

The Curse of the Raging Bull: A Lunar Exalted in the thrall of the Raging Bull is a fighting animal. He is immensely quick-tempered, willing to fight anyone for any reason and unwilling to back down from any fight. While this Flaw is active, the character cannot fail Valor checks, even by expending Willpower, but he will also, like an angry bull, attempt to fight anything that inconveniences or even startles him. A character suffering from this Flaw is almost autistic in his inability to communicate and will rarely say more than single words. When a Lunar who's succumbed to the Raging Bull kills a foe, his player must make a Willpower roll at difficulty 1 for his character not to immediately stop and feast on the foe's heart's blood, taking at least one full turn to do so.

Lunar Anima Banners

The anima banners of the Lunars don't just give away the Lunar's identity through the incandescent display of Essence, they also give it away by stripping away the Lunar's disguises and displaying the character's Tell. When the anima banner blazes at the 8-10 motes level of above, the Lunar is driven back into its true forms. Lunars whose anima banners lock them into their

Lunar Anima Banners

Motes of Peripheral Essence	Effect
1-3	The character's Caste Mark glitters and is visible from certain angles, and the Tell becomes prominent. Make a Perception + Awareness roll at standard difficulty for anyone seeing the Exalted to notice the Exalt's Caste Mark and Tell. If the character's tattoos and/or Tell are suppressed with Charms, they remain invisible. The character's Caste Mark may still be spotted, however.
4-7	The character's Caste Mark and tattoos burn and will shine through anything placed over them. The character's Tell is impossible to miss, and his nature is on display. The character is not yet locked into his true shapes, but any Charms that suppress the Tell or the tattoos shatter. Stealth Charms and other magics that mute impressions also all fail. A character may use the Stealth Ability to hide in natural cover, but all such attempts are at +2 difficulty.
8-10	The character is surrounded by a coruscant blue-silver aura bright enough to read by, and his Caste Mark is a shining silver brand on his forehead. Stealth is impossible. If the character is shapeshifted, he is forced to return to his true forms.
11-15	The character is locked in his true forms and engulfed in a brilliant bonfire of Essence, which burns from his feet to at least a foot above the character's head. Objects that come in contact with the aura may be left damp and warped, as if they had been exposed to the night air and elements for many days. The character is visible for miles. The light is bright and steady, illuminating the surroundings out to a spearcast's distance as if in moonlight, and is sufficient to read by within a dozen yards. The character's Caste Mark will remain etched in the vision of anyone who sees it for minutes afterward. Characters at this level of anima display may only wear their true shapes.
16+	The character is surmounted or surrounded by a coldly burning image totemic to his person — a warrior might be surrounded by a great silver wolf, a No Moon sorcerer by a hood-headed snake or a shimmering intaglio of silver runes, and so on. Very often, this is the image of the Lunar's totem animal. The character is, of course, locked into his true shapes. This effect fades during any turn the character does not spend Essence, but it leaps back into existence from the Lunar coruscance of the character's anima if the character again burns Peripheral Essence.



true forms can still shift between these three shapes normally using the appropriate Charms. Also, Lunars locked into their true forms can also use Charms that allow limited shapeshifting, such as growing armor, claws or tentacles.

Status and Face

A Lunar's perception of status is all but instinctual. His animal side tells him to constantly test his peers, so that he can understand where he fits into the hierarchy of dominance and submission. His human upbringing was likely in a culture where warriors and chieftains constantly sought to prove their worth to the tribe by their deeds and gifts. When confronted with a stranger, a Lunar's first impulse is to determine whether he outranks the stranger or not — their relative status will color their entire relationship.

However, Lunar culture is wild, scattered across the trackless regions of all Creation. A complicated system of social strata would be all but impossible to maintain and is far too impractical to attempt. In the wilderness, the only status that matters is the status earned by strength and wisdom. A Lunar who was once a mighty chieftain's son will have to defer to the daughter of a leper and a prostitute, if that daughter is stronger than he is. It all comes down to who has more face.

A Lunar's Face Trait first and foremost represents his perceived dedication to the Silver Way, although exceptional behavior of many sorts can gain one more face. Face must be earned; there is no such thing as status granted for being the child, friend or favorite of a higher-ranked Lunar. Face is a measure of respect, not love; a Lunar may celebrate the glorious deeds of another Lunar of superior rank without actually caring for the person himself. Neither is the hierarchy absolute; a Lunar may disagree with or even disobey a Lunar of superior face without facing public censure. (However, this is an insult to the elder in question, so it's not really a good idea.)

Finally, face is purely a measure of the Lunar's status among other Lunars, specifically those that follow the Silver Way. Nothing prevents a Lunar from haunting the Scavenger Lands and behaving more like his civilized parents than his barbaric peers, save the disapproval of those peers. Lunars with no face whatsoever are not welcome in Lunar lands and may eventually come to regret turning their backs on their people, but they aren't usually slain outright for their choice.

Urrach-ya (Face 0; "the Nonperson")

This is the status of the nonperson, the Lunar who has completely abandoned the virtues of his people or the civilized person who has never lived by them a day in her life. A character at this level of prestige can expect

no kindness or respect from a Lunar; even the mightiest Solar is not truly a person if he cannot follow the virtues of the Way. Urrach-ya take their lives into their hands every time they draw near a Lunar's territory.

The Lunar Exalted who has fallen to this level is not only a nonperson in the eyes of other Lunars, he is a betrayer of Luna herself. Such a wretch earns exile from Lunar society, usually in the form of being scourged into the Wyld to live as the mindless beast he has decided to become. Any Lunar of any standing who fights with an urrach-ya is unlikely to spare his life, even if he might offer a useful blood-debt. Whatever the short-term gain, the debt of such a dog will probably do more harm than good in the long run.

It is technically possible for an urrach-ya to redeem himself and regain face, but the main difficulty lies in performing the appropriate deeds with other Lunars as witnesses. Nobody believes the boasts of an urrach-ya, and many true followers of the Way are more likely to attack or drive off the penitent before he has a chance to explain himself.

Nain-ya (Face 1-2; "the Kin")

The nain-ya is the rank of the newly Exalted Lunar or of the Lunar who pays mostly lip service to the Way. Lunars with this much face are treated with leniency but not much respect. It's expected that a nain-ya will eventually "grow up" into a more responsible person; those who remain nain-ya for years upon years are generally treated as the irresponsible bottom rung of Lunar society.

Human members of barbarian tribes are sometimes given this much esteem, even if they aren't given as much leeway as an actual Exalted nain-ya. Young Lunars who were born to civilized folk gain an extra measure of tolerance; they aren't expected to "outgrow" the nain-ya rank as quickly, but they *are* expected to eventually reach their full potential despite their unfortunate upbringing.

Uf-ya (Face 3-4; "the Honored")

A Lunar who wants to become a respected leader and reap the esteem of his people aspires at least to the rank of uf-ya. All Lunars are expected to become uf-ya at the very least once they have learned the Silver Way and begun making names for themselves. Status-conscious Lunars, of course, aspire to more, but an uf-ya has nothing to prove to his peers. He can be trusted not to shame Luna, which is enough. Most Lunars tend to move back and forth between uf-ya and ikth-ya, depending on the circumstances they find themselves in.

Ikth-ya (Face 5-6; "the Respected")

The ikth-ya is the Lunar who has gone above and beyond what is expected of her. This is the rank of a war-chief or a hero among Lunars, an elder who can instruct and command many of her fellows but who must defer to the true lords of the race. To put it in terms of a barbarian gathering, the ikth-ya are the warriors who sit nearest, and sometimes at, the chief's table. Perhaps a quarter of the Lunar population at any given time is ikth-ya. Their counsel is always valued, although their word is not quite law.

Murr-ya (Face 7-8; "the Revered")

There are few Lunars who can exhibit the courage, skill and honor to prove themselves murr-ya, and they are rightly revered for their deeds. When Luna's Beloved gather to put newly Exalted Lunars through the ritual trials and train them in their people's ways, it's great fortune to have a murr-ya attend. To attain this much face, a Lunar must have proven himself dedicated to the precepts of the Silver Way, even at personal cost to himself. The tale of a murr-ya's deeds is often a litany of wounds suffered, beloved children lost and enemies in their thousands overthrown.

The murr-ya are, like all their people, usually warlords themselves, but in the context of Lunar society, the Revered are wise counselors and great heroes. A murr-ya may command many Lunars at once, deferring only to the greatest living legends of the race.

Shahan-ya (Face 9+; "the Greatest")

Only the noblest and most courageous Lunars ever attain this rank. Those who have become shahan-ya are the epitome of the Lunar ideal, as highly revered as any prophet or emperor. They have honored the Silver Way even in the face of near-certain death or great evils, and they have consistently proven themselves the mightiest, wisest and most outstanding champions of their people. A shahan-ya's rulings and edicts are taken as seriously as if they had come from the mouth of a manifestation of Luna herself, for none can question that a shahan-ya knows what is best for the Lunar Exalted.

To this day, the number of shahan-ya who are not survivors of the First Age can be counted on the fingers of one hand, and the First Age shahan-ya are not much more numerous. When a Lunar is elevated to the rank of shahan-ya, it is cause for great celebration — Luna has provided her children with another powerful and wise leader. Whether the new shahan-ya is a wise sorcerer who will bring a new prosperity to the Lunars or a bloodthirsty general who will crush anyone not of the people makes no difference.

Renown

Although face is a combination of many factors, it is largely based on how famous — or infamous — a Lunar may be and how far word of her deeds has spread.

This fame among Lunar society is measured by the Renown Trait.

Renown is divided into four categories, each one corresponding to one of the four Virtues (and to certain Lunar and barbarian virtues as well). Each category of Renown runs from 0 to 100 points; a newly Exalted Lunar begins with 20 points divided among the various categories, which represents her performance in her initiation.

When a Lunar achieves an impressive deed in the pursuit of a Virtue, such as healing a fellow Lunar of his wounds despite an old rivalry, the Storyteller tells the player to make a Virtue check. Each success grants a point of Renown in the relevant category. For instance, Muan challenges a Dragon-Blooded officer to single combat and defeats him. The Storyteller tells her player to make a Valor check, and her player rolls Muan's Valor (3). She gains two successes, and Muan gains 2 points of Glory. If the Lunar's accomplishment was particularly noteworthy (for instance, if Muan had fought three Dragon-Blooded at once and bested them all), the Storyteller may tell the player to add one to three extra dice to the roll. These checks cannot be botched.

Lunars lose Renown in much the same way. When a Lunar makes a significant transgression against a Virtue, the Storyteller calls for Virtue check; each success removes a point of Renown in the relevant category. For example, Muan, flush with victory, decides that she will leap into the Dragon-Blood's troops and scatter them before her. However, she cannot effectively fight 100 well-armed soldiers at once and is forced to flee and lick her wounds. The Storyteller tells her player to make a Temperance check. Muan's player gets one success, and Muan loses a point of Cunning for her rash behavior. If the Lunar's transgression is particularly atrocious, the Storyteller may assign extra dice to the check. Virtue checks for potential Renown loss cannot be botched, either.

Obviously, the higher a Lunar's Virtue in any category, the easier it is for her to gain *and* lose Renown in that category. This is the double-edged sword of personality. People expect more from someone who is very driven and are eager to spread tales both of his achievements and of his failures. A Lunar who's famous for his Valor will find that word of his most recent deeds of courage spreads quickly, but so, too, does any story of him going against his reputation and demonstrating cowardice.

Succor

It is not enough to be strong and merciless. A Lunar must also be wise and just, showing mercy to those who have committed no sin. Succor Renown is tied to the Compassion Trait, and it represents the Lunars' ideals of generosity, hospitality and benevolent leadership.

Acts of compassion or generosity over and above what the Silver Way demands (that do not conflict with the Way) increase a Lunar's Succor. Risking one's life to save a tribesman, giving one's most prized possessions to a guest in need, hosting gatherings and suffering wounds in the defense of a rival Lunar are all actions that can increase one's Succor Renown.

The player of a Lunar must make a check to avoid having his character lose Succor when he is cruel for no good reason or for reasons that conflict with the Silver Way. Torturing enemies who are unworthy of such treatment, raping civilians and betraying guests are all actions that can result in the loss of Succor.

Mettle

Strength comes in many forms, but strength of spirit is invaluable. A Lunar must exhibit the internal fortitude necessary to endure whatever pains or torments are

Face Requirements

Face	Min. Total Renown	Other Requirements
1	20	
2	50	Must have undergone the Lunar initiation
3	75	Must have defeated a foe at least the Lunar's equal in single combat
4	100	
5	150	Must have no Attribute below 3
6	200	
7	240	Must be at least 100 years of age
8	280	Must have no Attribute below 4
9	320	Must have claimed 100 blood-debts from defeated Lunars
10	360	Must have been praised by Luna before an assembly of Lunar elders

visited on him, as well as the drive to do whatever it takes, however brutal, to ensure the prosperity of his people. Mettle Renown stems from the Virtue of Conviction, and it represents the Lunar virtues of resilience, confidence and self-reliance.

Deeds of great endurance or internal fortitude may increase a Lunar's Mettle, as might acts of personal sacrifice. Doing what *must* be done, no matter how unpleasant or shameful, is the mark of a Lunar with the highest Mettle.

The player of a Lunar must make a Conviction check to avoid having her character lose Mettle when she proves herself dangerously weak or soft or unable to make hard decisions. Being unwilling to make necessary sacrifices, showing mercy to an enemy that is a danger to a Lunar or a Lunar's tribe or submitting to torture are all examples of behavior that can reduce a Lunar's Mettle.

Cunning

Luna does not favor mindless brutes; she smiles on those who are clever. A renowned Lunar should be wise and perceptive, able to choose her own battlegrounds rather than always reacting to the world around her. Cunning Renown is related to the Virtue of Temperance, and it represents the Lunar ideals of wisdom, self-control and cleverness.

A Lunar who selects the path of wisdom over the path of blind instinct may gain Cunning Renown. Deeds that increase Cunning include seeing through deceptions, deceiving enemies in turn, resisting the wiles of enemies and successfully negotiating with spirits.

Lunars may lose Cunning when they succumb to the temptations of a decadent society, such as narcotics or pleasure-houses. Losing one's temper in a delicate situation, challenging an opponent that is clearly superior, making rash oaths or breaking one's word are all activities that can also decrease a Lunar's Cunning.

Glory

Cowards are lower than worms. Even No Moons are warriors to some extent and are expected to comport themselves with courage and honor. Glory Renown is related to the Valor Trait and measures a Lunar's adherence to the codes of bravery, battle prowess and honor.

The path to gaining Glory is most often found on the battlefield, testing oneself against strong opponents. Tearing apart a dozen soldiers of the Realm isn't all that impressive; if the Lunar didn't fight them all at once, it isn't even worth mentioning. But defeating another Exalted, particularly a Solar, almost always calls for a Glory check (although some Exalted opponents, usually pampered and untrained Dragon-Bloods, are unworthy of a warrior's time). Other potential means of gaining Glory include challenging strong opponents, resisting the spells of a foe or accomplishing other feats of daring.

Fleeing from battle is a sure way to lose Glory, as is allowing an insult to pass unchallenged. The only person who lets someone, be it another Lunar or not, insult him without repaying that insult is a coward who cannot defend even himself. Other ways to lose Glory include turning down a fair challenge or speaking too fearfully of an enemy's skills.

Gaining Face

Once a Lunar has gained enough Renown to qualify for an increase of face, he may call a gathering of his peers (called a *tlak*) and boast of his deeds. As host of the gathering, he must make it worth the other Lunars' while to attend; a tlak is usually characterized by a tremendous feast, gifts for the visiting Lunars and the sharing of news. If the host does not have more than enough food to feed all of his guests, the tlak is off to a bad start. Ideally, at the conclusion of the ritual meal and talk of recent happenings, the host addresses his audience to tell them why he has called them to visit and to sing of his deeds.

Boasting is an integral part of gaining face. A Lunar need not be the one to describe his own deeds to his people — the testimony of another is sufficient — but more often than not, a Lunar prefers to tell his own tales. It's another way of showing confidence and pride, two virtues that have done much to keep the Lunars from losing hope. A proper boast is poetic, even at the expense of facts (as long as those facts are not too badly abused). If a Lunar slew 56 enemy soldiers when detonating an enemy army's store of firedust, he would likely claim to have killed "50 of the enemy"; he gains more prestige by phrasing his boast in the epic spirit than he would by mentioning the extra six corpses.

The defeat need not always be physical. In some cases, it's even more impressive to humiliate one's foes or to prove their weakness without bothering to kill or incapacitate them. "I met with a Dragon-Blooded prince of fire on the battlefield; I scattered his men, fought with him and took his head with my daiklave" is a powerful boast. However, "I crept into the keep of a Dragon-Blooded queen; I slapped her face while she sat on her throne surrounded by her guards, and I left her house without losing a single feather" is the kind of boast that wins the admiration of the mightiest elders.

If the assembled Lunars are duly impressed (or amused) by their host's stories, they simply voice their approval in whatever way suits them and make their way back to their own domains. As long as the character has sufficient Renown, the host's face rises by one dot at the conclusion of the tlak; no ritual confirmation is necessary. Word will get around from that point on, as the

Lunars tell the stories of their host's deeds and say that he has done well in Luna's eyes.

Losing Face

If a Lunar's Renown drops below the minimum level required for his current Face Trait, his Face falls to whatever level his Renown will support — it's that simple. There is no formal ritual of censure; word simply spreads that he has disgraced himself.

Other circumstances, at the Storyteller's discretion, might force a loss of face even if the Renown loss itself wouldn't necessitate such a drop. The surest way to lose face is to disobey or ignore the Silver Way. A Lunar who shows cowardice, abuses her tribe or refuses to fulfil a blood-debt loses significant face in the eyes of her people. The most dramatic losses of status come from crimes against the Lunars' way or against Luna herself. Disobeying the Silver Way is never a method to gain Renown. If a character chooses to forgive an enemy who has badly abused and slain her people, she doesn't gain Succor — she loses Mettle. If the enemy has offended Luna or is otherwise completely unworthy of forgiveness, the character is likely to lose a point of face no matter what.

A Lunar's face might also erode through simple inaction. Even if a Lunar never breaks or challenges the Silver Way, she may gradually lose more and more face through avoiding conflict. There's no good reason not to involve oneself in these times of war and opportunity; the Lunar who neglects to take advantage of the Time of Tumult must be either lazy or a coward.

Respecting Face

When two Lunars that know each other meet, the lower-ranked Lunar is expected to give some sign of submission — even a brief bow will do — to acknowledge his superior. If they are equals, they owe each other no specific displays of respect, but it's common practice for both sides to share a brief bow or nod, just to establish a common respect.

When two Lunars that *don't* know each other cross paths, each tends to size the other up, searching for a Tell or other marks that will point out who they're dealing with. If the two are from roughly the same geographic region (such as the South) and are of uf-ya or higher rank, they are all but sure to recognize one another; the point of Renown is that it travels quickly. A Lunar of nain-ya rank is less likely to be recognized immediately, although it might happen if his deeds were of interest to the other. Lunars try to recognize one another without having to resort to introductions and formal declarations of rank; it is good to boast of your deeds but shameful to be required to do so.

Lunars and Regeneration

Many Lunars can quickly heal lethal damage, either by regenerating one health level of it per turn as a gift of their beastman form or through the use of the Charm Halting the Scarlet Flow. These effects continue to work even if the Lunar is dying of a mortal wound (see "Death and Dying" on p. 233 of **Exalted**), and so, Lunars who regenerate one health level per turn due to their Deadly Beastman Transformation will not be losing one health level per turn while mortally wounded, but regaining one. Actually killing such a Lunar can be quite difficult as a result.

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Far beneath the face of the Western Ocean, Swims in Shadows felt the world unfolding around him. Tonight, he swam deep beneath the swells because there was no moon to see. Tonight, she hid her face to work black magic. This was her way.

The Lunar's mortal eyes saw little, for he swam deep below the surface, far too deep for the light of the Maidens and the stars to brighten the benighted waters. Here, there was only darkness. Yet, in the darkness, he was far from blind, for his perceptions were not merely mortal ones. Swims in Shadows was neither shark nor man, but a No Moon, a child of the moon's hidden face. Others saw only the material world, but Swims in Shadows saw the pulse of the invisible, the hidden world of Essence, where life and magic shone inner fire and the hidden structure of Creation was revealed.

The waters around Swims in Shadows were alive with shoals of glittering specks, each speck the soul of some invisibly minute beast, swimming out its mayfly life. The great cows of the oceans, the baleen whales and the cachalots, swept these creatures from the water in vast numbers, but they were no part of the shark's diet and, thus, below the notice of the Lunar shaman.

Even the water itself was possessed of energy and vibrancy. Every surge and tide, every current and eddy glowed and showed itself. Each of the currents was textured by the Essence it carried, for as geomantic lines were to the land, so the great flows of seawater were to the ocean. They glowed and shimmered as they followed their endless conveyor path along the seafloor to the South and then back along the surface to the North. Farther below, the ocean floor crawled with geomantic influences, as the hidden crags and silt flows of the ocean floor directed currents of Essence along their lightless contours.

All of this, Swims in Shadows detected through his Essence-driven perceptions, seeing both with his depthless black eyes and with the strange senses peculiar to sharks and other sea beasts, senses that were also enhanced by the shaman's Charms.

Down the shark swam, away from the surface and the moon's hidden face, down into the depth of the ocean. Here, even the hardiest of true sharks and pelagothropes could not survive, but Essence bolstered the Lunar's endurance beyond even the incredible strength of his breed. Down he swam, into the eternal darkness, heedless of the crushing pressure or of the fatal agony of ascent from the benthic abyss. Down he swam, until the ocean's floor rose up, and the shark-shaman swam on still, passing through the shimmering coronas of the seafloor's dragon lines. Down he swam, until before him rose the glittering glass of drowned Luthe. Once a floating wonder of the First Age, Luthe now rested here. Its crystal towers were tumbled and half-buried by the slow rain of silt that settled from above, yet sections still gleamed, and here and there, lights yet burned.

In the ruins, forms stirred. Luthe was the abode of Leviathan, who had ruled it once and who had been old when the age turned and was now ancient beyond reckoning. Above its vast and empty boulevards, the ancient Lunar silently drifted. He had been the bulwark of his people in the hard centuries after their flight from civilization, long before Luna's touch had ever come to Swims in Shadows. Yet, the memories of the Lunar tribe were long. Even had Leviathan not been vast beyond reckoning, few would have dared to speak against him in council. Yet, now, he had returned and bid his brothers and sisters to listen to his words. Swims in Shadows quickened his pace. It would not do to miss the wisdom of the Great Whale.



CHAPTER FIVE
CHARMS

The magic of the Lunar Exalted is perhaps the most unique of that practiced by the Exalted. While the Solars, Sidereals and Terrestrials are beings of supernal skill, the Lunars are creatures of perfect instinct and flawless intuition. They do not enhance their Abilities with Essence, but rather, their Attributes. The result is the more-than-perfect predator. Shapeshifters, instinct-driven hunters and warriors strong enough to stand beside the Solar Exalted on the field of battle; the Lunar Exalted are all that. At one time, they were mates to the Solars themselves, and with their intuition and their ruthless practicality, they ruled Creation's wild and benighted places.

Yet, this is also the Lunars' weakness. The power of the Lunars is more like that of a great beast than like that of a hero. Their command of Essence reflects this fact. It is more visceral than that wielded by other Exalted, intertwined with their very forms, reshaping their physical bodies to achieve the desired ends. In battle and in the wild, they are unassailable. But in the court or the marketplace, the library or the counting room, this protean nature is of little use.

The Lunars were never comfortable in the complex opulence of the First Age, where they were like great tigers put to collar and kept as playthings in the gardens of the Solars. They were the bodyguards and sex partners of the Princes of the Earth, let out to consume the enemies of the state at the direction of the Night Caste and to lead the Realm's armies to victory in war at the direction of the Dawn. It was a misery of millennia for the Lunars, and their eventual willingness to sidestep their marriage oaths and tacitly approve the Usurpation should come as no surprise.

The chapter that follows details the magical abilities of the Lunars, from their powerful inherent talent for shapeshifting to their deadly battle-Charms. Be aware that Lunars are somewhat different than other Exalted. Their Charms are refinements of their nature, magic tricks played not with skill, but with bone and blood.

Lunar Shapechanging

The Lunar Exalted are all talented shapeshifters. **For 3 motes of Essence, a Lunar can assume the shape of any animal she has ever tasted (drunk or lapped) the heart's blood of.** This action is like a simple Charm — it is a dice action, and the Lunar's player cannot split her character's dice pool for extra actions during the turn the power is used. Reversion to the Lunar's last true form is a reflexive action that can be performed even before the Exalt's initiative for the turn. This is a power inherent to being a Lunar Exalted, not a Charm or sorcery. In order for the heart's blood to count as tasted, the beast must die, the Lunar must kill it, and the Lunar must drink its blood as it dies. Several Lunars can take part in the hunt, but only one can strike the killing blow and drink the blood.

The Narrow Path

While they are extremely powerful, the magical abilities of the Lunar Exalted are rather narrow in scope. This is a strength, for their specialization allows them great power. It is also a weakness, for like a beast, the Lunar Exalted do only one thing well. As a player or a Storyteller, please understand that the powers available to the Lunars do not dictate the course of your game's narrative. This chapter illustrates the direction and extent of the Essence-fueled powers the Lunar Exalted can develop. Many Lunars do, in fact, live as their powers suggest they do, roaming the world in a hundred shapes, stopping only to fight, rest or mate. However, this is the choice of the Lunars in question, not a dictate of the rules.

Lunars who wish to live other than according to their nature must do so with merely mortal resources. The existence of an Exalt can quickly become a complex thing, full of romance, treachery, intrigue and political responsibility. This is doubly true here at the dawn of the Age of Sorrows, with its countless portents of ill fates and terrible burdens. Want it or not, equipped or not, a Lunar must lead tribes, take lovers and make complex decisions. These are the true challenges for a hero, for they are problems that cannot be beaten into submission. When creating a character or a story for a Lunars game, don't look just at the powers the Lunars possess, but also at all the powers they do not possess.

The blood must be drunk on the spot, from the throat or the heart of the dying beast, and cannot be decanted, stored, transported, preserved or otherwise meddled with. Immediately eating the creature's heart also counts, and some large-jawed Lunars simply crunch down the entire small beasts in one mouthful. This grisly practice also grants the Lunar access to the shape of the creature consumed.

Once the heart's blood is consumed, the knowledge of the dead creature's shape stays with the Lunar for the rest of the Exalt's life. The Lunar's "library" of shapes is blank at the moment of Exaltation, although many Lunars immediately grasp the Charm Finding the Spirit's Shape and assume the shape of an animal they feel closely associated with. Exalts who do this are seized with an incredible craving for the flesh of their totem



animal and cannot rest until they have tasted the heart's blood of such a beast.

The animal a Lunar changes into can be no smaller than a large housecat and no larger than an elk. Lunars can assume shapes as small as that of a field mouse or as large as that of a tyrant lizard, but they must possess special Charms to reach these extreme sizes. Lunars who taste the blood of a creature bigger or smaller than they can currently shapeshift into still gain knowledge of the shape though they cannot assume it until they gain the appropriate Charms. The animal imitated must be a living, natural beast — the Lunar cannot consume constructs of sorcery or the offspring of the Wyld and assume these shapes. Lunars cannot naturally assume the shape of other humans, but can do so through Charms.

A Lunar who shapeshifts into an animal gains its Strength, Stamina, natural attacks and natural abilities such as excellent hearing, etc. He retains his own Dexterity, Social and Mental Attributes and health levels. If it is an animal such as a fish or a bird, he can use its natural modes of locomotion such as flight or swimming. However, beyond this, the Lunar still retains all of his Abilities. A Lunar who transforms into a wolf will have the beast's incredible sense of smell but must still rely on his own Survival to allow him to hunt for food.

Lunar characters who turn into animals have their equipment shifted Elsewhere for the duration of the change. When they resume their human or hybrid true form, their gear is on them exactly as it was when they became animals.

Shapechanging into the form of a beast is a simple action that does not count as a Charm for the purposes of how many Charms the Lunar can use in a given turn, but 3 motes of Essence remain committed until the character returns to a true form.

The Tell

Every Lunar has a trait that stands as the one unchanging facet of his being. This trait is called the Tell. It was from the study of the Tell that the exiled Lunars learned the process of tattooing, branding and scarification that allows them to keep their shape on the edges of the Wyld. The Lunar possesses his Tell, somehow, in every shape he assumes.

The Tell is always an unmistakable physical oddity of the Lunar. How severe the Tell is depends on how many times the character has purchased the Deadly Beastman Transformation. For Lunars who have purchased this Charm only once or twice, the Tells are small things such as odd hair colors, hair with a prominent gray or black stripe in it, a discolored eyebrow, a prominent birthmark or a missing eye. For those whose bestial nature is stronger, the Tell grows. It often manifests in the form of the traits of the Lunar's favored animal. Such a character may have a wolf's ears, a goat's hooves, tiger-like paws and other such severe deviations. In other cases, a blatant Tell manifests in inhuman traits such as backward-bending fingers, extra eyes or cyclopeanism.

It is the nature of the Tell to conceal itself from those who do not know it and to reveal itself to those who know it or whenever the Lunar uses Essence. This is a natural effect of the Lunar's Exaltation. It is often very hard to spot the Lunar's Tell, even when it should be obvious. The deceptive nature of the Lunar causes the eye to gloss across it without seeing it. On the other hand, when the Tell is revealed, it is almost impossible to miss. Someone who knows the Tell and sees the Lunar in any form is likely to recognize him as a shapechanger because she will recognize the Tell. Likewise, anyone seeing a Lunar whose Tell has become prominent from the expenditure of Peripheral Essence cannot fail to see and note it, for that is the nature of the Tell. Characters do not need to see the Tell themselves to "know of" it. Lunars who become creatures of local mythology will soon have everyone in the district checking to see if the stranger that they meet walking on the road late at night is the wolf-pawed Wyld-scourge.

If a character hasn't taken Deadly Beastman Transformation, the Tell is small and conceals itself well.

True Forms

Lunars have more than one true form. In addition to their human form, a Lunar who knows the Charm Finding the Spirit's Shape has one single animal that is also her true form. This is called her "totem animal." Those Lunars who have learned the Charm Deadly Beastman Transformation can combine the totem animal's traits with the humanoid form and assume the shape of a powerful battle-hybrid. These Charms are of instant duration, and the Essence used for them is not committed because the Lunar is not sustaining any magic — she simply has multiple "true" shapes.

If the Lunar for some reason reverts to her true shapes (usually from spending Peripheral Essence), then she assumes whichever of these three shapes she wore last. A character who is locked into her true forms (again, usually from spending Peripheral Essence) can still change between the three "natural" shapes, provided she has learned the appropriate Charms and has the Essence to activate them.

True Forms: Players of those dealing with a Lunar in one of his true forms may reflexively roll Perception + Awareness at difficulty 5 once per meeting for the character to discern his Tell. If the characters are together for more than a day, each new day counts as a "meeting." Characters cannot become so familiar with a Lunar that they are unable to discern the Exalt's Tell when he is in his true forms.

Shapechanged: Players of unaware beings who meet a shapechanged Lunar and regard him suspiciously must roll Wits + Awareness at difficulty 7 for their characters to spot the Tell. Those who know his Tell must still regard him suspiciously, and the players roll Wits + Awareness at difficulty 5 to spot it. Observers cannot repeatedly attempt to spot a Lunar's tell in a short period of time. No more than one such roll may be made per encounter or per day spent in the Exalt's company, and when the shapechanged Lunar has become familiar to observers (Storyteller's discretion), the observers' players can no longer roll to spot the Tell.

If a character has taken Deadly Beastman Transformation one to two times, the Tell is strong but still difficult to see.

True Forms: Players of those dealing with the Lunar must roll Perception + Awareness at difficulty 3 for their characters to discern the Lunar's Tell. As above, this is only once per meeting or per day. They need not regard him suspiciously to roll.

Shapechanged: Players of beings who meet a shapechanged Lunar and regard her suspiciously must roll Wits + Awareness at difficulty 5 for their characters to spot the Tell. Players of those who know his Tell make a reflexive Wits + Awareness roll at difficulty 3 upon their characters meeting the Lunar to spot her Tell and know him for who he is. This latter roll does not require suspicion. This may be rolled once per meeting or per day, until the Lunar becomes familiar.

If the character has taken Deadly Beastman Transformation three to five times, the Tell is large and obvious, although it still conceals itself somewhat when the Lunar is shapeshifted.

True Forms: The Tell is unmistakable. No one can see the Lunar and not notice it.

Shapechanged: The Tell conceals itself somewhat. Players of those who do not know the Lunar and regard him suspiciously must make a Wits + Awareness check at difficulty 1 for their characters to spot the Tell. Those who know of the Lunar's Tell or who spend more than a few hours with the Lunar automatically spot him. There are Charms that can help the Lunar conceal his identity, but without them, the Lunars' form may be malleable, but his identity is an open book.

What Does All This Mean?

The sum of these rules is that Lunars, while easily able to change their shape, have a hard time concealing their identities. If one meets a lot of people while in his true forms or even if he's active in a district for very long, everyone will know that there's a shapeshifter with a fox's tail in the neighborhood. All Lunars can purchase a Charm called Deadly Beastman Transformation that allows them to turn into a terrible man-animal hybrid combat form. However, the more times they purchase this Charm, the more obvious their nature. In effect, weaker Lunars have less pronounced Tells, while those with more powerful combat forms have a hard time concealing their identities. Lunars can suppress the Tell, but it is draining.

Shapechanging Immunity

The fluid nature of the Lunar Exalted has a dramatic side effect. Aside from his own will, no force in Creation can make a tattooed Lunar shift his shape. All spells, Charms and other effects that would transmute the shape or form of the Lunar automatically fail. This includes the twisting forces of the Wyld, the effects of an untamed Demesne, gaze attacks that turn the Lunar to stone and sorcery such as Invulnerable Skin of Bronze, the Incomparable Body Arsenal, Disguise of the New Face and so on. This immunity is complete and involuntary and works regardless of the Lunar's desires. If the Lunar is to change his shape, he must change it himself through his natural shapechanging abilities.

Lunar Tattoos

The No Moons use the Form-Fixing Method to tattoo recently Exalted Lunars to fix their shape and caste. These silver tattoos mark the Lunar in every form and are a dead giveaway that the Lunar is something supernatural. Anyone meeting a Lunar will almost certainly regard the Lunar suspiciously (and thus have a chance to spot his Tell) because of the tattoos. Luckily, they're easy to cover up with a simple Charm, Hide of the Cunning Hunter.

A Lunar who has not been initiated — a rarity, for few evade the attentions of the No Moons — does not have a fixed caste and will constantly move between them. The order of the changes is Full Moon -> Changing Moon -> No Moon ->Changing Moon -> Full Moon, following the lunar cycle, with 20 days as Changing Moon, and 3 days each of No Moon and Full Moon. Such characters gain the anima abilities of the appropriate caste but are not considered part of that caste for the

purposes of buying Abilities and Charms. A Lunar without tattoos is vulnerable to the chaotic effects of the Wyld and can suffer from poxes, afflictions and blights. If the Lunar is tattooed after suffering the ravages of the Wyld, he retains any anomalies as part of his true forms.

Charms

What follows are descriptions of the various Lunar Charms. Rather than being divided between Attributes or Abilities, the Charms are broken up depending on their purpose, with Charms of several different Attributes coexisting in many cascades.

Presentation Format

The Charms presented below use the same format as in the main **Exalted** book. Cost, Duration, Type, Minimum Essence and Prerequisite Charms are all presented and function just as with Solar Exalted Charms. Unlike the Charms of most other Exalted, the magical powers of the Lunars are derived from their Attributes and, thus, have a Minimum Attribute instead of Minimum Ability.

Minimum Attribute: The minimum score the character must have in the Attribute the Charm is based on in order to learn the power. This is based on the character's normal, unenhanced Attribute when in his true human shape. Characters cannot shapeshift into particularly physically gifted animals to learn specific Charms, nor can they learn Charms that they meet the requirements for only when in hybrid form.

Lunar Charm trees are a rarely devoted to a single Attribute, and some of the larger Lunar cascades have Charms based on the Physical, Mental and Social Attributes. The experience point costs of Lunar Charms varies depending on whether the Lunar's caste favors that type of Charm or not. Full Moons favor Charms with Physical Minimum Attributes, while No Moons favor Charms with Mental Minimum Attributes, and Changing Moons those with Social Minimum Attributes. Using experience points to learn a Charm tied to an Attribute in the group favored by the Lunar costs 12 experience points, while learning one associated with another Attribute group costs 15 experience points. Note that the Physical and Social Attribute Charms heavily outnumber Mental Attribute Charms because No Moons have access to sorcery and purchase spells as favored Charms.

Lunar Charms and Limitations

Many Charms of the Lunar Exalted can be used to provide additional dice, but this bonus applies only to his Attributes (rather than Attributes + Abilities for Solar Exalted or Abilities + specialties for Dragon-Blooded) and can, at best, double a character's Attribute. The Attribute used is the character's normal, unenhanced Attribute when in his true human shape with one exception, and that is when the character has used Deadly Beastman Transformation to enter hybrid form. In this shape, the hybrid form's normal unenhanced Attributes form the maximums for the Lunar's dice-bonus Charms.

Some Lunar Charms allow the Exalt to purchase automatic successes. These are similarly restricted, and the number of extra successes cannot exceed the Lunar's current dice pool or the Exalt's normal unenhanced Attributes when in true human form, whichever is lower. The exception is if the Lunar has used Deadly Beastman Transformation to enter hybrid form, in which case the Lunar can buy automatic successes up to the character's dice pool or the hybrid's normal, unenhanced Attributes.

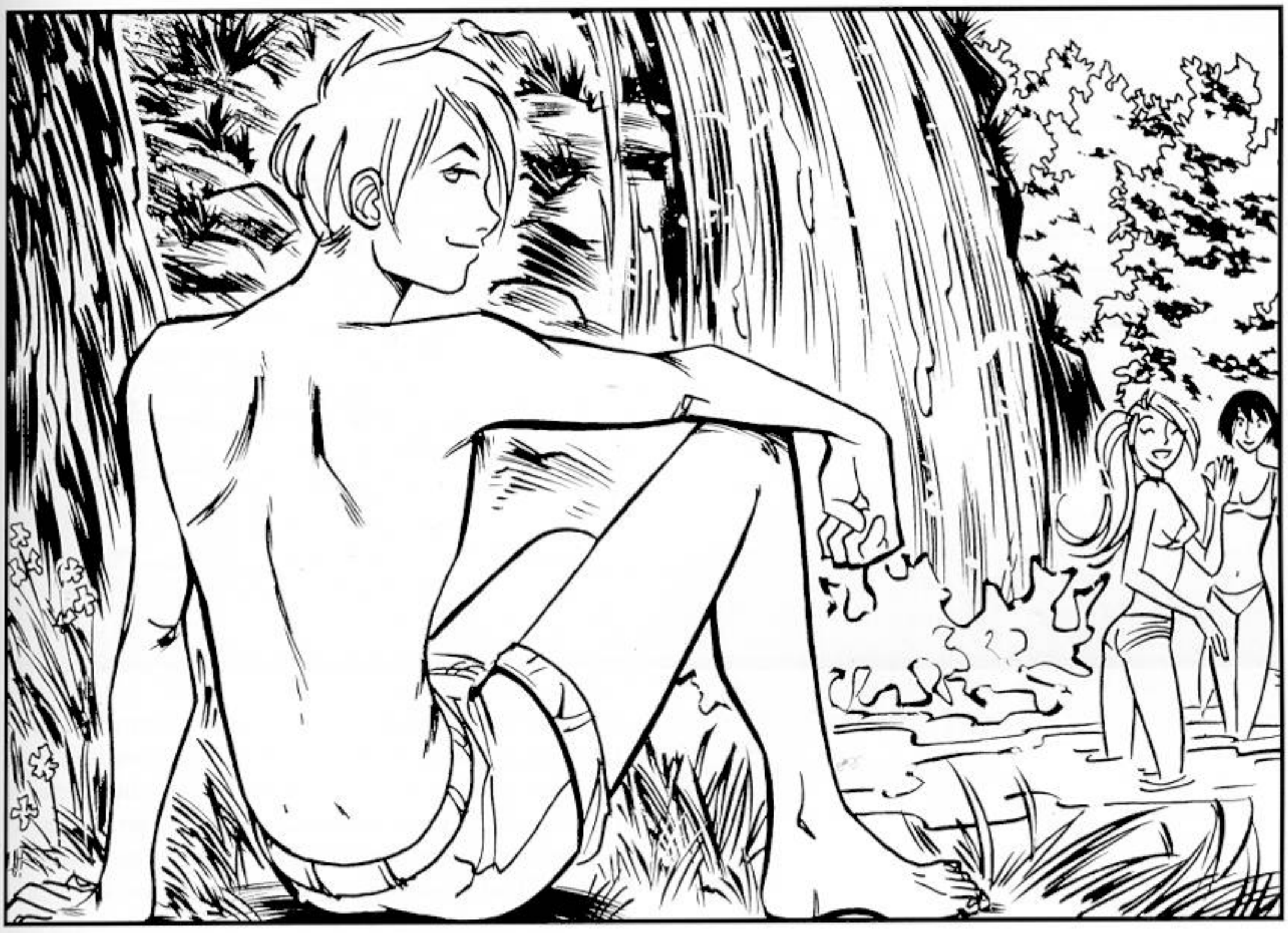
Automatic successes and added dice are mutually independent, unless the Charms specifically disallow their use together. A character can add dice equal to an Attribute and then convert the Attribute's worth of dice into automatic successes. Always remember that the effects of Charms are derived from the unenhanced numbers, not the numbers after the effects of other Charms are applied. The exception is the Attribute bonus points of Deadly Beastman Transformation, which actually count as part of the character's dice pool when he is in hybrid form.

Lunar Combos

Lunar Charms are more compatible than Charms based on Abilities. A Lunar can place Charms associated with any of the different Attributes into Combos without restriction. However, Lunar Charms typically have restrictions in the description about what sorts of actions they can modify. Being part of a Combo doesn't suddenly negate these restrictions. If a Charm says that the character must make an unarmed attack, then he cannot use it with a Melee attack or an attack with a martial arts weapon.

Also, Lunar Charms are subject to the timing and compatibility rules on pages 213-214 of the **Exalted** book, just like any other Charms. Just because a character can combine a charm requiring Charisma and Dexterity doesn't mean he's allowed to put multiple extra action Charms into the Combo. Supplemental Charms need not be of the same Attribute, but they must still benefit the character's dice action or simple Charm, so the simple and supplemental Charms in the Combo must all be compatible with the same type of action.

Members of the Solar Eclipse Caste or Abyssal Moonshadow Caste may combine Ability- and Attribute-based Charms in the same Combo, provided both enhancements apply to the same dice action. In Combos where there are Charms adding dice to both Attributes and Abilities, the maximum total number of dice that can be added to a single roll is equal to twice the character's Essence.



Shapeshifting Charms

Hide of the Cunning Hunter

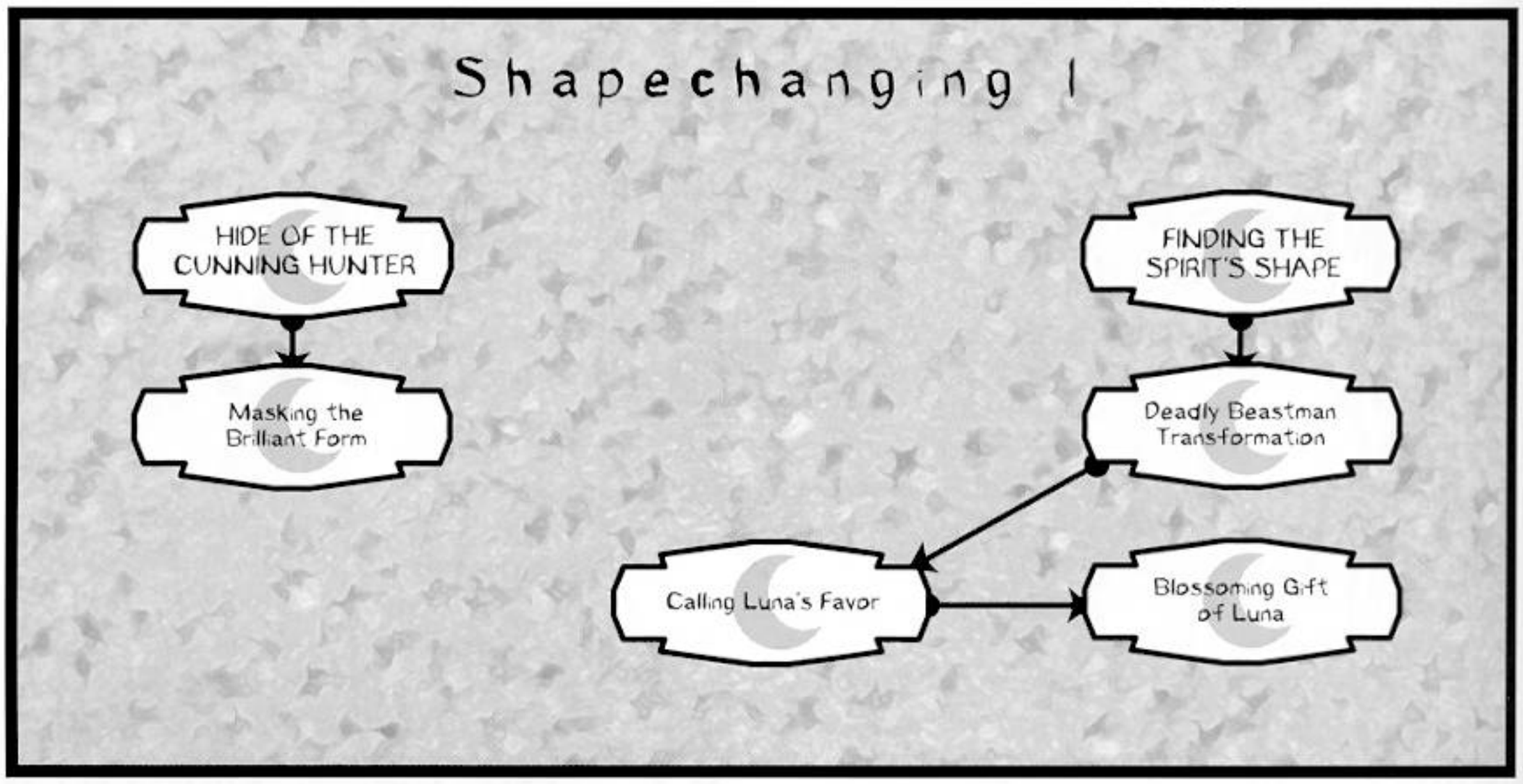
Cost: 1 mote
Duration: One day
Type: Simple
Minimum Manipulation: 1
Minimum Essence: 1
Prerequisite Charms: None

This Charm is often one of the first that young Lunars learn. It allows the Lunar to suppress his tattoos, causing them to become invisible. The effects of this Charm dissipate if the Lunar's Tell becomes visible due to his anima banner reaching or exceeding the 4-7 motes level of anima display. Otherwise, it is impossible to detect the Lunar's tattoos — even forms of sight that allow the perception of active Essence will not see the effects of the Charm. Storytellers should assume that individuals who see a Lunar with unsuppressed tattoos will always regard the Lunar suspiciously for the purposes of perceiving his Tell, and most will immediately realize the character's nature. The Lunar Anathema are, after all, the stuff of legend.

Masking the Brilliant Form

Cost: 3 motes, 1 Willpower
Duration: One scene
Type: Simple
Minimum Manipulation: 2
Minimum Essence: 1
Prerequisite Charms: Hide of the Cunning Hunter

This Charm makes it harder to perceive the Lunar's Tell. While this Charm is active, it is impossible to detect the Tell of a Lunar who has never purchased Deadly Beastman Transformation. While this Charm is active, Lunars who have purchased Deadly Beastman Transformation 1-2 times are treated as if they had never purchased it for the purposes of having their Tells spotted. Lunars who have purchased Deadly Beastman Transformation 3 or more times are treated as if they purchased it 1-2 times for the purposes of spotting their Tells. This Charm cannot suppress the character's Tell at the 4-7 motes level of anima banner display, and its effects end if the character's anima becomes that intense.



Finding the Spirit's Shape

Cost: 1 mote
Duration: Instant
Type: Reflexive
Minimum Charisma: 2
Minimum Essence: 1
Prerequisite Charms: None

When purchasing this Charm, the Lunar chooses an animal no larger than an elk and no smaller than a large cat. That animal is now the Lunar's spirit animal, and its shape is now considered one of the Lunar's true shapes. It is thus easier to spot the Lunar's Tell when she assumes this animal shape, and if the Lunar becomes locked into her true shapes, she can still use this Charm to change between her human and totem animal shape.

Almost all Lunars know this Charm. A Lunar either tastes the heart's blood of his totem animal during his initiation or, in many cases, finds the totem-shape when she Exalts. Such Exalts are driven by an incredible craving to consume the life of a beast of their newfound shape, so that they can fairly gain its form. If a Lunar wants a totem animal larger than an elk or smaller than a cat, she may gain one, but she must already know or must immediately purchase Humble Mouse Shape or Towering Beast Form as appropriate and cannot exceed the limits of those Charms.

A Lunar may change his totem animal, but doing so is both costly and dangerous. Those who choose to do so must pay a dot of permanent Willpower and buy this Charm again. Traces of his previous form remain in the Lunar's Tell, to which may be added attributes of the new form. A Lunar whose Tell combines the traits of several animals is known by other Lunars as a chimera and is regarded with scorn. In addition, the Lunar may offend the animal avatar of the species he forsakes and, thus, gain the enmity of that godly being and the species it protects. A Lunar in his totem animal shape may spend 1 mote to activate this Charm and return to human shape. This Charm may be activated only once per turn.

Members of the Eclipse Caste may not learn this Charm, for it draws on a natural power of the Lunar Exalted that Solars cannot master or emulate.

Deadly Beastman Transformation

Cost: 5 motes
Duration: Instant
Type: Reflexive
Minimum Charisma: 2
Minimum Essence: 2
Prerequisite Charms: Finding the Spirit's Shape

This powerful Charm allows the Lunar to shift its shape into a monstrous hybrid of the human form and its totem animal. This shape is three feet taller than the Lunar's normal height and enjoys many bonuses. Anyone who sees the Lunar in this shape cannot fail to mistake him for what he is — a sleek and deadly feral killing machine. A character using this shapechanging Charm is considered to be in one of his true forms, which includes the increased visibility of his Tell.

The first time a character takes this Charm, he receives five Attribute points and two gifts. Both Attribute points and gifts must be applied immediately after the character purchases this Charm. Subsequent purchases of the Charm provide three Attribute points and one gift per purchase. A character can purchase this Charm no more times than he has points of Essence.

Each Attribute point represents the war-shape's enhanced physical capabilities. One Attribute point raises the character's Strength or Stamina by 1 while he is in his beastman form, and two Attribute points can raise the character's beastman form's Dexterity by 1. Once allocated, these bonuses are fixed and cannot be modified. These points must be allocated immediately when the Charm is purchased — characters cannot save up points between purchases of this Charm. When the character is in his hybrid war-shape, these bonus Attributes are considered to be a natural part of the character's Attribute for the purposes of Charms that double Attributes and for the purposes of Charms that allow the character to convert Attribute dice to automatic successes on a roll.

Gifts represent special capabilities the hybrid shape offers and give the character some sort of special bonus beyond increased Attributes. Gifts often have prerequisite gifts, which their effects build on and enhance. A character cannot take a gift without taking all of its prerequisites. Characters cannot take a gift more than once unless the gift specifically permits it. Gifts, like the Attribute bonuses, apply only while in hybrid form. If the Lunar wishes to take advantage of his gifts in human or totem animal form, he must learn Charms that have similar effects or else use the Charm Calling Luna's Favor.

In beastman form, weapons and armor worn by the Lunar in human form are present in hybrid form as well, magically adjusted to suit the size of the hybrid form. While the Lunar's adjusted Attributes might allow him to wield huge weapons or bear the weight of superheavy armor, this Charm does not turn the Lunar's accoutrements into such gear. Though the weapons may change somewhat in size and shape to accommodate the hybrid's large grip, the weapons' and armor's statistics do not alter. Defensive gifts (Rugged Hide, Impenetrable Beast-Armor) combine with any armor worn by the Lunar.

Characters can gain large dice pools by means of the Deadly Beastman Transformation. Keep in mind that the Lunar's running speed, jumping distance and lifting ability will likewise change. Players should remember that they may use the automatic successes rules (**Exalted**, p. 90-91) rather than rolling dice for many Athletics feats.

Characters in their hybrid shape may spend 5 motes activate this Charm and assume human form. This Charm can be used only once per turn. Because assuming totem animal shape with Finding the Spirit's Shape requires only 1 mote of Essence and the Lunar can then change to human shape with another activation of that Charm, it is significantly cheaper for a Lunar to pass through animal shape when returning to human form (2 motes versus 5). However, this takes an extra turn, so Lunars in a hurry sometimes directly return to human shape.

Members of the Eclipse Caste may not learn this Charm, for it draws on a natural power of the Lunar Exalted that Solars cannot master or emulate.

Calling Luna's Favor

Cost: 5 motes
Duration: Scene
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Deadly Beastman Transformation

By means of this Charm, a Lunar can draw forth the power of one of his gifts when not in Beastman form. From immediately after the character activates this Charm until the end of the scene or until the character ends the Charm's effects, he enjoys the benefits of one of his Deadly Beastman Transformation gifts. The gift actually manifests and is probably an obvious mark of supernatural character. Characters can manifest any gift they possess, regardless of whether or not it has prerequisites.

Blossoming Gift of Luna

Cost: 3 motes, 1 Willpower
Duration: Indefinite
Type: Simple
Minimum Charisma: 4
Minimum Essence: 3
Prerequisite Charms: Calling Luna's Favor

This Charm is an extension of the Charm Calling Luna's Favor. By activating this Charm while in hybrid form, the Lunar may retain a single Deadly Beastman Transformation gift until he ends the Charm's effects or he next enters hybrid form. As with Calling Luna's Favor, above, the gift actually manifests and is in no way concealed by this magic. Characters can manifest any gift they possess, regardless of whether or not it has prerequisites.

Towering Beast Form

Cost: None
Duration: Indefinite
Type: Special
Minimum Charisma: 3
Minimum Essence: 2
Prerequisite Charms: Finding the Spirit's Shape

Knowledge of this Charm allows the Lunar to assume a form larger than an elk but no larger than a Tyrant Lizard or other large dinosaur. There is no cost to use this Charm's effects — learning this Charm simply enhances the Lunar's capabilities.

Members of the Eclipse Caste may not learn this Charm, for it draws on a natural power of the Lunar Exalted that Solars cannot master or emulate.

Beastman Transformation Gifts

Sample Gifts

These are not the only possible gifts. Players and Storytellers should work together to develop other possibilities. Note that many gift effects can be mimicked with Charms.

Horrifying Might:

A Lunar with this gift gains unparalleled command of his body and exudes power, his muscles strengthened as if transformed into steel hawsers, or his agility enhanced to match that of a monkey. He gains +2 Attribute points if the gift is taken with the Lunar's first purchase of Deadly Beastman Transformation or +1 if taken with a subsequent purchase of the Charm. These points may only be spent on physical Attributes (Strength, Dexterity and Stamina). As noted above, this gift can only be taken once.

Bestial Reflexes:

The Lunar moves with bestial speed. Increase his base initiative by +3. This gift may be taken up to two times.

Lightning Speed:

The character's running speed and jumping distances double. Remember that bonuses operate on the unmodified numbers. If the character is a Full Moon with his anima power activated, his running speed is tripled, not quadrupled.

Spider-Foot Climbing:

Prerequisite: Bestial Reflexes *or* Lightning Speed

A Lunar with this gift can move at half his normal speed across any surface, however slick, even vertical or horizontal ones. The character may not stop moving while off the horizontal, or he will fall normally. The character can bear loads of up to (his Strength x 50 pounds) through the use of this gift.

Glue-Foot Climbing:

Prerequisite: Spider-Foot Climbing

A Lunar with this gift can scuttle with preternatural speed up walls and across ceilings. The character may stop and hang in any orientation without fear of falling. The character can support loads of up to (his Strength x 100 pounds) through the use of this gift.

Gift of Hands:

The character has one or two extra arms. This Charm can also imitate other manipulative extremities such as trunks and tails. The character can hold things normally with the extra extremities, allowing him to wield extra weapons. In addition, the character can more easily do several things at once, and the penalty for multiple actions is reduced by -1 for each action (it still cannot go below -0), but the character still cannot split his dice pool before his initiative. Characters do not enjoy the benefits of this gift during any turn in which they are under the effects of an extra action type Charm.

Arm-Array:

Prerequisite: Gift of Hands

The character has more than two extra arms — as few as three, or possibly, as many as 30. This gives the character the benefit of being able to hold many weapons at the ready. Remember, characters must pay the attunement cost for each magical weapon individually. In addition, the character's dice-pool penalty from multiple actions is reduced by -3 for each action (it cannot go below -0), but the player still cannot split his character's dice pool until his initiative. Characters do not enjoy the benefits of this gift during any turn in which they are under the effects of extra action type Charms.

Terrible Beast Claws:

The Lunar does Spd +3, Acc + 1, Dmg +3L, Pry +1 with his claws and Spd +0, Acc + 2, Dmg +5L, Pry +0 with his bite. A Lunar gets both claws and bite for this gift. Attacking with these natural weapons is a Brawl or Martial Arts attack, whichever the Lunar prefers.

Savage Moonsilver Talons:

Prerequisite: Terrible Beast Claws

The Lunar's fangs and claws are huge and made of moonsilver, capable of carving through flesh, bone or metal with equal ease. The Lunar has some control over the form of the fangs and claws and can adapt them to meet his needs (for example, lengthening them to rend flesh or retracting them to allow him to handle objects unimpeded), though the statistics remain the same. The claws have the following statistics: Spd +6, Acc +4, Dmg +5L, Pry +4. The bite is: Spd +3, Acc +2, Dmg +8L, Pry +0. Attacking with these natural weapons is a Brawl or Martial Arts attack, whichever the Lunar prefers. The character's moonsilver talons and teeth can harm dematerialized spirits and count as moonsilver weapons for the purposes of Charms that affect those items.

Resilience of Nature:

The Lunar heals quickly. He heals 1B per turn or 1L per hour while in hybrid form. This healing, which takes place at the start of the turn, is a reflexive action and does not count against the Lunar's actions. No dice rolls are required.

Wound-Knitting Power:

Prerequisite: Resilience of Nature

The body of a Lunar with Wound-Knitting Power can shake off most injuries with ease, wounds healing far quicker than is possible without the aid of magic. When in beastman form, he heals all bashing every turn and may also heal one point of lethal damage per turn. This healing, which takes place at the start of the turn, is a reflexive action and does not count against the Lunar's actions. No dice rolls are required.

Fearsome Appearance:

The Lunar's appearance is unsettling, and her bestial nature is close to the surface. Beings with a Willpower lower than (the character's Essence + 2) are at +1 difficulty when attacking or defending against the Lunar, and all intimidation attempts by the Lunar against them are at +3 dice.

Terrifying Bestial Visage:

Prerequisite: Fearsome Appearance

Lunars with this gift are truly horrifying, causing the weak-willed to flee in terror. Players of characters with a Willpower lower than (the Lunar's Essence + 2) must make a successful Valor roll at difficulty 1 when their characters confront the Lunar or have them be unable to attack the shapeshifter, and such characters are at +2 difficulty on any attempts to defend themselves from the Exalt's attacks. Those whose players make the Valor roll and characters whose Willpower is greater than (the Lunar's Essence + 2) are still at +1 difficulty on all attempts to attack or defend against the Lunar.

Rugged Hide:

This gift covers the Lunar with a rugged and thick skin, gaining him +2L/+2B soak. In addition, the Lunar's rugged constitution allows the character to soak lethal damage with his entire Stamina. A Lunar's natural soaks (both lethal and bashing) cannot be raised above 12 by the combined effects of this gift, Deadly Beastman Transformation's effects on the character's Stamina and any other Charm that enhances the character's natural soak. Instead, the character may ignore attacks that do less raw damage than the difference between 12 and what the character's soak would be without the limit. A character may never ignore attacks doing more than 12 dice of raw damage, regardless of what his soak should be.

For Example: With his Stamina and Rugged Hide gift, Gaum the Elephant-Lord should have a lethal soak of 16. Instead, he has a 12L soak, and ignores attacks doing less than 4L raw damage. If he wore a reinforced breastplate in hybrid shape, he'd have a soak of 19L and still ignore attacks that did less than 4L.

Impenetrable Beast-Armor:

Prerequisite: Rugged Hide

In addition to a thick hide, the Lunar now has cartilaginous growths under his skin, giving him formidable protection from damage. This grants him +6L/+6B soak. This soak bonus replaces Rugged Hide's soak bonus rather than adding to it. The character can still add his entire Stamina to his soak against lethal attacks. A Lunar's natural soaks (both lethal and bashing) cannot be raised above 12 by the combined effects of this gift, Deadly Beastman Transformation's effects on the character's Stamina and any other Charm that enhances the character's natural soak. Instead, the character may ignore attacks that do less raw damage than the difference between 12 and what the character's soak would be without the limit. A character may never ignore attacks doing more than 12 points of raw damage, regardless of what his soak should be.

Poison Bite:

The bite of a Lunar with this gift is toxic, and the player of any target successfully bitten in a turn (the Lunar need not do damage) must make a Stamina + Endurance roll against a difficulty equal to the Lunar's Stamina or have his character suffer an extra 3L damage. This damage is soaked only with the victim's natural soak — armor does not apply.

Deadly Breath:

Prerequisite: Poison Bite

A Lunar with this gift can breathe fire or some other horrifying substance such as caustic venom or concentrated acid. This attack has a maximum range of 30 yards, +2 accuracy and does a base damage equal to (the Lunar's Essence x 4) plus extra successes. This attack costs 1 Willpower to use. The player rolls the character's Dexterity + Archery or Dexterity + Athletics, whichever he prefers. The player can choose the special effect of the attack when the gift is acquired. A Lunar with this gift may also choose to drool venom, speak with flame licking from his mouth or puff acidic gas at a cost of 1 mote. Whatever the effect, it adds +3 dice to a single intimidation roll.

Enhanced Senses:

A Lunar with this gift has hyper-acute senses, gaining the eyes, ears and other senses of his animal form. Increase the Perception Attribute of a Lunar with this gift by +2. This gift may be taken up to two times.

Ghost Sight:

Prerequisite: Enhanced Senses

A Lunar with Ghost Sight can clearly see dematerialized spirits but not Essence flows or active magic.



Humble Mouse Shape

Cost: None
Duration: Indefinite
Type: Special
Minimum Charisma: 3
Minimum Essence: 2
Prerequisite Charms: Finding the Spirit's Shape

Knowledge of this Charm allows the Lunar to shapeshift into a form smaller than a cat but no smaller than a field mouse. There is no cost to use this Charm's effects — learning this Charm simple enhances the Lunar's capabilities.

Members of the Eclipse Caste may not learn this Charm, for it draws on a natural power of the Lunar Exalted that Solars cannot master or emulate.

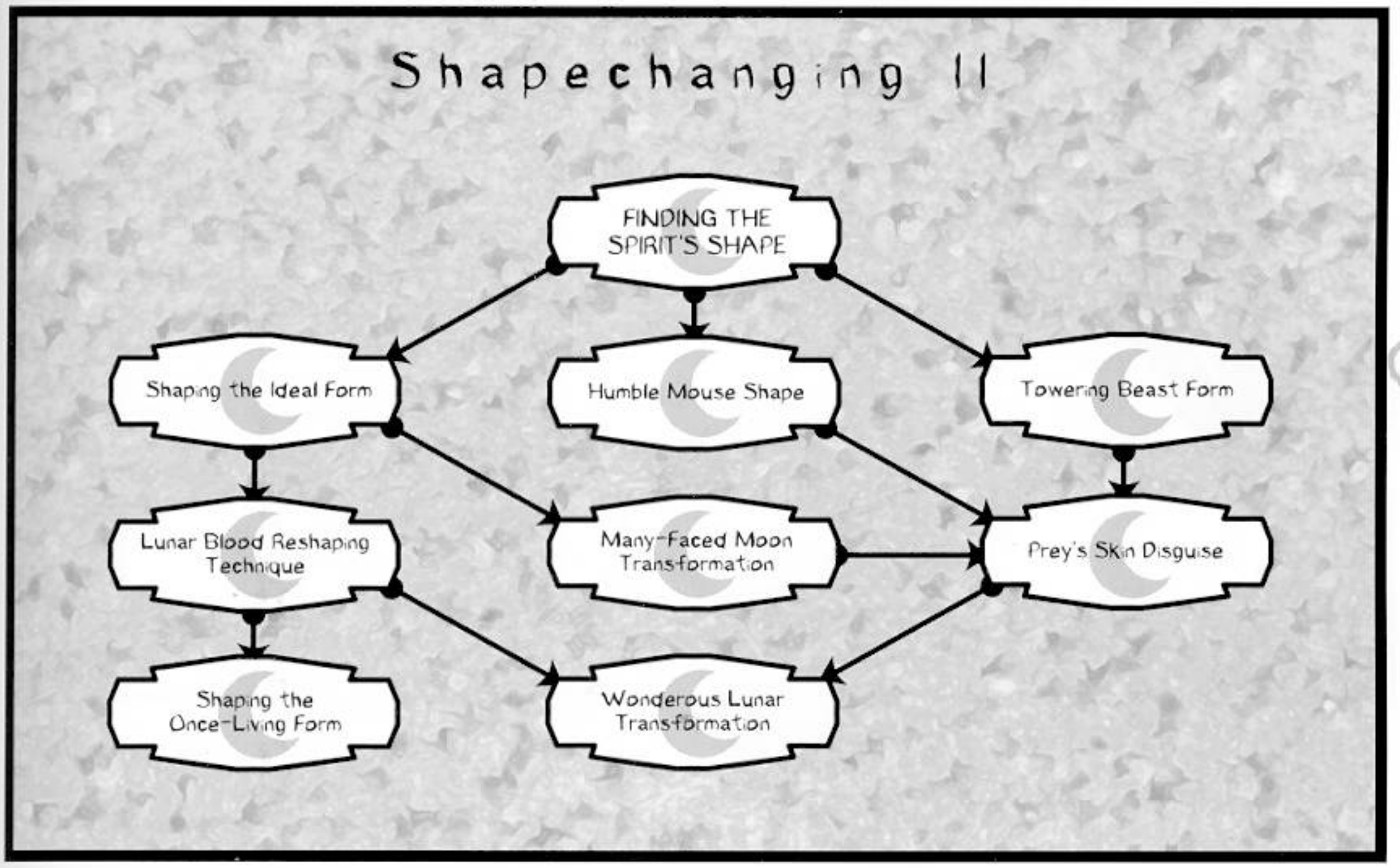
Shaping the Ideal Form

Cost: 1 mote
Duration: Instant
Type: Simple
Minimum Manipulation: 2
Minimum Essence: 1
Prerequisite Charms: Finding the Spirit's Shape

This Charm allows the Lunar to make minor cosmetic changes to the appearance of any of his true forms. Such modifications include changing hair, eye or skin color by several shades, lengthening (or shortening) hair length, reshaping a chin or nose slightly or straightening teeth. A modification only applies to the form in which it was used — if the Lunar wishes to alter is hair color in his human and totem-animal shapes, he will have to use this Charm twice. Shaping the Ideal Form does *not* allow the Lunar to assume the appearance of another being, though it may help to disguise his appearance. Lunars who wish to assume the form of specific individuals must learn the Charm Prey's Skin Disguise. Shaping the Ideal Form cannot be used to conceal the Lunar's Tell or tattoos. No matter how much effort is put into the shaping, the Charm cannot be used to improve the Lunar's Physical Attributes unless the player invests experience in raising the Attribute — in that case, training time can represent an extended campaign of cosmetic self-improvement by reshaping. Overuse of the Charm tends to detract from the Lunar's appearance, rendering him bland. It is regarded as a sign of degeneracy and vanity among Luna's Beloved.

Many-Faced Moon Transformation

Cost: 3 motes
Duration: Instant
Type: Reflexive
Minimum Charisma: 4
Minimum Essence: 2



Prerequisite Charms: Shaping the Ideal Form

By means of this Charm, the Exalted changes gender, males becoming females and vice versa though their personalities, knowledge and Traits are unchanged. This is not a cosmetic modification — the Charm changes the Lunar's biology and he or she becomes capable of siring or bearing children as appropriate. While many Lunars have a preferred gender, individual Lunars do not have a "natural" sex — they're considered to be in true form in either gender. Attempts by a pregnant Lunar to use this Charm automatically fail.

Prey's Skin Disguise

Cost: 5 motes, 1 Willpower
Duration: Indefinite
Type: Simple
Minimum Charisma: 4
Minimum Essence: 3
Prerequisite Charms: Towering Beast Form, Humble Mouse Shape, Many-Faced Moon Transformation

This Charm allows the Lunar to assume the outward appearance of a specific other human. To do so, the Lunar must consume the target's heart's blood like any other beast whose form she wishes to gain. The Charm then allows her to assume the victim's outward appearance and Physical Attributes and Appearance, but she does not gain the victim's knowledge, Mental or Social Attributes or Abilities. If the target is an Exalt, the Lunar gains his outward appearance but remains a Lunar. This Charm cannot be used to mimic the Fair Folk who, though humanoid, are something other.

The character can still dress and act any way she desires — she adopts the victim's outward appearance, not personality. A Lunar willing to consume many mortals can develop quite a diverse catalog of shapes. Just as with any other type of shapechanging, the appearance of the character's Tell and tattoos is unchanged. Lunars who wish to masquerade as the persons they consumed would thus be well-advised to use Charms to suppress these unmistakable signs. The Charm's effect includes a gender change if appropriate, with the same limitations to pregnant characters as Many-Faced Moon Transformation.

Members of the Eclipse Caste may not learn this Charm, for it draws on a natural power of the Lunar Exalted that Solars cannot master or emulate.

Lunar Blood Reshaping Technique

Cost: 3 motes, 1 health level + special
Duration: One day
Type: Simple
Minimum Manipulation: 4
Minimum Essence: 3
Prerequisite Charms: Shaping the Ideal Form

By allowing a subject to taste his blood and activating this Charm, the Lunar can make minor alterations to the form of another willing subject. The range of possible changes are as per Shaping the Ideal Form — this Charm cannot be used to change a target's shape or to give her the appearance of a specific



other human. Unlike modifications the Lunar makes to himself, the changes fade after a day. The subject must also spend a temporary Willpower point (two if she is an Exalt). Unwilling subjects, tattooed Lunars, non-humans, the undead and unmaterialized spirits cannot be shaped by this Charm. Once the Charm is activated, the player rolls Manipulation + Craft (Body Shaping) at standard difficulty. One success or more indicates success, while if the roll fails, the subject's form is unaltered. A botch, however, results in an unexpected — and usually unpleasant — outcome.

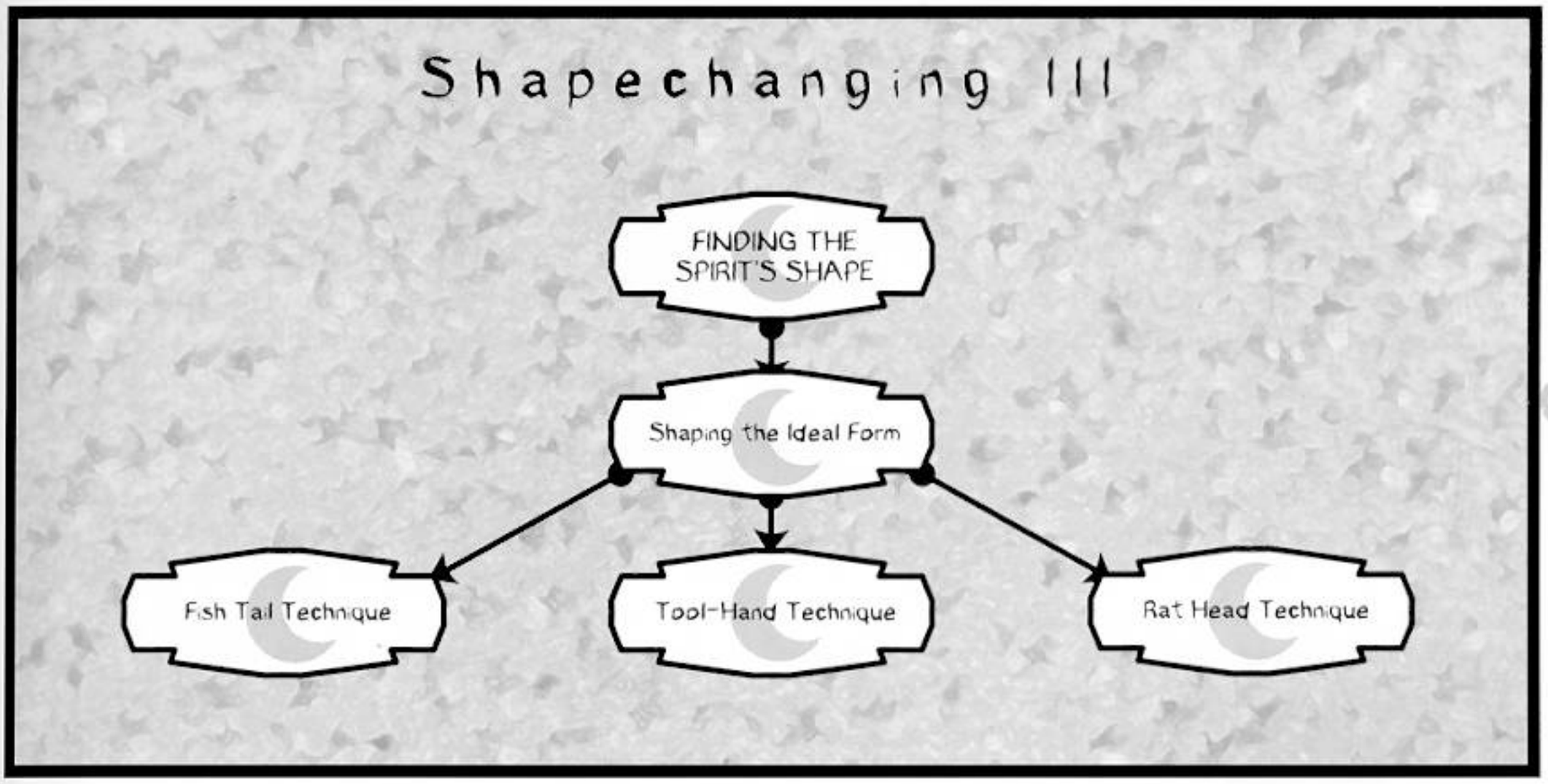
Wondrous Lunar Transformation

Cost: 5 motes, 1 Willpower, 1 health level + special
Duration: One day
Type: Simple
Minimum Manipulation: 5
Minimum Essence: 4
Prerequisite Charms: Prey's Skin Disguise, Lunar Blood Reshaping Technique

A more powerful version of the Lunar Blood Reshaping Technique, this Charm allows the Lunar to alter the subject's form to match one of the patterns in the Lunar's "library." This process is a difficult one, both painful for the subject and requiring immense skill by the Lunar, but it allows the subject to attain a non-human form or to masquerade as another human. In addition to the costs to the Lunar, the subject must spend 2 temporary Willpower points (3 if an Exalt). Unwilling subjects, tattooed Lunars, non-humans, the undead and unmaterialized spirits cannot be shaped by this Charm. Once the Charm is activated, the Lunar's player rolls Manipulation + Craft (Body Shaping) at difficulty 3. Three or more successes indicates success, while if the roll fails (or gets only one or two successes), the subject's form is unaltered. A botch, however, results in an unexpected — and usually unpleasant — outcome, probably a subject twisted and crippled for the duration or possibly suffering permanent damage.

Shaping the Once-Living Form

Cost: 1 mote per raw cubic foot, 1 per volume increase + 1 health level
Duration: Indefinite/Instant
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 3



Prerequisite Charms: Lunar Blood Reshaping Technique

By means of this Charm, a Lunar can reshape inert once-living material into another form. He can turn a fallen tree into a shelter, a bone into a weapon or a hide into clothing. He cannot, however, use the Charm to create complex objects (a simple buckle is about as sophisticated as it gets), nor can it be used to reshape objects that are already under the influence of Charms, sorcery or other supernatural effects. The item to be shaped must be smeared in the Lunar's blood, costing him a single health level (unsoakable lethal damage) before Essence can be channeled into the object.

The texture, appearance and so on of the original material remains unaltered — a bone weapon is clearly bone, not metal — but the product may be modified by conventional methods (dyes, paint and so forth). The Essence cost for activating the Charm reflects the amount of raw material affected. If the target object is roughly the same size as the raw material, the Essence cost of the Charm is unaltered. If a size change is part of the process, the Lunar must spend additional Essence motes, each extra mote allowing the final product's size to be twice (or half) that of the raw material. An object fashioned in this manner are not permanent, but rather remains while the Lunar commits the Essence. If the Lunar uses the Essence for other purposes, the object reverts to its original form. A Lunar can, however, make his construct permanent by spending a point of Willpower, but this may only be done at the moment of creation. In this case, the Charm is instant, and the Essence returns normally.

Shaping the object requires a Manipulation + Craft roll, usually of difficulty 1. The Storyteller may, however, increase this difficulty for more complex shapes. This Charm cannot effect the undead.

Fish Tail Technique

Cost: 6 motes
Duration: Indefinite
Type: Simple
Minimum Charisma: 3
Minimum Essence: 3
Prerequisite Charms: Shaping the Ideal Form

Using this Charm, a Lunar transforms his limbs to enhance his swimming abilities, turning his limbs into flippers, webbing hands and feet or performing other similar effects (at the Lunar's discretion) to enhance his swimming abilities, allowing him to move through water unimpeded at twice his normal movement rate. If the Lunar is in a form with innate swimming abilities, such as that of a shark or a seal, the Fish Tail Technique confers no additional benefits. This Charm does not confer the ability to breath water, and the character must surface to breathe (per the holding breath rules on p. 243 of **Exalted**) or risk drowning.

Tool-Hand Technique

Cost: 1 mote
Duration: One scene
Type: Simple
Minimum Manipulation: 2
Minimum Essence: 2
Prerequisite Charms: Shaping the Ideal Form

Most Lunars abhor the trappings of civilization, but this does not mean that they don't occasionally require tools. Unlike mortals, who must keep a range of prefabricated tools for such circumstances, a Lunar can reshape

his body to provide the necessary instruments. Hands are strengthened and fingers and claws sharpened and reshaped to provide any tool the Exalt might need. While using the Tool-Hand Technique, the Lunar can naturally perform tasks that would normally require tools (for example, boring a hole in wood, hammering a peg or picking at stone). The Lunar's hands, feet or whatever else is shaped into the tool takes on a superficial resemblance to the tool in question but remains indisputably flesh and bone (albeit flesh and bone surrounded by a nimbus of Essence). A Lunar with multiple limbs can equip the multiple limbs at a cost of 1 mote per limb and suffers no injury from the pounding, cutting or rasping of using the "tools." The Tool-Hand Technique cannot be used to form weapons or to otherwise give the Lunar an advantage in inflicting or withstanding damage, nor does the Lunar work any faster than she would with normal tools. Any rolls involving Craft gain +2 dice when the Lunar uses this Charm.

Rat-Head Technique

Cost: 3 motes
Duration: One scene
Type: Simple
Minimum Manipulation: 2
Minimum Essence: 2
Prerequisite Charms: Shaping the Ideal Form

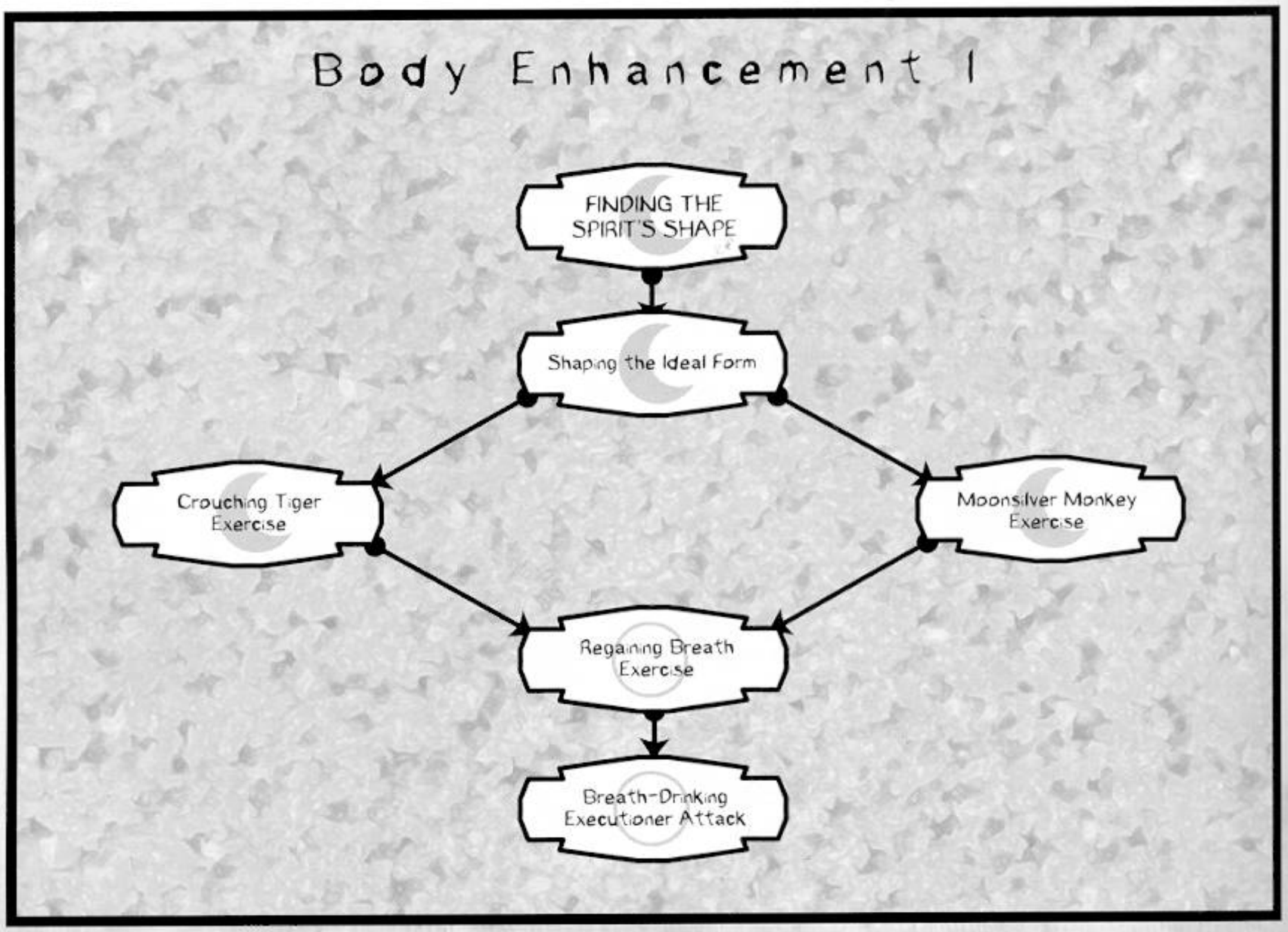
By means of this Charm, the Lunar's bones, muscles and organs become capable of immense deformation, allowing him to squeeze his body through gaps it would not normally fit through. By means of this Charm, a human-sized Lunar could wriggle through a hole as small as a mouse hole or a knothole in a fence. The process is very unsettling to watch and is likewise uncomfortable for the Lunar.

The Rat-Head Technique cannot be used as part of any Combo or while the Lunar is under the effects of a Charm or sorcery that hardens or reinforces his limbs in any manner (such as the Body Weapon Technique). While using this Charm, the Lunar's natural soak cannot exceed 2B/2L under any circumstances, and he cannot parry lethal attacks without an appropriate stunt — his "softened" body lacks the strength to do so effectively. A Lunar under the effect of Rat-Head Technique may dodge normally.

Body Enhancement Charms

Ox-Body Technique

Cost: None
Duration: Permanent
Type: Special





Minimum Stamina: Varies
Minimum Essence: 1
Prerequisite Charms: None

The bodies of the Exalted are far more durable than those of mere mortals. To help simulate this, an Exalt may buy extra health levels as if they were a Charm. A player may purchase this Charm up to once per dot of human-form Stamina his character possesses. Each Ox-Body Technique Charm purchased can provide two -1 health levels or four -2 health levels, at the player's option, determined at the time of purchase.

Crouching Tiger Exercise

Cost: 5 motes, 1 Willpower
Duration: Varies
Type: Simple
Minimum Charisma: 3
Minimum Essence: 2
Prerequisite Charms: Shaping the Ideal Form

Lunars employ Essence to enhance their muscles via this Charm, using a series of stances and static exercises to focus Essence into their limbs, increasing their strength and resilience. A Lunar using this Charm swells into an intimidating, muscular brute. Her tendons stand out like taught rope, and her muscles seem ready to burst through her skin. The Exalt's player makes a Strength + Athletics roll. For every success, add one to the Lunar's Strength. That character cannot more than double her initial Strength through the use of this Charm. This is a dice bonus added by a Charm and should be considered as such when determining the maximum effect of other dice-bonus Charms. The Charm's effects last for a number of turns equal to the character's Essence + the number of success rolled. The exercises used to activate the Crouching Tiger Exercise require the character's undivided dice action for a number of turns equal to 10 + (the Lunar's Strength prior to this performance of the exercise). These turns of preparation must be concurrent and uninterrupted and cannot be combined with the preparation periods of other, similar exercises.

Moonsilver Monkey Exercise

Cost: 6 motes, 1 Willpower
Duration: Varies
Type: Simple
Minimum Charisma: 3
Minimum Essence: 2
Prerequisite Charms: Shaping the Ideal Form

By performing a series of limbering up exercises and stances as he directs Essence through his muscles, a Lunar Exalt can temporarily boost his hand-eye coordination, his movements becoming fluid and graceful as

moonsilver. The Exalted's player makes a Dexterity + Athletics roll. For every success, add one to the Lunar's Dexterity. That character cannot more than double his initial Dexterity through the use of this Charm. This is a dice bonus added by a Charm and should be considered as such when determining the maximum effect of other dice-bonus Charms. The Charm's effects last for a number of turns equal to the character's Essence + the number of success rolled. Enacting the Moonsilver Monkey Exercise requires the character's undivided dice action for a number of turns equal to (the Lunar's Dexterity prior to the performance of this exercise) + 10. These turns of preparation must be concurrent and uninterrupted, and cannot be combined with the preparation periods of other, similar exercises.

REGAINING BREATH EXERCISE

Cost: 1 Willpower
Duration: Instant
Type: Simple
Minimum Intelligence: 4
Minimum Essence: 3
Prerequisite Charms: Crouching Tiger Exercise, Moonsilver Monkey Exercise

In addition to using his Essence to fortify his body, a Lunar can draw on his strength of spirit to fortify his Essence. By entering a trance and focusing his mind inward for a number of turns equal to (20 - his Stamina), a Lunar can regain motes of Essence. Doing so requires a Stamina + Endurance roll. For every success, the Lunar gains 2 motes of Essence. The character cannot regain more than his normal maximum temporary Essence, nor can he regain more than (his permanent Essence x 2) motes per use of the Charm. These turns of concentration must be concurrent and uninterrupted and cannot be combined with the preparation periods of other, similar exercises.

BREATH-DRINKING EXECUTIONER ATTACK

Cost: 2 motes
Duration: Instant
Type: Reflexive
Minimum Wits: 4
Minimum Essence: 4
Prerequisite Charms: Regaining Breath Exercise

The death of an individual releases her body's Essence, which forms the target's lower or "animal" soul. By means of the Breath-Drinking Executioner Attack, a Lunar can trap and consume this vital energy to restore his own Essence reserves. By activating this Charm immediately after slaying an opponent, a Lunar regains the result of one 10-sided die in motes of Essence. An Exalt cannot regain more Essence in a given turn than he has points of Stamina. The Exalt may not exceed his normal maximum temporary Essence through the use of this Charm.

PREDATOR GRACE METHOD

Cost: 1 mote per 2 dice
Duration: Instant
Type: Reflexive
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Shaping the Ideal Form

Using this Charm, the Lunar gains preternatural balance beyond that of even the greatest feline hunter. The Exalt can walk across surfaces as fragile as bamboo and string with ease and casually resists efforts to unbalance him. By spending motes of Essence, the Lunar's player may convert Dexterity dice into automatic successes when making a single Athletics roll related to balance and climbing or when rolling to resist or escape sweeps, clinches, holds and tackles. Upon activating the Charm, the Lunar's body and features undergo subtle changes, resulting in a lithe and graceful appearance that shifts to give him the best balance and grip possible in the present circumstances.

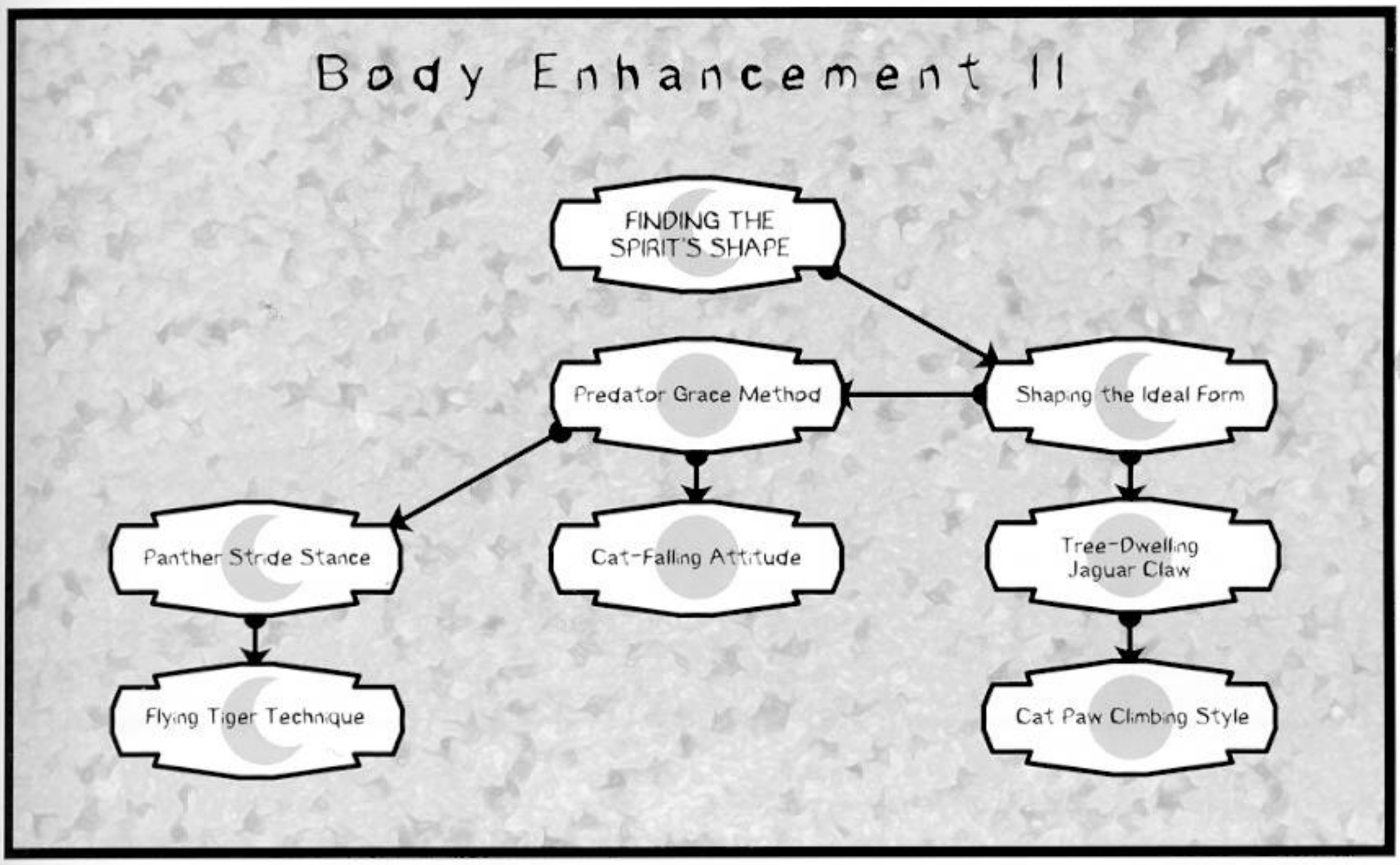
PANTHER STRIDE STANCE

Cost: 4 motes
Duration: One scene
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Predator Grace Method

Using this Charm, the Lunar's legs shift into the likeness of the legs of a giant cat, and his whole body twists slightly, becoming lower and more streamlined. For the remainder of the scene, the character can move at twice his normal movement rate and leap three times his normal jumping distance. If the target surface is uncertain, the Lunar's player must still make a (Dexterity or Wits) + Athletics roll normally for the character to land successfully (see p. 252 of **Exalted**) after such a leap. A Lunar may carry a "passenger" on such a leap, though doing so reduces his effective Dexterity by one and his effective Strength by two. A Full Moon who uses this Charm in conjunction with his anima power moves at three times his normal movement rate and can leap five times his normal jumping distance.

FLYING TIGER TECHNIQUE

Cost: 3 motes
Duration: One Scene
Type: Simple
Minimum Manipulation: 4
Minimum Essence: 3
Prerequisite Charms: Panther Stride Stance



By creating a flap of skin between his arms and legs, a Lunar can drastically extend his leaping abilities. Using the skin flap as crude gliding wings, a Lunar using this technique can extend his horizontal leaping abilities in excess of 10 times his normal leaping distance, though this depends on his trading height for distance. He can travel 20 yards per dot of Strength and Athletics, and another two yards for every yard of altitude he descends. For example, a Lunar with Strength 3, Athletics 3 who leaps from a branch 100 yards up may glide to a point on the ground 320 yards away ([3 x 20] + [3 x 20] + [2 x 100] yards). The Lunar may attempt to extend this distance by rolling Dexterity + Athletics, each success adding 10 percent to the range. The anima powers of a Full Moon Lunar, the effect of Panther Stride Stance and other movement-enhancing Charms do not add to the gliding distance of the Skin-Flap Flying Method.

Cat-Falling Attitude

Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Predator Grace Method

Using this Charm, a Lunar greatly improves his ability to avoid damage from a fall. He will always land on his feet and suffers only one level of bashing damage for every 10 feet fallen. Furthermore, he only suffers lethal damage if he falls more than 100 feet or onto a treacherous surface such as spikes.

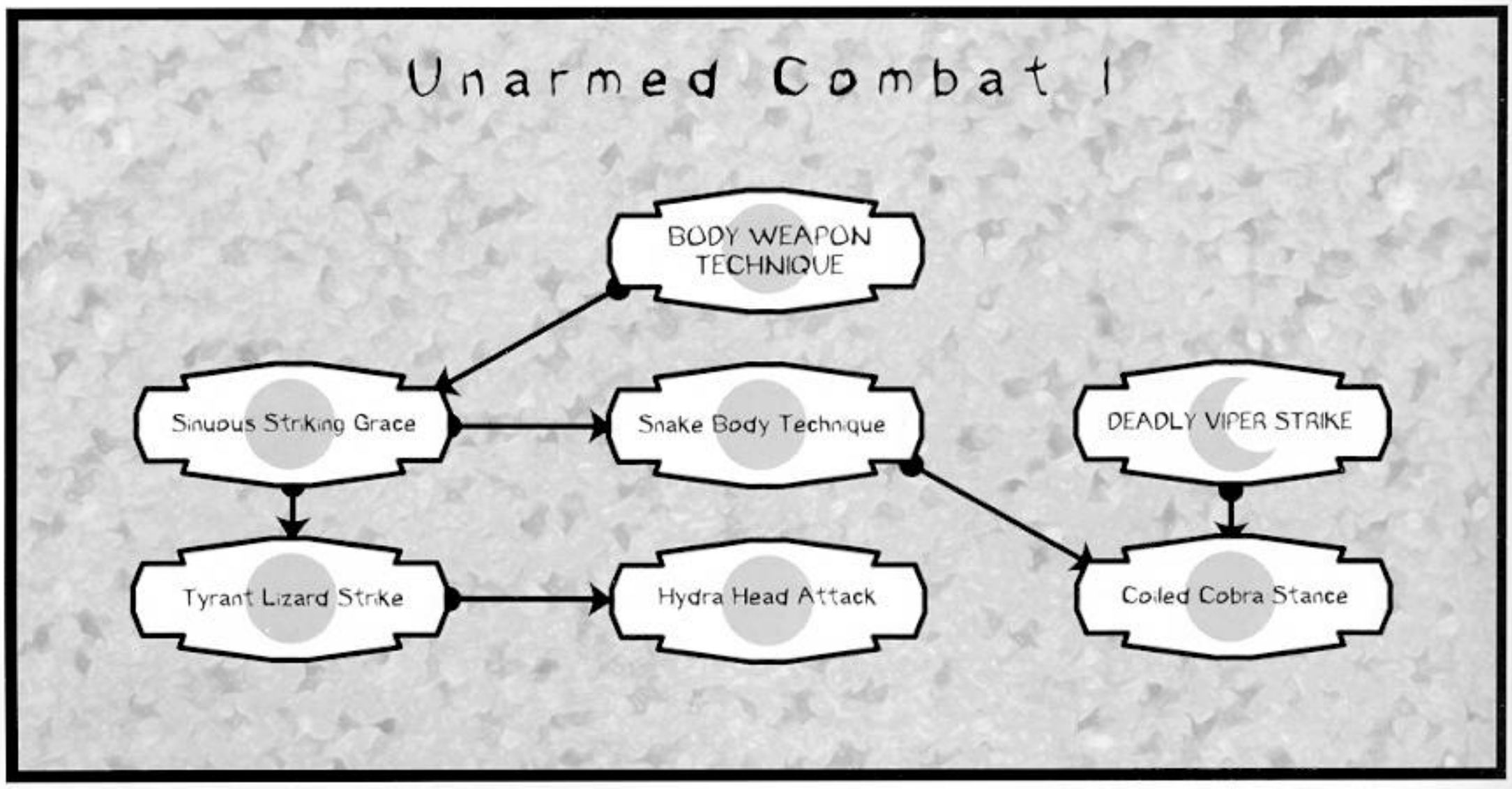
Tree-Dwelling Jaguar Claws

Cost: 3 motes
Duration: One scene
Type: Simple
Minimum Dexterity: 3
Minimum Essence: 3
Prerequisite Charms: Shaping the Ideal Form

Using his protean abilities to grow claws and to adapt his skeleton and muscles, a Lunar Exalted can ascend trees (or other surfaces where his claws can grip) with surprising ease. The Lunar normally uses half his movement rate when climbing but may use his full movement rate without penalty if his player makes a successful Dexterity + Athletics roll. When faced with difficult climbing conditions (high winds, overhangs, etc.) a Lunar using this Charm reduces the difficulty of the Dexterity + Athletics roll by 1 (but not below 1). If the Lunar makes unarmed Brawl or Martial Arts attacks while the Charm is active, his attacks inflict lethal damage.

Cat Paw Climbing Style

Cost: 5 motes
Duration: One scene
Type: Simple
Minimum Dexterity: 4
Minimum Essence: 4



Prerequisite Charms: Tree-Dwelling Jaguar Claws

Using this Charm, a Lunar may ascend, descend or traverse any surface with relative ease, even if there are no obvious handholds. Instead, he relies on minute adjustments to his fingers and toes to exploit minute variations in surface texture. The Lunar may move up to half his normal movement rate either horizontally or vertically and reduces the difficulty of all Dexterity + Athletics rolls by 2 (but not below 1). Lunar characters may carry up to 100 pounds per point of Strength while using this Charm.

Unarmed Combat Charms

Body Weapon Technique

Cost: 1 mote
Duration: Instant
Type: Supplemental
Minimum Strength: 1
Minimum Essence: 1
Prerequisite Charms: None

A Lunar may use this Charm to enhance his unarmed-combat abilities, making his blows more deadly by focusing Essence into his limbs. Rather than inflicting bashing damage when executing a single unarmed Brawl or Martial Arts attack (not a wrestling maneuver), his blow causes lethal damage.

Unarmed Combat

The Lunar's unarmed-combat Charms are mostly tied to the Attributes of Strength and Dexterity and used in conjunction with Brawl or Martial Arts actions. A character using these Charms must actually be unarmed — she cannot use brawling aids or martial arts weapons and benefit from the effect of a Charm that specifies she must fight unarmed. However, Lunars with natural weapons such as claws and fangs are considered "unarmed" while using these Charm effects or Deadly Beastman Transformation gifts.

Sinuous Striking Grace

Cost: 1 mote per +1 initiative
Duration: Instant
Type: Reflexive
Minimum Dexterity: 1
Minimum Essence: 1
Prerequisite Charms: Body Weapon Technique

The Lunar uses the Sinuous Striking Grace Charm to guide his actions, allowing Essence flows to suggest the likely actions of allies and enemies alike. When rolling initiative, the Lunar may spend motes of Essence to

improve his initiative rating, 1 mote buying a +1 modifier to a maximum of the Lunar's Dexterity score.

Tyrant Lizard Strike

Cost: 1 mote per die
Duration: Instant
Type: Supplemental
Minimum Dexterity: 2
Minimum Essence: 1
Prerequisite Charms: Sinuous Striking Grace

By means of this Charm, a Lunar can instinctively perceive the flows of Essence in his target, using the victim's intentions to easily guide the Exalt's blows through the enemy's defenses, making the Lunar's claws and teeth incredibly accurate. For each mote of Essence spent on this Charm, the Lunar gains an additional attack die on a single unarmed Brawl or Martial Arts attack. These bonus dice may not exceed the character's Dexterity.

Hydra Head Attack

Cost: 3 motes per attack, 1 Willpower
Duration: Instant
Type: Extra action
Minimum Dexterity: 3
Minimum Essence: 1
Prerequisite Charms: Tyrant Lizard Strike

A skilled Lunar can use Essence to enhance his reactions, giving him preternatural reflexes and allowing him to attack multiple times in a turn. For every 3 motes of Essence spent activating this Charm, the Lunar gains an additional unarmed Brawl or Martial Arts attack. A Lunar can buy no more extra actions than his permanent Essence, nor more than (the initiative on which he activated this Charm ÷ 3, rounded down). This normally means (the character's initiative ÷ 3), but Lunars who hold their action and then invoke this Charm may lose their ability to make many extra actions.

Snake Body Technique

Cost: 5 motes
Duration: Instant
Type: Reflexive
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Sinuous Striking Grace

By utilizing the sinuous movements of a snake, the Lunar can use a civilized enemy's strengths against him. When attacked by a Melee or Martial Arts attack but before damage is rolled, the Exalt's player can make a reflexive Dexterity + Dodge roll against a difficulty equal to the number of successes rolled on the attack. If the roll succeeds, any damage from the attack is applied to the attacker instead of the Lunar, with extra successes by the Lunar increasing the number of damage dice. Even if the Exalt fails to reflect the attack, Lunar's successes on the Dexterity + Dodge roll still reduce the attack's successes normally. The Snake Body Technique is a form of dodge and cannot be used against undodgeable attacks, nor can it be used to avoid counterattack-type effects.

Coiled Cobra Stance

Cost: 5 motes
Duration: Variable
Type: Supplemental
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Snake Body Technique, Deadly Viper Strike

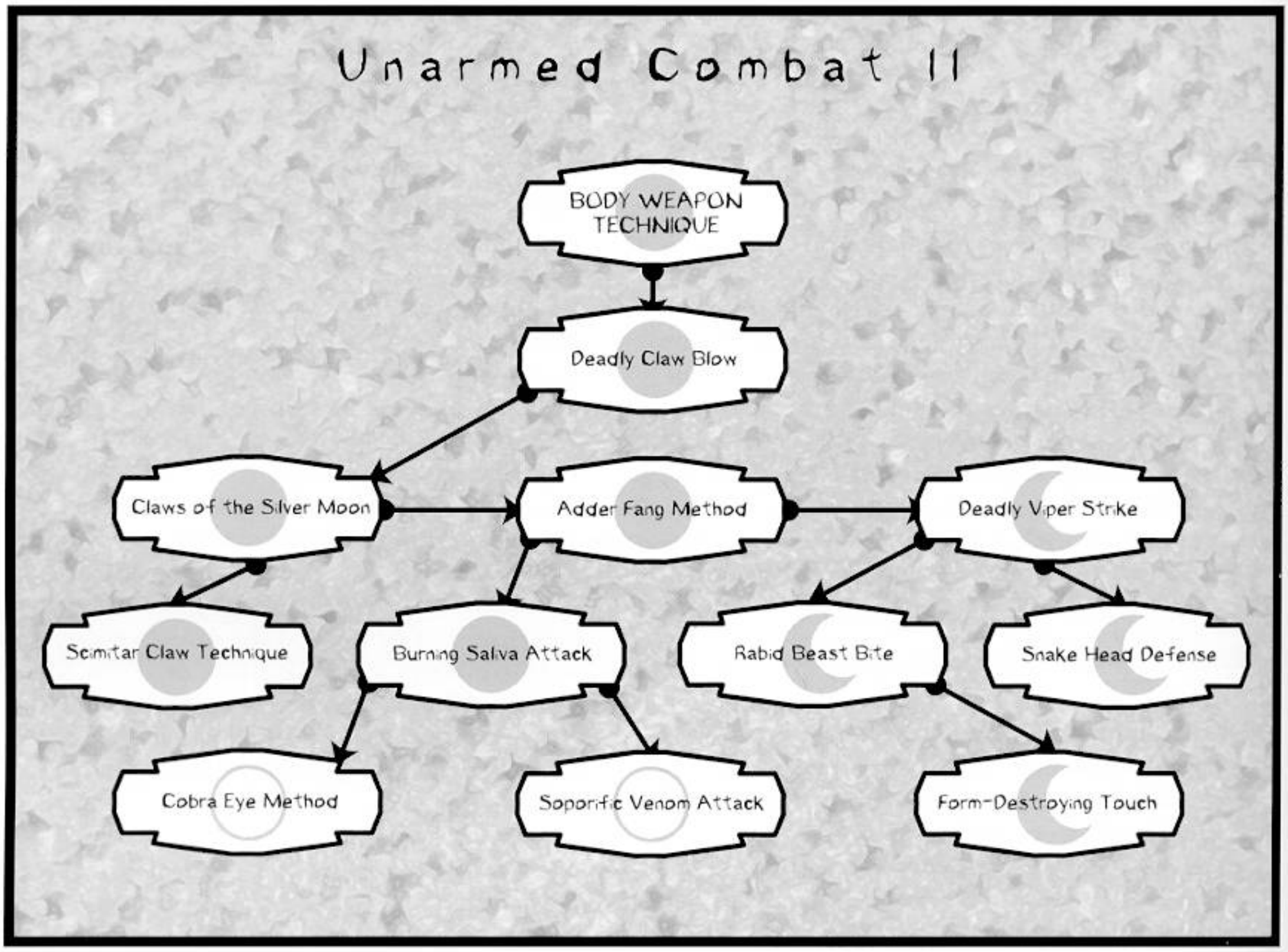
By holding his body in anticipation of the opponent's actions, a Lunar using this Charm can ready a devastating blow against his foe, timing that blow with deadly precision. The Lunar activates the Charm before rolling initiative and chooses a self-inflicted initiative penalty. For every point of penalty on the initiative roll, the Lunar gains a bonus die to his attack roll. This bonus cannot exceed the Lunar's Dexterity, counts against the Exalted's Dexterity Charm dice and only applies during turns when the character plans to make Brawl or Martial Arts attacks. If the Lunar does not attack in the turn in which the Charm is activated, the advantages of the Coiled Cobra Stance are lost. If the Lunar full dodges or aborts to a parry, the effects of the Charm are lost. Coiled Cobra Stance cannot be used in a Combo with Charms that grant extra actions. A character cannot split his dice pool in a turn when he uses the Coiled Cobra Stance.

For Example: After the first turn of combat, Kajeha Lef knows she is faster than her opponent does and opts to use the Coiled Cobra Stance. Kajeha is in hybrid form and has a Dexterity of 6 but opts to delay her initiative by only 5 points rather than risk the opponent acting first. In the second turn of combat, her initiative score is 14 (reduced to 9), while her opponent gets a 7 total. Kajeha still acts first, but her use of the Coiled Cobra Stance adds 5 dice to her attack pool.

Deadly Claw Blow

Cost: 2 motes per success
Duration: Instant
Type: Reflexive
Minimum Dexterity: 2
Minimum Essence: 1
Prerequisite Charms: Body Weapon Technique

This Charm allows the Lunar to harness his bestial prowess to become a killing machine. He becomes instinctively aware of an opponent's weak spots and how to exploit them, allowing him to target his attacks to maximum effect. He may spend Essence to turn his Dexterity dice into automatic successes when making a



single unarmed Brawl or Martial Arts attack. The dice converted into automatic successes are not rolled as part of his dice pool but the remaining dice (including Ability dice and any Attribute dice not converted to successes) are rolled normally. Each Attribute die converted costs 2 motes of Essence. The precision of the Deadly Claw Blow allows the Lunar to harm beings not wholly in the material world, allowing him to target spirits even if they are dematerialized.

For Example: Swims in Shadows uses Deadly Claw Blow to enhance his abilities in combat with the Fair Folk. His player spends 6 motes of Swims in Shadows' Essence to convert his 3 Dexterity dice into automatic successes, then rolls the four dice of his Brawl Ability to see if he can increase this number. He rolls 3, 4, 8 and 1, adding one additional success, for a total of four successes.

Claws of the Silver Moon

Cost: 4 motes
Duration: Instant
Type: Simple
Minimum Stamina: 2
Minimum Essence: 1
Prerequisite Charms: Deadly Claw Blow

Using this technique, the Lunar temporarily transforms his claws and fangs into moonsilver, drastically improving his combat abilities. When using the Charm, the Lunar may make unarmed claw attacks with his Brawl or Martial Arts at Spd +6, Acc +1, Dmg +3L, Pry +1. He may make unarmed bite attacks with those Abilities at Spd +0, Acc + 2, Dmg +5L, Pry +0. Claws of the Silver Moon can harm spirits even if they are dematerialized, and Charms that enhance moonsilver weapons may be used in conjunction with Claws of the Silver Moon.

Scimitar Claw Technique

Cost: 5 motes, 1 Willpower
Duration: One scene
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Claws of the Silver Moon

Focusing Essence in his claws and teeth, not only does the Lunar transform his claws and teeth into moonsilver, but he also enlarges and reshapes them into vicious rending weapons, well capable of disemboweling an ill-prepared foe. When using the Charm, the Lunar's claw attacks are Spd +6, Acc +4, Dmg +5L, Pry +4. The Lunar's bite attacks are Spd +3, Acc +2, Dmg +8L, Pry +0. Charms that

enhance moonsilver weapons may be used in conjunction with the Scimitar Claw Technique. Claws created with the Scimitar Claw Technique can harm dematerialized spirits.

Adder Fang Method

Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Stamina: 3
Minimum Essence: 2
Prerequisite Charms: Claws of the Silver Moon

Lunars who know the Adder Fang Method can enhance their attacks with venom. The Charm momentarily creates poison generating glands or ducts, releasing toxins whenever the Lunar successfully makes an unarmed Brawl or Martial Arts bite attack. In addition to the normal damage of the attack, if the target takes damage, she suffers an additional number of dice of lethal damage equal to the Stamina + Essence of the Lunar. This damage is soaked separately and does not add extra successes. However, it ignores the target's armor — only Stamina and other natural soak apply.

Burning Saliva Attack

Cost: 3 motes
Duration: Instant
Type: Simple
Minimum Dexterity: 4
Minimum Essence: 2
Prerequisite Charms: Adder Fang Method

Using this Charm, a Lunar channels Essence into his digestive system, momentarily transforming his stomach acids into a lethal weapon. He can spit this corrosive phlegm at a target within 10 yards. The attack uses Dexterity + Thrown or Athletics with a -1 accuracy modifier. The opponent may dodge but not parry. The attack inflicts 8L + extra successes. The Burning Saliva Attack continues to harm the opponent each turn until it is washed off or otherwise removed. Scraping the acid off requires a Dexterity + Athletics roll and is not a reflexive action — the victim or one of his associates must use a dice action to do so, though she need not roll.

Rather than directly attacking an enemy with his acid saliva, the Lunar can target the opponent's weapon. The accuracy of such attacks is -2, and rather than the opponent soaking the damage, her weapon must do so. Its soak is equal to its damage value (so a straight sword that inflicts +3L has a soak of 3). Roll unsoaked damage dice normally, and every two successes reduce the weapon's damage value by one. If the weapon's damage reaches 0, the weapon is rendered useless. The acid continues to harm the



weapon until it is removed, which requires a non-reflexive Dexterity + Athletics action, though the player of the character removing the acid need not actually roll. Such an attack doesn't affect weapons made of the Five Magical Materials.

Cobra Eye Method

Cost: 4 motes
Duration: Instant
Type: Simple
Minimum Intelligence: 5
Minimum Essence: 3
Prerequisite Charms: Burning Saliva Attack

A sufficiently skilled Lunar can adjust the lethality of his acid saliva, adjusting its damage and efficacy to meet specific requirements. One such alternative is to reduce the damage of the attack in favor of more precise targeting of the attack. A Lunar may attack as per the Burning Saliva Attack (range 10 yards, accuracy -1, damage 8L + extra successes, opponent may not parry), and if the attack is successful, his player rolls damage normally. However, as well as inflicting health levels of damage, such an attack can reduces of the target's Physical Attributes (Strength, Dexterity and Stamina), his Appearance or his Perception. After rolling for damage, the Lunar may sacrifice a health level of damage to reduce one of the target's Physical Attributes, his Appearance or his Perception by one dot. An Attribute cannot be reduced below 1 with this Charm. An Exalt requires a week of healing to recover each Attribute point lost, but such injuries are permanent if inflicted on mortals.

Soporific Venom Attack

Cost: 6 motes
Duration: Instant
Type: Simple
Minimum Wits: 3
Minimum Essence: 2
Prerequisite Charms: Burning Saliva Attack

By adjusting the composition of his saliva, the Lunar can transform the Burning Saliva Attack from an agonizing assault into a means of subduing a foe. The Soporific Venom Attack functions as per the Burning Saliva Attack, attacking at -1 accuracy at a range of 10 yards. However, the damage it inflicts is 14B + extra successes. The target may be rendered insensate in two ways: He may sustain sufficient bashing damage to render him incapacitated, or the toxin may shock him into unconsciousness. The latter may happen if the number of bashing health levels inflicted by a single attack after damage is rolled exceeds the target's Stamina Attribute. If it does, the target's player must make a reflexive Stamina + Endurance roll against a difficulty equal to the Lunar's Essence. If the defender succeeds, he simply takes the bashing damage from the attack. Otherwise, he is immediately rendered unconscious for a number of minutes equal to the Lunar's Stamina + Essence.

Deadly Viper Strike

Cost: 8 motes, 1 Willpower
Duration: Instant
Type: Supplemental
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Adder Fang Method

The Deadly Viper Strike allows the Lunar to create and use a more toxic variant of the venom in the Adder Fang Method. This Charm must be used as part of an unarmed Brawl or Martial Arts attack. In addition to the normal attack damage, the venom injected into the target causes injury and pain, though the immediate damage is less than for the Adder Fang Method toxin. Instead, if the Lunar's attack was successful and does damage, the victim's player must roll Stamina + Endurance against a difficulty equal to the Lunar's Essence. If the roll fails, the target suffers an automatic level of lethal damage, and his player must roll again (at the same difficulty) next turn. Success indicates that the target sustains no injury, and any additional successes reduce the difficulty of resisting next turn. If the difficulty is reduced to 0, the poison is no longer effective. A botch indicates that the target suffers two automatic levels of lethal damage, and the difficulty of resisting next turn increases by one.

Rabid Beast Bite

Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Charisma: 3
Minimum Essence: 3
Prerequisite Charms: Deadly Viper Strike

Fists, fangs and talons are only the most obvious components of a Lunar's arsenal. Using the Rabid Beast Bite, a Lunar Exalt can focus tainted traces of Essence into an injury, no matter how insignificant. Any wounds caused by a Brawl or Martial Arts attack supplemented by Rabid Beast Bite are likely to become infected, even if the attack inflicted only bashing damage.

Players must make a roll for their characters to avoid infection on any injury caused by such an attack. Wounds that would normally have a chance of infection (those inflicting lethal or aggravated damage) increase the difficulty of the roll to avoid infection by the Lunar's Essence, and rolls for the unExalted to recover from the infection are also increased by the Lunar's Essence. The difficulty of avoiding infection from bashing damage is 1. The cost of this Charm must

be paid before the Lunar makes his attack roll. Using the Rabid Beast Bite on another Lunar is considered a sign of great disrespect.

Form-Destroying Touch

Cost: 10 motes, 1 Willpower
Duration: Instant
Type: Supplemental
Minimum Charisma: 4
Minimum Essence: 4
Prerequisite Charms: Rabid Beast Bite

Some Lunars regard rending an opponent's body as too swift a punishment for whatever her offense has been and seek to prolong the agony and distress of their opponent. By means of the Form-Destroying Touch, the Lunar uses his protean abilities to disrupt the body of his opponent. The effects are weak at first but persist, with increasing effectiveness. If the technique is successful, wild mutations spring up on the victim's body, slowly consuming and warping her form until nothing is left but a shapeless mass.

The Form-Destroying Touch must be activated before the Lunar makes an unarmed Brawl or Martial Arts attack. The Charm has no effect unless the Exalt gets at least one success on his attack roll — if the attack roll fails or if the target blocks or dodges the attack, the Charm has no effect, and the motes and Willpower are lost. However, if the attack lands, the Lunar's player rolls damage dice as normal — which the target cannot soak — though no actual damage is recorded on the target's health levels. Instead, if the successes inflicted by the attack equal or exceed the target's Stamina, the Lunar has implanted part of his protean power in the victim, with potentially devastating consequences. If the phantom damage does not exceed the victim's Stamina, the Charm dissipates with no lasting effect.

The target of a successful Form-Destroying Touch suffers no ill effects for the first day after she has been attacked, though the corrupt Essence is already at work. Each day after the first, anomalies begin to emerge, and the target must attempt to resist the corruption (roll Stamina + Endurance against a difficulty equal to the Lunar's Essence). If the roll succeeds, she resists ill effects *for that day*. If the roll fails, she suffers aggravated damage; the first time this happens, the damage is a single die, but it increases to two dice the second time the roll fails, three the third, and so forth, as the contagion continues to spread its mutations and damage. These damage dice are rolled normally. If the number of contagion-inflicted aggravated health levels of damage exceeds the victim's Essence + Stamina, the victim's body looses cohesion, and she dies, transmuted into a chaotic jumble of mutated organs and protoplasmic sludge.

Form-Destroying Touch cannot be used on those immune to shapeshifting (such as Lunars) or where a Charm or sorcery prevents the Lunar from touching his victim or shields the target from Wyld mutation. Mortal medicine is powerless to cure the Form-Destroying Touch, though Charms such as Bodily Regeneration Prana can negate the effect of Form-Destroying Touch if they cure all the aggravated damage from the character's health track. Disease-curing Charms and magical remedies do nothing unless they are of incredible power (the legendary Panacea Pipe might cure an afflicted character, for example). The notable exception is the cure-all Sweet Cordial (see **Exalted**, p. 336, which allows the victim's player a regular Stamina + Resistance roll at difficulty 1 to defeat the infection.

Snake Head Defense

Cost: 6 motes
Duration: Indefinite
Type: Simple
Minimum Charisma: 3
Minimum Essence: 4
Prerequisite Charms: Deadly Viper Strike

Using this Charm, a Lunar can fashion part of his body — usually the hair or a tail — into the form of a venomous snake or snakes. If doesn't matter if the Lunar has one large snake or many smaller ones, the effect is the same. These snake-buds act pseudo-independently of the Lunar. Though limited in reach to half the Lunar's Essence in yards (rounded down), the snakes can attack independently of the character. The snake or snakes attack targets of the Exalt's player's choosing and act on the Lunar's initiative. The snake-extensions fight with half (round down, minimum 1) the Lunar's Attribute and Ability scores and do Strength + 1L base damage. They act once per turn but can split their dice pool normally. Though lacking the raw strength of the Exalt, a serpent's bite is venomous, acting in the same manner as the Deadly Viper Strike (see above). However, the venom is less than the Lunar's own, and the victim's player need only roll Stamina + Endurance against a difficulty equal to *half* the Lunar's Essence (rounded down, minimum 1).

A snake may be attacked independently of the Lunar and has 3 health levels: -1, -2 and -4. A fourth point of damage "kills" or disables the snake. These wounds do not affect the Lunar while the snake remains in existence, but if he chooses to discontinue the Charm, half (round up) of any wounds suffered by the character's ophidian offshoots transfer to the Exalt. Damaged snakes heal at the same rate as an Exalt (*not* as fast as the Lunar using the Charm); dead snakes do not heal. While a snake remains "alive," a Lunar Exalted cannot be subjected to an unanticipated attack by



a visible foe. The snakes cannot parry or dodge, but a Lunar whose snake-extensions are attacked can parry or dodge the attack as if it was against the Lunar himself. A Lunar cannot use this Charm more than once at a time on himself.

Monkey Arm Style

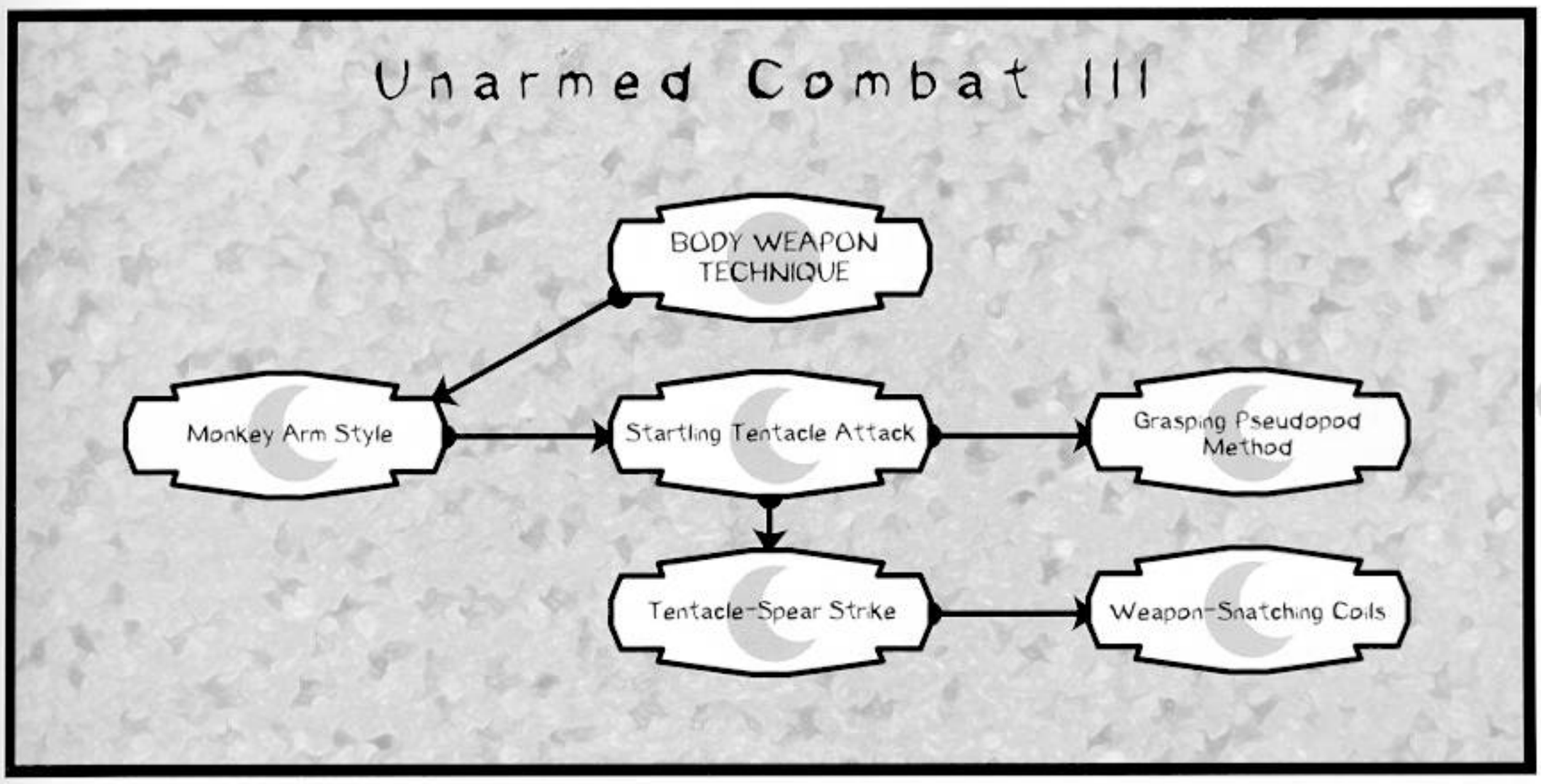
Cost: 2 motes
Duration: Instant
Type: Reflexive
Minimum Manipulation: 2
Minimum Essence: 1
Prerequisite Charms: Body Weapon Technique

Ordinarily, a Lunar can only attack targets within arm's reach. The Monkey Arm Style allows the Lunar to surprise his opponents by extending his reach by a number of yards equal to his Essence. The Charm causes one or both of the Lunar's arms to elongate, reshaping bone and muscle to create a long, sinuous limb that, despite its snake-like appearance, remains fully functional. The hand can grasp objects or targets but lacks the finesse required to wield a weapon effectively. The Monkey Arm Style can be used on its own to extend the Lunar's reach for an instant, but it is most commonly used as part of a Brawl or Martial Arts attack, allowing the character to make unarmed attacks or wrestling maneuvers at a distance equal to his Essence in yards.

Startling Tentacle Attack

Cost: 3 motes per attack
Duration: Instant
Type: Extra action
Minimum Manipulation: 2
Minimum Essence: 1
Prerequisite Charms: Monkey Arm Style

This Charm allows the Lunar to pour Essence into one of his limbs, which splits into multiple, writhing tentacles. Anything held in that limb is dropped, and while the Exalted's natural weaponry functions as normal, the damage is always converted to bashing before it is applied to the target. Each of the tentacles is capable of making a separate attack at the Lunar's full Dexterity + Brawl or Martial Arts dice, although all must attack the same target within a number of yards equal to twice the Lunar's Essence. If the defender dodges, make one roll and apply it to all attacks. However, parry attempts must be made against each attack. The tentacles re-form into the original limb after the attacks are made. The Exalted cannot create more tentacles than his permanent Essence.



Grasping Pseudopod Method

Cost: 5 motes
Duration: Until attack ends
Type: Supplemental
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Startling Tentacle Attack

Using this Charm, the Lunar shapes one of his limbs into a single, powerful tentacle that allows the Lunar to make clinch, hold and throw attacks out to a number of yards equal to twice his Essence (per the rules on pages 239 and 240 of **Exalted**). If the Lunar's player botches his attack roll or if the target gets five more successes than the Lunar in any contest related to the wrestling, the Lunar's player must make a reflexive Wits + Athletics roll or have his character thrown toward the target and suffer the effects of knockdown.

Tentacle-Spear Strike

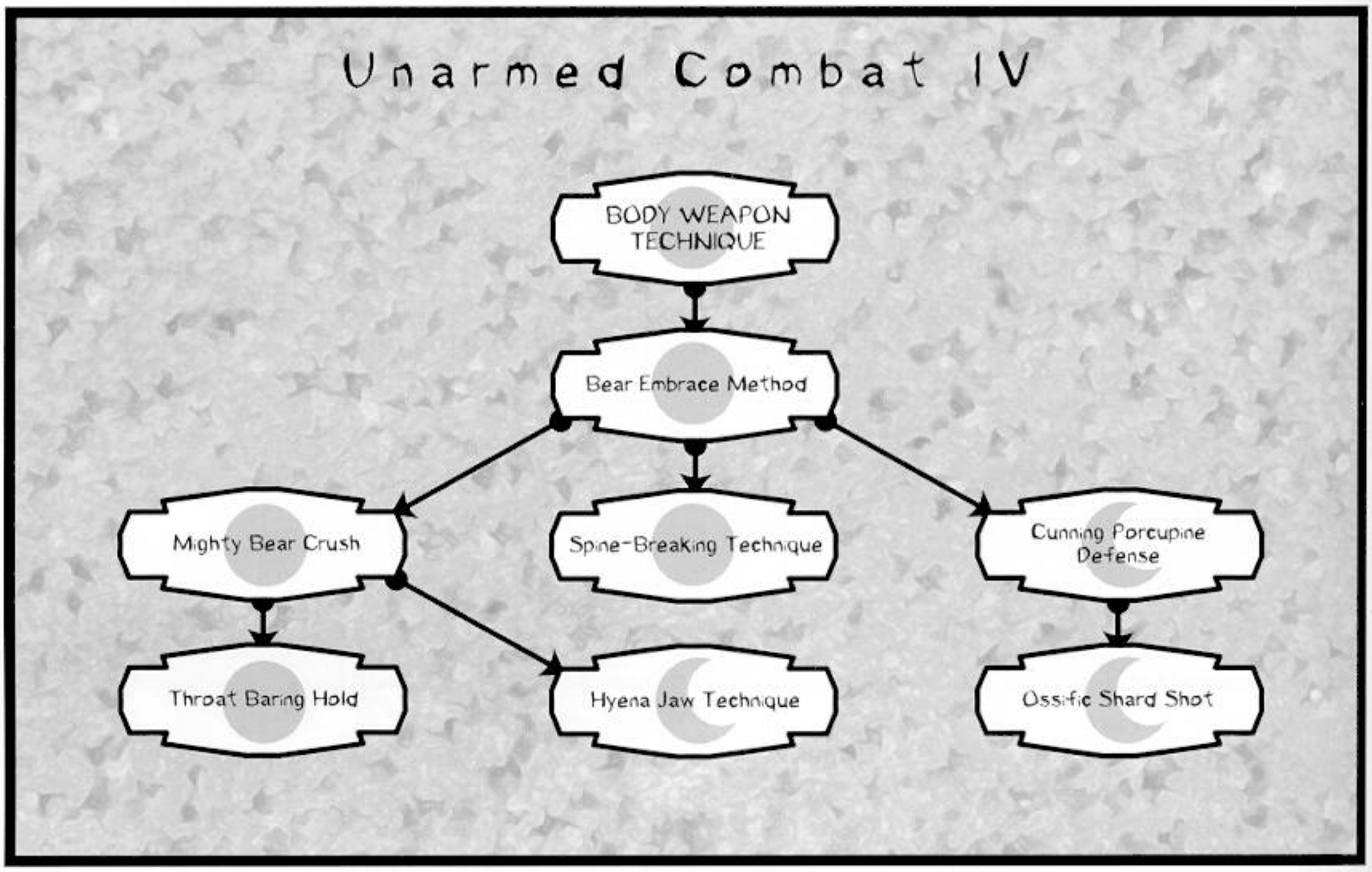
Cost: 4 or 5 motes per tentacle
Duration: Instant
Type: Extra Action
Minimum Manipulation: 4
Minimum Essence: 3
Prerequisite Charms: Startling Tentacle Attack

By increasing the amount of Essence he commits when creating tentacles, the Lunar can strike at targets further away, allowing him to make hand-to-hand attacks at incredible range. The Lunar can make a number of tentacle attacks up to his permanent Essence, and each tentacle may make a separate attack at the Lunar's full Dexterity + Brawl or Martial Arts. A tentacle does damage as if it were a normal unarmed attack by the Lunar. Each tentacle may attack the same target, or they may attack different victims, but each defender must be in sight and within a number of yards of the Lunar equal to (the Lunar's Essence x 10). Roll each attack separately, but if the target parries or dodges the attack, make one roll and apply it to all attacks directed against him. As a result, the Lunar's opponent may avoid some none, some or all of the tentacles. The tentacles re-form into the original limb immediately after the attacks are made. The cost of the Charm is 4 motes per tentacle if all are directed at a single target, or 5 motes per tentacle if the attacks are targeted at multiple foes.

Weapon-Snatching Coils

Cost: 4 motes per tentacle, 1 Willpower
Duration: Instant
Type: Simple
Minimum Manipulation: 4
Minimum Essence: 3
Prerequisite Charms: Tentacle-Spear Strike

By directing his pseudopodia at an opponent's weapon, the Lunar can use the multiplicity of the tentacles and their speed and reach to foil the opponent's attacks. The maximum number and reach of the tentacles is as per the Tentacle-Spear Strike (Essence x 10 in yards, no more than Essence tentacles), but rather than rolling Dexterity + Brawl, the Lunar's player rolls Strength + Brawl, adding 1 die for each tentacle formed. The opponent may seek to parry or dodge the attack, but if the number of successes remaining after defense still exceeds the target's Dexterity, she is disarmed. Weapon-Snatching Coils do



not inflict damage on the target, and the attack cannot be split between multiple foes.

Bear Embrace Method

Cost: 1 mote per die
Duration: Instant
Type: Supplemental
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Body Weapon Technique

Lunars revel in the visceral nature of hand-to-hand combat, particularly when they can feel the breath of their opponents on their face. As a consequence, grappling is a favored technique. This Charm allows the Lunar to fortify his musculature, allowing his player to purchase additional dice up to the character's Dexterity when rolling a single wrestling attack with Martial Arts or Brawl. The Charm allows the addition of dice to enact, continue or escape from such maneuvers or to do extra points of damage in a clinch attack.

Spine-Breaking Technique

Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Strength: 3
Minimum Essence: 2
Prerequisite Charms: Bear Embrace Method

The pinnacle of their wrestling abilities, the Spine-Breaking Technique demonstrates the awesome power of the Lunars' bestial nature. By means of this Charm, the Lunar turns a painful and often incapacitating attack into a lethal demonstration of his prowess. The Lunar makes a clinch attack as normal, but rather than the normal bashing damage, the Spine-Breaking Technique inflicts lethal damage. The Spine-Breaking Technique is also very difficult for the victim to escape from, and the player of a Lunar who activated the technique with his last action adds the Lunar's Strength in automatic successes to the roll to resist any escape attempt. A Lunar caught in a clinch may activate this Charm on his action to do lethal damage. The Spine-Breaking Technique can be used in a Combo with Charms that increase the character's Strength but not with any that enhance Dexterity.

Mighty Bear Crush

Cost: 2 motes per die
Duration: Instant
Type: Reflexive
Minimum Strength: 4
Minimum Essence: 2
Prerequisite Charms: Bear Embrace Method

This Charm allows the Lunar to imbue his muscles with Essence, giving flesh and bone the strength and consistency of steel hawsers. When the character has successfully executed a clinch, tackle or throw or is doing

damage from maintaining a clinch, this Charm allows the Lunar to transform dice up to his Strength into automatic damage successes. However, the maximum number of dice the Lunar can transform is equal to his Essence or Strength, whichever is lower. The Essence for this Charm is spent after soak is applied, so characters need not worry about wagering Essence. The Mighty Bear Crush can be used against any target the Lunar perceives, including dematerialized spirits.

Throat-Baring Hold

Cost: 5 motes per turn
Duration: Varies
Type: Supplemental
Minimum Dexterity: 4
Minimum Essence: 2
Prerequisite Charms: Mighty Bear Crush

Lunars revel in close combat, and many are unafraid to place themselves in a disadvantageous position if doing so will aid their hunting companions. Indeed, doing so is seen by many as both a test of strength and courage. The Throat-Baring Hold is one of the most powerful expressions of this, allowing a Lunar who has his opponent in a hold to "open" the opponent's defenses to other attackers.

The Lunar must make a successful hold attack. Any extra successes reduce the target's lethal and bashing soak totals until the Lunar's next action or until the opponent breaks free. As with normal hold attacks, the Lunar's attack does not inflict damage. The Throat-Baring Hold may be maintained for multiple turns, but the Lunar must spend 5 motes and his action (and Charm) for the turn in order to maintain the Charm, and the target may break out, just as if it were a normal hold.

The penalty inflicted remains the same from turn to turn, until the hold is broken — a Lunar whose initial attack fares poorly must release his foe and apply the hold again to get a new result. In all turns after the initial attack, the Lunar's player may add the Exalt's Strength as automatic successes to the roll for the purposes of combating the target's escape attempts and reducing soak totals. Attacks against the target will not harm the Lunar — the Charm helps keep him clear of the incoming strikes — but a botched attack may still strike him.

Hyena Jaw Technique

Cost: 6 motes
Duration: Indefinite
Type: Simple
Minimum Manipulation: 2
Minimum Essence: 3
Prerequisite Charms: Mighty Bear Crush

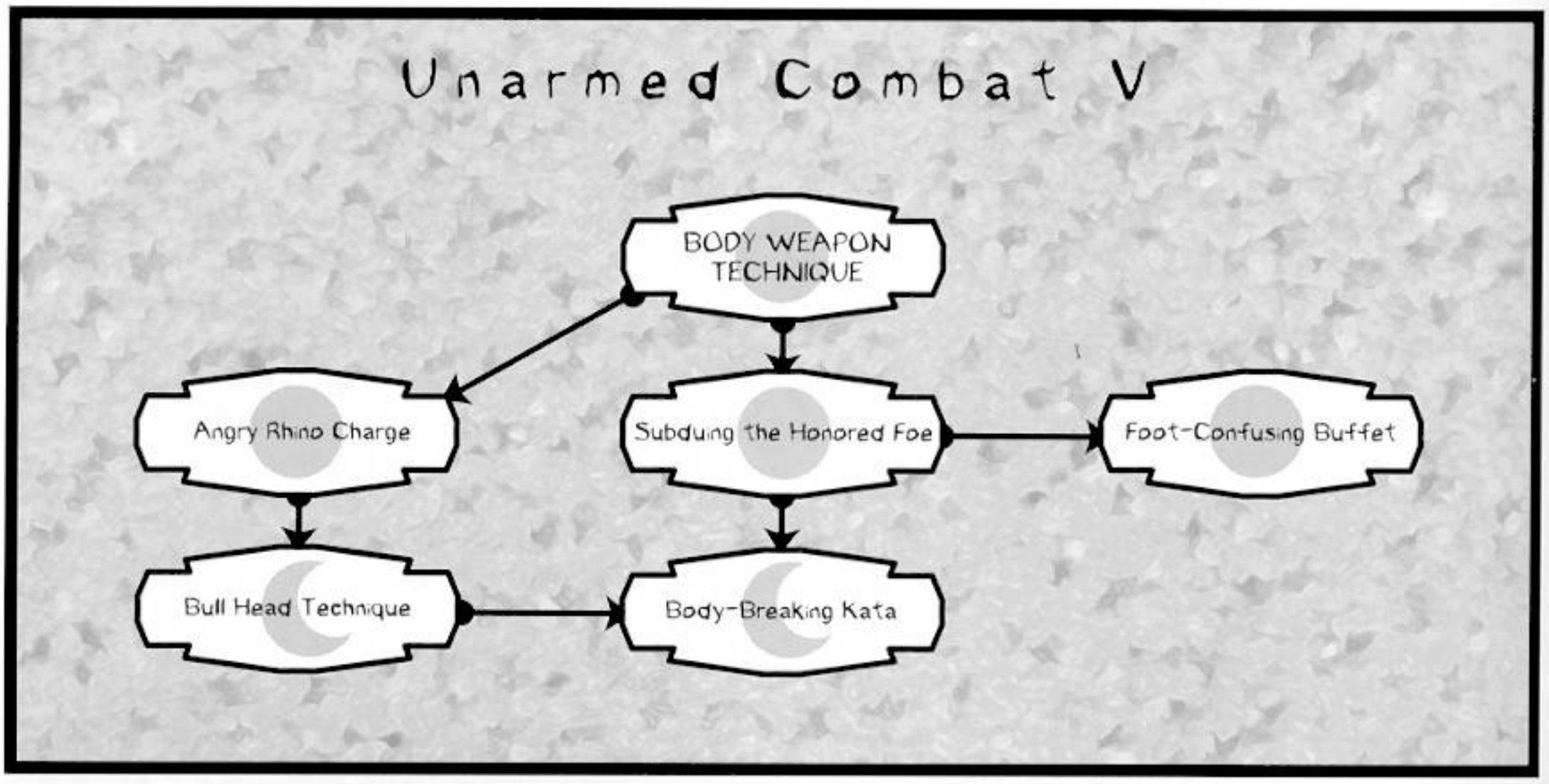
Despite their formidable strength and unparalleled martial prowess, a foe is sometimes able to resist the Lunar's attentions for a protracted period. Activating the Hyena Jaw Technique allows a Lunar who has his opponent in a clinch or hold to subdue the foe quickly. The Charm, usable only in beastman form, allows the Lunar to extend his neck and muzzle, allowing him to clamp his jaws on the opponent's throat. Every turn the Charm is in effect, the target loses a dot of temporary Stamina and falls unconscious if reduced to 0 Stamina. If the target attempts to break away from the clinch or hold, she must soak lethal damage equal to the Lunar's Strength + 2, irrespective of the success (or otherwise) of her player's escape roll. If the target falls unconscious as a result of Stamina loss or her injuries, further damage inflicted by the Hyena Jaw Technique reduces one of the target's Mental Attributes (Perception, Intelligence or Wits) by one, but not below 0. If all four targeted Attributes are reduced to 0, the target dies. A victim of Hyena Jaw Technique regains one Attribute dot per day.

Cunning Porcupine Defense

Cost: 5 motes, 1 Willpower
Duration: Indefinite
Type: Simple
Minimum Charisma: 3
Minimum Essence: 3
Prerequisite Charms: Bear Embrace Method

Though reveling in close combat, there are times Lunars seek to escape the clutches of their opponents and brute strength is not enough. This Charm, which can only be used when in the hybrid beastman form, allows the Lunar to give his foe a deadly surprise. After activating the Charm, the Lunar sprouts a number of 6-inch long, razor-sharp spines. Anyone who is clinching the Lunar when the spines form or who thereafter clinches, holds or otherwise engages in wrestling with the Lunar, risks grave injury. Those clinching or holding the Lunar suffer damage equal to the Lunar's Strength + 5L, and the Lunar substitutes this for his normal damage when he does damage in a clinch.

Any unarmed attacks made by the Lunar while the spines are extended inflict lethal damage rather than bashing. Players of characters who make unarmed attacks against a Lunar using the Cunning Porcupine Defense must make a reflexive Dexterity + Athletics roll (Difficulty 3) or else their characters suffer lethal damage equal to their own Strength. Regardless, the Lunar takes damage from the opponent's attack as normal. The Cunning Porcupine Defense remains in effect as long as the Lunar commits Essence to the Charm and stays in beastman form. If the Lunar leaves



hybrid form or stops committing Essence, the spines merge back into his body.

Ossific Shard Shot

Cost: 2 motes
Duration: Instant
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 3
Prerequisite Charms: Cunning Porcupine Defense

Using this Charm, a Lunar can tear a fragment from her bones and reform her muscles to launch it from her body, hurling it at an opponent within a range of (her Perception x 10) in yards. This attack is horrible to behold, as the shard tears free of the Lunar's body in a shower of blood and torn tissue, which, like the bone, regenerates near-instantly. The attack is made with Dexterity + Archery or Thrown, at -1 accuracy, and it inflicts (9L + extra successes) damage.

Angry Rhino Charge

Cost: 1 mote per 2 dice
Duration: Instant
Type: Supplemental
Minimum Strength: 2
Minimum Essence: 2
Prerequisite Charms: Body Weapon Technique

Rather than simply wounding an opponent, a Lunar may use her strength and body mass to overbear the opponent and force him into a disadvantageous position. Using the Angry Rhino Charge after making a successful Brawl or Martial Arts attack allows the Lunar's player to purchase extra dice of damage up to the Exalt's Strength Attribute. These bonus dice do not add to the damage inflicted by the attack, but they do count toward determining knockdown and/or knockback (see **Exalted**, pp. 234-235) and also determine the difficulty of the target's roll to avoid knockdown.

For Example: Ma-Ha-Suchi, in beastman form, uses the Angry Rhino Charge in his battle with the Terrestrial Gavus. After Ma-Ha-Suchi successfully strikes the Dragon-Blooded, 3 motes are spent to purchase six extra dice to supplement the ancient Lunar's natural Strength. Gavus has a combined Stamina + Resistance of 8, which Ma-Ha-Suchi's damage dice exceed. Gavus' player must therefore get five successes (the number of dice purchased by Ma-Ha-Suchi), or the Dragon-Blood suffers knockdown.

Bull Head Technique

Cost: 2 motes per die
Duration: Instant
Type: Supplemental
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Angry Rhino Charge

The Lunars can grow not only tentacles, but also other enhancements as well. Through the use of this Charm, the Lunar reshapes his head to be like that of a bull, including the bull's deadly horns, for the instant of an attack. Using the Bull Head Technique, a Lunar who is charging into combat (that is, who moves his full movement allowance for the turn) may focus his Essence to maximize damage to his opponent. After the Lunar makes a successful Brawl or Martial Arts attack, his player can purchase additional damage dice up to the value of the Exalt's Strength Attribute. All damage from the Bull Head Technique is lethal. Bonus damage is applied before soak, not after.

Subduing the Honored Foe

Cost: 1 mote per die
Duration: Instant
Type: Supplemental
Minimum Strength: 2
Minimum Essence: 1
Prerequisite Charms: Body Weapon Technique

Though Lunars enjoy the thrill of combat, they don't always want to kill their foes. In many cases, they seek simply to subdue them, as part of a ritual or demonstrative duel or to claim a ransom from the defeated foe. This Charm envelopes the Lunar's limbs in Essence, lending his blows considerable weight but also cushioning the target from the worst effects of the blow. When rolling damage for an unarmed Brawl or Martial Arts attack, the Lunar's player can transform a number of dice up to a maximum of his character's Essence into automatic successes at the cost of 1 mote per die. Attacks enhanced with Subduing the Honored Foe automatically do bashing damage only.

This Charm's effects take place immediately after soak is applied, but the player must pick before he makes the attack roll how many motes to spend converting dice of damage into automatic successes. If the player pays to convert more damage dice than he rolls, the extra Essence invested is wasted. If the target remains conscious after the attack but suffered more levels of bashing damage than her Stamina, she is dazed, and her player must make a successful reflexive Willpower roll (difficulty of the Lunar's Strength) or have her character spend her next action shaking off the attack's effects.

Body Breaking Kata

Cost: 5 motes
Duration: Instant
Type: Supplemental
Minimum Charisma: 4
Minimum Essence: 2
Prerequisite Charms: Bull Head Technique, Subduing the Honored Foe

Some Lunars employ finesse in combat, but most prefer brute force, and the Body Breaking Kata reflects this fact. It is not a subtle attack, but instead, employs a combination of size, strength and outright aggression to overwhelm an opponent. The Charm is only effective if the Lunar charges into close combat with her opponent — she must move half her movement allowance before engaging the foe. The Lunar channels Essence through her body while making a single unarmed Martial Arts or Brawl attack. This Essence charge seems to cause the Lunar's form to swell and take on giant proportions for an instant. As far as observers are concerned, the target is charged by a monstrous version of the Lunar's totem. The player of the attacking Lunar should roll Dexterity + Brawl or Martial Arts as normal for the attack but double the number of extra successes before applying the target's soak. All damage from the Body Breaking Kata is lethal.

Foot-Confusing Buffet

Cost: 2 motes + 1 mote per die
Duration: One turn
Type: Supplemental
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Subduing the Honored Foe

Maintaining the initiative in combat is often as important as the amount of damage inflicted on the opponent. Keeping control of the direction of a fight often takes precedence over inflicting injuries in the short term. The Foot-Confusing Buffet allows the Lunar to keep an opponent off balance, sacrificing one or more damage dice from a successful Brawl or Martial Arts attack in favor of an initiative penalty for the foe in the following turn. The Charm surrounds the Lunar's attacking limbs with a nimbus of light, creating a mesmerizing series of patterns that distract the foe. The Lunar must activate the Charm before making his attack, paying the basic Essence cost even if the attack misses. Only if the attacking Lunar gets at least one extra success does the Foot-Confusing Buffet come into play. The Lunar may sacrifice a number of dice of damage up to his Essence or Strength score, whichever is lowest. Damage dice are sacrificed before soak is applied. The number of points sacrificed is applied as a penalty to the target's player's initiative roll in the next turn.

Door-Breaking Method

Cost: 1 per damage success
Duration: Instant
Type: Simple
Minimum Strength: 3
Minimum Essence: 2
Prerequisite Charms: Body Weapon Technique

By means of this Charm, a Lunar can focus his wrath on an inanimate object, dealing it a devastating blow to rend it into splinters. This attack is particularly effective against man-made objects, but it may be used against any non-living, non-magical item. When striking the object, the Lunar focuses his strength and aggression into the blow, as well as Essence. Every mote expended adds one die of damage to a single attack by the Lunar against an item. If the item is man-made, then each mote spent is worth two automatic damage successes instead. The Lunar's player cannot spend more motes when using this Charm than the character's Strength.



Hunter's Eye Technique

Cost: 2 motes per die
Duration: Instant
Type: Supplemental
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Body Weapon Technique

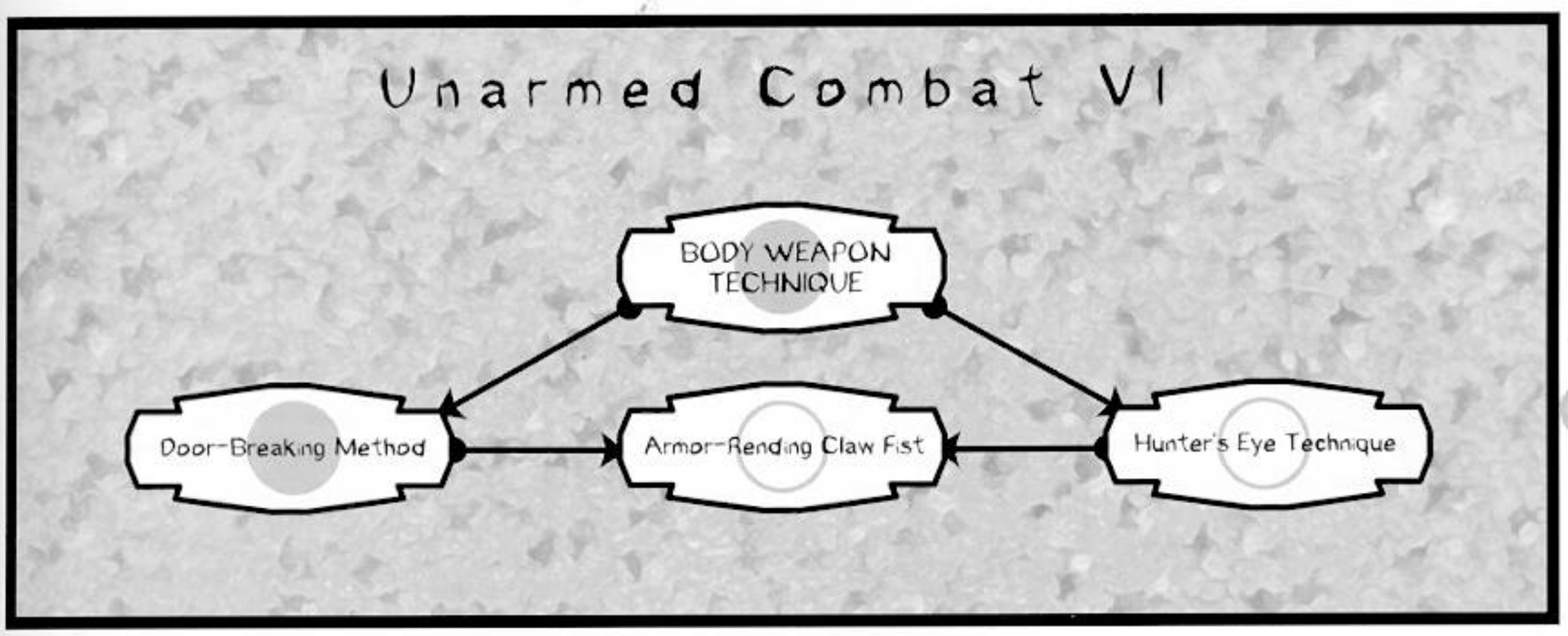
Strength is only part of winning a fight. Knowing *where* to hit the opponent to gain maximum effect is an equally important consideration — perhaps more important in the case of fast, agile Lunars. Using this Charm, the Lunar guides a single unarmed Brawl or Martial Arts blow to the enemy's weak point, circumventing his armor and defenses. For every 2 motes spent, the Lunar may reduce the soak rating of her opponent's armor by 1. This applies to armor soak only — the target's natural soak is unaffected. The attack cannot reduce the soak of an opponent's armor by more than the Lunar's own Dexterity or below 0. The soak reduction applies only for the enhanced single attack. This Charm is of instant duration — if the Lunar makes multiple attacks in a turn and desires to reduce the opponent's armor soak each time, she must pay for each reduction separately.

Armor-Rending Claw Fist

Cost: 4 motes
Duration: Instant
Type: Supplemental
Minimum Intelligence: 4
Minimum Essence: 3
Prerequisite Charms: Door-Breaking Method, Hunter's Eye Technique

A Lunar's claws are formidable weapons, but the protective effects of armor can blunt the strikes of even the mightiest Exalts. By means of this Charm, a Lunar can reduce the efficacy of his opponent's armor, directing his attacks at the protective layers rather than directly at the opponent. To do so, he transforms his claws into vicious, hooked rending devices, lacking the length to cause serious harm to the opponent but granting them sufficient strength and resilience to rend even the hardest armors.

The Lunar makes an unarmed Brawl or Martial Arts attack as normal, including determining the amount of raw damage before soak. The opponent may reduce the attack's damage only using his armor's lethal soak rating, not his Stamina or any enhancements, unless they specifically reinforce the armor. Unlike a normal soak, this may reduce the damage of the attack to 0. Roll any remaining damage dice normally, and subtract the number of successes from all of the armor's soak ratings. This reduction is a permanent one, reflecting the Lunar's efforts to shred and rend the armor, though a skilled armorer may be able to affect repairs. If the number of



successful damage dice exceeds the armor's soak rating, the armor is destroyed (irreparably), with the excess applied to the opponent (who may soak with her Stamina) as health levels of lethal damage. The Armor-Rending Claw Fist is not effective against armor made from the Five Magical Materials.

Melee Combat Charms

Sensing the Deadly Flow

Cost: 1 mote per die
Duration: Instant
Type: Supplemental
Minimum Dexterity: 2
Minimum Essence: 1
Prerequisite Charms: None

By means of this Charm, a Lunar can perceive the flows of Essence around his target, using them to guide his blows to best effect. For each mote of Essence spent on this Charm, the Lunar gains an additional attack die on a single Melee attack. These bonus dice may not exceed the character's Dexterity.

Striking Mospid Method

Cost: 1 mote per +1 initiative
Duration: Instant
Type: Reflexive
Minimum Dexterity: 2
Minimum Essence: 1
Prerequisite Charms: Sensing the Deadly Flow

Using this Charm, a Lunar can imbue his weapon with preternatural speed, using his Essence and instincts to enhance the tempo of his attack. When rolling initiative for a turn in which the character plans to make a Melee attack, the Lunar may spend Essence to improve his initiative rating for a single turn, each mote buying a +1 modifier. The character cannot spend more motes than he has points of Dexterity. The Essence cost of the Charm is paid before making the initiative roll. The Striking Raptor Method cannot be used in a Combo with any other Charm that gives an initiative bonus.

Ferocious Biting Sword

Cost: 4 motes
Duration: Instant
Type: Supplemental
Minimum Strength: 2
Minimum Essence: 2
Prerequisite Charms: Striking Mospid Method

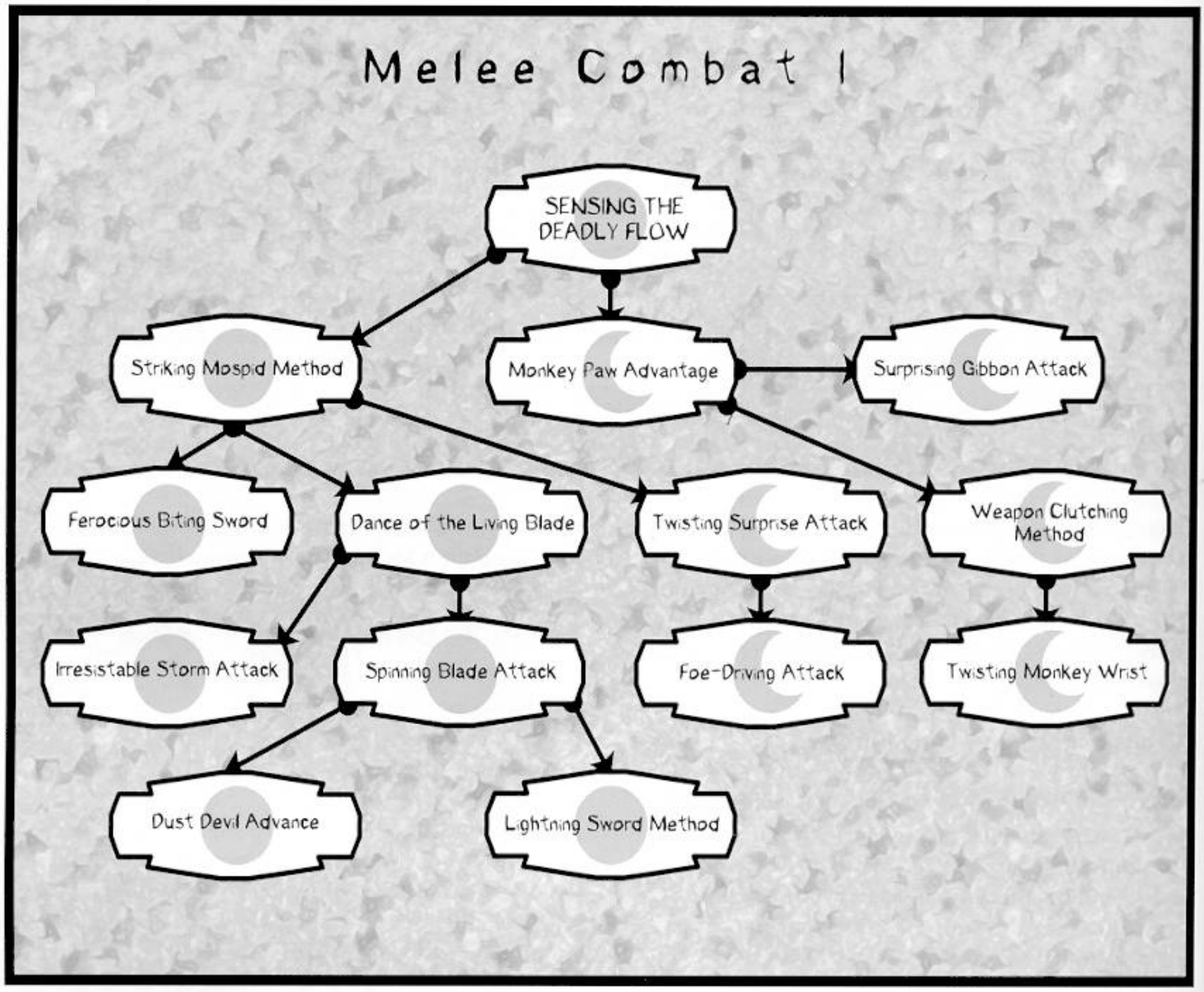
By fortifying his attacking weapon with Essence, a Lunar can make it very difficult for his opponent to block a single attack with a hand-to-hand weapon. Players rolling to defend against this attack must roll two successes for each of the Exalt's own successes they seek to negate. If a defender rolls an odd number of successes, the extra success is wasted.

For Example: Red Jaw uses the Ferocious Biting Sword to enhance his attacks on a Solar. His reaver daiklave, Winter's Heart, arcs round at the enemy, and Red Jaw's player gets four successes on the attack. The Storyteller rolls the Solar's parry and gets seven successes. Ordinarily, this would cancel out Red Jaw's attack, but as the Ferocious Biting Sword Charm was in effect, it only cancels three of the successes, with the seventh success on the parry discarded. With one success remaining, Red Jaw's attack succeeds.

Dance of the Living Blade

Cost: 3 motes per attack, 1 Willpower
Duration: Instant
Type: Extra action
Minimum Dexterity: 4
Minimum Essence: 2
Prerequisite Charms: Striking Mospid Method

By using the Dance of the Living Blade, the Lunar can make multiple Melee attacks per turn. These may be against the same foe or against multiple



foes within a distance in yards equal to the Lunar's Dexterity. Each additional attack costs 3 motes of Essence, and the Lunar may purchase no more additional attacks than he has points of Essence. Each attack is made with the Lunar's full dice pool and must be parried or dodged separately. A Lunar can buy no more extra actions than (the initiative on which he activated this Charm ÷ 3, rounded down). This normally means (the character's initiative ÷ 3), but Lunars who hold their action and then invoke this Charm may lose extra actions.

Irresistable Storm Attack

Cost: 6 motes + 1 mote per yard, 1 Willpower
Duration: Instant
Type: Extra action
Minimum Dexterity: 5
Minimum Essence: 3
Prerequisite Charms: Dance of the Living Blade

Using this Charm, a Lunar can face multiple foes and force them onto the defensive. The Irresistible Storm Attack allows the Lunar to make a number of Melee attacks equal to his Essence. All the foes targeted by this Charm must be within a number of yards of the Lunar equal to twice his Dexterity. Each target of the Irresistible Storm Attack is subject to a full attack. In addition, for each additional mote the character spends, he may force all his opponents to either give up one yard of ground or give him a bonus Dexterity die, as per the Ferocious Avalanche Technique. The Irresistible Storm Attack cannot be used in a Combo with Charms that grant extra attack dice or extra actions. As with the Ferocious Avalanche Technique, the maximum number of bonus dice the character can gain is equal to his Dexterity. Each attack must be at a different foe, and no foe can be attacked more than once. Unused extra attacks are wasted.

Spinning Blade Attack

Cost: 2 motes
Duration: Instant
Type: Extra action
Minimum Dexterity: 3
Minimum Essence: 3
Prerequisite Charms: Dance of the Living Blade

By means of this Charm, activated immediately after rolling initiative, a Lunar armed with two hand-to-hand weapons can attack a single opponent twice in a single turn. One action is made with each weapon. Each attack uses the Lunar's full dice pool at the character's full initiative score, and neither attack is considered to be with the character's off hand. The Lunar using the Spinning Blade Attack may abort one or both of these attacks to parries and, thus, can attack twice, attack and parry or parry twice at his full dice pool in the same turn, provided the actions are against the same opponent.

Lightning Sword Method

Cost: 5 motes
Duration: Instant
Type: Extra action
Minimum Dexterity: 4
Minimum Essence: 2
Prerequisite Charms: Spinning Blade Attack

The Lightning Sword Method allows a Lunar armed with two weapons to attack one or two opponents in the same turn. The mechanics are as per the Spinning Blade Attack, save that both actions need not be directed against the same target, though the Lunar's attack has no greater range than normal, so both foes must be within the distance the Lunar can move for the turn.

Dust Devil Advance

Cost: 3 motes, 1 Willpower
Duration: Varies
Type: Reflexive
Minimum Dexterity: 5
Minimum Essence: 3
Prerequisite Charms: Spinning Blade Attack

Using this Charm, the Lunar becomes a whirling killing machine, constantly moving and attacking, ever aware of his surroundings. While using this Charm, the Lunar gets an initiative bonus equal to half (round down) the number of yards he moved the previous turn. The Charm remains active so long as the Lunar keeps moving and commits Essence to it. If he is forced to stop moving, the Charm ends. Additionally, while the Charm is active, the Lunar can turn to meet any attack and cannot be ambushed or attacked from the rear. The Dust Devil Advance cannot be used in a Combo with any other Charm that gives an initiative bonus. This Charm cannot give the Lunar more bonus dice than his Dexterity.

Twisting Surprise Attack

Cost: 4 motes
Duration: Instant
Type: Reflexive
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Striking Mospid Method

By suddenly transforming his body — extending his reach, adding an extra joint in an arm and so forth — the Lunar performs an "impossible" maneuver. As a result, he automatically wins initiative against a single opponent. This Charm can be activated at any point prior to the Lunar's actual action, so the player could roll initiative as normal but choose to activate this Charm depending on the actions of others. When used in a Combo with extra action type Charms, the Charm does not need to be applied to every action in that Combo. The Twisting Surprise Attack cannot be used in a Combo with any other Charm that gives an initiative bonus.

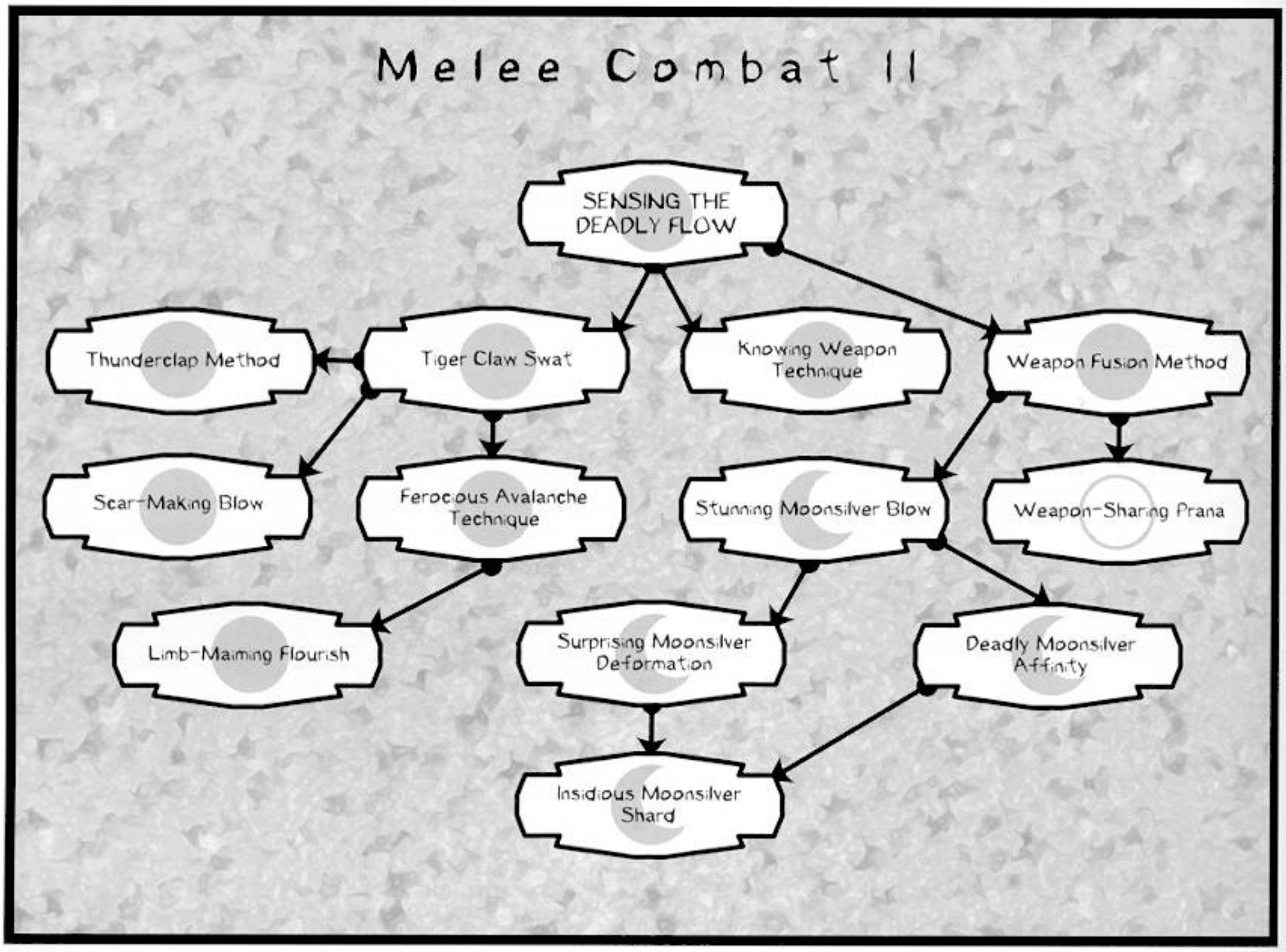
Foe-Driving Attack

Cost: 5 motes, 1 Willpower
Duration: Instant
Type: Extra action
Minimum Charisma: 4
Minimum Essence: 3
Prerequisite Charms: Twisting Surprise Attack

This Charm allows the Lunar to extend his body in wild and improbable ways, wrong-footing his opponent, keeping her off balance by force of arms and wearing down her defenses until she makes a deadly error. When activating this Charm, the Lunar's player rolls the attack dice normally, but if the player gets 3 or more successes (*not* extra successes) on the attack roll, the Lunar may immediately attack the same target again. If the second attack also gets 3 successes, the Lunar can attack again, and so on, up to a maximum number of attacks equal to the Lunar's Dexterity. All attacks must be at the same target. Damage for each attack is resolved normally before the next attack is launched, so unless the target has powerful defensive Charms, she will surely falter. The Foe-Driving Attack may not be used in any Combo that includes Charms that provide automatic successes on the attack roll.

Monkey Paw Advantage

Cost: 1 mote per die
Duration: Instant
Type: Supplemental
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Sensing the Deadly Flow



The Lunar may combine his mastery of weapons and his protean nature to counter the efforts of an unwary foe, adjusting his weapon's path at the last moment to negate defensive moves. If an opponent attempts to parry a Lunar's Melee attack but does not completely block it, the Lunar's player can use the Monkey Paw Advantage to reroll the parried successes as another attack with the same weapon, paying 1 mote per die rerolled. If the opponent has actions remaining, she can attempt to parry these rerolled attack dice. The Monkey Paw Advantage confers no benefit if the target dodges. The Monkey Paw Advantage cannot be included in a Combo with Charms that give extra actions.

Weapon-Clutching Method

Cost: 2 motes
Duration: Instant
Type: Reflexive
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Monkey Paw Advantage

Using this Charm, the Lunar can elongate one of his arms to retrieve a weapon that has been knocked from his grasp or to otherwise arm himself. The arm may extend to a number of yards equal to twice the Lunar's Essence, grabs the weapon, then returns to its normal length with the weapon ready to use. The extension and contraction of the arm are almost simultaneous, and so, the Weapon Clutching Method cannot be used to attack at a distance. Lunars who wish to make a ranged Melee attack will need to use the Surprising Gibbon Attack.

Twisting Monkey Wrist

Cost: 1 mote per die
Duration: Instant
Type: Supplemental
Minimum Charisma: 3
Minimum Essence: 3
Prerequisite Charms: Weapon Clutching Method

In addition to proving a major advantage in weaving past an opponents defenses, a Lunar's protean flexibility helps to make disarming opponents easy. The Lunar merely extends her limbs and alters the way her joints move in order to give her a considerable edge. When attempting a disarming attack (see **Exalted**, pp. 238-239), the Lunar can purchase additional dice up to her Dexterity. When using this Charm, the difficulty of disarming in melee combat decreases to 2. The target

may parry the attempt as usual, but his player's reflexive Wits + Melee roll requires one more success than the Lunar's disarming roll to be effective.

Surprising Gibbon Attack

Cost: 1 mote
Duration: Instant
Type: Supplemental
Minimum Manipulation: 4
Minimum Essence: 2
Prerequisite Charms: Monkey Paw Advantage

Even allowing for the reach of limbs and weapons, melee combat requires the combatants to be within a few yards of each other. Longer weapons — such as pole arms — can confer considerable advantages, particularly when facing mounted opponents. Lunar Exalted may adjust their bodies to adjust circumstances in their favor — they can elongate one or both limbs, allowing them to attack opponents some distance. A Lunar using this Charm may attack at a distance of up to his Essence in yards. If the opponent is more than three yards from the Lunar, she will be unable to make a hand-to-hand counterattack and must move before engaging the Exalt in hand-to-hand combat. Any weapon wielded in this manner — even a knife — is considered a long weapon, and the Lunar does not suffer the usual penalties for attacking mounted opponents from on foot.

Knowing Weapon Technique

Cost: 3 motes per die
Duration: Instant
Type: Supplemental
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Sensing the Deadly Flow

By means of this Charm, a Lunar's control over his weapon is without peer, and he can steer his attack to its most deadly effect: Blades carve through flesh, and blunt weapons break bones like porcelain. After an opponent has applied his soak to an attack the Lunar makes using a hand-to-hand weapon, the Lunar may pay 3 motes of Essence per remaining damage point of damage. Each point paid for in this manner becomes an automatic success. The Lunar cannot buy more automatic successes than his permanent Essence.

Tiger Claw Swat

Cost: 3 motes per die
Duration: Instant
Type: Supplemental
Minimum Strength: 3
Minimum Essence: 2
Prerequisite Charms: Sensing the Deadly Flow

By lunging at his foe and binding Essence into his attacks, a Lunar can inflict monstrous damage on his



opponent. The shocking impact of such an attack is devastating and quite often ends the battle in the Lunar's favor. The Lunar may enhance a single Melee attack by buying additional damage dice at a cost of 3 motes per die. The maximum number of points that can be added is equal to the Lunar's Strength rating. This must be done before the attack is rolled.

The attack may be dodged as normal, but the difficulty of parrying an attack augmented with this Charm is greatly increased. All parry attempts must first overcome a base difficulty equal to the number of motes spent fueling Tiger Claw Swat before they subtract successes from the attack. This doesn't enhance the attack. They simply increase the difficulty of the target's parry and do not add to the damage of the Lunar's attack. The difficulty modifier is applied first and must be overcome before the extra successes can be applied to defending against the Lunar's blow. Tiger Claw Swat cannot be used in a Combo with other Charms that increase damage dice.

SCAR-MAKING BLOW

Cost: 2 motes
Duration: Instant
Type: Supplemental
Minimum Dexterity: 4
Minimum Essence: 2
Prerequisite Charms: Tiger Claw Swat

Scars are an integral part of Lunar Exalted society, maintaining the Lunars' form and used as a means of counting coup. Scarring an opponent, without causing serious injury, is an unsubtle means of demonstrating martial superiority. A Lunar enacting this Charm can turn the Dexterity dice in his Dexterity + Melee attack pool into automatic successes when attempting to mark a target (see **Exalted**, p. 238). The opponent may parry or dodge as normal, reducing the net successes for the marking attempt.

Ritual scarring forms part of several Lunar events, and the Scar-Making Blow is used in some cases to impart the markings. In such cases, the target willingly undergoes the marking, and the number of successes needed to mark the target is reduced to 1. Scars imparted by this Charm are simply the product of healing and lack the magical strength of those imparted by the No Moon Caste's Form-Fixing Method.

FEROCIOUS AVALANCHE TECHNIQUE

Cost: 1 mote per yard
Duration: Instant
Type: Supplemental
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Tiger Claw Swat

By making a series of swift and decisive blows, a Lunar can unbalance his opponent. By using the Ferocious Avalanche Technique, the Lunar forces his opponent to give ground. For each mote of Essence spent by the Lunar, his target must either back off a yard or allow the Lunar to gain a bonus attack die. If the opponent has not yet acted this turn or has moved less than half his move allowance, he may back off as a reflexive action. If the opponent does not (or cannot) back away, the Lunar gains a number of bonus attack dice equal to the distance the target didn't move. The maximum bonus the Lunar can gain from this attack is equal to his Dexterity, and these are Dexterity bonus dice.

For example: A Lunar attacks and puts 3 motes of Essence into the Ferocious Avalanche Technique. His opponent must either back up three yards or else the Lunar gains +3 attack dice. If the opponent backed up a yard but could go no further due to an obstacle, the Lunar would gain +2 attack dice (3 - the distance in yards moved).

LIMB-MAIMING FLOURISH

Cost: 6 motes
Duration: Instant
Type: Supplemental
Minimum Dexterity: 4
Minimum Essence: 2
Prerequisite Charms: Ferocious Avalanche Technique

Using the Limb-Maiming Flourish, a Lunar uses Essence to maximize the lethal effect of her weapon, guiding it to the points that will do most damage. When rolling damage, any 10s on the damage dice count as two successes. After determining the actual amount of damage inflicted, the Lunar may reduce one of the victim's Physical Attributes or Appearance by one instead of inflicting two health levels of damage. This may not reduce an Attribute below 1, nor may it be used to convert all damage into Attribute loss — the target must loose at least one health level per Attribute point lost. An Exalted requires a week of healing to recover each Attribute point lost, but such injuries are permanent if inflicted on mortals. Limb-Maiming Flourish cannot be used in a Combo with other Charms that increase damage dice.

THUNDERCLAP METHOD

Cost: 1 mote per die
Duration: Instant
Type: Supplemental
Minimum Strength: 3
Minimum Essence: 3
Prerequisite Charms: Tiger Claw Swat

Most competent swordsmen can adjust their blows so as to cause bashing damage to their targets. The Lunar Exalted are considerably more formidable than any mortal swordsman, and their Essence-laden blows can fell even a Terrestrial. By means of the Thunderclap Method, a Lunar increases the strength of a Melee attack while softening its impact, so that it will only fell an enemy, rather than slay her. A blow enhanced by this Charm rings like thunder, stunning the opponent. Any attack enhanced with this Charm automatically does only bashing damage, but after subtracting soak from the damage of the attack, the Lunar can activate this Charm and pay 1 mote to change a remaining die of damage to an automatic success. Each remaining die becomes an automatic success, inflicting a level of bashing damage. A Lunar cannot buy more automatic damage successes in this fashion than he has points of Strength. The Charm cannot be part of a Combo with any other Charm that grants automatic damage successes.

Weapon Fusion Method

Cost: 1 mote
Duration: Instant
Type: Supplemental
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Sensing the Deadly Flow

By means of this Charm, the Lunar's weapon becomes an extension of his body. When making a single attack or parry with a hand-to-hand weapon, the Lunar's player can use his choice of the character's Melee, Brawl or Martial Arts Abilities. The weapon's characteristics are unaffected, only the Ability used to make the attack changes. The Weapon Fusion Method cannot be used as part of a Combo that incorporates Charms that aid in unarmed Brawl or Martial Arts combat.

Weapon-Shaping Prana

Cost: 2 or 3 motes
Duration: Indefinite
Type: Simple
Minimum Wits: 2
Minimum Essence: 3
Prerequisite Charms: Weapon Fusion Method

Using this Charm, a Lunar can pick up any piece of wood or bone and imbue it with his Essence to transform it into a serviceable hand-to-hand weapon (selected from the list on p. 327 of **Exalted**). It costs 2 motes to form a one-handed hand-to-hand weapon and 3 motes to form a two-handed hand-to-hand weapon. These weapons can be used by others as well as by the Lunar and persist until the Exalt withdraws the Essence committed to the Charm.

Stunning Moonsilver Blow

Cost: 1 mote
Duration: Instant
Type: Supplemental
Minimum Manipulation: 3
Minimum Essence: 3
Prerequisite Charms: Weapon Fusion Method

The Lunar's mastery of moonsilver weapons allows her to imbue such a weapon with Essence, causing it to flow and flatten, rather than crush or cut. With the use of this Charm, the Lunar can cause a single attack with a moonsilver weapon to inflict bashing damage rather than lethal without subtracting a success from her attack action as per the normal pulling blows rules (see **Exalted**, p. 238).

Surprising Moonsilver Deformation

Cost: 2 per success
Duration: Instant
Type: Supplemental
Minimum Manipulation: 4
Minimum Essence: 3
Prerequisite Charms: Stunning Moonsilver Blow

Moonsilver weapons have an innate link to the Lunar Exalted, affording them considerable advantages in combat. Combining this Charm with a moonsilver weapon's fluid nature increases the difficulty of parrying or dodging the weapon; the weapon simply flows around the opponent's defenses or anticipates the defensive moves. Increase the number of successes needed to parry or dodge a single attack with a moonsilver weapon by up to the Exalt's Essence, at a cost of 2 per additional success required. These simply increase the difficulty of the target's parry roll and do not add to the damage of the Lunar's attack. The difficulty modifier is applied first and must be overcome before the extra successes can be applied to defend against the Lunar's blow. This Charm has no effect if the parrying weapon is also made of moonsilver, nor is it effective when attacking with moonsilver talons or teeth.

Deadly Moonsilver Affinity

Cost: 1 or 3 motes per die
Duration: Instant
Type: Supplemental
Minimum Manipulation: 4
Minimum Essence: 3
Prerequisite Charms: Stunning Moonsilver Blow

By means of this Charm, a Lunar can further exploit his weapon's fluid form, rendering it into a truly devastating tool, for the edge flows into blows, seeking to widen and deepen cuts or reshaping itself to smash bones for maximum effect. When making a damage roll for a moonsilver weapon, the Lunar's player can purchase additional damage dice up to the weapon's

damage rating. These points are added before soak is applied. Bonus dice of damage up to the Lunar's Strength cost 1 mote each, while those that exceed the character's Strength cost 3 motes each. Deadly Moonsilver Affinity cannot be used as part of a Combo with other Charms that increase the damage value or extra successes of an attack.

Insidious Moonsilver Shard

Cost: 6 motes, 1 Willpower
Duration: Instant
Type: Supplemental
Minimum Charisma: 4
Minimum Essence: 4
Prerequisite Charms: Surprising Moonsilver Deformation, Deadly Moonsilver Affinity

A moonsilver weapon's edge is its most lethal aspect, inflicting heinous damage on the Lunar's foes. It is not, however, the only harm such weapons can inflict. A more insidious option is open to appropriately minded Lunars. By activating this Charm, the Lunar empowers his moonsilver weapon so that it gains a purpose even when beyond his hands. If the blow is successful, a fragment of the blade breaks off in the wound, remaining to cause grievous harm to the victim. The player must pay for the Charm before making the attack roll. For the magic to have effect, the attack must be successful and must inflict at least one health level of damage.

The attack does damage as normal, and a shard of moonsilver remains in the wound, slowly working its way through the victim's body. This causes one die of lethal damage per day and continues to cause damage until it is removed. Removing the shard requires at least Medicine 3 and is Challenging (requires 3 successes). The removal procedure causes five dice of lethal damage, minus one die per extra success (to a minimum of 1L). Charms that heal aggravated damage, such as Bodily Regeneration Prana, can also be used to expel a moonsilver shard, as can a shapeshifting stunt. Activating this Charm lowers the weapon's damage rating by 1 until the next night the moon is full.

Ranged Combat Charms

Eagle Eye Advantage

Cost: 2 motes per die
Duration: Instant
Type: Supplemental
Minimum Perception: 2
Minimum Essence: 1
Prerequisite Charms: None

A Lunar Exalted can use this Charm to sharpen his hand-eye coordination, making it easier to strike ranged targets. Careful observers (a reflexive Perception + Awareness roll, difficulty 3) will notice a change in the Lunar's eyes — they take on an avian aspect — but otherwise, his form is unchanged. When making an Archery or Thrown attack against a ranged target, the Lunar may convert attack dice into automatic successes. He may not, however, purchase more successes than his Dexterity score.

Nature's Harmony Advantage

Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Eagle Eye Advantage

By listening to his animal instincts, a Lunar can compensate for adverse environmental effects such as wind and rain on the flight path of his missile. The arrow always flies true, allowing the Exalt to ignore all environmental penalties during an Archery or Thrown attack. Nature's Harmony Advantage does not compensate for reduced visibility and must be included in a Combo with the Wolf Eye Advantage if the Lunar is to avoid all environmental penalties for ranged attacks.

Knowing the Arrow's Path

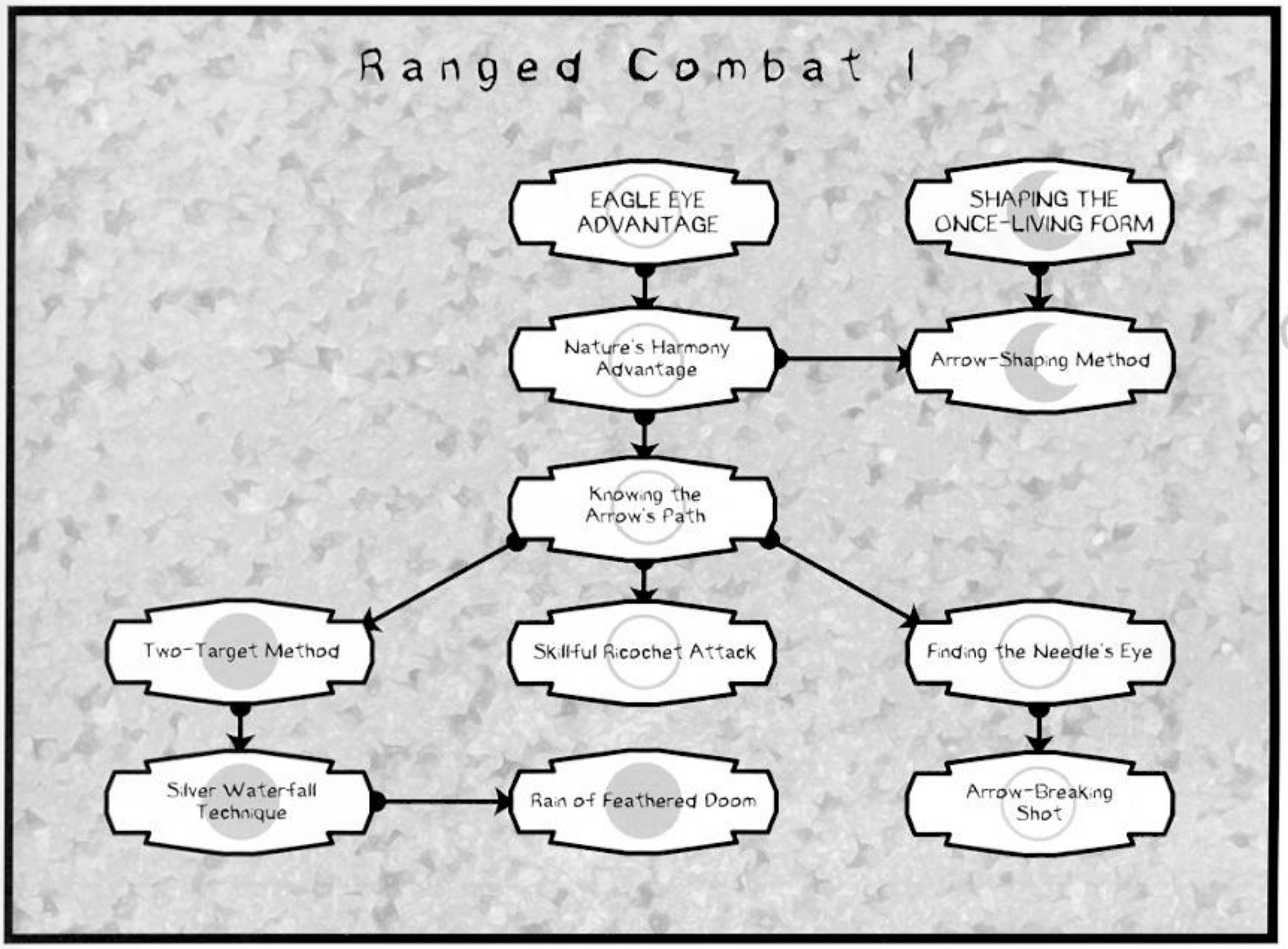
Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Nature's Harmony Advantage

Cover is a target's best defense against missile attacks, but the preternaturally enhanced senses and reflexes of the Lunar Exalted can degrade its effectiveness. Using Knowing the Arrow's Path allows the Lunar to ignore cover penalties, including those of a shield, when firing at an opponent.

Two-Target Method

Cost: 3 motes
Duration: Instant
Type: Extra action
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Knowing the Arrow's Path

By using his Essence to alter the arrow's flight, a Lunar can attack two targets with a single arrow, usually by shooting through the first target into the second. Both victims must be within two yards of each other. The Lunar's player makes a single Archery + Dexterity attack roll. If it succeeds, the successes are split as equally as possible between the two targets, who each may attempt to parry or dodge the attack as normal. If the Lunar's player rolls only one success, he picks who he attacks.



Regardless of how the attack is described, determine the arrow's damage normally against target hit (i.e., arrows boosted by this Charm are not "slowed down" by passing through the chest of the first target, beyond dividing the successes of the attack).

Silver Waterfall Technique

Cost: 3 motes per attack + 1 Willpower
Duration: Instant
Type: Extra action
Minimum Dexterity: 4
Minimum Essence: 2
Prerequisite Charms: Two-Target Method

Shifting her body to give it an efficient, fluid grace, a Lunar archer can load and fire her bow with preternatural speed. For every 3 motes spent activating the Charm, the Lunar can make an additional Thrown or Archery attack, which may be at her first target or at any other target in range. The player must declare the number of attacks the Lunar is making before paying to activate the Charm. The player cannot buy more extra attacks than her character's permanent Essence Trait, nor can she buy more extra actions than (the initiative on which the character activated this Charm ÷ 3, rounded down). This normally means (the character's initiative ÷ 3), but Lunars who hold their action and then invoke this Charm may lose extra actions. Each attack uses the character's full dice pool. The character cannot make an attack unless she has the ammunition to do so.

Rain of Feathered Doom

Cost: 2 motes per target
Duration: Instant
Type: Extra action
Minimum Dexterity: 5
Minimum Essence: 3
Prerequisite Charms: Silver Waterfall Technique

Using this Charm to speed his drawing and firing, the Lunar can loft a series of arrows before the first has hit its target. Unlike regular shots, which are aimed at an individual, the Rain of Feathered Doom targets an area. The Lunar may fire as many arrows as (his Dexterity x the rate of the bow), subject to the number of arrows and motes of Essence available. For every two arrows fired, the Lunar may target a single individual, and each individual targeted costs 2 motes of Essence. All of the targets must be within (the Lunar's Dexterity) yards equal to of a center point picked by



the Lunar. The targets do not gain the benefits of any movement or cover, so thick do the arrows fly. Make one attack roll, and apply it to all the targets, increasing the base difficulty of each attack by 1. Irrespective of the number of arrows fired, the Lunar may attack each target only once during the turn (the extra arrows are wasted).

Finding the Needle's Eye

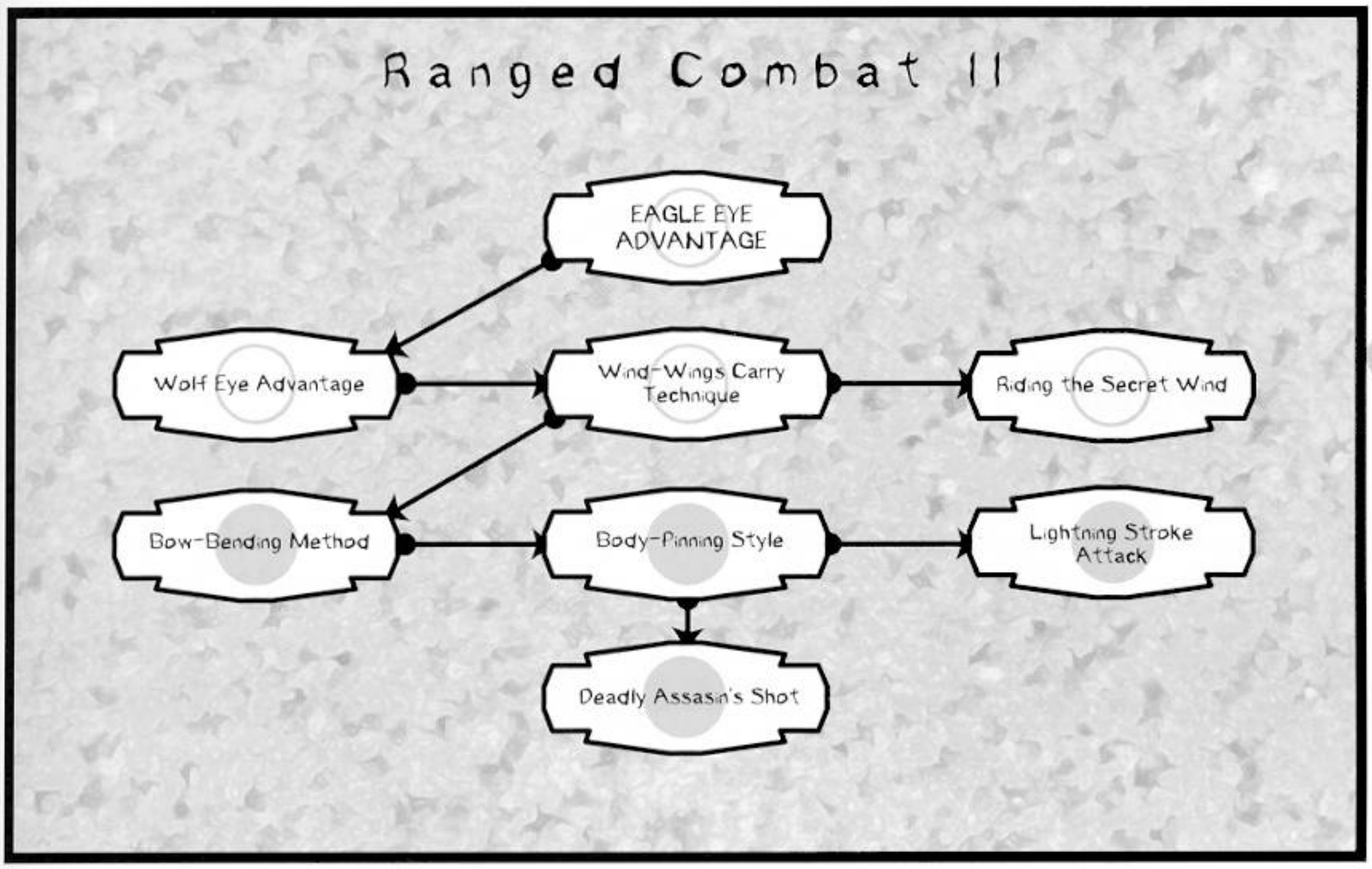
Cost: 2 motes
Duration: Instant
Type: Reflexive
Minimum Perception: 4
Minimum Essence: 2
Prerequisite Charms: Knowing the Arrow's Path

To an Exalt who can hit a dipping swallow at 100 yards, striking a projectile in flight is only slightly more challenging. Using this Charm, the Lunar can attempt to deflect a ranged attack aimed at him by using a missile of his own. To attempt this, the Lunar must have the bow and ammunition ready. The player makes a reflexive Dexterity + Archery or Thrown roll, with each success reducing the attacker's successes. If the Lunar's player rolls at least as many successes as the attacker's, the attack is disrupted in flight and causes no damage. If the Lunar's player does not equal or exceed the attacker's successes, then the attacker's successes are still reduced. This defense is only effective against ranged attacks, and the Lunar must expend one arrow per activation of this Charm.

Arrow-Breaking Shot

Cost: 3 motes
Duration: Instant
Type: Reflexive
Minimum Perception: 5
Minimum Essence: 3
Prerequisite Charms: Finding the Needle's Eye

While Finding the Needle's Eye allows an Exalt to use arrows to defend himself from enemy missile attacks, protecting his allies is a more difficult task. Not only must he observe the path of projectiles inbound against multiple targets, but firing at those targets often requires him to hit a crossing target, not an issue when the Lunar himself was the target. The Arrow-Breaking Shot functions like Finding the Needle's Eye, save that that each deflection attempt costs more Essence and requires the number of successes to *exceed* those of the attacker for the deflection to be successful. As with Finding the Needle's Eye, above, the Charm can be used only against ranged attacks, and the Lunar must expend one arrow with each activation of the Charm.



Skillful Ricochet Attack

Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Knowing the Arrow's Path

Using this Charm, a Lunar can negate an opponent's cover by bouncing his missile off of several surfaces, his enhanced senses allowing him to calculate an unerring trajectory for a single Thrown or Archery attack. Each surface the missile must bounce off of to reach its target subtracts 1 from the attack's damage (meaning the character's Strength + the weapon's damage bonus). If the total damage reaches 0, the weapon's energy is spent, and it falls to the ground.

Arrow-Shaping Method

Cost: 6 motes, 1 Willpower
Duration: One scene
Type: Simple
Minimum Manipulation: 4
Minimum Essence: 3
Prerequisite Charms: Shaping the Once-Living Form, Nature's Harmony Advantage

So long as he is surrounded by raw materials — stones, twigs, bones, reeds, long blades of grass and the like — a Lunar will not run out of ammunition. Instead of drawing arrows from his quiver, the Lunar may instead pick up an appropriate piece of raw material — anything long and thin for arrows, and anything of roughly the correct shape for thrown weapons — and transform it into a missile suitable for firing from the bow or for throwing. The arrow retains the appearance of the raw material, but in the hands of the Lunar, it is a functional but non-magical item of that type. Only the Lunar can use weapons he has shaped. He can shape a maximum number of missiles equal to his Dexterity in a single turn and must use them within a number of turns equal to his Essence, for at the end of that time they revert to their raw form. Missiles embedded in their victims when they revert do an extra 1L damage.

Wolf Eye Advantage

Cost: 2 motes
Duration: Instant
Type: Supplemental
Minimum Perception: 2
Minimum Essence: 1
Prerequisite Charms: Eagle Eye Advantage

By sharpening his senses, a Lunar can offset the disadvantage of poor visibility (but not for the effects of wind, rain and the like) on a missile's flight path. Activating this Charm allows the Lunar to treat visibility ranges as double their value for the purposes of a single Archery or Thrown attack. For example, on a foggy day the Lunar can attacks targets without penalty out to 20 yards and

with +1 difficulty out to 60 yards. Furthermore, when using this Charm, a Lunar can make a blind attack out to 200 yards and treats all night conditions as day (further including increasing visibility distances). See page 237 of **Exalted** for the visibility table.

Wind-Wings Carry Technique

Cost: 4 motes
Duration: Instant
Type: Supplemental
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Wolf Eye Advantage

Range is the main enemy of archers, but by enhancing his senses to observe the flows of Essence within the air, the Lunar can use them to steer the shot to the target. The Lunar can attack out to two times the weapon's listed range at –1 die and out to three times the weapon's range at only –2 dice. Additionally, a Lunar using this Charm can strike attack targets out to four times the weapon's range at –4 dice. The Charm confers no benefits to hitting small targets at shorter distances.

Bow-Bending Method

Cost: 3 motes
Duration: Instant
Type: Reflexive
Minimum Strength: 3
Minimum Essence: 2
Prerequisite Charms: Wind-Wings Carry Technique

All bows have a pull, and beyond this upper limit, the archer's strength has no appreciable effect, except perhaps to break the bow. Using this Charm to control his actions and Essence to reinforce the weapon, the Lunar can coax extra performance out of the bow. When firing, the Lunar's player must state the Strength the Lunar is using and can as much as double a bow's maximum Strength without harming the weapon. The player may increase the maximum Strength beyond double, but doing so requires him to make an immediate — before the shot is fired — reflexive Dexterity + Archery roll against a difficulty equal to the number of points by which he exceeded the weapon's maximum Strength. If he succeeds, the shot takes place as usual. If he fails, the bow breaks, and the Essence is wasted. If making multiple missile attacks, this Charm must be activated once for each shot, as usual for instant Charms.

Body-Pinning Style

Cost: 3 motes
Duration: Instant
Type: Supplemental
Minimum Strength: 4
Minimum Essence: 2
Prerequisite Charms: Bow-Bending Method

While the Bow Bending Method attempts to use brute force to increase archery damage, the Body-Pinning Style relies on precision targeting as can only be provided by someone with the body control of a Lunar Exalted. When rolling damage dice for an archery attack, count all 10s as two successes. The number of extra successes gained in this way cannot exceed the Lunar's unmodified Strength.

Deadly Assassin's Shot

Cost: 3 motes per success
Duration: Instant
Type: Supplemental
Minimum Strength: 4
Minimum Essence: 3
Prerequisite Charms: Body-Pinning Style

By allowing his subconscious mind control and by shaping his body to the needs of the shot, the Lunar can fire a truly devastating ranged attack at a single foe. The powerful Charm seems to give the arrow a bloodthirsty life of its own, its erratic path leaving jagged wounds and, occasionally, amputating limbs. Immediately after soak is applied, the Lunar can spend motes of Essence, with the mechanical effect of turning damage dice into automatic successes. The maximum number of automatic successes cannot exceed the Lunar's permanent Essence or the maximum Strength rating of the bow, whichever is lower.

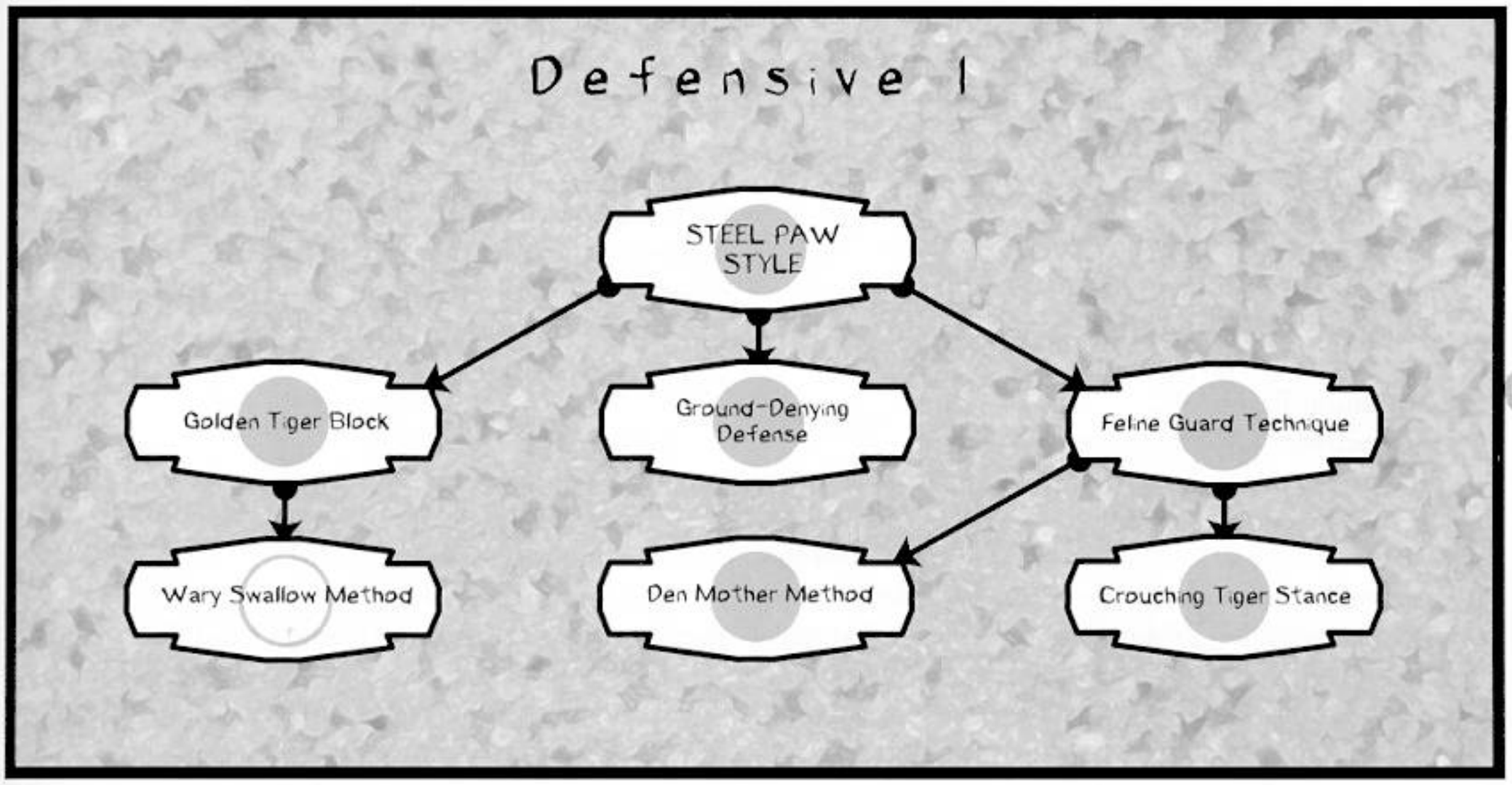
Lightning Stroke Attack

Cost: 6 motes
Duration: Instant
Type: Supplemental
Minimum Strength: 5
Minimum Essence: 2
Prerequisite Charms: Body-Pinning Style

Some attacks are so swift and powerful that the target doesn't see the blow coming and has no chance to avoid it. Ranged attacks incorporating the Lightning Stroke Attack exploit the Lunar's powers to this end, misdirecting the opponent's eye by warping limbs and the missile in flight. The attack is rolled normally, but the target cannot attempt to dodge or parry. Instead, she must rely on her soak to absorb the arrow's damage. The perfect defenses of the Solar Exalted, Charms such as Seven Shadow Evasion and Heavenly Guardian Defense, are proof against this attack, just as they are proof against all others.

Riding the Secret Wind

Cost: 7 motes
Duration: Instant
Type: Simple
Minimum Perception: 4
Minimum Essence: 4
Prerequisite Charms: Wind-Wings Carry Technique



By using this Charm, the Lunar can tap into the flows of Essence and the senses of beasts in the area to target any opponent within reach of his weapon. He may attack any target in range with a single Thrown or Archery attack, even if no direct line of sight exists between Lunar and target. As long as there is some unblocked route the missile could take to the target, it will attempt to strike the victim. The normal range penalties apply to the attack, but the target cannot claim any cover modifiers. The target may attempt to parry or dodge and soak the attack normally, though she is unlikely to be aware of it and, so, should probably check for blindside. Riding the Secret Wind cannot be included in a Combo with any Charms with automatic damage successes.

Defensive Charms

Steel Paw Style

Cost: 1 mote
Duration: Instant
Type: Reflexive
Minimum Stamina: 2
Minimum Essence: 1
Prerequisite Charms: None

By means of this Charm, the Lunar focuses Essence into the skin of his hands and forearms, briefly causing them to become iron-hard. This allows the Lunar to parry hand-to-hand or ranged attacks, even if unarmed, though it confers no bonus to the parry and cannot be used as part of an offensive action.

Ground-Denying Defense

Cost: 2 motes per enemy denied
Duration: One turn
Type: Reflexive
Minimum Dexterity: 2
Minimum Essence: 2
Prerequisite Charms: Steel Paw Style

In clear terrain, up to five opponents can attack a single target in a turn. By using the Ground-Denying Defense to focus his instincts, a Lunar can use the terrain and the opponent's own actions to limit the number of attackers he faces in a given turn. For every 2 motes spent, the Lunar can reduce the maximum number of opponents able to attack him in a turn by one. Essence spent to activate this Charm must be spent before initiative is rolled for the turn. The Lunar has no control over which opponent he avoids — those with the highest initiative scores are still able to attack, while those with lower initiative values are evaded — nor can he reduce the maximum number of opponents by more than his Dexterity or below one. The Ground-Denying Defense can be used in any terrain, even open ground. If the terrain naturally reduces the number of potential attackers, for example a narrow passage, the Ground-Denying Defense reduces the modified maximum number of attackers for that terrain but still cannot reduce the value below one.

For Example: A Lunar with a Dexterity 3 could reduce the maximum number of opponents he faces by three at the cost of 6 motes. If he is facing five enemies, the two with the highest initiative totals could still attack him. If he was facing only three opponents, two would still be able to attack him —

the Charm reduces the MAXIMUM number of attackers, not the actual number. In a narrow tunnel that allows a maximum of two attackers, a Lunar would only need to spend 2 motes to reduce the number of attackers to one.

GOLDEN TIGER BLOCK

Cost: 1 mote per success
Duration: Instant
Type: Supplemental
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Steel Paw Style

The preternatural speed of a Lunar Exalted gives him a substantial advantage when seeking to parry an opponent's attacks. Indeed, a sufficiently dexterous Lunar can use the Golden Tiger block to render himself almost unassailable. When making a parry, he may spend 1 mote to convert a die into an automatic success. He may only purchase as many automatic successes as he has points of Dexterity in that pool. A Lunar using the Golden Tiger Block may parry lethal damage even if unarmed.

WARY SWALLOW METHOD

Cost: 2 motes
Duration: Instant
Type: Reflexive
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Golden Tiger Block

Using this Charm, a Lunar can attempt to parry an attack directed at him, even if he is unaware of it (for example, an attack from the rear or by an invisible character). The Exalt allows instinct to guide his actions and, thus, can respond to events that have yet to register in his conscious mind. The Lunar gains no advantage in the parry action, but he may use his full dice pool in the attempt if he has not yet acted during the turn. The Lunar may postpone his action, but once he has taken it, he may not use Wary Swallow Method to gain a parry.

FELINE GUARD TECHNIQUE

Cost: 3 motes
Duration: Instant
Type: Reflexive
Minimum Dexterity: 4
Minimum Essence: 2
Prerequisite Charms: Steel Paw Style

Like a cat, the Lunar is always ready to respond to attacks. By means of the Feline Guard Technique, a Lunar may parry an attack with his full relevant Ability pool total (meaning Dexterity + Ability + any weapon modifiers). The character cannot activate this Charm more times in a turn than he has points of permanent Essence. A Lunar cannot dodge during a turn in which he activates the Feline Guard Technique. A Lunar may not move more than half his movement allowance. Feline Guard Technique cannot be used in any Combos that contain extra action Charms. This Charm is not effective against attacks the character is not aware of.

DEN MOTHER METHOD

Cost: 2 motes
Duration: Instant
Type: Reflexive
Minimum Dexterity: 4
Minimum Essence: 3
Prerequisite Charms: Feline Guard Technique

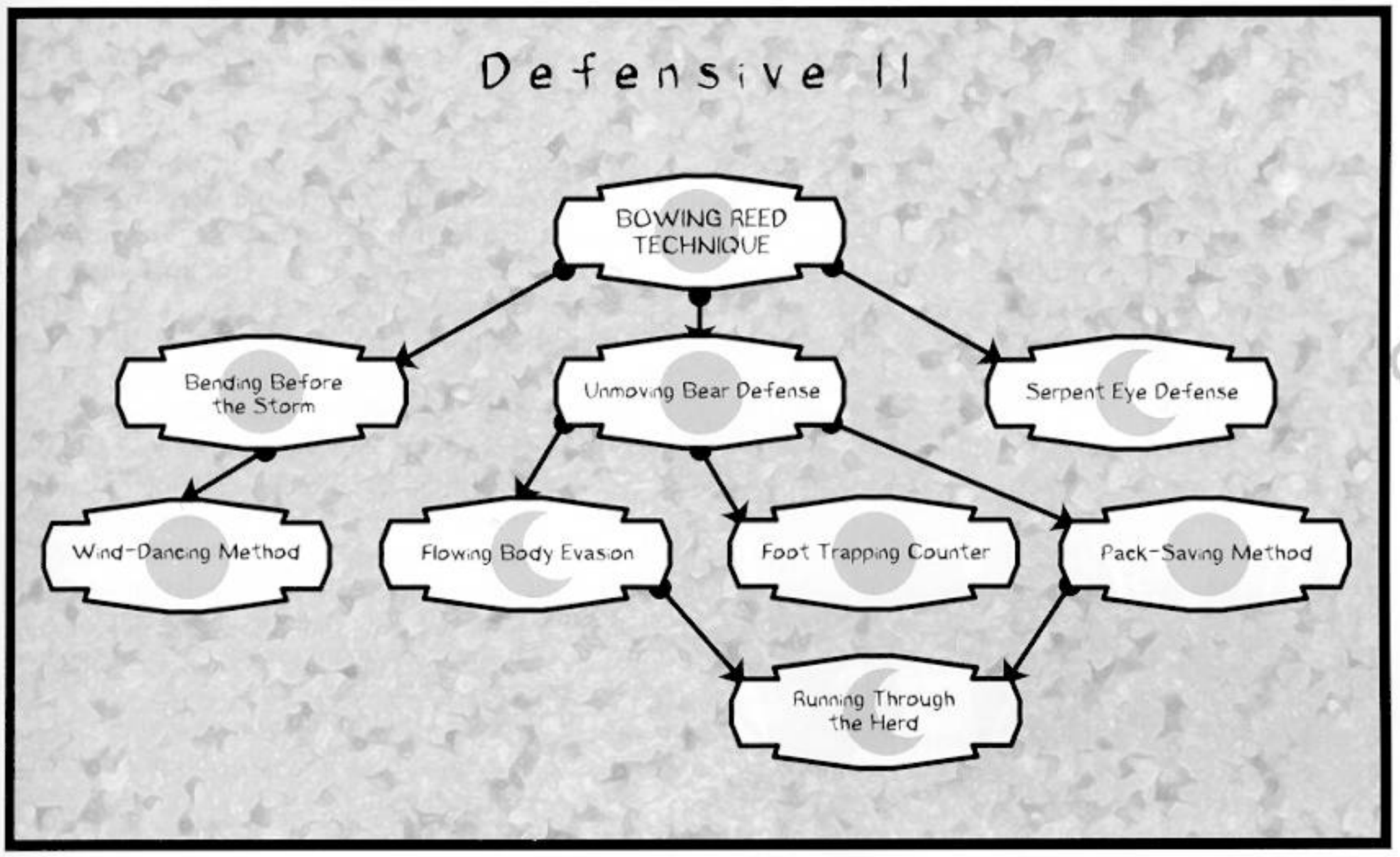
Using his superhuman reflexes, a Lunar Exalted who has yet to act may activate this Charm and abort his action to parry an attack directed at another character. This Charm is effective so long as the Lunar is aware of the attack, it is possible to parry it and the target is within (the Lunar's permanent Essence) yards. If the Lunar has already acted, then this Charm has no effect. The Lunar uses his entire dice pool to parry the attack, and any parry successes he gets are added to those achieved by the character he is aiding.

CROUCHING TIGER STANCE

Cost: 4 motes
Duration: Instant
Type: Reflexive
Minimum Dexterity: 4
Minimum Essence: 2
Prerequisite Charms: Feline Guard Technique

A skilled Lunar can turn his opponent's attack into a deadly counter, the Lunar extending and twisting his limbs in a manner that allows him to go on the offensive in hand-to-hand attacks. He parries at his full dice pool +2 Dexterity bonus dice in the parry attempt he enhances with the Crouching Tiger Stance, and if he completely blocks the attack, the Lunar may immediately make a reflexive Melee, Martial Arts or Brawl counterattack with his full dice pool against his opponent. If he only partially parries the blow, he cannot counterattack.

The Lunar must activate this Charm before he acts for the turn — he may postpone his action, as normal, but if the Lunar has already acted, then this Charm cannot be used in the turn. The Crouching Tiger Stance confers no advantages against a ranged attack, nor can it be used to counter counterattacks or against attacks the Lunar is not aware of.



Bowing Reed Technique

Cost: 4 motes
Duration: Instant
Type: Reflexive
Minimum Dexterity: 2
Minimum Essence: 1
Prerequisite Charms: None

Mobility and agility are innate characteristics of the Lunar Exalted, who can use them to considerable effect when seeking to avoid damage. By activating this Charm when the player declares a full dodge (see **Exalted**, p. 231), the Lunar does not suffer any dice-pool penalties for dodging multiple attacks for the rest of the turn. She may use her full Dexterity + Dodge pool against all attacks for the remainder of the turn, providing she is able to maneuver away from attacks. A Lunar rendered immobile by terrain, magic or other effects gains no advantage from the Bowing Reed Technique.

Bending Before the Storm

Cost: 1 mote per success
Duration: Instant
Type: Reflexive
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Bowing Reed Technique

Using this Charm, a Lunar can use his Essence to enhance his dodging efforts. Upon activating this Charm, he moves as gracefully as a swan and as sure-footedly as a mountain goat. Before making a dodge roll, the Lunar's player may spend Essence to transform some of his dice on a dodge attempt into automatic successes at a cost of 1 mote per die converted. The Lunar's player may purchase as many automatic successes as the character's Dexterity Attribute, even if circumstances — such as making multiple evasion attempts while using full dodge — reduce the total dodge dice pool. If modifiers reduce the number of dice in the dodge pool below the character's Dexterity, then the size of the pool is the maximum number of successes that may be purchased. The successes must be purchased separately for each dodge attempt, so a Lunar whose player sought to gain five automatic successes on each of three dodge attempts in the same turn would spend a total of 15 motes. A Lunar rendered immobile by terrain, magic or other effects gains no advantage from Bending Before the Storm and must rely on parry or soak to avoid the attack.

Wind-Dancing Method

Cost: 4 motes
Duration: Instant
Type: Reflexive
Minimum Dexterity: 4
Minimum Essence: 2
Prerequisite Charms: Bending Before the Storm

Simply dodging an attack may not be enough to save an Exalt from harm — his opponent may have multiple actions and may keep attacking until the character's defenses fail. Using the Wind-Dancing Method, a Lunar



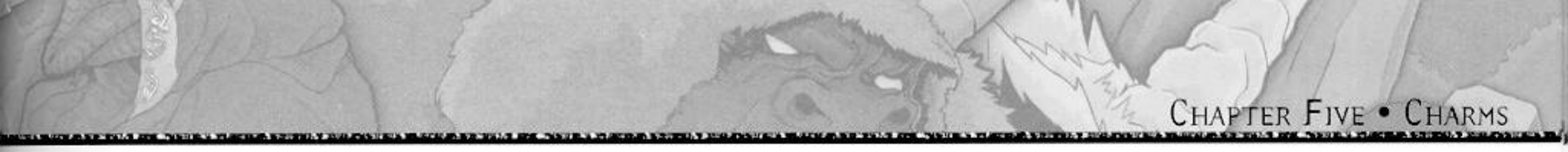
can use his agility to both avoid an attack and make it much harder for an opponent to press her advantage. By using this Charm, when dodging, if he succeeds in dodging an attack, the Lunar can move up to eight yards from the opponent as a reflexive part of the dodge action, even if the Lunar has already moved this turn. In hand-to-hand combat, this means the opponent must herself move or use some reach-extending magic if she wishes to attack again. If the attacker cannot reach the Lunar for her next attack, she may make no further attacks against the Lunar this turn. A Lunar who is attacked repeatedly can activate this Charm after each attack and continue moving away from the attacker, hoping to exhaust her movement. Note that this Charm does not allow the Lunar to take a dodge action if he could not normally do so — Lunars wishing to defend themselves without splitting their dice pools or going full dodge will have to put this Charm in a Combo.

Serpent Eye Defense

Cost: 4 motes
Duration: Instant
Type: Reflexive
Minimum Manipulation: 3
Minimum Essence: 1
Prerequisite Charms: Bowing Reed Technique

By locking his eyes with his attacker and activating this Charm, the Lunar may distract his opponent and cause the attack to go wide. The attacker must be within a number of yards equal to (5 x the target's Perception) for the Charm to be effective — the opponent needs to be able to see the Lunar's eyes for them to distract him. If the attacker does no use her visual senses — for example, if she is blind or blindfolded — then the Charm is wasted. If the victim is deliberately avoiding the Lunar's gaze, this increases the difficulty of all actions involving the Lunar (including attack and defense rolls) by 2, and the avoidance must be declared before the Charm is activated. Once stung, the opponent may begin avoiding the Lunar's gaze, but the target cannot suddenly decide to begin when the Lunar activates this Charm.

If the Charm takes effect, the attacker is momentarily confused as to the Lunar's position, and the Lunar may add a number of dice to his dodge pool equal to his Charisma. These are not Dexterity bonus dice, they are Charisma dice, and thus, they circumvent the normal ceiling on dodge bonus dice.



Unmoving Bear Defense

Cost: 2 motes
Duration: Instant
Type: Reflexive
Minimum Dexterity: 3
Minimum Essence: 1
Prerequisite Charms: Bowing Reed Technique

Dodges usually require the defender to maneuver and are thus impossible if the character cannot give ground. Using the Unmoving Bear Defense, a Lunar Exalted can dodge attacks without moving, instead using his protean abilities to twist and deform his body to avoid the attacks. The Lunar must be conscious and able to maneuver to use this Charm, though he does not need to actually move his feet. When dodging, he may add his Essence to his dodge pool. If the character has no dodge action, he may use his Essence as his dice pool in a dodge attempt. This Charm is not compatible with other Charms that add dice to the character's dodge attempts but does not preclude Charms that allow dodge attempts at the character's full dice pool.

Foot Trapping Counter

Cost: 2 motes
Duration: Instant
Type: Reflexive
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: Unmoving Bear Defense

If, during hand-to-hand combat, an opponent seeks to move away from the Lunar, he may activate this Charm to hinder the move. The opponent's player makes a reflexive Dexterity + Athletics roll against a difficulty equal to the Lunar's Dexterity. If the opponent succeeds, she may move as intended; otherwise, she must remain in the same position. This can stop Charm-powered escapes such as the Lunar Charm Wind-Dancing Method and the Terrestrial Hopping Firecracker Evasion and even a high-speed flyby attacks such as the Solar Eagle-Wing Style.

Flowing Body Evasion

Cost: 6 motes, 1 Willpower
Duration: Instant
Type: Simple
Minimum Charisma: 4
Minimum Essence: 3
Prerequisite Charms: Unmoving Bear Defense

For a dodge to be effective, the character must be able to move away from the source of possible injury. Most attacks — a fist, a sword, an arrow — are concentrated on a single point and are, thus, avoidable, but not all attacks are. Some attacks are so magically enhanced they are unavoidable, while others affect an area, perhaps encompassing sufficient space that a character doesn't have the speed to get clear before the blow lands. In such cases, the character would ordinarily be unable to dodge avoid the attack. However, a Lunar who knows Flowing Body Evasion may attempt to cheat fate, using speed, agility and his shapeshifting nature to avoid harm. The exact method will vary — perhaps the Lunar puts on a burst of speed, dodges with godlike agility or squeezes into a tiny hole — but the end result is the same; a nearly perfect dodge. Properly used, this technique provides a nearly impenetrable defense.

When the Lunar activates this Charm, his player must make a reflexive Dexterity + Dodge roll. If the player gets at least one success, the Exalt avoids the attack totally. If the roll fails, the attack affects the Lunar normally. This is a dodge action, so a Lunar who fails to dodge with this Charm cannot attempt to make an "actual" dodge roll for the turn. This Charm cannot be placed in a Combo with any Charm that would cause the Lunar's player to automatically succeed on the Dexterity + Dodge roll. A Lunar can only use this Charm before he takes his action for the turn — he may postpone his action, but once he acts, he is unable to invoke Flowing Body Evasion.

Pack-Saving Method

Cost: 2 or 3 motes
Duration: Instant
Type: Reflexive
Minimum Dexterity: 4
Minimum Essence: 3
Prerequisite Charms: Unmoving Bear Defense

Using this Charm, a Lunar can use his preternatural abilities to help defend his associates. If an ally is attacked, the Lunar may abort his action and seek to wrest the friend out of harm's way. The associate must be within a number of yards equal to the Lunar's Dexterity for him to be able to use the Charm, and the Lunar must pay the Essence cost as soon as his player declares the action. The Essence cost is usually 3 motes per attempt, but if the ally is bound to the Lunar by the Charm Brotherhood of Lake and River, the cost is only 2 motes. The Lunar's player makes a Dexterity + Dodge roll, and if the player rolls but a single success, the original target avoids taking damage from the attack. The Lunar takes the attack instead, with the dodge roll applied as a normal defense. If the roll botches, both the Lunar and the target take the attack, and neither can make any further defense against it. Lunars may use this Charm more than once in a turn, but it must be used before they take their action for the turn. The Lunar can postpone his action, but once he has made his dice action, he can no longer use this Charm. The shielded character cannot decline the effects of this Charm.

RUNNING THROUGH THE HERD

Cost: 4 motes, 1 Willpower
Duration: Instant
Type: Reflexive
Minimum Manipulation: 5
Minimum Essence: 3
Prerequisite Charms: Flowing Body Evasion, Pack-Saving Method

Using a mix of Dexterity, shapeshifting and illusion to confuse his opponent, a Lunar can employ this Charm to mislead an opponent into attacking the wrong person. To use this Charm, the Lunar must be in close proximity to his intended target (who must be less than the Lunar's Dexterity in yards away). The Lunar spends the Essence to activate the Charm, then his player reflexively rolls the Exalt's Dexterity + Dodge. For the Charm to take effect, the Lunar's player must get as many successes as the attacker's Perception. If the Lunar succeeds, the Lunar avoids damage, and the new target is subject to the attack. The new target may attempt to parry or dodge as normal if she has actions available. If the redirection attempt fails, the Lunar takes damage normally —he sacrificed his dodge attempt in the redirection effort. This Charm cannot be used to avoid counterattacks, nor is it compatible with Charms that cause the Lunar to gain automatic dodge successes.

HIDE-TOUGHENING ESSENCE

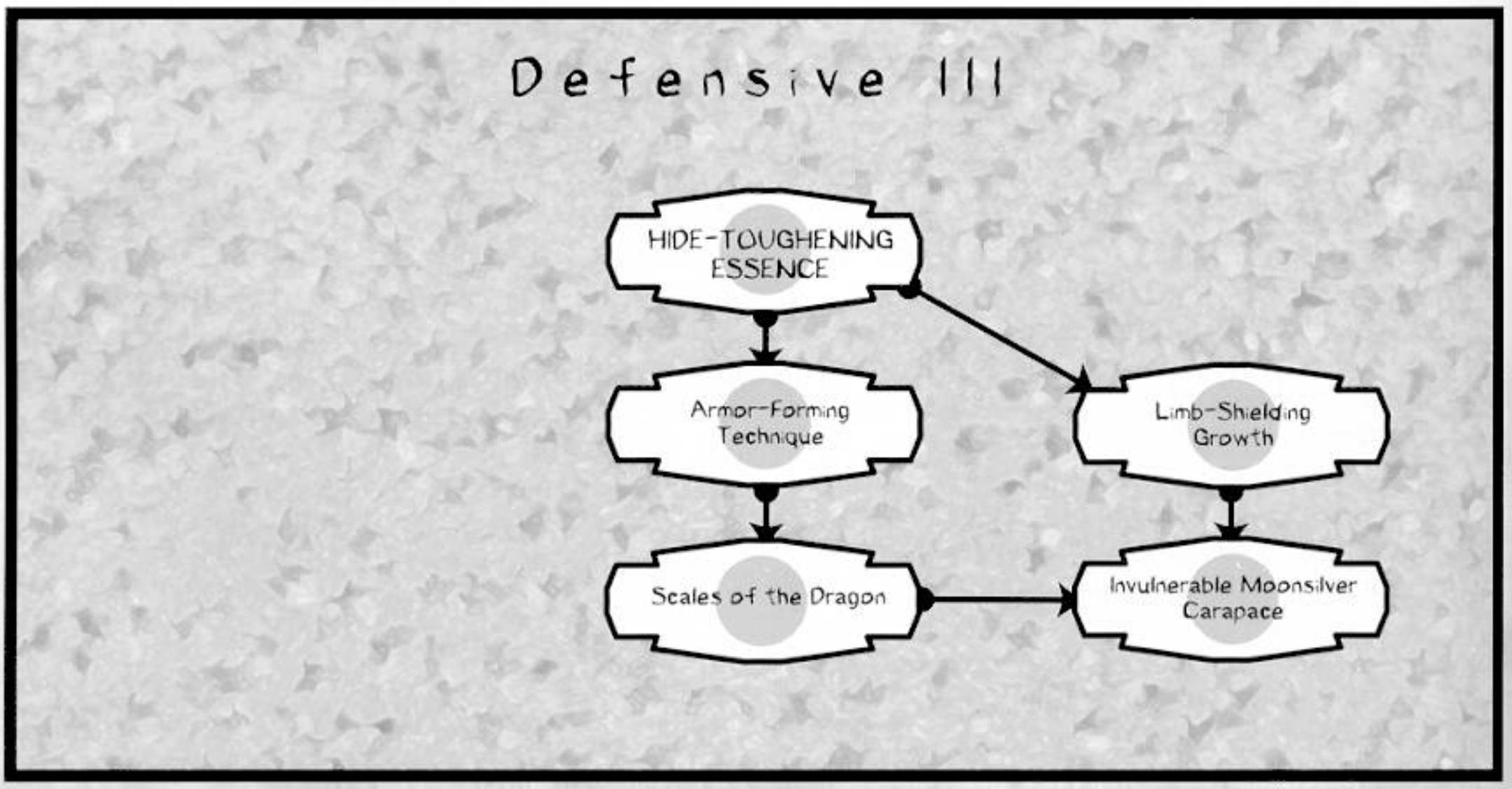
Cost: 1 per 2 points
Duration: One scene
Type: Simple
Minimum Stamina: 2
Minimum Essence: 1
Prerequisite Charms: None

Using this Charm, a Lunar's skin thickens and strengthens, providing the Lunar with additional soak against bashing damage. When this Charm is invoked, or as a simple action at any time later in the scene, the Lunar's player may purchase bonus points of bashing soak for his character. A player cannot purchase more points of bashing soak than his character has dots of Stamina. The player must purchase at least one point when the Charm is activated. The Lunar's outward appearance is largely unchanged, though closer examination will show the modifications to his hide. The character can wear armor as normal while under the effects of this Charm. The Lunar's bashing soak cannot be raised above 12 by the combined effects of this Charm and Deadly Beastman Transformation's gifts and effects on the character's Stamina. Instead, the character may ignore bashing attacks that do less raw damage less than the difference between 12 and what the character's soak would be without the limit. A character may never ignore attacks doing more than 12 points of raw damage, regardless of what his soak should be.

ARMOR-FORMING TECHNIQUE

Cost: 1 mote per point
Duration: One scene
Type: Simple
Minimum Stamina: 3
Minimum Essence: 2
Prerequisite Charms: Hide-Toughening Essence

The Armor-Forming Technique creates bony plates in the Exalt's body and limbs and hides vital organs behind multiple sheets of moonsilver-laced bone. These defenses allow the character to bolster his resistance to



even lethal damage. The bone grows up and around the character's armor, sealing his weak points and reinforcing his armor's strength. Thus, this Charm is compatible with the use of armor. When this Charm is invoked or at any time thereafter during the scene, the player may spend motes of Essence to purchase extra soak against lethal damage for his character. The player must purchase at least one point when the Charm is activated. The maximum number of points of soak the player can purchase is equal to half (round down, minimum of 1) his character's Stamina Attribute.

Unlike the Hide-Toughening Essence, the changes wrought by the Armor-Forming Technique are profound and immediately obvious to any observers. Furthermore, each point purchased with the Charm reduces the Lunar's Appearance by 1 (to a minimum of 0, at which point the character is hideous to behold). The Lunar's lethal soak cannot be raised above 12 by the combined effects of this Charm and Deadly Beastman Transformation's gifts and effects on the character's Stamina. Instead, the character may ignore bashing attacks that do less raw damage less than the difference between 12 and what the character's soak would be without the limit. A character may never ignore attacks doing more than 12 points of raw damage, regardless of what his soak should be.

Limb-Shielding Growth

Cost: 3 motes
Duration: One scene
Type: Simple
Minimum Stamina: 3
Minimum Essence: 2
Prerequisite Charms: Hide-Toughening Essence

Using this Charm, the Lunar causes a large bony growth to appear on one of his arms (usually the off hand). He can use this "shield" to protect his body from hand-to-hand and ranged attacks alike, gaining the benefits of a target shield, automatically reducing attackers' success dice by one. The Lunar does not suffer a mobility penalty for using Limb-Shielding Growth, nor does it add to his fatigue value, but any attacks made using the hand upon which the shield has grown are at -1 dice.

Scales of the Dragon

Cost: 6 motes, 1 Willpower
Duration: One scene
Type: Simple
Minimum Stamina: 4
Minimum Essence: 3
Prerequisite Charms: Armor-Forming Technique

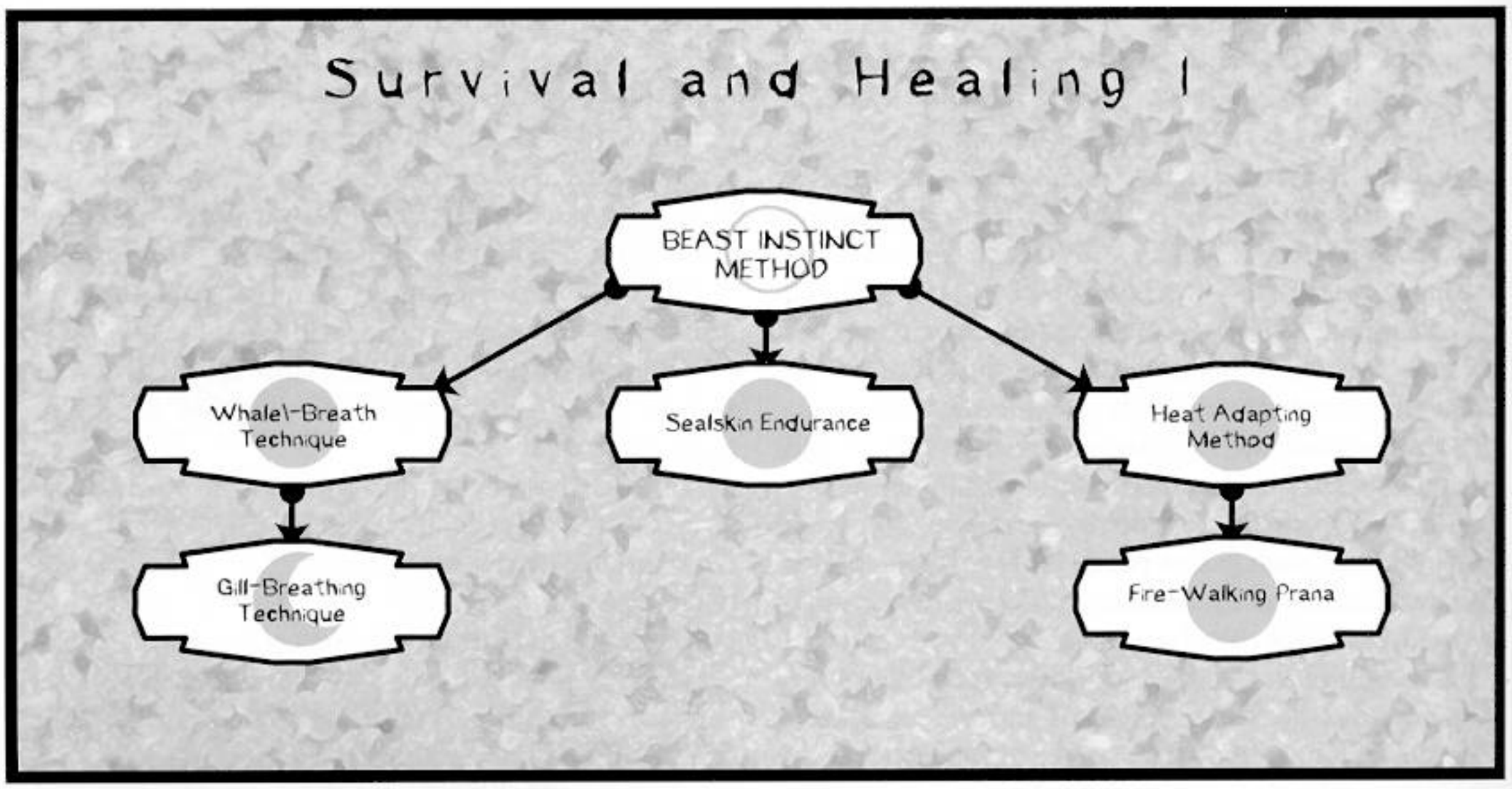
Using this Charm, a Lunar can transform his skin to resemble the hide of a ferocious Celestial dragon. His body is covered with a series of overlapping moonsilver-reinforced scales that glisten coldly in the light and provide formidable protection against all forms of attack. It is as if the character is swathed in articulated plate armor, and the Lunar gains a +9L/+9B soak bonus, while incurring only a -1 mobility penalty. The armor has no fatigue value, and it is not counted as armor for the purposes of attacks that ignore armor, but it does count as armor for the purposes of stopping aggravated attacks.

Unlike the other armor-enhancing Charms known to the Lunar Exalted, Scales of the Dragon is not compatible with the use of armor. However, the Lunar's player continues to add his character's Stamina (or one half Stamina against lethal damage) to the character's soak. The Lunar still gains the benefits of a shield (if carried) and can reinforce his defense with Hide-Toughening Technique and Armor-Forming Style. No combination of this Charm, those two Charms or the effects of Deadly Beastman Transformation can increase either of the character's natural soaks above 12. If the character's soak would rise above 12, then the character will ignore attacks that have a raw damage less than the difference between 12 and what the Lunar's soak should be, to a maximum of 12.

Invulnerable Moonsilver Carapace

Cost: 8 motes per turn, 1 Willpower
Duration: One turn
Type: Reflexive
Minimum Stamina: 5
Minimum Essence: 4
Prerequisite Charms: Limb-Shielding Growth, Scales of the Dragon

By activating this Charm, the Lunar shields herself in a carapace of moonsilver, which appears to flow out of her pores to completely cover her body in shimmering plates. There are no gaps or weak points in this armor, which glistens fluidly as the Lunar moves. Though appearing to be liquid, the Invulnerable Moonsilver Carapace is nigh invulnerable to any form of attack. It adds 15B/15L to the Lunar's soak until the end of the turn. This soak stacks with armor and cannot be circumvented by any stratagem, Charm or sorcery (this is a perfect effect) and is not armor for the purposes of Charms that do not stack with armor. Its Essence cost is, however, crippling. During turns when the Invulnerable Moonsilver Carapace is activated, the Lunar suffers a -3 penalty to her Dexterity and Perception, though this cannot reduce the Attributes below 1.



Survival and Healing Charms

Beast Instinct Method

Cost: 2 motes per die
Duration: Instant
Type: Supplemental
Minimum Wits: 2
Minimum Essence: 1
Prerequisite Charms: None

A Lunar's ties to the wild allow him to survive in conditions where others would suffer great hardship. By using this Charm, the Lunar taps into his bestial nature, using instinct and cunning rather than rational thought to guide his actions. When attempting any form of Survival roll that involves Wits, the Lunar's player may purchase additional dice up to his character's unmodified Wits score.

Whale-Breath Technique

Cost: 3 motes
Duration: Stamina x 10 minutes
Type: Simple
Minimum Stamina: 3
Minimum Essence: 3
Prerequisite Charms: Beast Instinct Method

Using this Charm, a Lunar replicates the breath control of a diving whale and need not breath for a considerable period of time (Stamina x 10 minutes). The Lunar can survive underwater, in poison gas or even where there's no air at all. However, the Lunar cannot speak without compromising the effects of the Charm — doing so requires him to expel air from his lungs. The Lunar may speak a few words, perhaps a short sentence, but if he does so, the duration of the Charm decreases to one minute. If he speaks a longer sentence or speaks again, the duration decreases to five turns. A third attempt at speech or any form of longer communication cancels the Charm. As part of activating the Charm, the Lunar must take a deep breath and so cannot simply reactivate it in hostile conditions.

Gill-Breathing Technique

Cost: 5 motes
Duration: One day
Type: Reflexive
Minimum Manipulation: 4
Minimum Essence: 3
Prerequisite Charms: Whale-Breath Technique

By activating this Charm, the Lunar manipulates his body to form gills. This allows him to breath as well in water as in air for the rest of the day. A character existing underwater may simply commit 5 motes to this Charm to keep gills indefinitely.

Sealskin Endurance

Cost: 4 motes
Duration: One day
Type: Simple
Minimum Stamina: 3
Minimum Essence: 2
Prerequisite Charms: Beast Instinct Method

By activating this Charm, the Lunar protects himself from cold conditions. The exact method differs from Lunar to Lunar — some may grow a layer of blubber, others a pelt of warm fur. Regardless, the effects are the same. For the duration of the Charm, the Lunar can exist in relative comfort even in the coldest conditions. He



does not suffer from hypothermia, frostbite or immersion, nor does he suffer the effects of snow blindness. He is not, however, protected from the harshest rigors of the Elemental Poles, nor from magically conjured cold.

Heat Adapting Method

Cost: 4 motes
Duration: One day
Type: Simple
Minimum Stamina: 3
Minimum Essence: 2
Prerequisite Charms: Beast Instinct Method

This Charm has the opposite effect of Sealskin Endurance, resulting in a lean, sleek Lunar adapted to the rigors of warm environments. His body becomes highly efficient at conserving water and adept at radiating excess heat without the need for sweating. For the duration of the Charm, the Lunar can exist in relative comfort in even the warmest conditions. He does not suffer heatstroke or sand blindness, nor does his skin blister and burn after exposure to the sun. The Heat Adapting Method does not protect the Lunar from the effects of fire.

Fire-Walking Prana

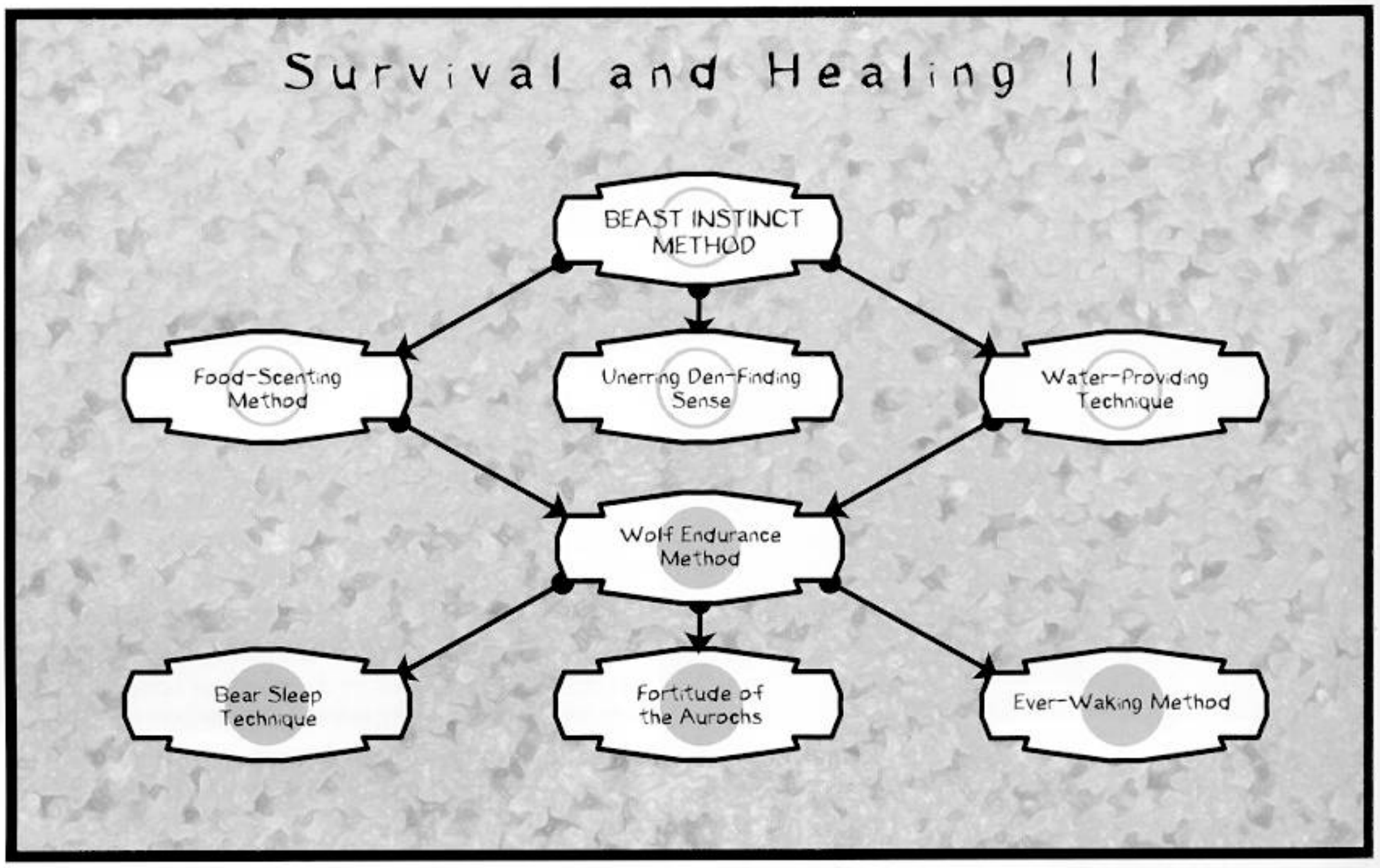
Cost: 5 motes
Duration: 10 turns
Type: Simple
Minimum Stamina: 3
Minimum Essence: 3
Prerequisite Charms: Heat Adapting Method

By means of this Charm, the Lunar can — for a short time — resist the effects of fire. He may walk through flames and across burning coals without suffering ill effects. He is not, however, immune to the effects of prolonged heat. The character adds his Essence to his soak against magical fire. While under the protection of this Charm, the character is also immune to the effects of smoke inhalation and to overheating caused by exposure to flames.

Unerring Den-Finding Sense

Cost: 4 motes
Duration: One scene
Type: Simple
Minimum Perception: 3
Minimum Essence: 1
Prerequisite Charms: Beast Instinct Method

Using this Charm, a Lunar can unerringly find shelter for himself and a number of associates. The exact sort of shelter will depend on the environment — in rocky terrain, the Lunar's senses may lead him to a cave or cleft, while, in a forest, he may divine a hollow tree of suitable size. The Lunar's player makes



a Perception + Survival roll, each success indicating capacity for one person, irrespective of the environmental conditions. However, this protection merely shields the characters from the elements — it does not guarantee there is firewood or food in the vicinity.

Food-Scenting Method

Cost: 4 motes
Duration: Varies
Type: Simple
Minimum Perception: 3
Minimum Essence: 1
Prerequisite Charms: Beast Instinct Method

By using this Charm, a Lunar will never go hungry. If he is traveling during the day in hospitable terrain, the Lunar is guaranteed to find enough nuts, berries, ants and fungi to keep him well fed. If he actively forages for food (see **Exalted**, p. 245), he may gather sufficient food to feed a number of people equal to his Perception + Survival, though doing so will take approximately an hour of his time. In harsher environments, the Lunar is still able to feed himself, though the Storyteller may wish the Lunar's player to roll his character's Perception + Survival, perhaps even at an increased difficulty level, to determine how many people he can feed. In no case should the difficulty increase above 3 unless the Lunar is stranded on pack ice, in the midst of a vast loose-sand desert or in some other wildly hostile environment.

Water-Providing Technique

Cost: 5 motes
Duration: Varies
Type: Simple
Minimum Perception: 3
Minimum Essence: 1
Prerequisite Charms: Beast Instinct Method

Using this Charm, a Lunar can find sufficient water to meet his needs for a day. This moisture may be from concealed springs, condensation on leaves or the pulp of vegetation. Lunars in dire straits have gathered the film of moisture from around individual grains of sand, so sensitive are their tongues. If the Exalt seeks water for others, he may gather sufficient moisture to meet the needs of a number of people equal to his Perception + Survival, though harsh conditions may require his player to roll against a difficulty depending on the circumstances, each success indicating sufficient water for a person. Finding water takes 30 minutes per person (including the Lunar), and as with the Food-Scenting Method above, the difficulty of the roll to find water should never rise above 3.

Wolf Endurance Method

Cost: 6 motes
Duration: Until released
Type: Simple
Minimum Stamina: 4
Minimum Essence: 2
Prerequisite Charms: Food-Scenting Method, Water-Providing Technique

Many wild beasts can go for days without nourishment, and the Wolf Endurance Method allows the Lunar Exalted to do likewise. On a day that the Charm is active, the Lunar does not need to eat or drink and does not suffer any hunger pangs. Unfortunately, while Essence can support the body for a short while, it is very inefficient at powering the metabolism of an Exalted. As a result, the Wolf Endurance Method can be used for a number of weeks equal to the character's Stamina. After that point, the Lunar must temporarily loose a point of Strength or Stamina for each additional week. Attribute points lost in this manner cannot be recovered until the Charm is discontinued and the character has had several square and nutritious meals.

Bear Sleep Technique

Cost: 3 motes, 1 Stamina
Duration: 1 month
Type: Simple
Minimum Stamina: 4
Minimum Essence: 2
Prerequisite Charms: Wolf Endurance Method

By activating this Charm, the Lunar can place himself in a deep sleep, during which time he need not eat and drink. Instead, Essence and body fat reserves sustain the Lunar. The character may place himself in this hibernation for a number of months up to his Stamina score, paying 3 motes of Essence and 1 point of temporary Stamina to maintain his body during this time. However long he sleeps, the Lunar will be ravenous upon waking. The Lunar must have a solid meal within 24 hours of waking, or else, he loses an additional point of Stamina each day until he does. The Wolf Endurance Method cannot offset this Stamina loss — after hibernating, the Lunar is beyond mere hunger. If his Stamina declines to 0, the Lunar dies. Every day after waking during which he eats properly allows the character to recover one of the points of Stamina (including the one spent when activating the Charm).

Fortitude of the Aurochs

Cost: 10 motes
Duration: One day
Type: Simple
Minimum Stamina: 4
Minimum Essence: 3
Prerequisite Charms: Wolf Endurance Method

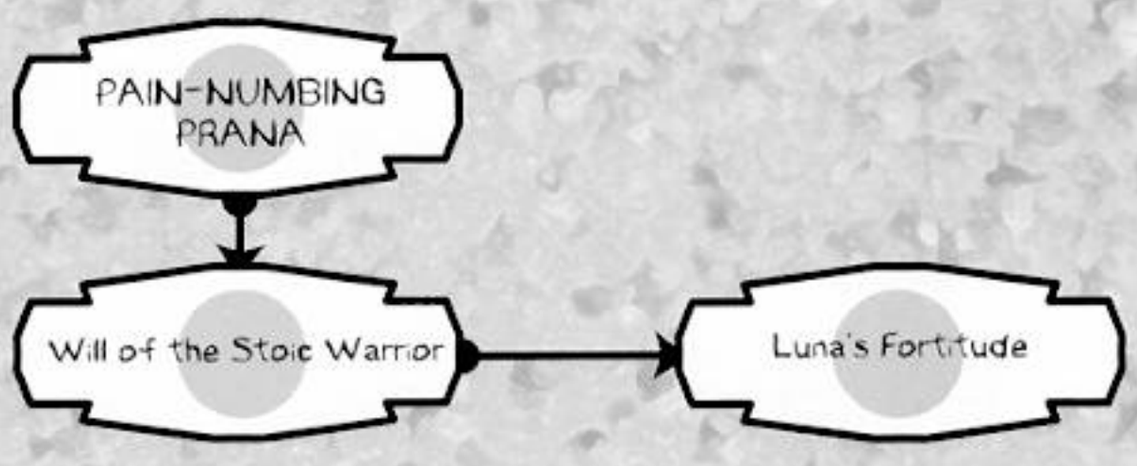
Constant activity places a great strain on the body, and even Exalts become fatigued after prolonged activity. By using Fortitude of the Aurochs, a Lunar can reinvigorate his body with Essence, manipulating the muscles and blood of his body to allow him to remain active. With this Charm in use, a Lunar can work for 24 hours without worry of fatigue, nor can he become fatigued as a result of Charms, sorcery or other effects. Fortitude of the Aurochs does not eliminate any penalties already in effect as a result of fatigue, nor does it negate the need for sleep, only weariness from labor. Fortitude of the Aurochs also negates the need to make fatigue rolls for wearing armor, irrespective of environmental conditions.

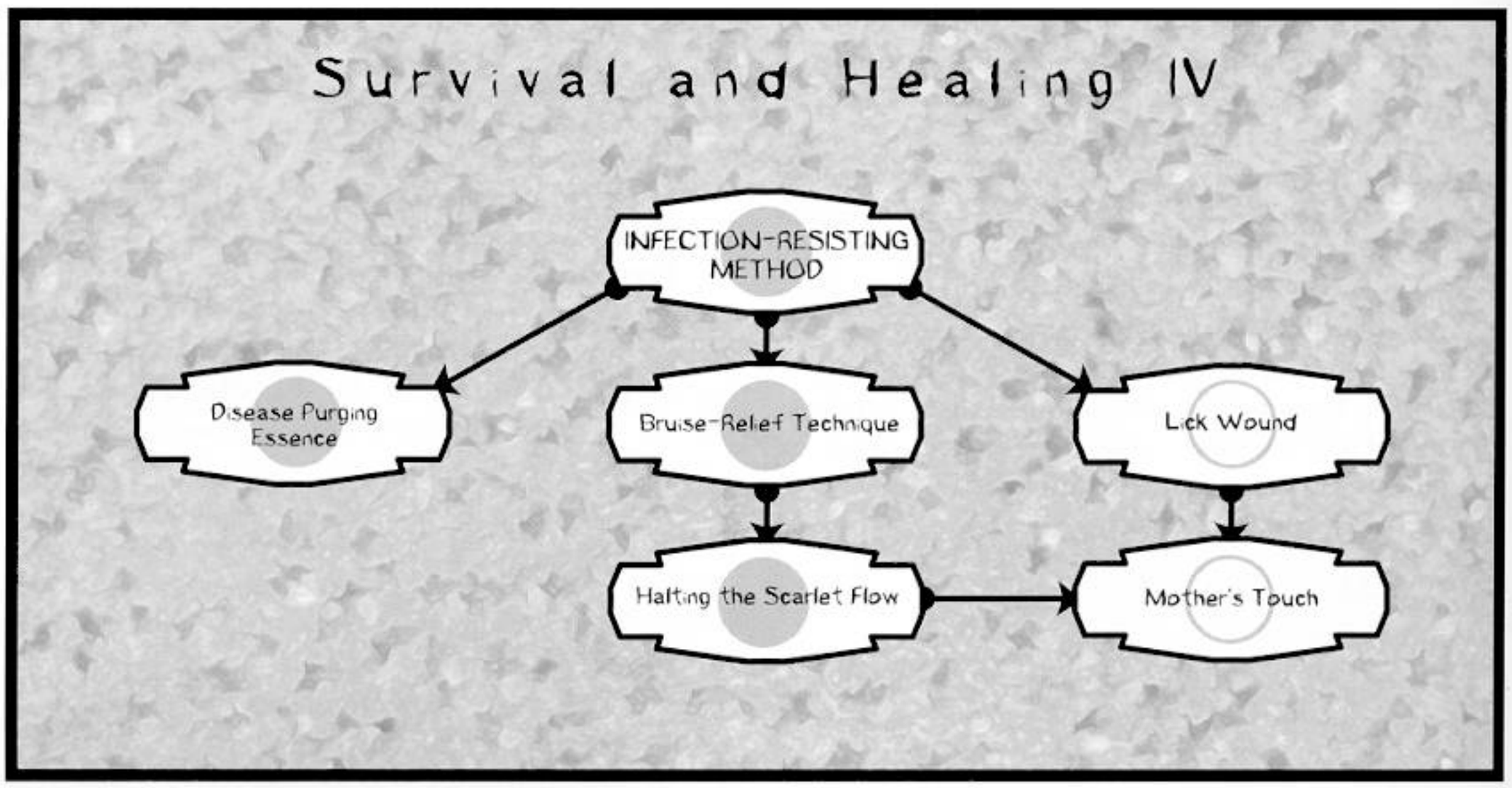
Ever-Waking Method

Cost: 3 motes
Duration: One day
Type: Simple
Minimum Stamina: 3
Minimum Essence: 2
Prerequisite Charms: Wolf Endurance Method

By using Essence to reinvigorate his limbs, a Lunar can go for 24 hours without sleep and suffer no penalties (see **Exalted**, p. 241, for the normal penalties). He remains fully alert during this time and can keep acting, though the Charm does nothing to alleviate the symptoms of fatigue. The character can activate this Charm every day, but doing so for a prolonged period of time is not recommended — after a number of days equal to the character's Stamina, Essence alone is not sufficient to

Survival and Healing III





reinvigorate the Lunar. Each day thereafter, he must also spend a temporary Willpower, which he cannot recover without a prolonged period of sleep. After the Charm is discontinued, the Lunar must sleep for six hours for each day he was awake.

Pain-Numbing Prana

Cost: 1 mote
Duration: Varies
Type: Reflexive
Minimum Stamina: 3
Minimum Essence: 2
Prerequisite Charms: None

By utilizing this Charm, a Lunar can suppress superficial feelings of pain for a short period of time, overriding his nervous system. The duration of this Charm is equal in turns to twice the Lunar's Stamina + Endurance, during which time he may ignore any wound penalties imposed by bashing damage. However, he still suffers the effects of lethal and aggravated damage and is still rendered unconscious if his wounds (of any type) reach incapacitated.

Will of the Stoic Warrior

Cost: 2 motes
Duration: Varies
Type: Reflexive
Minimum Stamina: 4
Minimum Essence: 2
Prerequisite Charms: Pain-Numbing Prana

Will of the Stoic Warrior allows the Lunar to suppress moderate to severe pain, such as the result of severe trauma, allowing him to ignore the dice pool penalties imposed by bashing or lethal damage. However, he still suffers the penalties imposed by aggravated damage and is still rendered unconscious if his wounds (of any type) reach incapacitated. The effects of this Charm last for a number of turns equal to the Exalt's Stamina + Endurance.

Luna's Fortitude

Cost: 4 motes
Duration: One turn
Type: Reflexive
Minimum Stamina: 5
Minimum Essence: 3
Prerequisite Charms: Will of the Stoic Warrior

By calling on Luna's Fortitude, a Lunar ignores all wounds, period. Any wounds already present remain, and he may sustain new ones, but he suffers no action penalties while the Charm is in effect and is not rendered unconscious (or killed) no matter how far past incapacitated his injuries would take him. A character may sustain use of this Charm for a number of turns equal to his Stamina but must pay for the Charm in each turn. When the Charm ends, all wound effects immediately come into play; if the Lunar has suffered more points of lethal damage than he has health levels (including the health levels below Incapacitated provided by his Stamina), he dies immediately.

Infection-Resisting Method

Cost: 1 mote per die
Duration: Instant
Type: Reflexive
Minimum Stamina: 2
Minimum Essence: 1
Prerequisite Charms: None

Though diseases and infections are rarely a problem for the Exalted, the harsh lifestyles of the Lunar Exalted expose them to a wide range of contagions, and so, they have learned to use Essence to fortify their metabolisms. When making a roll to resist disease or infection, the Lunar's player may activate this Charm to convert Stamina dice into automatic successes. He may convert as many dice into successes as the Lunar has points of Stamina. The Infection-Resisting Method only helps to avoid disease; it does not help resist or to cure disease once the Lunar has become infected.

Disease Purging Essence

Cost: 1 mote per die
Duration: Instant
Type: Reflexive
Minimum Stamina: 3
Minimum Essence: 2
Prerequisite Charms: Infection-Resisting Method

Using this Charm, a Lunar Exalted can purge his body of even the foulest plagues and infections. When rolling Stamina + Endurance to determine if the Lunar can overcome an infected wound or a disease, the Lunar's player can purchase additional dice up to the value of the character's Stamina Attribute.

Bruise-Relief Technique

Cost: 1 mote per health level
Duration: Instant
Type: Reflexive
Minimum Stamina: 3
Minimum Essence: 1
Prerequisite Charms: Infection-Resisting Method

The minor contusions represented by bashing damage are of almost negligible concern to a Lunar Exalted, who, by exploiting his shapechanging abilities, can quickly repair bruises, sprains and related injuries. By expending Essence to power this Charm, the Exalt can cause her malleable flesh to repair damage. For every mote spent, the Exalt may remove one health level of bashing damage per point of Stamina, at a cost of 1 mote of Essence per health level. The Lunar does not have to repair all of his bashing damage with this Charm — he may leave some to heal naturally. To an observer, bruises and other superficial injuries simply fade away to leave unblemished skin. Characters may activate this Charm even if unconscious.

Halting the Scarlet Flow

Cost: 2 motes per health level
Duration: Instant
Type: Reflexive
Minimum Stamina: 3
Minimum Essence: 2
Prerequisite Charms: Bruise-Relief Technique

By exploiting his shapeshifting abilities, a Lunar Exalted is able to quickly deal with cuts and other wounds, causing the flesh around gashes to flow together and broken bones to magically reknit. The Exalt may spend 2 motes to transform a level of lethal damage into bashing damage. A Lunar cannot heal more lethal damage in a turn than he has points of Stamina. In addition, if even one health level is healed, any bleeding wounds automatically close, preventing the loss of further health levels. The Lunar does not have to repair all of his lethal damage with this Charm — he may leave some to heal naturally. Observers will see the blood flow cease, wounds knit together and swelling subside. All that remains are scratches and bruising. Wounds healed with this Charm do not scar. Characters may activate this Charm even if unconscious and dying of mortal injury but cannot activate it if they are actually dead.

Lick Wound

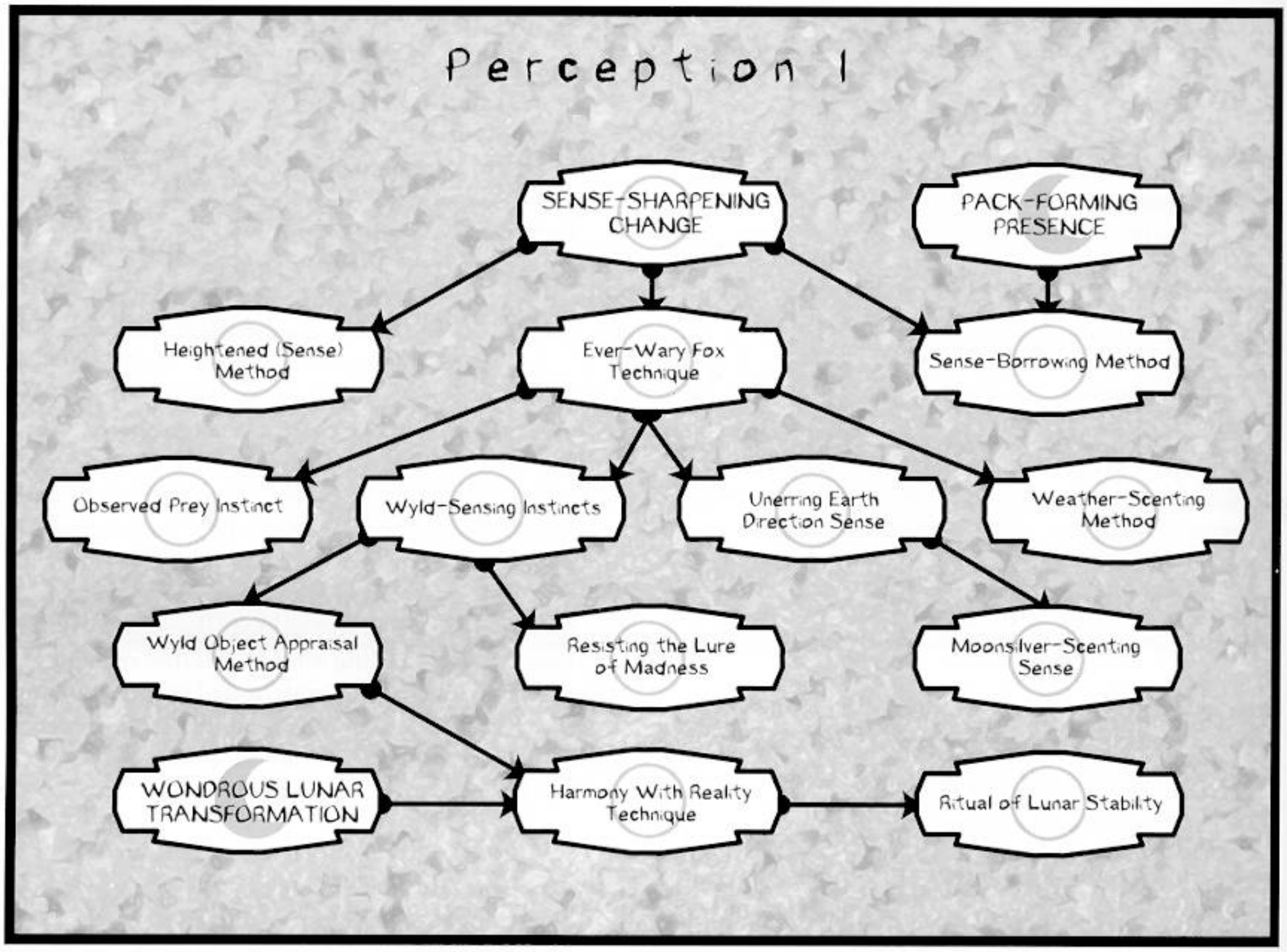
Cost: 2 motes per die
Duration: Instant
Type: Simple
Minimum Wits: 2
Minimum Essence: 2
Prerequisite Charms: Infection-Resisting Method

Using this Charm while licking a subject's wounds or breathing vapors into her face allows the Lunar to use his own Essence to fortify an ally's resistance to infection. The player may purchase dice up to his character's Stamina and add them to the subject's efforts to resist infection or disease or her player's rolls to overcome illness or disease.

Mother's Touch

Cost: 2 or 3 motes per health level or 3 motes, 1 Willpower per health level
Duration: Instant
Type: Simple
Minimum Perception: 4
Minimum Essence: 3
Prerequisite Charms: Halting the Scarlet Flow, Lick Wound

By infusing his hands with Essence and touching a subject's wounds, a Lunar is able to heal or alleviate those wounds. These healing hands can remove bashing damage and transform lethal wounds into bashing. Mother's Touch also closes bleeding wounds, preventing the loss



of additional health levels. Each level of bashing damage healed costs 2 motes of Essence, while each level of lethal transformed costs 3 motes. Mother's Touch can be used to transform aggravated damage (into lethal), but each health level removed costs 3 motes and a temporary Willpower point. With each use of Mother's Touch, the Lunar may transform/cure as many levels of damage as he has points of Stamina.

Perception Charms

Sense-Sharpening Change

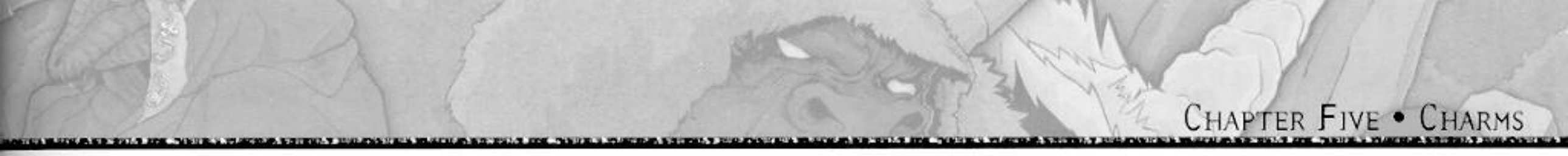
Cost: 1 mote per die
Duration: One scene
Type: Simple
Minimum Perception: 2
Minimum Essence: 1
Prerequisite Charms: None

Using this Charm, the Lunar can heighten all of his senses far beyond those of normal humans. His ears grow to better hear sound, his nostrils flare to enhance his ability to smell, and his eyes grow and dilate to enhance his sight — he can even taste individual ingredients in a meal and feel the slightest wind on his skin. For the duration of the Charm, the Lunar's player adds bonus dice equal to the amount of Essence spent to Perception rolls. He may not increase the character's pool by more dice through this Charm than the Lunar has dots of Perception. This enhancement, though powered by Essence, does not grant the Lunar supernatural powers — it merely enhances his mortal senses.

Heightened (Sense) Method

Cost: 5 motes
Duration: 10 turns
Type: Simple
Minimum Perception: 3
Minimum Essence: 1
Prerequisite Charms: Sense-Sharpening Change

This Charm is actually three different Charms, one each for sight, for scent and taste and for hearing and touch. Through it, the Lunar can hone his senses far beyond those of most animals. When making a Perception test with the heightened sense, the Lunar's Perception dice are automatically successes, and the Lunar's player need only roll the character's Ability dice (usually Awareness or Survival). Charms that reduce successes in Perception tests affect these auto-



matic successes normally. The Charm must be purchased separately for each of the three sense groups and only provides a bonus when used in conjunction with that sense group. A Lunar may use a maximum of two Heightened (Sense) Charms at any time. If he wishes to enhance a third, he must cease using the Charm on one of the already-heightened senses. Heightened (Sense) Method Charms may not be used at the same time as the Sense-Sharpening Change or any other Charm that boosts the Lunar's Perception, though they may be used in conjunction with sense-enhancing Charms that do not directly enhance the Perception Trait, such as Night Is Day.

Sense-Borrowing Method

Cost: 5 motes
Duration: Sustained
Type: Simple
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Sense-Sharpening Change, Pack-Forming Presence

Using this Charm, a Lunar can attach his perceptions to the senses of another human or an animal. The Lunar must touch the target when activating the Charm, but once it is functioning, the subject may travel up to a mile from the Lunar per point of the Exalt's permanent Essence and still serve as a source of sensory information. If the subject is willing, no roll is required to activate the Charm. Otherwise, the Lunar's player must make a Wits + Awareness roll, with a difficulty equal to the target's Essence. Animals of the Lunar's totem species are automatically willing, while other animals are not unless charmed or befriended. To succeed, the Lunar's player must roll a number of successes equal to or exceeding the target's Essence. Otherwise, the Charm fails, and if the target is an Exalt or other supernatural creature, he knows the Lunar attempted to use a Charm on him. Mortals and mortal beasts cannot detect the Charm.

While the Charm is active, the Lunar senses everything his subject does. For all intents and purposes, the subject becomes the Lunar's eyes and ears. The Lunar has some semblance of his own senses, but borrowed senses dominate his perceptions. Any actions taken by the Lunar while the Sense-Borrowing Method is being used — including reflexive actions — are at +2 difficulty. As a consequence, most Lunars simply meditate while using the Charm. If the either the Lunar or his subject sustain an injury (at least one health level of damage), the Charm ends. This Charm gives the Lunar no control over the creature, he simply shares its senses.

Ever-Wary Fox Technique

Cost: 1 mote
Duration: Instant
Type: Reflexive
Minimum Perception: 2
Minimum Essence: 1
Prerequisite Charms: Sense-Sharpening Change

Lunars are very aware of their environments and, thus, very difficult to ambush. When the character is attacked from surprise, the Lunar may choose to activate this Charm automatically if the character has sufficient Essence to power it. When it does activate, the Lunar's player's reflexive Perception + Awareness roll to avoid being ambushed (see **Exalted**, p. 238) gains a number of bonus dice equal to the Lunar's Perception.

Observed Prey Instinct

Cost: 2 motes
Duration: Instant
Type: Reflexive
Minimum Perception: 3
Minimum Essence: 1
Prerequisite Charms: Ever-Wary Fox Technique

This reflexive Charm allows a Lunar to know if he is being watched, either by normal senses or magic. It activates automatically if the Lunar comes under sustained observation — a casual glance or a flirtatious look are not enough to trigger it. The Charm guides his perceptions to gather further information, allowing a reflexive Perception + Awareness roll. The number of successes determines the information gathered. A single success merely confirms that the Lunar is being observed, while additional successes will pinpoint the number and direction of observers (one per success). A Lunar observed by magical means will know the viewpoint from which he is being watched but not the actual location of the observer.

Weather-Scenting Method

Cost: 1 mote
Duration: Instant
Type: Simple
Minimum Wits: 2
Minimum Essence: 1
Prerequisite Charms: Ever-Wary Fox Technique

Lunars with this Charm can track and predict the weather, using Essence to build on and extend their natural perceptions. The number of successes from a Wits + Survival roll determines the scope of information a Lunar can divine. Each success garners him either knowledge of conditions within a 10-mile radius or for the next day (cumulative). A Lunar may purchase information on both area and time, but he must do so in as even a manner as possible. For example, a Lunar who gets 4 successes cannot purchase information on a 40-mile

radius or about a 10-mile radius for 4 days in advance, but rather learns about a 20-mile radius for two days in advance. If there are an odd number of successes, the Lunar's player may choose which aspect has the additional die. The Weather-Scenting Method may not be used to predict future conditions under the influence of magic, though it may be used to gather information on the prevailing conditions when the Charm is activated.

Unerring Earth Direction Sense

Cost: 1 mote
Duration: Instant
Type: Simple
Minimum Wits: 2
Minimum Essence: 1
Prerequisite Charms: Ever-Wary Fox Technique

After activating this Charm, the Lunar instinctively knows the direction of the Imperial Mountain. This works irrespective of the Lunar's situation — it is as effective inside a building or underground as it is in plains or forest — and works as well in darkness as in daylight. If the Lunar simply desires to know the direction of the Imperial Mountain, no roll is required. However, he may also use this Charm to identify his location, though this requires a Wits + Awareness roll, the number of successes indicating the precision of the information. One success gives him little more than what he already knows, three successes allows him to narrow his location down to the county or district, and five or more let him know precisely where he stands.

Moonsilver-Scenting Sense

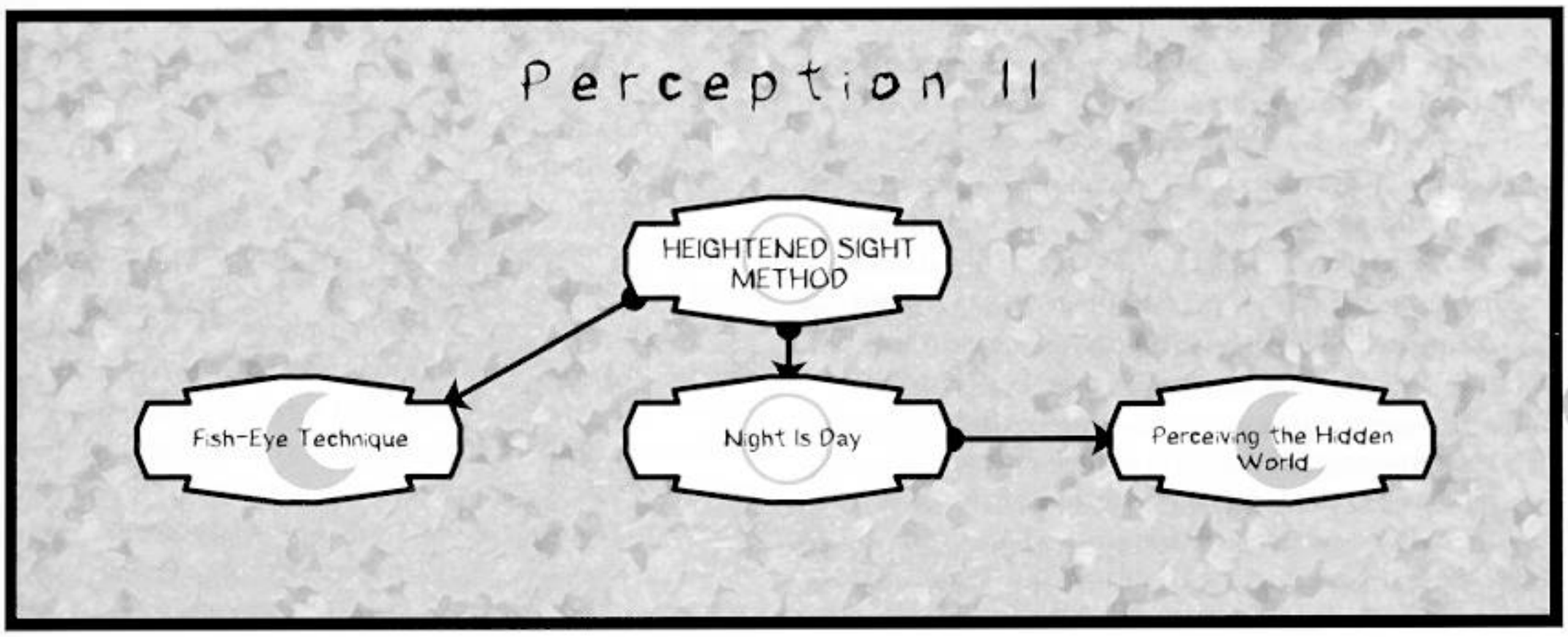
Cost: 3 motes
Duration: One hour
Type: Simple
Minimum Perception: 3
Minimum Essence: 3
Prerequisite Charms: Unerring Earth Direction Sense

The Moonsilver-Scenting Sense hones the Lunar's olfactory nerves, allowing her to scent deposits of moonsilver in the surrounding lands or moonsilver weapons not attuned to a Lunar. The Lunar's player must make a Wits + Awareness roll, the number of successes determining what — if anything — the character learns of the moonsilver deposits and unattuned items in the region. One success allows the Lunar to ascertain whether there is any moonsilver within a number of miles equal to the Lunar's Perception + Essence. Three successes also provide a direction and approximate distance. Five or more successes allow the Lunar to judge the quality and condition (e.g., concealed by Dragon-Blooded machinations) of the deposits or items. The Lunar's player may make one roll for every 10 minutes that the Charm is active.

Wyld-Sensing Instincts

Cost: 3 motes
Duration: Instant
Type: Simple
Minimum Perception: 3
Minimum Essence: 1
Prerequisite Charms: Ever-Wary Fox Technique





Having existed on the edge of the world, Lunar Exalted are ever watchful for the warping effects of the Wyld. Though their nature and their tattoos protect them from its deforming effects, their associates and non-Lunar kin are less fortunate, and their gear is often vulnerable as well. Provided the Lunar has sufficient motes available, Wyld-Sensing Instincts activates reflexively to alert the Lunar to these malign changes. Immediately after it does, the Lunar's player may make a (non-reflexive) Perception + Survival roll. The number of successes indicates the amount of time the Lunar has to act before changes occur. One success gives the Lunar a few turns to escape the transformations, while three successes indicates he has several minutes to reach safety. Five or more successes indicate that, while approaching dangerous levels, the chaos is not yet sufficient to warp items, and he has as much as 30 minutes to seek refuge — or to otherwise protect — his associates.

Resisting the Lure of Madness

Cost: 3 motes, 1 Willpower
Duration: One lunar month
Type: Simple
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Wyld-Sensing Instincts

A character who activates this Charm is immune to Wyld addiction while the Charm's effects persist. Characters addicted to the Wyld do not have to worry about addictive behavior or relapse while the Charm's effects continue, and those not addicted will not become so while under the magic's sway.

Wyld Object Appraisal Method

Cost: 1 mote
Duration: Instant
Type: Simple
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Wyld-Sensing Instincts

Although all Exalted can attempt to discern if something is safe to remove from the Wyld and will retain its form if removed, this ability is far from certain. With the use of this Charm, a Lunar can absolutely tell what the original form of a creation of the Wyld was, whether it will be safe to remove it from the Wyld and whether or not it will retain its present form when removed. The Lunar can usually inspect only a single item through the use of this Charm, although a number of similar small items could be checked at the same time.

Harmony With Reality Technique

Cost: 10 motes + plus 1 additional mote per pound of material, 1 Willpower
Duration: Instant
Type: Simple
Minimum Intelligence: 4
Minimum Essence: 3
Prerequisite Charms: Wyld Object Appraisal Method, Wondrous Lunar Transformation

A Lunar skilled in the ways of the Wyld can force his will upon it, causing it to accede to his whims. While he cannot create exactly what is desired, as a Solar can, he can force the things he discovers to retain their form and function when returned to Creation, no matter how improbable or weird; in essence, he forces that part of the Wyld to become part of Creation. This Charm cannot affect more than 50 pounds of material per point of the character's permanent Essence.

Ritual of Lunar Stability

Cost: 10 motes, 1 Willpower
Duration: A number of lunar months equal to permanent Essence
Type: Simple
Minimum Intelligence: 5
Minimum Essence: 4
Prerequisite Charms: Harmony With Reality Technique

There are many places on the edges of Creation that are kept safe only through the use of ancient rituals, secret pacts or powerful sorceries. While this Charm cannot replace these powers, it can provide sanctuary from the effects of the Wyld for a time. The use of this Charm requires that the Lunar first pace out the area she wishes to protect, encircling it with her scent and presence; this area can be no larger than a number of square miles equal to her permanent Essence. Once this is done, she uses the Charm, and her player rolls Wits + Lore. For every three successes scored, the level of the Wyld in the area protected is reduced by one (so if she scored six successes, she would reduce an area of Deep Wyld down in intensity to be equivalent to Bordermarches). This effect lasts a number of weeks equal to her permanent Essence.

Fish-Eye Technique

Cost: 2 motes
Duration: One scene
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Heightened Sight Method

By means of this Charm, a Lunar modifies the shape of his face and the nature of his eyes. He gains 360-degree vision and, as a result, is aware of actions all around him and does not suffer penalties for being caught unawares by visible attacks. However, comprehending such a vista forces the Lunar to focus on the "big picture" rather than the details and, as a result, increases by 1 the difficulty of any Perception rolls involving spotting details.

Night Is Day

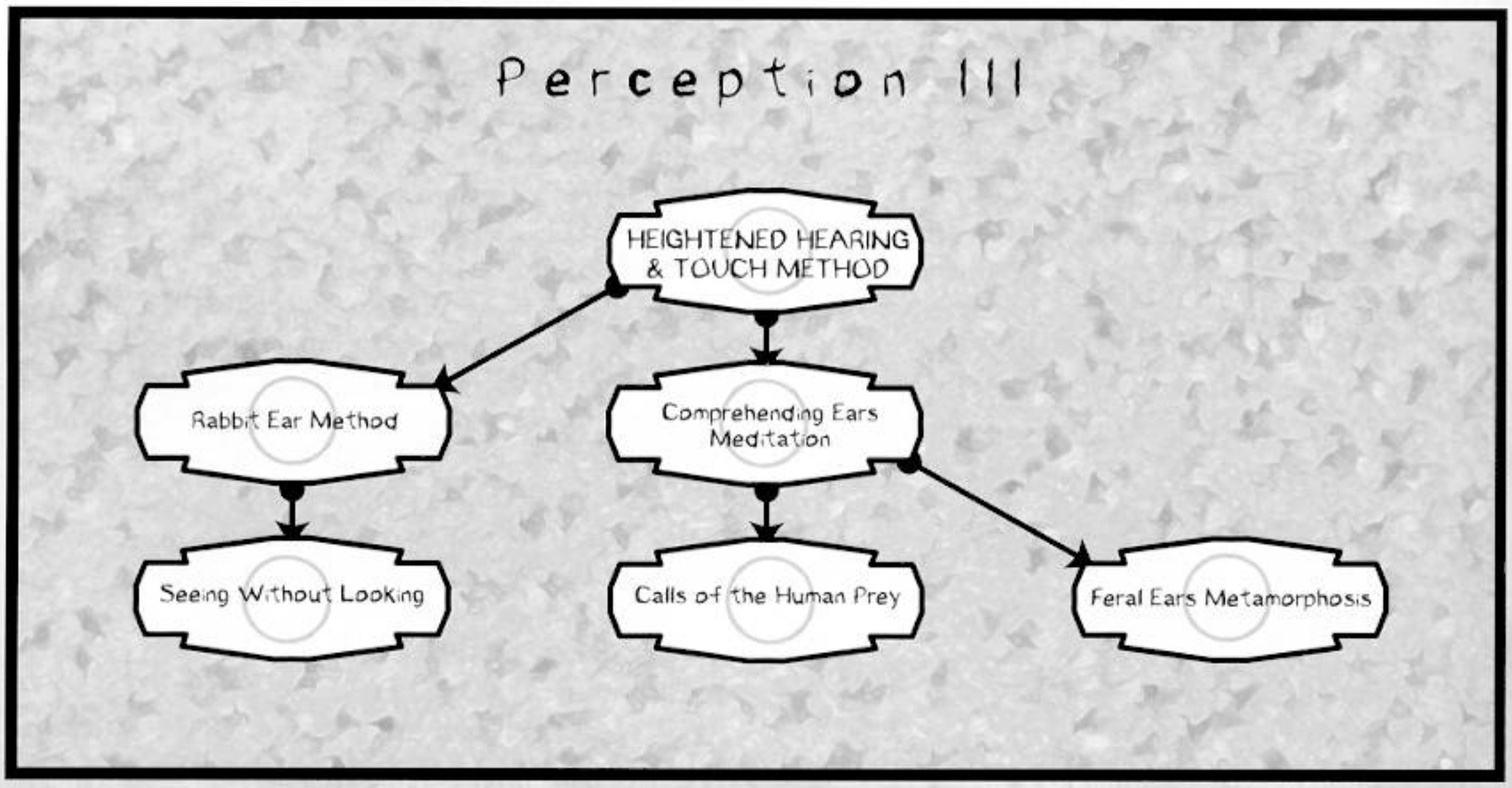
Cost: 1 mote
Duration: One scene
Type: Simple
Minimum Perception: 3
Minimum Essence: 1
Prerequisite Charms: Heightened Sight Method

Using this Charm, a Lunar alters his eyes to allow him to see perfectly in low-light conditions. As such, he treats nighttime conditions as daylight, though he is partially colorblind in normally lit conditions (+1 difficulty to Perception rolls) for the duration of the Charm. Night Is Day does not allow the Lunar to see in absolute darkness — there must be some light, even if just a twinkle, for the Lunar's eyes to exploit. The Charm manifests by giving the Lunar flashing, cat-like eyes while it is active.

Perceiving the Hidden World

Cost: 3 motes
Duration: One scene
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Night Is Day

Some animals can see light incomprehensible to humans, most often the spectral glows of heat and cold. Using this Charm, a Lunar can do likewise, allowing him to perceive radiated heat and other forms of light normally beyond his experience. This allows him to see in perfect darkness, though his ability to distinguish detail is greatly impaired (+2 difficulty to all Perception rolls involving discerning fine detail).



Comprehending Ears Meditation

Cost: 4 motes
Duration: One scene
Type: Simple
Minimum Wits: 2
Minimum Essence: 1
Prerequisite Charms: Heightened Hearing and Touch Method

This Charm allows a Lunar to understand — in general terms if not the exact meaning of words — any language spoken in his presence. The Lunar's player must roll Wits + Linguistics, with the number of successes indicating the level of comprehension. One success allows him to get the general gist of what's being said, while three successes afford solid comprehension. Five or more successes allow the Lunar to discern nuances in what has been said, be they insults or flattery. The Comprehending Ears Meditation does not allow the Lunar to speak in a foreign tongue. Comprehending Ears Meditation does not allow the Lunar to understand nonverbal communication.

Calls of the Human Prey

Cost: 6 motes, 1 Willpower
Duration: One scene
Type: Simple
Minimum Wits: 3
Minimum Essence: 2
Prerequisite Charms: Comprehending Ears Meditation

By activating this Charm, a Lunar can attempt to both understand and speak any language or dialect known by people he has consumed. The Lunar's player makes a Wits + Linguistics roll when the Lunar activates the Charm. The difficulty is 5 - (the number of people who spoke the language the Lunar has eaten the heart's blood of). The number of successes on the roll determines the Lunar's level of comprehension and fluency. One success indicates linguistic abilities comparable with a young child, while three successes denote average adult abilities. Five or more successes grant the skills of a poet. Calls of the Human Prey does not allow the Lunar to read or write the language, nor does it make her a perfect mimic. If the Lunar has eaten only a few victims fluent in a single language, his voice may possess a distinct accent that damages his ability to socialize with those who dislike his dialect.

Feral Ears Metamorphosis

Cost: 2 motes
Duration: One scene
Type: Simple
Minimum Wits: 2
Minimum Essence: 2
Prerequisite Charms: Comprehending Ears Meditation

This Charm allows a Lunar to understand and communicate with — in general if not in precise terms — any animals in his presence. It functions as per the Comprehending Ears Meditation, save with regard to its subjects. The Lunar's player makes a Wits + Linguistics roll when the Lunar activates the Charm, with a difficulty of 5 - (the number of beasts of that species the Lunar has eaten the heart's blood of). The Lunar need get only one success in most cases, as natural animals are not generally articulate. However, if the animal is a complex thinker normally unable to communicate, then more successes may be relevant. A Lunar using this Charm can automatically understand the language of his totem animal form (no roll needed).

Rabbit Ear Method

Cost: 3 motes
Duration: One scene
Type: Simple
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Heightened Hearing and Touch Method

Using this Charm — which, in any form, causes his ears to enlarge and resemble those of a rabbit or stiff-eared dog — a Lunar can use his enhanced hearing to keep track of others in his immediate vicinity without needing to have them in sight. He is dimly aware of the others' presence and may reach out with his senses to pinpoint them and provide extra information. Doing so requires a Perception + Awareness roll, difficulty 1 in wilderness conditions, 2 in the streets of a town and 3 inside a structure. One success indicates that the Lunar is aware of those around him, but only in a general sense, while three successes provide him with an approximate direction and range to each. Five or more successes allow the Lunar to pinpoint the others and also provide information on their activities, equipment carried and movement. The Lunar may use this Charm to track a number of others equal to (his Essence x 5) and may perceive them out to (his Perception x 100) yards. Unless concealed by Charms, those closest to the Lunar are revealed first, and those furthest from him last. A Storyteller may, at his discretion, identify more distant targets first if they are somehow "broadcasting" their presence by making lots of noise.

Seeing Without Looking

Cost: 4 motes
Duration: One scene
Type: Simple
Minimum Perception: 4
Minimum Essence: 2
Prerequisite Charms: Rabbit Ear Method



By focusing his hearing, a Lunar can build a mental picture of the surrounding area. Unlike the Rabbit Ear Method, which only tracks individuals, Seeing Without Looking also allows the Lunar to build up an idea of the objects and materials that make up the environs by analyzing subtle alterations in the sound of echoes.

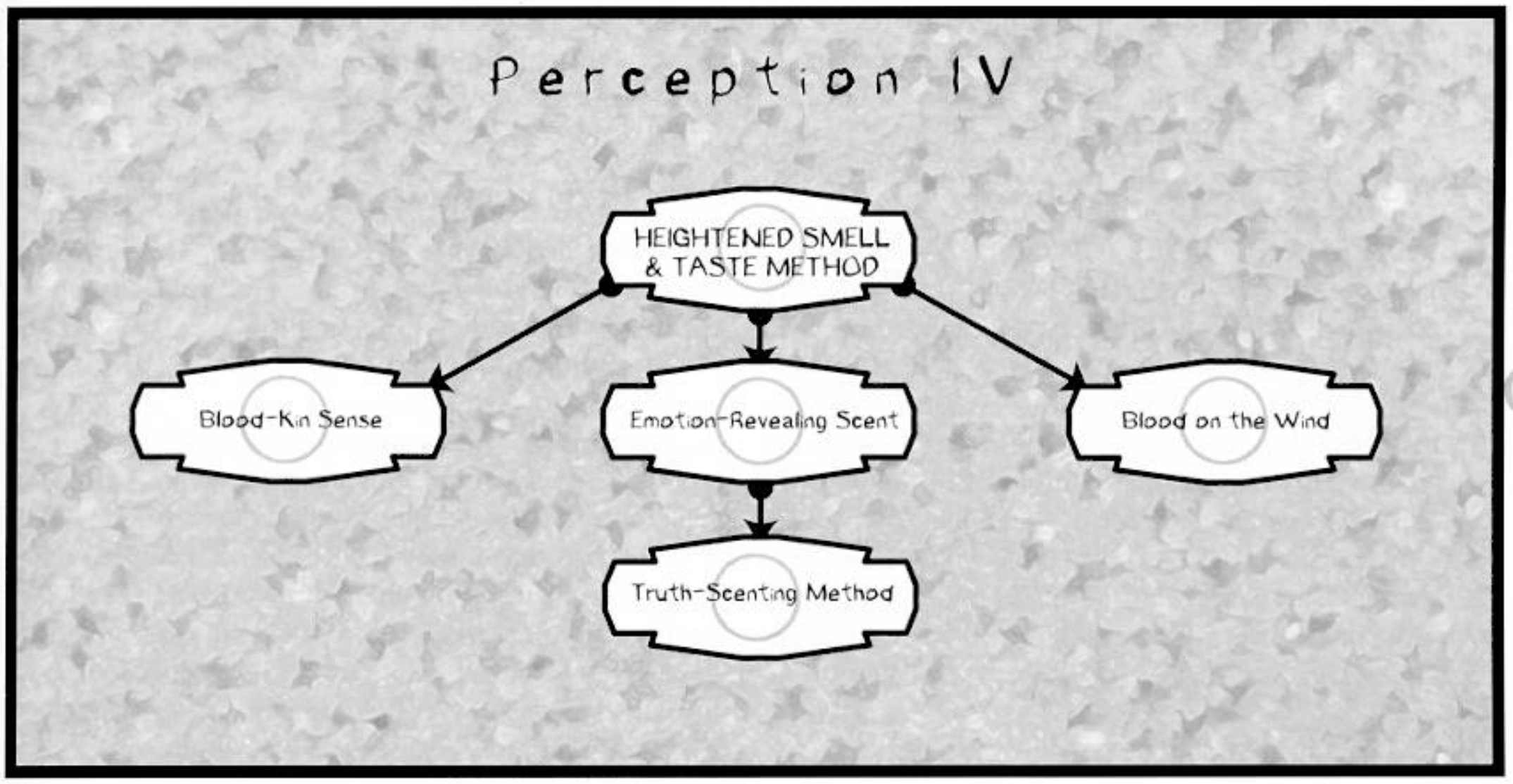
Analyzing the sounds he hears takes the Lunar five turns, during which time he may move about at a walking pace but cannot take any other actions. If he does, the Charm fails. After five turns have elapsed, the Exalt's player makes a Perception + Awareness roll. The number of successes on this roll determines the quality of the Lunar's mental picture and the range to which the sense applies.

One success indicates that the Lunar has a general picture of the surroundings, including the position of people, beasts and major obstacles. However, he knows little about their composition and size and cannot tell the difference between two small objects placed close together. Three successes let the Lunar refine his search, allowing him to identify the materials and giving him a finer "resolution" in his mind. Five or more successes allow the Lunar to identify most details in his immediate area, save those that can only be gleaned by sight (such as color). With five successes, the Lunar can also identify hidden people and items in the vicinity, even if Charms were used as part of the concealment process. The Lunar's mental picture extends a number of yards equal to (the number of successes on the Perception roll x 5). Provided he maintains the Charm and carries out no actions other than walking, the mental image remains current. However, as soon as he carries out a dice action or ceases to spend Essence, the picture "locks" though the Lunar may still act on the details for the remainder of the scene. Thus, a Lunar who wishes to fight blind will need to use this Charm to build up a picture of his surroundings and Rabbit Ear Method to sense his foes. However, such a Lunar might be deceived by sliding walls, silently opening pits or other changes that make the static picture of his environment obsolete.

Blood-Kin Sense

Cost: 1 mote
Duration: Instant
Type: Simple
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Heightened Smell and Taste Method

Using this Charm, a Lunar can immediately sense the blood ties between other individuals. A Lunar's player may make a Perception + Awareness roll when the character targets the Blood-Kin Sense on an indi-



vidual. If the player gets at least one success, the Lunar knows if the person is related to someone else the Lunar is familiar with, while three successes give some indication of the relationship. Five or more successes allow the Lunar to sense firm details of the subjects lineage, including a capsule history of the being's ancestor's physical abilities for a number of generations back equal to the Lunar's Essence. The Blood-Kin Sense assumes the Lunar is using scent to study his subject. If the Lunar tastes the target's blood, his player gains three bonus dice for the roll.

Blood on the Wind

Cost: 5 motes
Duration: One day
Type: Simple
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Heightened Smell and Taste Method

By means of the Charm, a Lunar can track an opponent (or opponents) through almost any terrain. To the Lunar, the trail is as clear on solid stone as it is in the woodlands or on soft ground. When making a tracking roll (Perception + Survival) for the Lunar, her player need roll only a single success for the character to follow any mundane prey. Furthermore, if the Lunar is in beastman form when using this Charm, he is considered to be a supernatural tracker, can automatically track any mortal target and has a number of automatic successes in the tracking contest against other supernatural trackers equal to his Essence.

Emotion-Revealing Scent

Cost: 2 motes
Duration: Instant
Type: Simple
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: Heightened Smell and Taste Method

Using this Charm, a Lunar can sense the emotional state of her subject, even if there are no outward signs. Even if the target appears perfectly calm, his body scent will betray him, allowing the Lunar to clearly scent strong emotions such as fear, anger, hate and love. Doing this does not require a dice roll, though it does count as a dice action. The Charm does not, however, automatically divine the cause of this emotion or its focus. To divine a deeper understanding of the target, the Lunar's player must roll Perception + Investigation, the number of successes indicating the degree of information gathered. One success merely confirms the initial impression, while three successes denote the source, target or object causing the emotions. Five or more successes allow the Lunar to deduce the reason for the emotion.

Truth-Scenting Method

Cost: 3 motes
Duration: One scene
Type: Simple
Minimum Perception: 4
Minimum Essence: 2
Prerequisite Charms: Emotion-Revealing Scent

By observing subtle physical and chemical responses in his subject, a Lunar can determine whether a person in his presence is speaking the truth. The Lunar may target the Charm at an individual — in which case, it works automatically — or he may use it more generally on a body of people. In this latter case, the Lunar's player must roll Perception + Investigation, the number of successes being the number of people the Exalt can successfully observe. The Truth-Scenting Method does not detect evasions or statements that twist the truth without actually being falsehoods. Furthermore, some "truths" are subjective, and it is the target's view, not that of the perceiving Lunar, which determines truth.

For Example: If a subject says, "I saw him do it," when he saw no such thing, the Lunar can detect the lie. However, the Charm will not detect a lie if the subject states, "No, Janek didn't pay me anything" (because Marcos did), as it is an evasion, not an outright lie.

Stealth Charms

Stealthy Fox Method

Cost: 2 motes per die
Duration: One scene
Type: Simple
Minimum Dexterity: 3
Minimum Essence: 2
Prerequisite Charms: None

Using this Charm. a Lunar can call on his feral instincts to enhance any attempts to hide or use stealth. By honing both his senses and his agility, the Lunar exploits all cover to the maximum possible extent, avoiding obstacles that might alert others to his presence, and moves in such a graceful manner as to avoid catching the attention of unwary observers. For the rest of the scene, when making a roll to move stealthily or to hide, the Lunar's player may add as many dice to the character's Stealth pool as the Exalt has dots of Dexterity, at a cost of 2 motes per die.

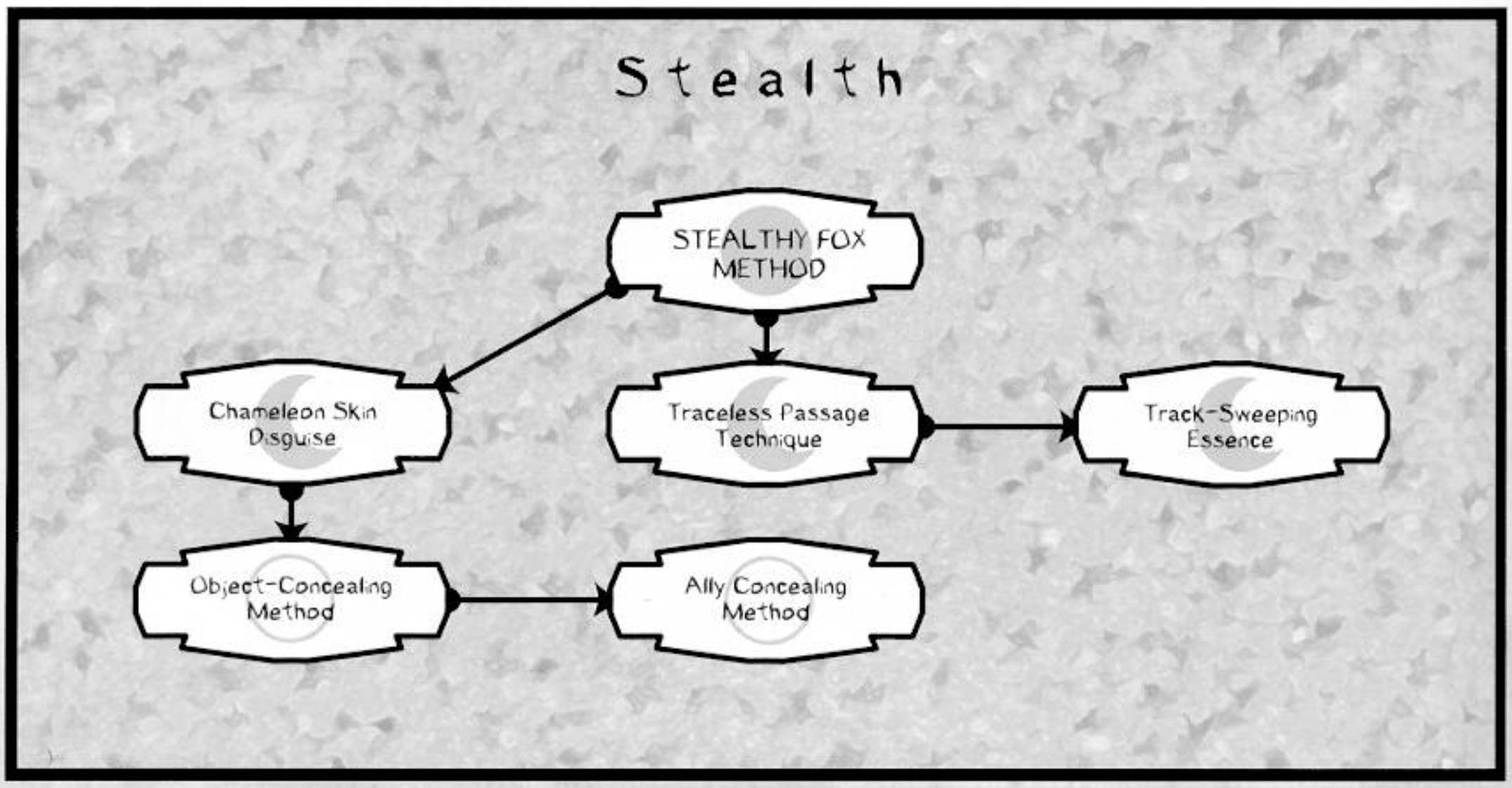
Chameleon Skin Disguise

Cost: 2 motes per die
Duration: One scene
Type: Simple
Minimum Charisma: 3
Minimum Essence: 3
Prerequisite Charms: Stealthy Fox Method

Using this Charm, a Lunar can mimic the skin of the chameleon and becomes able to adjust the texture and color of his hide to better aid in concealment. The player may convert the character's Dexterity into automatic successes. For the rest of the scene, as long as the character stays still, he may convert a number of dice up to his Dexterity Attribute into automatic successes. The character must spend 2 motes of Essence when the Charm is activated per dot of Dexterity the player wants to convert. If the character moves any distance, the Lunar must reflexively spend 2 motes at the end of the movement to adapt the camouflage to his new background. The Charm's benefits are negated until the character pays these 2 motes. The Chameleon Skin Method provides the Lunar with no advantage if he is clothed or armored.

Object-Concealing Method

Cost: 3 motes
Duration: One day
Type: Simple
Minimum Wits: 3
Minimum Essence: 3
Prerequisite Charms: Chameleon Skin Disguise



The Object-Concealing Method allows a Lunar both to find a suitable place of concealment for an item and to enhance its protections against even a deliberate search. The Lunar's player rolls Wits + Survival, usually against a difficulty of 1 but perhaps higher in terrain with very few hiding places. If she succeeds, the Lunar has found a place of concealment for the item within (her Wits x 10) yards. Furthermore, the number of successes are the difficulty of Perception + Investigation rolls of others trying to find the object in a deliberate search. The object cannot be discovered by accident. It takes (10 - the Lunar's Essence) turns to find a hiding place for the concealed item.

Ally Concealing Method

Cost: 5 motes per person
Duration: One scene
Type: Simple
Minimum Wits: 4
Minimum Essence: 3
Prerequisite Charms: Object-Concealing Method

This Charm functions as per the Object-Concealing Method save that the object being hidden is another character. The concealing Charm remains active so long as the affected character remains calm and relatively still. Attacking will disrupt this camouflage. A Lunar may conceal as many people at once as his Essence Trait, each costing 5 motes. A Lunar cannot use Ally Concealing Method to hide himself. It takes (10 - the Lunar's Essence) turns to find hiding places for the concealed individuals.

Traceless Passage Technique

Cost: 4 motes, 1 Willpower
Duration: One day
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Stealthy Fox Method

Lunars are crafty in the ways of the wild, adept at following — or hiding — signs of passage. There are times, however, when a Lunar wishes to truly disappear, throwing even the craftiest pursuers off the scent. Traceless Passage Technique allows him to do so, concealing evidence of his passage and disguising anywhere he rested. Trackers without magical enhancements are unable to follow his trail while the Charm is active, and those with Charms or sorcery to aid their endeavors suffer a difficulty modifier equal to the Lunar's Essence. Traceless Passage Technique does not provide the automatic successes against other Lunars.

Track-Sweeping Essence

Cost: 4 motes + 2 motes per person, 1 Willpower
Duration: One day
Type: Simple
Minimum Charisma: 3
Minimum Essence: 3
Prerequisite Charms: Traceless Passage Technique

Using this Charm, the Lunar can extend the benefits of Traceless Passage Technique to his companions, and his instincts help to guide their actions as well as his own. Enacting the Charm costs 4 motes, and each person encompassed in Track-Sweeping Essence costs an additional 2 motes. If the Lunar wants to conceal his own passage, he must pay for himself as well. The Lunar may conceal the passage of as many people as he has points of Essence.

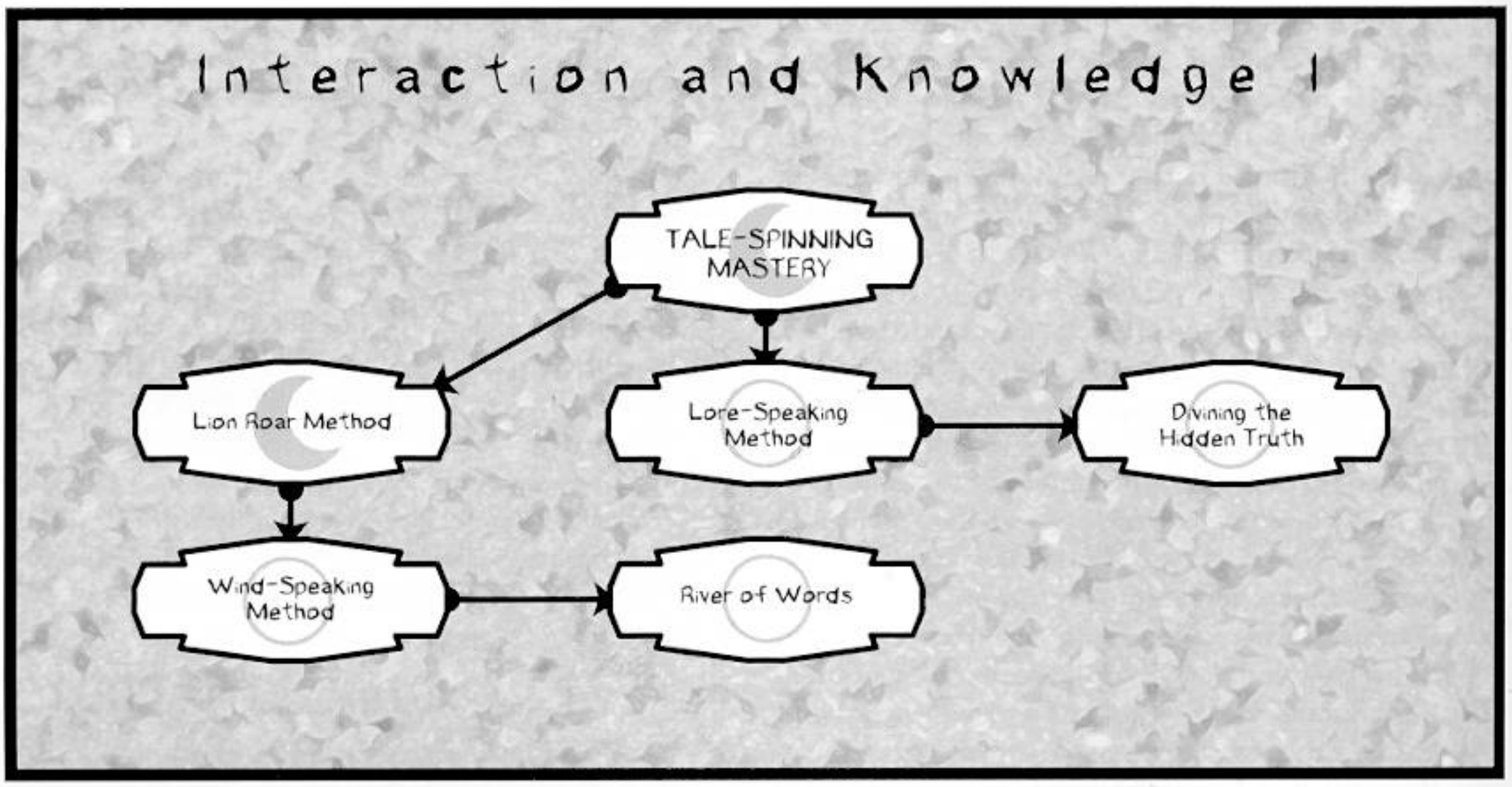
Interaction and Knowledge Charms

Tale-Spinning Mastery

Cost: 1 mote per die
Duration: One scene
Type: Simple
Minimum Charisma: 3
Minimum Essence: 2
Prerequisite Charms: None

Lunar society has little in the way of a written tradition, instead preferring to pass information down orally. Much of the history and many of the traditions of the Lunar Exalted take the form of stories — some based on history, others simply parables — and learning how to tell a story is an important skill in Lunar society, particularly among the No Moons. Much of this is simply learned, part of the Performance Ability, but a master storyteller knows how to use Essence and his shapeshifting powers to enhance the tale. The exact method will depend on the audience — speaking to youngsters might involve lots of noise and action, while, with adults, delivery may be a major factor — but the Lunar can use his abilities to shape his voice and actions accordingly. Normally, the Charm affects five subjects, but for each additional mote spent, the speaker can increase his audience by a further five people. A Lunar with sufficient Essence can use Tale-Spinning Mastery to address a crowd, though it is an inefficient method.

While Tale-Spinning Mastery is in effect, the Lunar's player can add bonus dice to any test involving storytelling, though the bonus may not exceed the character's Charisma. The Storyteller may increase the difficulty of the roll if the audience is hostile, disinclined to listen or otherwise distracted. The audience must be able to comprehend the Lunar's speech for the Charm to work.



Lore-Speaking Method

Cost: 3 motes
Duration: 30 minutes + 10 minutes per die
Type: Simple
Minimum Intelligence: 3
Minimum Essence: 2
Prerequisite Charms: Tale-Spinning Mastery

Most Lunars do not believe in writing. Instead, their history, traditions and knowledge are conveyed orally. Each No Moon teaches the rudiments to the youngsters whose bodies he tattoos. By using the Lore-Speaking Method, a Lunar can enter a meditative trance and search his memories for relevant information. The trance lasts for a minimum of 30 minutes, but may be extended if he wishes, providing the Lunar with additional time to search his memories. At the end of the meditation, the Lunar's player makes an Intelligence + Wits roll, adding a bonus die for each additional 10 minutes the character spent in meditation, to a maximum bonus of his dots of Intelligence. The difficulty of the roll depends on the nature of the information he seeks — 1 for routine matters, 3 for more obscure facts and 5 for esoteric knowledge the No Moon may have mentioned in passing — and the net successes determine the strength and clarity of the recollection. The Storyteller may keep the exact difficulty secret, instead telling the Lunar how sure he is of the memory. If the Lunar's player rolls no successes or if the Exalt is interrupted before 30 minutes have elapsed, the Charm fails.

Divining the Hidden Truth

Cost: 5 motes, 1 Willpower
Duration: 1 hour +
Type: Simple
Minimum Perception: 4
Minimum Essence: 3
Prerequisite Charms: Lore-Speaking Method

Sometimes, a Lunar has need of information he does not know. In routine matters, he can turn to the No Moons, who may be able to provide what he needs in return for a boon, but even the No Moons are fallible. Some information can only be acquired from outside sources. A civilized Lunar might trek into the Threshold or even the Realm proper in his quest for information. Those with closer ties to the Wyld, however, do not allow the restrictive trappings of civilization to bind their thought patterns and will seek knowledge from their ancestors and friendly sprits by means of a vision quest.

Entering a deep trance, the Lunar allows his mind and spirit to wander free, perhaps aided by psychotropic fungi or the crushed essence of certain beetles. This trance may last for hours or days, and there is no guarantee of success. The Lunar's mind wanders in search of the truth it desires, traversing the landscape of his own psyche. He may encounter "spirits," which are, in fact, creations of his mind, guiding him on his quest for divine inspiration. The difficulty of the vision quest is knowing when to trust his senses and instincts and when to reject them; a Lunar in this trance cannot easily distinguish between what is a real insight and what is his imagination. The Lunar may emerge enlightened, or he may be confounded by what he has seen. Indeed, external forces aware of the Lunar's endeavor might seek to manipulate

the quest to their own ends, passing on their interference as "divine" inspiration.

At the end of the vision quest, which lasts a number of hours equal to the Lunar's Essence, his player may ask a single question and roll Perception + Lore. The difficulty of the roll is at the Storyteller's discretion and depends on the nature of the information sought. "Routine" information requires only a single success, while hidden knowledge — obscured deliberately or otherwise — requires at least three successes and possibly even five. Irrespective of the size of his dice pool, a Lunar may not count more successes than his permanent Essence Trait. He must discard any extras. Failing this roll can have devastating effects. If the Lunar gets at least one success but not enough to succeed, he simply wakes none the wiser. Failure, however, leaves the Lunar disoriented and forced to soak a number of dice of bashing damage equal to his Essence. A botch leaves him catatonic for a number of days equal to his Essence and may also result in a derangement.

Lion Roar Method

Cost: 5 motes
Duration: Indefinite
Type: Simple
Minimum Charisma: 3
Minimum Essence: 3
Prerequisite Charms: Tale-Spinning Mastery

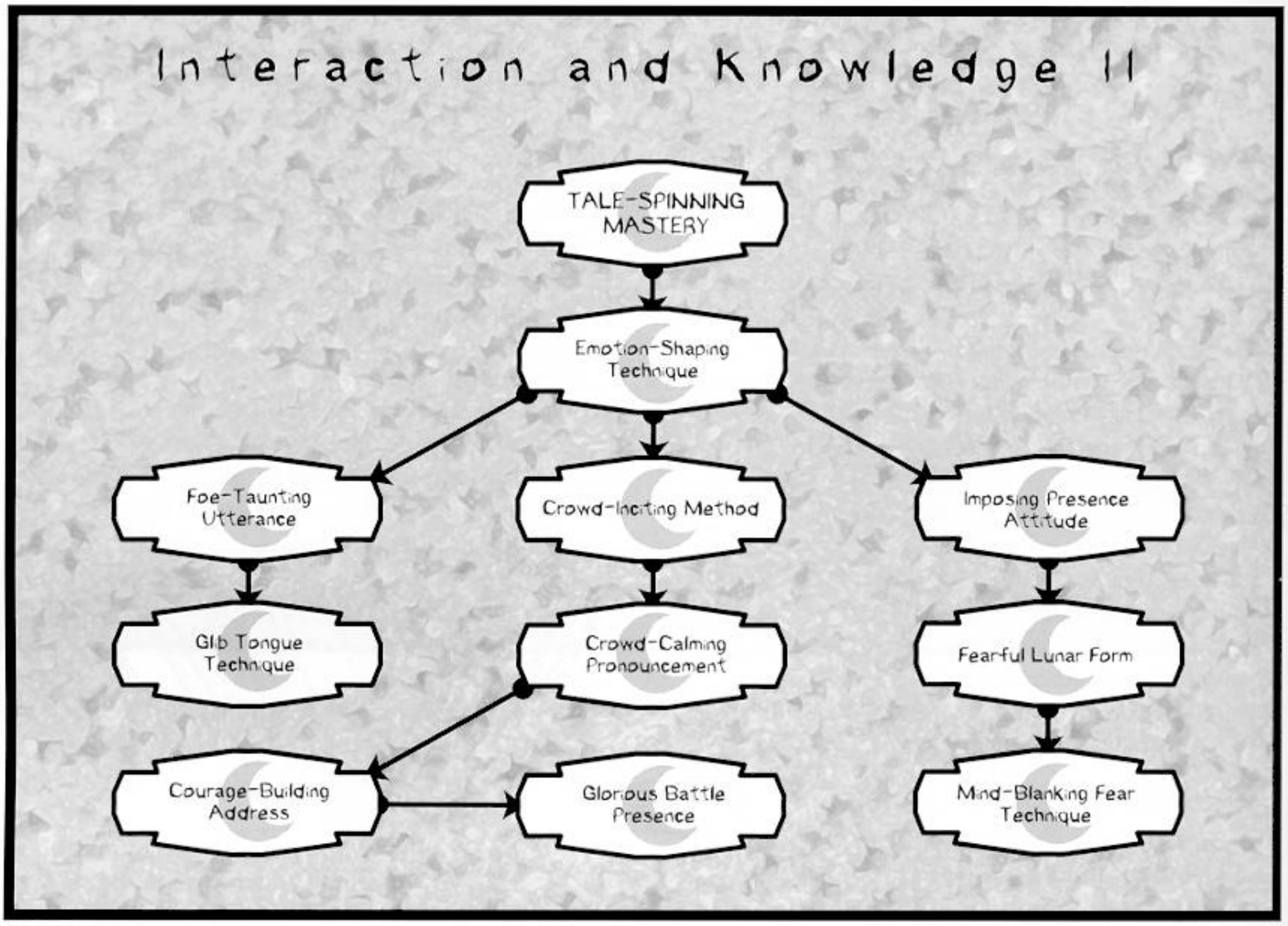
Using this Charm to expand his lungs and vocal cords, a Lunar can transform his normal voice into a formidable roar. Anything the Lunar says while the Charm is in effect is clearly audible to anyone within a number of yards equal to (the Lunar's Essence x 100) and to those with acute hearing for twice that distance. A Lunar can also use the Lion Roar Method as a pseudo-weapon by roaring at an individual within 10 yards. That individual must make a reflexive Stamina + Endurance roll against a difficulty equal to his own Perception. If the target fails, he temporarily loses a point of Perception and must attempt to soak a number of levels of bashing damage equal to the Lunar's Stamina. The Charm actually changes the character's body, and the Essence is committed (and the effect available) until the character releases the Essence committed to the effect.

Wind-Speaking Method

Cost: 3 motes
Duration: Instant
Type: Simple
Minimum Wits: 3
Minimum Essence: 3
Prerequisite Charms: Lion Roar Method

Winds circulate around the world, and while not as skilled as the Dragon-Blooded at manipulating the elements, some Lunars do know how to call upon the wind





and use it to convey messages to their allies. Upon activating this Charm, the Lunar whispers a few words (his Essence score x 5 in words maximum) and names a recipient. The Exalt's player then rolls Wits + Linguistics. The difficulty of the roll depends on the range to the intended recipient; if he is within a 1,000 yards, it is difficulty 1, while up to a mile requires two successes. Three or more successes allow the message to travel up to five miles. The recipient must be known to the Lunar and must have spoken to him at some point in the past. The target is the only person to hear the message — sending messages to multiple recipients requires multiple invocations of the Charm.

River of Words

Cost: 4 motes per 10 words/person, 1 Willpower
Duration: Instant
Type: Simple
Minimum Wits: 4
Minimum Essence: 3
Prerequisite Charms: Wind-Speaking Method

A more powerful version of the Wind-Speaking Method, River of Words allows messages that are more complex, longer distance and multiple recipients. There is no range limitation to the message transmission, though there may be a delay in delivery dependant on the range; it takes one hour for the message to cross 600 miles. The Storyteller may require a Wits + Performance roll to determine the clarity of the message at its destination. The maximum number of recipients for a River of Words communiqué is equal to the Lunar's Essence, and the maximum number of words message may contain is (the Lunar's Essence x 10).

Emotion-Shaping Technique

Cost: 4 motes
Duration: One scene
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Tale-Spinning Mastery

The Emotion Shaping Technique enhances a Lunar's already considerable presence, using a combination of charisma, insight and timing to allow the Exalt to manipulate the emotional responses of his audience. The target must be capable of understanding the Exalt for the Charm to function correctly but need not be paying full attention to what is being said; the Lunar's words and the Charm work on the subconscious as much as on the conscious mind. The Lunar's player rolls Manipulation +

Presence, and each success allows the Lunar to temporarily increase or decrease one of the target's Virtues by a point. This may not increase the Virtue above 5, nor may it reduce it below 1. Additionally, a Virtue may not be altered by more than two — even under the influence of this Charm, a paragon of valor will not become a sniveling coward. The Lunar's successes need not, however, be applied to the same Virtue or even to the same target. Two successes could be applied one to each of two Virtues or two to one or even one to a Virtue of one character and one to a Virtue of another. However, other Charms such as the Crowd-Inciting Method and Courage-Building Address are better able to manipulate large numbers of people. This power does not work on spirits or any sort.

Crowd-Inciting Method

Cost: 3 motes + 1 per 10 people, 1 Willpower
Duration: Instant
Type: Simple
Minimum Charisma: 4
Minimum Essence: 3
Prerequisite Charms: Emotion-Shaping Technique

In broad terms, the Crowd-Inciting Method follows the same principals as the Emotion-Shaping Technique but is better able to influence large numbers of people, albeit in a restricted manner. The Lunar must address and be heard by the crowd, his player rolling Manipulation + Performance against a difficulty dependant on the size of the crowd (difficulty +1 per 50 people or fraction thereof). If the roll succeeds, the player may spend successes to temporarily *reduce* the Temperance or Compassion Virtues of the crowd by a maximum of 2 dots each and not below 1 (meaning that if the Exalt has more than four successes, they are wasted), perhaps making it more amenable to other suggestions. A failed roll has no effect, but a botch may result in the crowd turning on the speaker.

Crowd-Calming Pronouncement

Cost: 6 motes + 1 per 10 people, 1 Willpower
Duration: Instant
Type: Simple
Minimum Charisma: 4
Minimum Essence: 3
Prerequisite Charms: Crowd-Inciting Method

The Crowd-Calming Pronouncement functions in the same manner as the Crowd-Inciting Method, save that it allows the Lunar to temporarily *increase* the Compassion or Temperance of the crowd by up to 2 dots (but not above 5). The base Essence cost is higher than for the Crowd-Inciting Method, and the difficulty is +1 per 30 people in the crowd — it is harder for the Lunar to calm a mob than to stir one into action. A failed roll has no effect, but a botch may result on the address fanning the flames of discontent.

Courage-Building Address

Cost: 6 motes + 1 per 25 people, 1 Willpower
Duration: One battle
Type: Simple
Minimum Manipulation: 4
Minimum Essence: 3
Prerequisite Charms: Crowd-Calming Pronouncement

In battle, numbers are rarely the deciding factor. Instead, troop quality is often the key, and courage is the cornerstone of troop quality. By means of the Courage-Building Address, a Lunar can instill a sense of bravery in his troops, increasing their Valor Virtue for the duration of the battle by means of an inspirational speech (which requires at least five minutes). While the Lunar makes the speech, his player should make a Manipulation + Performance roll (difficulty 2 if the Lunar is the unit commander or another notable individual, 3 otherwise). For every two successes gained, the Valor of the troops temporarily increases by a dot for the duration of the battle. A failed roll has no effect, but a botch may harm the resolve of the troops. The Courage-Building Address cannot be used during a battle.

Glorious Battle Presence

Cost: 8 motes, 1 Willpower
Duration: 5 turns
Type: Supplemental/Special
Minimum Charisma: 5
Minimum Essence: 3
Prerequisite Charms: Courage-Building Address

Lunars are adept at combat, and they excel on the battlefield. They are a fearsome presence — demoralizing to an enemy and inspirational to their own troops. By means of this Charm, a Lunar can influence the performance of his troops in a battle. His commands are clearly audible to troops within (his Essence x 100) yards, and his player gains bonus dice equal to the character's Charisma when attempting any rolls involving leadership. Furthermore, any friendly troops within (the Lunar's Essence x 10) yards are immune to any effects that would reduce their Willpower or Valor and cannot fail Valor checks. Any enemy troops within the same radius increase by 1 the difficulty of resisting intimidation or demoralization.

Foe-Taunting Utterance

Cost: 3 motes
Duration: One turn
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 2
Prerequisite Charms: Emotion-Shaping Technique

Insults are part of Lunar combat ritual—deriding an opponent's reputation is almost as effective a wound as that caused by a blade. However, most Lunars are inured to the taunts, ignoring them as part of the formalities. By means of this Charm, however, the Lunar gains insight into what barbs will get under an opponent's skin and make her react. The Lunar's player makes a Manipulation + Presence roll against a difficulty equal to the opponent's Temperance. If the roll succeeds, the target may be angered by the comments and fight badly, or he may even fly into a howling rage.

With one or two successes, the target is distracted and subtracts one success from all attacks, dodges and parries until the end of the next turn. Three or four successes indicate the comments have really gotten under the opponent's skin. In addition to the previous penalties, the target's player's next initiative roll is reduced by 3. Five or more successes indicate the target goes wild; she may not parry or dodge any attacks, nor may she attack anyone other than the Lunar who taunted her for the remainder of the battle. However, the target is not subject to any initiative or attack roll penalties. This Charm may only be used on a single foe. The target may use Willpower to offset its effects, each point allowing her to offset all the taunt-induced penalties for the turn. The target must be within (the Lunar's Essence x 10) yards.

GLIB TONGUE TECHNIQUE

Cost: 5 motes
Duration: One scene
Type: Simple
Minimum Manipulation: 4
Minimum Essence: 3
Prerequisite Charms: Foe-Taunting Utterance

The Glib Tongue Technique builds on a Lunar's presence, allowing him to persuade an individual to act (or not) as the Lunar sees fit. The Lunar's player makes a Manipulation + Presence roll with a difficulty equal to the target's permanent Essence. The net successes determine if the Lunar's manipulation succeeds or not. If the Lunar's player rolled one extra success, the subject is predisposed to the Exalt's suggestion and will likely do as the Lunar desires providing no other influences (Charms, other persuasion attempts) come into to play. Three additional successes guarantee the subject's immunity of mortal persuasion, but she is still open to magical manipulations that convince her to do other than what the Lunar says. Five or more extra successes mean the subject will do as desired and cannot be swayed. Furthermore, she will do so as soon as possible, even at great risk to herself.

IMPOSING PRESENCE ATTITUDE

Cost: 2 motes per die
Duration: Instant
Type: Supplemental
Minimum Charisma: 4
Minimum Essence: 2
Prerequisite Charms: Emotion-Shaping Technique

Using this Charm, a Lunar can overwhelm someone he is speaking to with his physical presence. Some use Essence to modify their size, making themselves physically larger, while others take on a more terrifying visage. A few are less obvious, simply exuding menace and using barely controlled fury to scare the person they are facing. When the Lunar makes an intimidation attempt (see **Exalted**, p. 242), his player may purchase additional dice up to the Exalt's unmodified Manipulation score.

FEARFUL LUNAR FORM

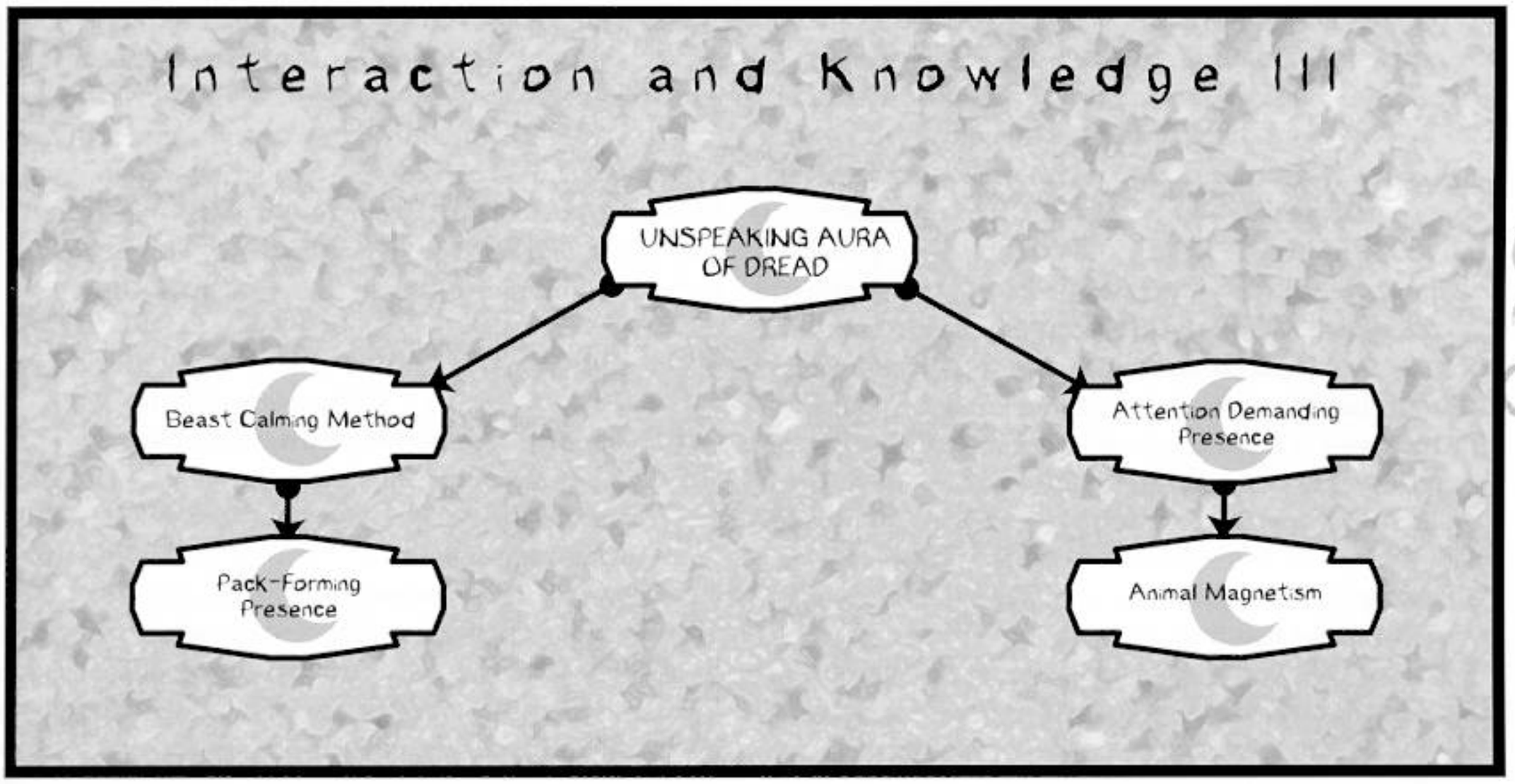
Cost: 3 motes per die
Duration: Instant
Type: Simple
Minimum Charisma: 4
Minimum Essence: 2
Prerequisite Charms: Imposing Presence Attitude

The battle-form of a Lunar is a fearsome sight and more-or-less guarantees the success of an intimidation effort. When making an intimidation roll, the Lunar's player may convert a number of dice up to his character's Manipulation Attribute into automatic successes. Fearful Lunar Form is as effective against groups as it is against individuals; make one roll, and apply it to all who behold the Exalt's deadly glory.

MIND-BLANKING FEAR TECHNIQUE

Cost: 5 motes
Duration: Instant
Type: Simple
Minimum Manipulation: 4
Minimum Essence: 3
Prerequisite Charms: Fearful Lunar Form

A Lunar may focus his intimidation efforts on a single individual, seeking not only to force him into submission, but also to shatter his will. If successful, the subject's mind will be overwhelmed, perhaps rendering him unconscious or causing a derangement but certainly damaging his short-term memory. The Lunar's player rolls Manipulation + Presence against a difficulty equal to the target's Essence. Success indicates that the target has forgotten what happened in the last minute and each additional success increases this mind-blanking period by a minute. Mind-Blanking Fear Technique may only be targeted on an individual, and the Lunar employing it must be in beastman form.



Unspeaking Aura of Dread

Cost: 3 motes per die
Duration: Instant
Type: Simple
Minimum Charisma: 2
Minimum Essence: 1
Prerequisite Charms: None

Speech is only one method of manipulating others. Scent and body language can also play a part, particularly in more feral circumstances. A Lunar may attempt to use his protean nature to manipulate others by such nonverbal means, altering his posture, scent and a host of other factors to better influence others. When making a Social roll, the Lunar's player may purchase additional dice up to his character's Charisma at a cost of 3 motes each. Such manipulation only works on targets within a number of yards equal to the Lunar's Essence, though they need not understand his language (or even be able to hear him) to be affected.

Beast Calming Method

Cost: 3 motes
Duration: One scene
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 3
Prerequisite Charms: Unspeaking Aura of Dread

Using this Charm, a Lunar can modify the mental state of a beast or a group of animals. This may be a ravening pack of wolves he seeks to pacify, or it may be a skittish packhorse he wants to calm. The difficulty of the Manipulation + Survival roll depends on the nature of and number of the animals he seeks to influence. One success would allow the Lunar to walk past a rabbit without causing it to bolt, while three successes would hold a ravening pack of wolves in check. Five or more successes would cause even the mighty tyrant lizard to stand in abeyance. The target animals need not understand the words of an Exalt seeking to calm them to be affected by the Charm.

Pack-Forming Presence

Cost: 5 motes, 1 Willpower
Duration: Special
Type: Simple
Minimum Manipulation: 3
Minimum Essence: 3
Prerequisite Charms: Beast Calming Method

Using this Charm, a Lunar can seek to command beasts to do his bidding. To do so, his player must make a series of Manipulation + Survival rolls over a period of several days of game time, during which time the Essence must remain committed. If the beasts are already friendly to the Lunar, he must accumulate one success for each beast he seeks to command, whereas, if they are neutral, three successes are needed for each. Hostile or fearful beasts cannot be easily commanded and must generally be convinced to give the Lunar a chance, usually by means of the Beast Calming Method. However, if the Lunar gets five successes with this Charm, even the most hostile beasts will acknowledge the Lunar as their pack-leader. Beasts commanded in this way remain loyal to the Lunar for a number of months equal to his Essence. After that time, he must either rework the Charm or trust to natural friendship. The Lunar may command a total number of beasts equal

to (Charisma + Survival) x 10 via this Charm, though he may command more through natural loyalty.

The cost of this Charm is paid per group of beasts (if the beasts are social animals) or against individuals (if they are lone animals). If the character spends 1 experience point when he uses the Charm and uses it only on a single creature, then he may spend an experience point to increase his Familiar rating with that beast by 1. A character cannot get a new familiar unless his old one has died and cannot have more than one familiar at a time. See the Solar Charm Spirit Tied Pet on page 179 of **Exalted** and the Familiar Background on page 143 for details.

ATTENTION DEMANDING PRESENCE

Cost: 4 motes
Duration: Instant
Type: Simple
Minimum Charisma: 3
Minimum Essence: 2
Prerequisite Charms: Unspeaking Aura of Dread

Using this Charm, a Lunar can focus the attention of those in the immediate vicinity upon himself without speaking. Doing so requires a Charisma + Presence roll. Each success indicates a number of individuals equal to the Exalt's Essence have received the Essence-driven equivalent of a shouted "look at me." These subjects find their attention focused on the Lunar and instinctively look into his eyes where possible. A target may spend a point of temporary Willpower to resist the Charm's effect.

ANIMAL MAGNETISM

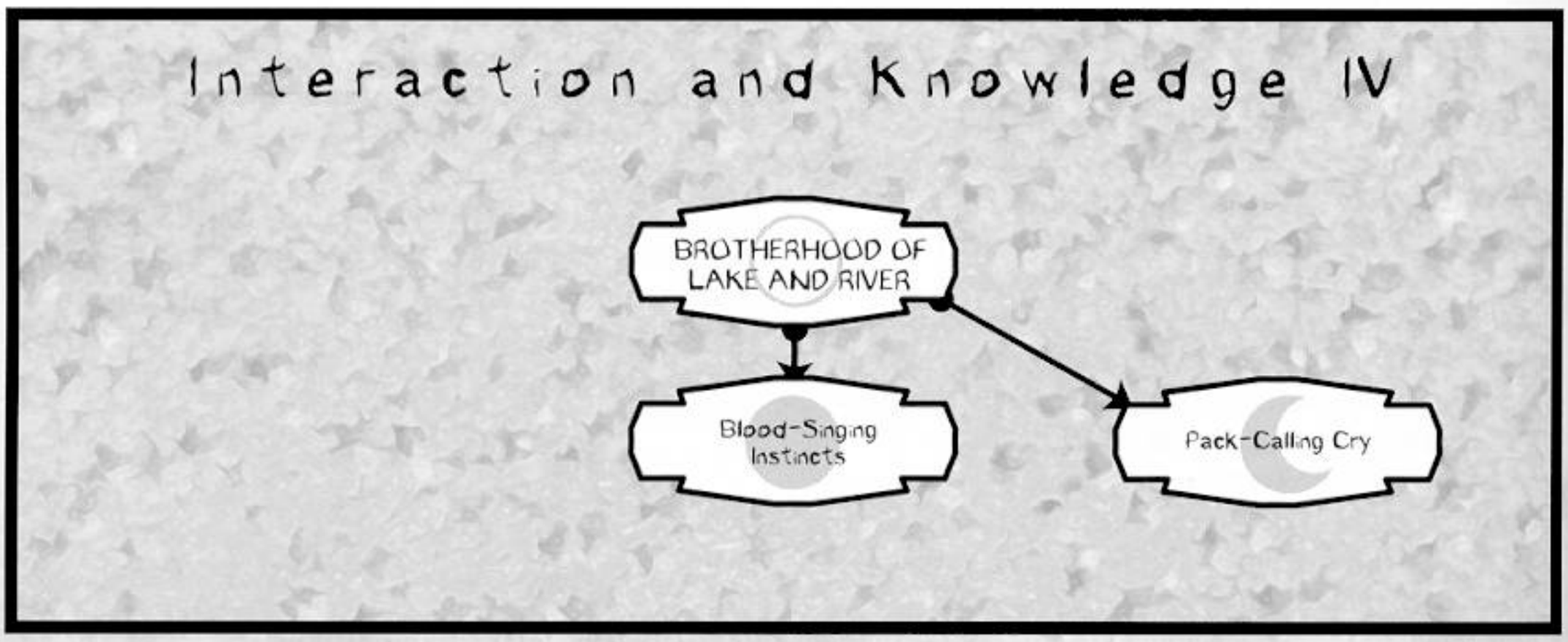
Cost: 2 motes
Duration: Instant
Type: Supplemental
Minimum Manipulation: 4
Minimum Essence: 2
Prerequisite Charms: Attention Demanding Presence

A Lunar may use this Charm when seeking to seduce another character, exploiting his animal magnetism and feral nature with — metaphorically — deadly results; few can resist the focused attentions of a Lunar for long. When the Lunar makes the seduction attempt (see **Exalted**, p. 242), his player may add bonus dice equal to the character's Essence. The number of successes determines the outcome of the seduction.

BROTHERHOOD OF LAKE AND RIVER

Cost: 5 motes and 1 Willpower per person
Duration: Instant
Type: Simple
Minimum Wits: 2
Minimum Essence: 3
Prerequisite Charms: None

Though Lunars often live and act alone, they can form strong friendships and associations, similar to Solar Circles, which they call "packs." This camaraderie is a rare gift, but it is not the ultimate expression of a Lunar's loyalty. That ultimate expression is the Brotherhood of Lake and River, a bond of blood and Essence forged between the Lunar and his adopted brother. To partake in the Brotherhood of Lake and River, the Lunar and his sibling-to-be must cut the palm of their fellow's hands and bind the wounds together for at least 10 minutes while the Charm is activated. From that point on, the Lunar is always dimly aware of his wolf-sibling's direction and distance and will know if the other sustains serious injury or is killed. When in close proximity — within 100 yards or so — the Lunar may even read his wolf-sibling's surface thoughts. If the two have used the Charm reciprocally, they may even speak without words when within 100 yards of one another. The effects of the Charm are permanent and can only be broken by death. The maximum number of wolf-siblings a Lunar may have is equal to twice his Essence, though only one bond is formed with each use of the Charm. If such a packmate



dies, another may take his place in the Lunar's heart. This Charm's effects are not automatically reciprocal. To establish a reciprocal link, two Lunars must use the Charm on one another.

Blood-Singing Instincts

Cost: 1 mote per wolf-sibling drawn from
Duration: One turn
Type: Reflexive
Minimum Dexterity: 3
Minimum Essence: 3
Prerequisite Charms: Brotherhood of Lake and River

A Lunar hunting alone is a fearsome sight. One hunting with her associates is a nightmare for her enemies. She can exploit the blood and Essence ties to her allies, tapping into their senses and battlefield knowledge to gain a decisive edge. Before rolling initiative each turn, the Lunar can activate Blood-Singing Instincts, paying motes of Essence up to the number of allies present who are wolf-siblings of the Lunar through the Charm Brotherhood of Lake and River. Each mote of Essence spent in this manner adds 1 to the Lunar's player's initiative roll for the turn. Multiple Lunars can use one another to increase their initiative, making Lunars who hunt as a pack into the deadliest of foes.

Pack-Calling Cry

Cost: 1 mote per sibling called
Duration: Instant
Type: Simple
Minimum Charisma: 3
Minimum Essence: 3
Prerequisite Charms: Brotherhood of Lake and River

By crying into the wind and sounding the Pack-Calling Cry, a Lunar uses the blood ties to his wolf-siblings in the Brotherhood of Lake and River to summon them into his presence. The Lunar may attempt to summon any number of those bound to him by the Brotherhood of Lake and River, each costing 1 mote of Essence. If summoning less than his full pack, the Lunar can select which of his packmates receive the summons.

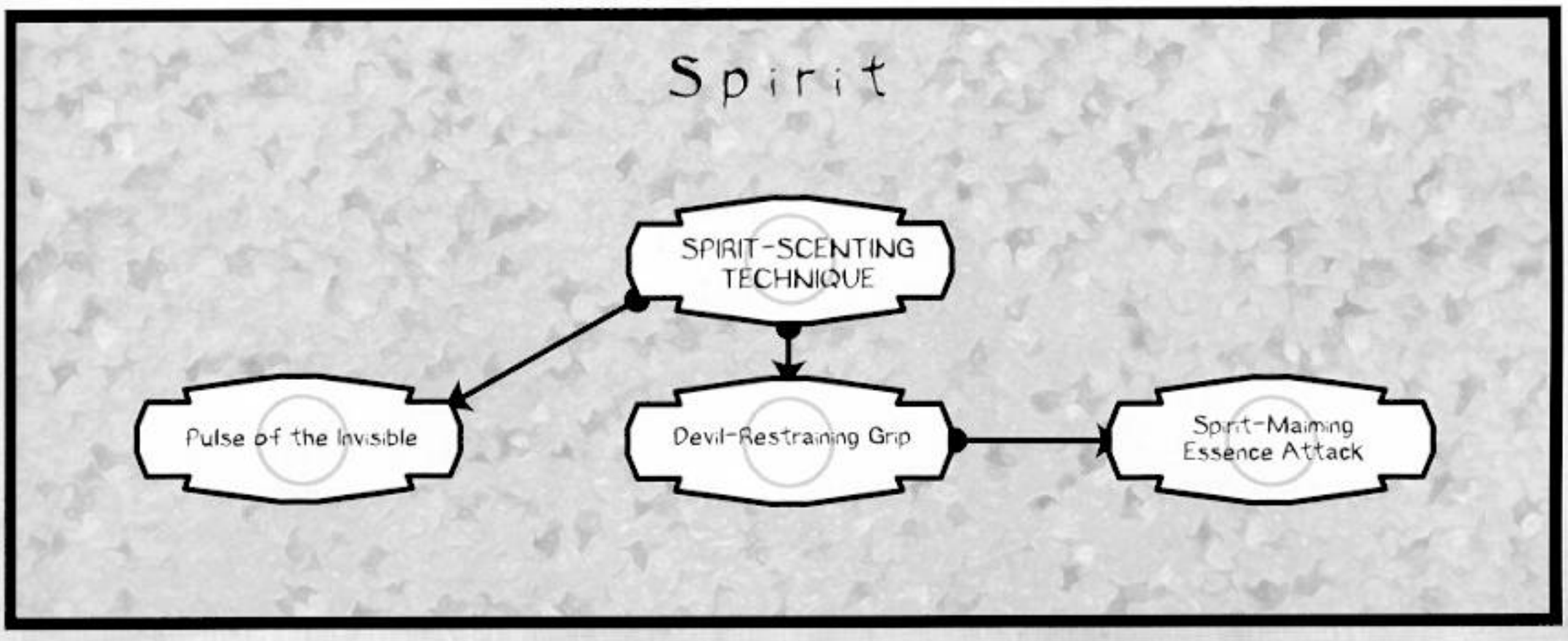
The call can be heard over any distance, implanting the desire to return to the Lunar's presence as soon as possible. The wolf-sibling has some leeway in deciding how quickly to heed the call (a few minutes if nearby, perhaps hours if miles away and days if hundreds or thousands of miles distant), but if she seeks to delay beyond this time, her player must make a Willpower roll against a difficulty equal to the calling Lunar's Charisma. Success allows the target to resist the call for the same time period again, and if her player is successful a number of times (which need not be consecutive) equal to the calling Lunar's Essence, the desire to return fades away. Failure means the target must immediately break off what she is doing and set off toward the caller, though she may attempt to resist after each day of travel.

Spirit Charms

Spirit-Scenting Technique

Cost: 2 motes
Duration: One scene
Type: Simple
Minimum Perception: 3
Minimum Essence: 2
Prerequisite Charms: None

By means of this Charm, a Lunar can "see" spirits in his immediate vicinity, gaining an approximate idea of their forms and actions. Provided he is circumspect, and no Charms aid the spirit, this observation is undetectable. Furthermore, this Charm allows the Lunar to sense the true form of a materialized spirit — a Lunar will know that a spirit masquerading as or possessing a human is not what it seems. The Charm does not allow the Lunar to



communicate with or clearly comprehend the spirit. A Lunar who wishes to speak with gods, demons and elementals should learn Old Realm.

Pulse of the Invisible

Cost: 8 motes
Duration: One scene
Type: Simple
Minimum Perception: 4
Minimum Essence: 3
Prerequisite Charms: Spirit-Scenting Technique

Using this Charm, a Lunar can adapt his senses to detect the flows and patterns of Essence in the world around him, as well as any dematerialized spirits present. The Exalt can instinctively sense the direction and strength of flows, as well as the locations and power of loci such as Manses and Demesnes. Ascertaining more detailed information requires a Perception + Occult roll. A single success grants the Lunar basic information about the examined Essence, such as identifying the nature of a sorcery or the general geomancy of a region, while additional successes provide more in-depth and specific information. For example, three successes might allow the Lunar to judge the age and other specific details of the sorcery, while, with five successes, he may identify the sorcerer by "signature" traits. Likewise, three successes provides the sort of detailed survey information necessary to construct a Manse, while five allows a near-perfect comprehension of an area's geomancy.

Devil-Restraining Grip

Cost: 6 motes, 1 Willpower
Duration: One scene
Type: Simple
Minimum Wits: 4
Minimum Essence: 3
Prerequisite Charms: Spirit-Scenting Technique

Using the Devil-Restraining Grip Charm, a Lunar can immobilize a spirit with a snare of Essence, binding it to her as if on a leash. If the spirit is dematerialized, she can drive it into the material world, and once the spirit is in physical form, it is prevented from dematerializing. To use this Charm, the Exalt's player makes a Manipulation + Occult roll against a difficulty equal to the spirit's Essence. The spirit must be within (the Lunar's Essence x 10) yards. If she succeeds, the spirit cannot move further from the Exalt than its Essence Trait in yards and must materialize. If it does not have the Essence to materialize, then the additional Essence required is drained from the Lunar's reserves. If both the spirit and the Lunar cannot pay for the spirit's materialization, then the Essence is wasted, and the spirit remains immaterial. If the spirit is already further away than its Essence in yards, it may only move toward the Lunar. The Charm does not protect the Lunar from the spirit's actions, though each success beyond that needed to ensnare the spirit imposes a -1 die penalty to all of the spirit's actions. The spirit is held for a number of minutes equal to the Lunar's Essence.

Spirit-Maiming Essence Attack

Cost: 10 motes, 1 Willpower
Duration: Instant
Type: Supplemental
Minimum Intelligence: 4
Minimum Essence: 4
Prerequisite Charms: Devil-Restraining Grip

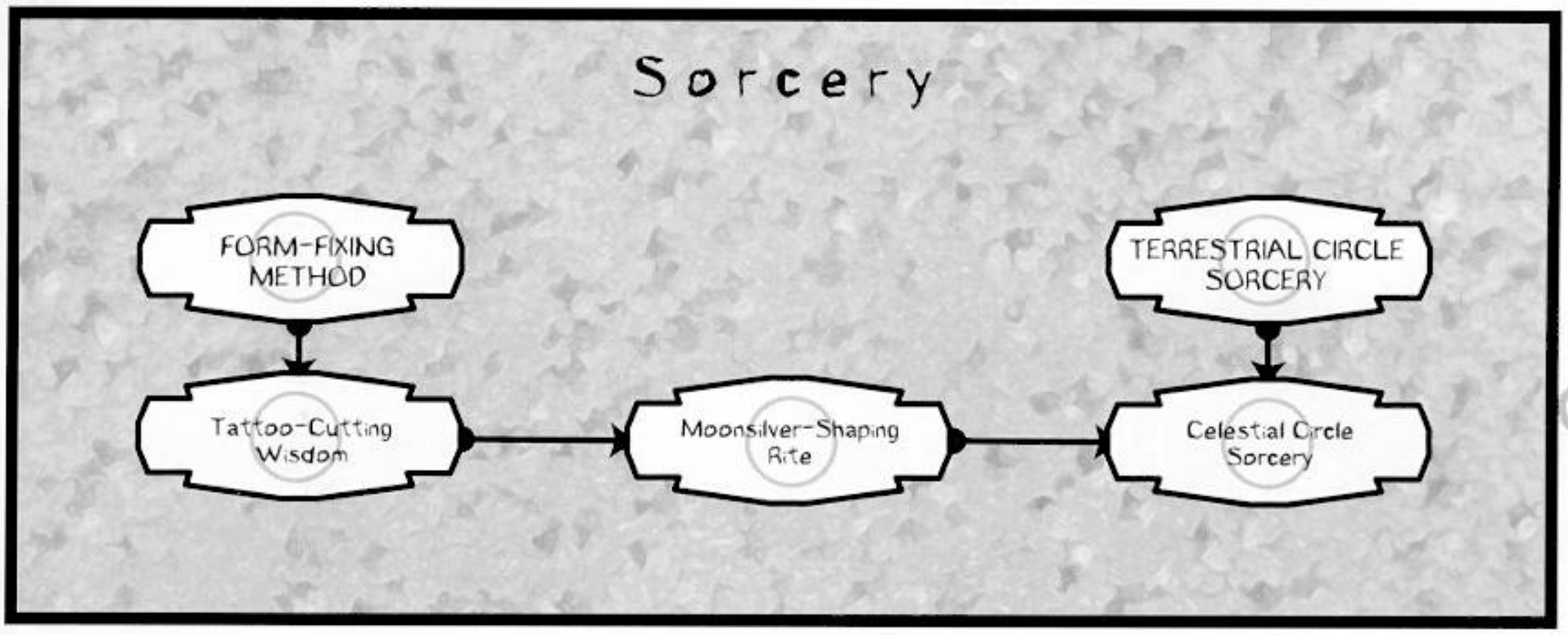
If an encounter with a spirit goes wrong or if the being is intrinsically hostile, then the Lunar may have to fight it, a difficult proposition against a possibly incorporeal foe. The Spirit-Maiming Essence Attack is one of the Lunar's most potent weapons in such a conflict, allowing him to use his strength of will to bolster his material attacks. The Lunar must activate this Charm before he attacks. If the attack is successful, the damage caused by the attack is aggravated. In addition, the Lunar's player also reflexively rolls a number of dice equal to the Lunar's Manipulation + Essence and adds a bonus to the base damage of the attack equal to the number of successes rolled. Spirits destroyed with this Charm are gone forever, and they can sense Exalts who know it and threat them with the same wary respect reserved for those who can slay gods. Attacks enhanced with this Charm may explicitly be part of Combos with Charms of other Attributes.

Sorcery Charms

Terrestrial Circle Sorcery

Cost: 1 Willpower
Duration: Instant
Type: Simple
Minimum Intelligence: 3
Minimum Essence: 3
Prerequisite Charms: None

Terrestrial sorcery is the simplest magic wielded by Lunars, and the No Moons will initiate members of any caste as sorcerers provided an Exalt shows the appropriate intelligence and aptitude. Note that invoking this Charm only enables the character to cast a single Terrestrial Circle Sorcery spell. The actual spell itself has an Essence cost, often very high, that the character must pay to actualize the spell. This cost is listed in the spell's description. Terrestrial Circle Sorcery can never be part of a Combo.



Form-Fixing Method

Cost: 5 motes, 1 Willpower, 3 experience points
Duration: Instant
Type: Simple
Minimum Intelligence: 3
Minimum Essence: 3
Prerequisite Charms: None

Knowledge of this Charm allows a Lunar to tattoo a newly Exalted Lunar, fixing his caste and allowing him to resist the physical (but not mental) warping properties of the Wyld. The Lunar can fix the newly tattooed Exalt's caste as whichever he chooses, but the tests of initiation are used to determined the Lunar's caste. The experience points spent are gone forever. This Charm is generally practiced only by Lunars of the No Moon Caste, but other Lunars know it. However, it is considered inappropriate for Lunars of castes other than No Moon to tattoo young Lunars. The use of this Charm requires a ceremony of several hours, where occult instruments are used to draw the moonsilver tattoos into the Lunar's skin.

Tattoo-Cutting Wisdom

Cost: 3 motes, 1 Willpower, 1 experience point
Duration: Instant
Type: Simple
Minimum Intelligence: 3
Minimum Essence: 3
Prerequisite Charms: Form-Fixing Method

Using this Charm, a Lunar can engrave or otherwise mark an item so that it is immune to the chaotic effects of the Wyld, an untamed Demesne or another source of shapechanging.

Moonsilver-Shaping Rite

Cost: Special
Duration: Indefinite
Type: Simple
Minimum Intelligence: 3
Minimum Essence: 3
Prerequisite Charms: Tattoo-Cutting Wisdom

Though others may attempt to forge moonsilver, only a Lunar Exalted has the knowledge and spiritual connection to the Magical Material to shape it effectively. Enacting this Charm forges a bond between the Lunar and the moonsilver being worked. Moonsilver is essentially impossible to work without the use of this Charm, and the technique is a jealously guarded secret of the Lunars. This bond must be maintained — and the Essence committed — for the duration of the item-crafting effort, even when the object is not in the Lunar's immediate presence. Failing to maintain the Charm results in the immediate failure of the creation effort, though the moonsilver can be reused in a later project. The Essence cost of the Charm is twice the rating of the artifact the Lunar seeks to create. This is in addition to the basic Essence cost for creating the item (see Chapter Five of **The Book of Three Circles** for the specifics and rules of item creation).

Celestial Circle Sorcery

Cost: 2 Willpower
Duration: Instant
Type: Simple
Minimum Intelligence: 4
Minimum Essence: 4
Prerequisite Charms: Terrestrial Circle Sorcery, Moonsilver-Shaping Rite

Celestial sorcery is much harder to learn and master than Terrestrial magics, and its practice among the Lunar Exalted is restricted to members of the No Moon Caste, who must undergo a rigorous (and often deadly) training regime before they are entrusted with its secrets. Note that invoking this Charm only enables the character to cast a single Celestial Circle Sorcery spell. The actual spell itself has an Essence cost, often very high, that the character must pay to actualize the spell. This cost is listed in the spell's description. Celestial Circle Sorcery can never be part of a Combo.



Kajeha Lef stood on the brink of madness, and before her lay its garish vista. All around her, the fiery landscape undulated as if it were the back of a panting, agonized beast, and the sound of breathing reverberated through the syrupy-thick air. There were wracking sounds of agony and pleasure as well, and waves of change colored like candyfloss, like lightning, like the face of the moon blew in from the edge of the mad abyss.

Like the crashing breakers of a sea, the storms of the Wyld struck these beaches of Creation. Like the sea, they ate away relentlessly at the shores. It was stronger at some times than at others, but the Wyld was always here, gnawing at reality's fringe. Only a fool would set foot in the madness, only a fool or a faithful wife.

Kajeha Lef had grown up among a destitute people to the south of the pastures of Harborhead. In the fashion of Harborhead, she had given herself as wife to Ahlat, seeking death in battle rather than the starvation and slavery of life as a mother amidst her people's poverty. She had been a proud wife, and she had slain many foes for her husband — yet, he had never laid with her.

One night, as Kajeha Lef stood watch over the numerous cattle that her valor had purchased for her people, Luna came to her, bearing documents from Heaven: Kajeha Lef's marriage to Ahlat was no more — Luna had purchased her wedding contract.

There was more passion in her marriage to Luna than in her marriage to Ahlat, and Kajeha Lef did not deny it. The two had even lived together for a time and set the region to terrified gossip. She saw herself now as the guardian of her spouse's interests in the South, and she was the nemesis of those who would tear down temples to the moon and those who spoke loudly against the tides. Kajeha Lef did not bargain with or recommend, she killed, and her spouse need no more than mention an annoyance than Kajeha Lef would immediately set to planning its demise. Those who laid undue hand on lunatics, Kajeha Lef also scourged, though this was of her own choice and not on the request of her spouse.

And so, when Luna had asked Kajeha Lef to go into the madness beyond the rim of the world, she had nodded gravely and prepared for the trip. This was not her first sojourn into the Wyld — she had walked among the courts of the Fair Folk before, as an ambassador of Luna or the Silver Pact.

Kajeha Lef stood in a landscape of flame and Wyld toxins, stood and looked down at the point beyond which even the last vestige of order ended. Beyond where she stood were only unbridled dreams.

A mortal would have been torn asunder instantly by the Wyld influences, but Kajeha Lef was of the Lunar Exalted, and her tattoos protected her against the energies of the Wyld. Her senses were mad with the perfect beauty of this insane landscape of fire and hallucinatory wind. The Exalt boiled with energy, silver radiance bleeding from her every pore as she knit the magic of Creation into a shield around her,

Kajeha Lef, who called herself the bride of Luna, stepped into the boiling madness, and dusty gray rock swirled together beneath her tread. She breathed the mockery that sometimes passed as air in the region beyond Creation, and it was sweet to her lungs.

And so, Kajeha Lef set off for her destination. As Luna bid, so Kajeha Lef did. With love, all things were possible.

CHAPTER SIX
THE WYLD

Beyond the places called civilized by the settled nations, there is the Wyld. Even where men live in numbers and beasts are domesticated, patches of the Wyld poke through into Creation, usually around the site of some now-ruined Demesne or some Contagion-era battle against the Fair Folk; only the Blessed Isle itself is free of the Wyld. Past where settlements are common, the Wyld becomes more common, and stronger, until, at the edges of Creation, it becomes more common than concrete reality and so crazed that even Lunars fear to tread.

The Wyld is not a constant static thing; where mankind and civilization exert their influence, the Wyld may gradually recede and fade, as Creation assumes static patterns and rules. Conversely, those places abandoned by mortal life sometimes slowly forget what they are, and the Wyld begins to eat away at them. They first become fluid and random and then, eventually, are unmade into formless potential.

Nor is the Wyld's strength a constant; in some places, it holds sway utterly, and nothing is constant or predictable. In these places of the Deep Wyld, the unformed Fair Folk dwell. Few even among those Exalted who can survive there dare go into these mad places, and those who do go there do not tarry long, for fear of forgetting who and what they are. In other places, the touch of the Wyld has all but faded. Here, it leaves only twisted and impossible ruins and the bones of creatures too improbable to survive even the generous natural laws of the Second Age.

For the purposes of these rules, Creation and the Wyld are broken into five different categories, ranging from Creation itself, where reality is solid and fixed, to the Deep Wyld, where anything can change at any moment for any reason — or for no reason at all.

Time in the Wyld

Although time in the borderlands of Creation normally passes at the same rate as it does elsewhere, in some parts of the Wyld, it can move differently. Time may pass slowly, so that minutes in the Wyld are hours elsewhere, or quickly, such that weeks in the Wyld correspond to days or hours in Creation. The flow of time can change not only in different parts of Wyld, but within the same region.

In most cases, the rate of time's passage in any particular part of the Wyld is similar to Creation's, especially on the Bordermarches of reality. However, hunting parties or lone wanderers sometimes accidentally stumble into a patch of Wyld in the midst of settled Creation and only to find their way out decades or centuries later.

The Fair Folk sometimes take advantage of the variability of time in the Wyld. Some lure victims into



areas where time runs quickly to leave the target old and decrepit in a matter of seconds. Others use places where it moves slowly, trapping the target for long years. This practice has lead to some popular belief that the Fair Folk can control time, but this is not true; as most savants know, the Fair Folk are merely better at knowing where time flows in a fashion they can exploit.

Lunar tattoos (as well as other Charms or sorceries that protect the subject from the ravages of the Wyld) will defend against these strange eddies and flows of time, but few provide protection for those who travel with the Exalt. More than one young Lunar has taken a mortal party through a shortcut into the Wyld, only to have his companions grow old and die around him, victims of the erratic passage of time.

Using Time in the Wyld

Storytellers should keep in mind that, in a canonical Exalted game, there's no traveling back in time; one can view the past, but one cannot go there. (See "The Limits of Magic", p. 21, The Book of Three Circles). What this means is that if you send your players' pack (or Circle of Solars or whatever) 100 years into the future, they're stuck there, with no way to get back. This is something every Storyteller should consider carefully before doing, as it fundamentally changes the game setting; Storyteller characters will be dead or greatly changed, assets and resources the characters had access to will be gone, the entire landscape may be different, geopolitically, socially and even physically. This can be a good thing, forcing the characters to start rebuilding from scratch or allowing the introduction of radical new setting elements. It can also be frustrating for your players, especially if done repeatedly. Measure twice and cut once when using this as a plot element because it can ruin your game if you mess it up.

Distance in the Wyld

Distance is a strange thing in the Wyld. A clearing that seems only feet away in the middle of a Wyld storm might be miles away when the storm fades — or in a totally different part of Creation. This twisting of distance is not well understood, nor is it absolute; some parts of the Wyld are completely "normal," while walking down certain other paths could lead to 100 different places, depending on what time and at which angle the traveler begins. Some of these twisted places are persistent, while others fade away over a course of minutes or hours, the result of the strange properties of the Wyld. In places near Creation where the fabric of reality is merely damaged or worn, distance still has meaning of a sort, but even in these places, careful navigation can cut hours or days off of treks. Yet, these shortcuts are taken at great risk to mind, body and even soul. The concept of space and distance is a powerful one, and few even among the Exalted are able to make the conceptual leaps necessary to take advantage of these fluid distances.

Tides of the Wyld

Like an ocean's tides wear away at the shore, the Wyld wears away at Creation, tearing it down into madness unless defenses are erected to slow or halt the process. The Wyld resembles the oceans in other ways. It flows in tides dictated by the moon, and there are islands and outcroppings in it, places where the Deep Wyld inexplicably gives way and reality holds stronger sway. These comparatively small islands of shaped reality have all escaped the effects of the Wyld for one reason or another.

Often, these islands are centered around ancient First Age ruins or powerful Demesnes. These places are wrapped with history and enchantments of imperishability and, while not immune to the effects of the Wyld, they are highly resistant to such effects. This resistance extends to a lesser extent to their immediate surroundings, holding the reality around them together. Other places simply are, without explanation or apparent reason. Occasionally, these areas are large enough to support inhabitants. Oftentimes, these are degenerate and pitiful creatures, twisted and ruined by inbreeding and by the Wyld that surrounds them. Other such areas are large enough that the inhabitants survive mostly unscathed. These places are the foundation for legends of First Age cities trapped in the Wyld since the time of the Contagion like flies in amber. Some of these legends, like those of lost Zarlath, have a basis in truth. Usually, the reality is far more depressing — many of these cities are now Wyld-twisted ruins or serve as mansions for the embodied Fair Folk or for powerful Lunars. Others are devastated by damaged Manses that long ago blew themselves into oblivion, kept intact only by their imperishable ruins and powerful Demesnes.

Despite this, scavengers still dare the Bordermarches of Creation to hunt after any evidence of intact First Age structures lost in the Wyld, for the single truth in a sea of rumors can make a scavenger lord rich beyond imagining.

Wyld Storms

Storms and vortices surge and blow through the Wyld, bringing sudden changes to the landscape and its inhabitants. On rare occasions, these storms surge out from the Deep Wyld and into the more stable areas surrounding them, leaving twisted corpses, changed beasts and warped survivors in their wake. The small gods can deflect these storms, and some of the more powerful gods can stop them altogether. Charms and sorceries can protect against the storms' effects, in whole or in part, at least for a time. Thankfully, however, such storms are rare in Creation except in places where the Deep Wyld lies hard by shaped reality. In many places, they do not leave the Wyld at all, raging and coursing just on the limits of the border between reality and madness. Even the unformed Fair Folk, who sometimes use Wyld vortices as weapons, fear their strength; a Wyld storm can unmake even a faerie noble caught up in its torrents.

Gradations in the Wyld

Those who wander the borders of Creation know that "the Wyld" is not just one solid expanse of unformed chaos; there are gradations in intensity between some parts of the Wyld and others. Some areas of Creation are only lightly touched by the limitless potential of chaos and can be traversed with little danger, so long as the traveler moves quickly and avoid dangerous areas. Other places no being of Creation should enter unless they are protected by mighty Charms or sorceries.

Creation

Creation is familiar and known to all beings save the Fair Folk; even the most tainted and warped Wyld-touched originally came from Creation, though it might have been generations ago. The laws of Creation are well known, if not well understood: things fall down when released; man and beasts breathe air, while the creatures of the sea breathe water; fires burn hot; snow is cold; and water is wet. The stars in the sky speak of destiny, and gods and elementals watch over the land. Although great natural marvels, immense and wondrous beasts and miraculous feats flourish, there are rules and limits to what can and cannot be done or made.

Bordermarches

The fringes between Creation and the Wyld are haven to strange creations and odd sights, but resemble the lands they adjoin more than the Wyld places they become. For most who call themselves civilized, this is as far into the Wyld as they will ever travel; those who discover or fear they've departed safe paths are quick to retrace their steps and seek the safety of more stable reality. Many tribes have rituals (often rites of passage) that take place in the Wyld, and mystics and shamans seek out the Bordermarches to pursue visions and power, but only the most desperate, hated or hunted tribes make their home in the Bordermarches. Life in the Bordermarches is harsh; fearsome beasts, both mutated and imaginary, roam the borders in search of prey, and Fair Folk and hostile spirits prey on those who dare dwell here.

Time and distance are still largely constant in the Bordermarches. Although the effects of the Wyld may play tricks on the eye and the mind, the reality remains relatively solid. Evidence of the Wyld is found in the creatures and creations that wander it. Here, there are trees with leaves of steel, predatory herd beasts and herbivorous plants, beaches covered in diamond and ruby pebbles and rivers that speak in the ancient tongue of the People of the Air. There are places where the streams of the finest plum wine flow into caverns of crystal, and dank fens where even the moss on the trees seeks out blood.

People exposed to the Wyld, even in the Bordermarches, shift and change over time, becoming something else (see "Wyld Mutations," p. 208). In some cases, these changes are positive, but they often leave the victims twisted and inhuman, eventually barely resembling the men and women they once were. In the Bordermarches, this process is gradual, taking months or years to manifest completely.

The Middlemarches

Out past the Bordermarches lie the Middlemarches. Here, the fabric of reality passes from fine silk to the thinnest of gauzes. The laws of reality work strangely here, but they still hold sway in some fashion. Though fish may swim floating through the sky and breathe air, they are still fish. A dropped rock may fall sideways, and fires may freeze and snow burn, but the concepts of gravity, heat and cold are still valid, at least in part. These changes are constant within a particular district of the Wyld, although they may change over time.

In the Middlemarches, reality and what defines it is much more fluid than in the Bordermarches. Here, there are places where water flows uphill and rocks hold conversations with clouds that walk like men. There are glens where the deer sing arias, castles where the beasts form civilizations and the men are unspeaking brutes and caves where the mists part to reveal the greatest

The Wyld and the Moon

The influence of the moon on the borderlands between the Wyld and Creation is well known to all that dwell in and around them. Luna's ever-shifting gaze causes the exact borders between the Wyld and Creation to warp and change with the cycles of the moon, and places that are safe during the new moon can be utterly engulfed in the Wyld during the full moon. In many places near the borders of the Wyld, none go out at night or when the moon is in the sky, fearing to leave the safety of their stable and well-loved homes. They fear not only the things that stalk the night, but also what changes might be inflicted upon them under the moon's gaze.

The eddies and shifts caused by the changing faces of the moon are generally predictable and are not instantaneous. The border moves rapidly when it changes, but a running man has a chance to outrun it if he is lucky and swift, and a traveler on horseback has a good prospect of escaping. The border normally shifts at a rate of 20 yards per turn, although it may move more quickly or slowly, especially when the moon is not fully in phase.

Phases of the Wyld

Phase of the Moon	Land	During the Day	At Night
Full	Bordermarches	Bordermarches	Middlemarches
	Middlemarches	Middlemarches	Deep Wyld
New	Bordermarches	Creation	Bordermarches
	Middlemarches	Bordermarches	Middlemarches

Note that at all other times the Wyld is unchanged.

fears of those within them. Just as the rules of Creation are obeyed in a mad fashion, so to do such areas often have earthly components, though they are also higgledy-piggledy when compared to shaped reality. Though weird and unsettled, the Middlemarches of the Wyld are usually still fairly constant; change occurs, and sometimes quickly, but usually, it is a gradual process. Whatever insanities make up a patch of Wyld one year are likely to be there the next.

In these regions of the Wyld, time and distance can vary, though not to the mad extents found further in. Days can seem to pass in hours, while seconds crawl like minutes in other places. In some locations, a single step will carry a woman across a meadow and, in other places, move her mere inches. Wyld mutations can manifest after only hours in the Middlemarches, and in some cases, changes can occur almost instantly.

The unformed Fair Folk visit here only at great need; they find the Wyld in these places difficult to manage and control, hemmed in as it is by the laws of Creation. These fae keep outposts of a sort but visit them only infrequently and never in great numbers. Fair Folk who have taken form are frequently found wandering the Middlemarches, where they may partake, to some degree, of the sweet freedom and ecstasy allowed them by the Wyld, while not overly risking contact with the courts of the unformed Fair Folk that they have left behind.

The Deep Wyld

As a traveler sojourns deeper into the Wyld, the fabric of reality begins to fray altogether. Here, there are no laws of reality, only recommendations and suggestions. Time speeds up and slows down in the space of a handful of instants. A doorway may be a mile away one moment and immediately adjacent the next. The terrain shifts and changes by its own whim or to reflect the desires and fears of those it surrounds. A flock of singing turtles flying through the air may turn into a hailstorm of burning songbirds that change into sprouting palm trees when they hit the ground. Here are the burning streams and firefalls of singing fish that smell of rosewater and obligingly roast themselves when you ask.

Just as the reality around them changes, people who enter the Deep Wyld without protection find themselves changing and shifting. They may change to suit their new surroundings, to reflect their dreams, desires and nightmares or to match the opinions of those who travel with them. These changes occur almost instantaneously and with great fluidity.

Where creatures of Creation look upon the Deep Wyld as the farthest reaches to which even an Exalt can travel, the unformed Fair Folk look upon it as a savage wasteland, far too constrained by rules and regulations to routinely visit except by necessity. Fair Folk who have taken form rarely enter the Deep Wyld, even with assurances and protections.



The temptation to return to what they once were is very strong there, and war parties of the unformed Fair Folk visit these places frequently.

Pure Chaos

Here, there are no rules, no boundaries, no limits and no restrictions. Anything is possible, can happen and probably *is* happening. Mortals who enter a pocket of utter Wyld are frequently struck with a strange kind of sensory deprivation; they are incapable of processing everything that is happening before them at once, and so, their minds shut down, trying to cope. Those who do not have some kind of protection against the power of the Wyld (a Fair Folk guardian, a god to guide them or powerful Charms or sorceries) will quickly find their minds shattered and their bodies mutated beyond any hope of recovery or even identification.

This is the home of the unformed Fair Folk, and they rule over it utterly; at their behest, all things are possible, and none may gainsay their wishes. Time and space are at their command here, and they may do as they will. That alone is enough to warn off all but the most foolhardy.

Tainted Lands

Where the Wyld has subsided and Creation reasserted its dominion, the lands that are left behind are… strange. While not the madness and chaos of the Wyld, they cannot yet be considered normal, either. Odd rock formations dominate their skyline, and the geography is often subtly askew, the last remnants of Wyld influence. While the Wyld's reality shifting powers are nearly nonexistent in these lands, they are not totally dissipated. Although humans are rarely affected by its powers, animals are sometimes born "touched" or mutate as they grow older. Life in these lands is hard but grows easier over time; eventually, even this subtle taint fades, and the lands are left with only the memory of the Wyld, in the impossible rock formations, strange geography and the bleached bones of creatures that could never survive in Creation. The tainted lands are most common in the East and South and least common in the West, where the Wyld is strongest.

Wylds of the World

There's no coherent map of what parts of Creation have been claimed, in whole or in part, by the Wyld. The boundary between Creation and the Wyld shifts constantly, for the Wyld is omniform and sometimes claims new parts of Creation, while in other places, Creation tames the Wyld and gives it set shape and nature. Even maps drawn locally are often spotty

The Stuff of the Wyld

Great wonders can be found in the Wyld, many of them quite valuable, some of them unique and without parallel or price. Oak leaves of gold or silver, pebbles of chrysoprase, jade and diamond, flowers whose scent can hypnotize the unwary and metals lighter than wood and stronger than steel have all been discovered in the Wyld, but not all have survived being brought back to Creation. In some cases, travelers have opened pouches they filled with diamonds to find only common stones, steaming bits of cold ice or vipers. Others have inadvertently brought back devastation with them; there are settlements that have been depopulated when eager or greedy explorers brought back something they thought was superficially harmless, only to discover that it was anything but.

Still, some who brave the dangers of the Wyld do return with inestimable treasures and wonders beyond description, so there are always those daring enough to chance its hazards. But wise explorers are very careful about what they bring out — and even more careful about whom they show it to. As any scavenger lord can attest, the greed of others is the greatest enemy of those who deal in wonders.

Mortals typically have no way to determine what might retain its shape when it leaves the Wyld and what will revert to its original form (or something worse). Mortal spells can give some hint (Perception + Occult, difficulty 2, must have an Occult of 3 or higher to attempt). The Exalted have some ability to determine which parts of the Wyld can be removed safely, even without the assistance of Charms or sorcery. An Exalt's player can spend 1 mote to roll Perception + Occult or Perception + permanent Essence (player's choice) while examining a given bit of chaos-spawned weirdness. The difficulty of this roll is 1.

Success for either mortals or Exalts indicates they can tell if the material will remain stable outside of the Bordermarches. Unstable items will fail quickly if taken away from the influence of the Wyld. The exact amount of time varies wildly, but truly improbable creatures or items may have problems surviving even in the Bordermarches.

and incorrect, so it's impossible to say for certain how much of Creation is Wyld-touched and how much is unchanged, but by most accounts, the balance is swinging toward Wyld in the wastelands near the Elemental Poles, even if the Realm denies it.

North

The North is only sparsely populated, and the Wyld is ever present and usually quite powerful. Anytime someone travels more than a handful of days from a major settlement, they can count on there being at least some kind of evidence of the chaos. It may be beautiful frozen snow-flowers, strange colors or shapes in the northern lights, or strange winds that carry upon them the scents of strange, faraway places.

Wyld lands in the North can take many forms. They appear as patches of snow and ice that burn with flame, scorching flesh and clothing as if white hot, as strange fortresses or towers carved out of ice and populated by citizens of frost or hideous snow monsters and as rivers of frost and ice that flow like water.

Much of the North can be considered at least Bordermarches, for purposes of determining the general nature of the terrain. It's often milder than most Bordermarches, and checks for Wyld taint (see p. 208) need only be made once a year, rather than once a month. Deeper patches of Wyld are not uncommon and can come upon the unwary traveler without warning.

East

The East is beset by the Wyld, although not nearly so badly as the North or the South. Large areas of Wyld exist to the north and south of Chanta and Rubylak, extending as far south as the Rock River of the Scavenger Lands. In the Southeast, Wyld zones of varying power extend from Rathess to the south, east and north, holding much of the Southeast in their grasp.

The Wyld zones of the East often reflect the lush surroundings near the Elemental Pole; here, there are impenetrable forests filled with terrible creatures, trees with leaves of gold and silver, tilled fields that sprout vegetable wives with agate eyes and melons filled with venomous snakes. The Southeastern Wylds are perhaps the most lethal in the world, filled with swamp creatures that universally exude acid and poison, and countless forms of carnivorous plants. Terrible diseases and venoms are all too common, carried by the animals, the plants, the barbarians and, sometimes, the very air. The other sort of Eastern Wylds are blasted wastelands that appear from time to time. In these places, no plant will grow. Therein are found, in dust that will not support the hardiest weed, strange flowers that grow as tall as a man. These flowers have crystal petals and thorns whose merest touch brings madness and death.

In these blasted lands grow also scrub trees that draw lightning from clear skies and burn for weeks thereafter without being consumed.

Scavenger Lands

The rivers rule the Scavenger Lands, and it is only in places the rivers do not reach that the Wyld is present to any great extent, although small patches of it can be found everywhere there were skirmishes with the Fair Folk during the Contagion. The most famous example of these is the Firewander in Nexus, which has at it's heart an area of pure chaos created by a powerful faerie weapon of unknown type. Even with the full efforts of the Council, its hired sorcerers and outcastes and the city's immense population, the zone has only recently begun to weaken and fade. Few other patches exist so close to civilization, but even a few days travel from the major cities, one can find small areas of Bordermarches and even some Middlemarches. These grow more common, larger and weirder the farther from the rivers (and the civilizations they support) and the farther East on finds them. The logging town of Farhold is the last bastion of Creation; only a scant few leagues farther East, the Wyld takes over completely, and Farhold is often beset with strange occurrences, weird creatures and odd birth defects or mutations. Thankfully, mortal spells and good luck charms set into the ironwood walls of the town keep the latter to a minimum.

The Wyld in the Scavenger Lands seems to reflect the individualistic nature of the people and cultures that live there. In one place, grasslands give way suddenly to crystal sands that flow like water and sing like doves; in another, the endless emerald chase gives way to a pond where birds swim and fish swoop down from the trees to

Wyld Cults

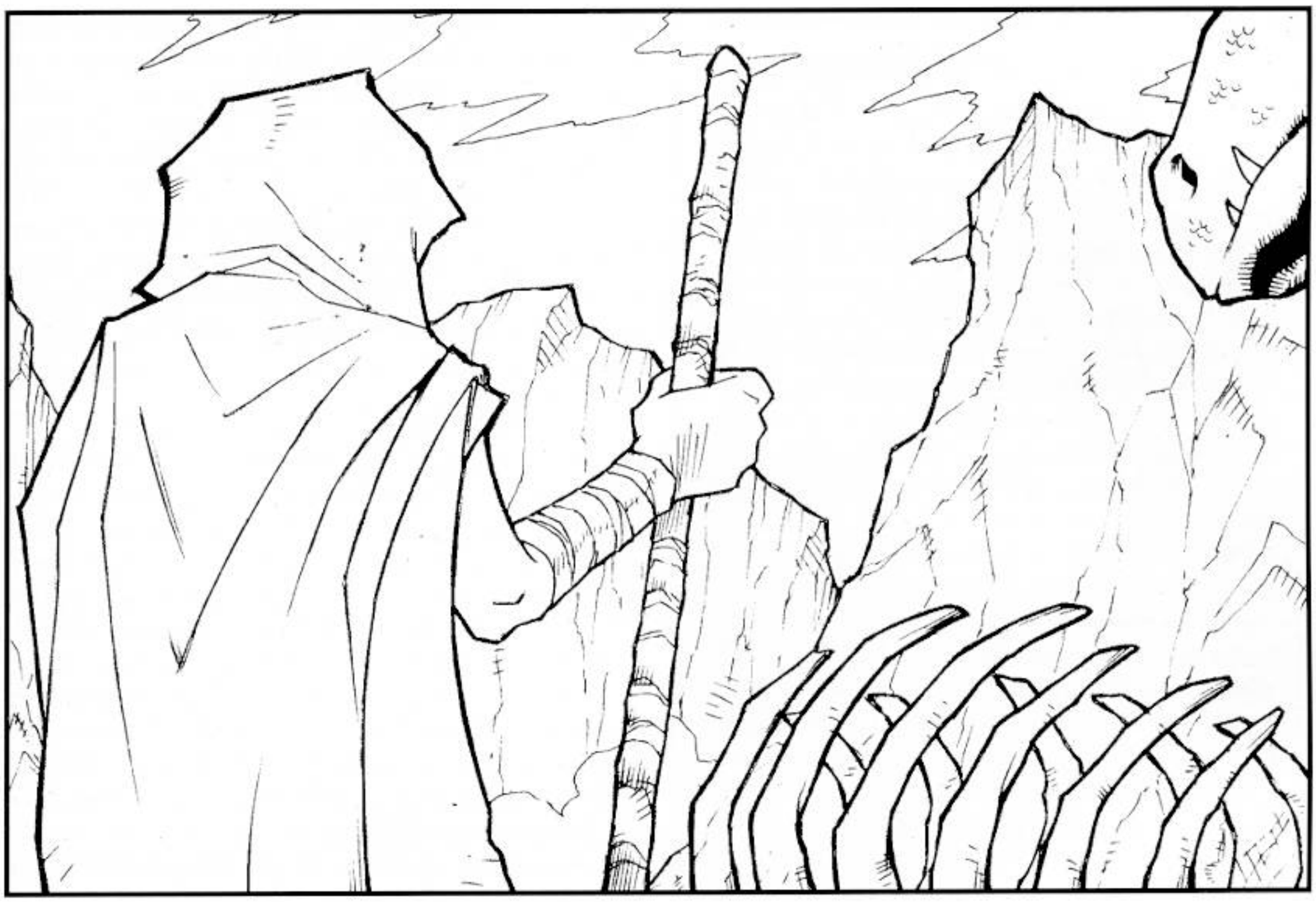
Anywhere there is a Wyld area close to a city or a major town, there are Wyld cults, conglomerations of Wyld addicts, thrill-seekers and those of a philosophical bent drawn to the mystery and potential of the Wyld. Many cultists are ignorant city-dwellers, unused to the perils of chaos and assuming it to be entirely pleasurable. They imagine the Fair Folk to be embodied fantasies and incarnate dreams, without realizing what that truly means and how wicked the amoral Fair Folk can be in achieving their cruel ends.

The Wyld is alluring to some members of the true peoples as well. The life of even the most affluent barbarian clan is hard and short, and a world of wish gratification and myth is tempting to those who tire of Creation's seemingly unending hardships. Therefore, some tribes flee Creation for a life of myth in the Borderlands. Some even survive for long generations before their blood is hopelessly intermixed with that of forest animals or they are overcome by some mythic and insane doom.

Wyld cults centered in civilization typically do little to draw new members, and many are actively hostile toward those who would seek them out, for their members are hunted men. In cities, Wyld cultists typically recruit by appealing to a potential member's sense of adventure, thirst for discovery or feelings of ennui; the lure of the exotic, the strange and the utterly new is the cultists' primary tool, combined with examples of the sorts of strange experiences that can be had. Some cults resort to kidnaping or false pretenses to gain new members; once addicted to the Wyld and changed by its influences, members could not go back to a normal life even if they wanted to.

The Wyld can be alluring for a wide variety of reasons. It can grant wishes, if often in a literal or illusory fashion. A person's dreams and nightmares are both available and quite real in the Wyld, if they are sought out. The dreams of the unknown, the dead and the not-yet-born can be discovered as well. Although many speak only of the dangers of the Wyld, there are also wonders and miracles to be found as well, things of such beauty and grace as to strike a mortal viewer dumb with their glory, and treasures beyond price. Those not addicted to the Wyld can point to the dangers of mutation, the madness caused by a faerie-tale existence, the frequently dangerous or illusory nature of the pleasures gleaned and the hazards of existence in fluid reality, but members of the cults no longer wish to hear of these things.

Far more dangerous than those simply addicted to the dreams and wonders of the Wyld are those who see it as the natural end state of all things and work to hasten its arrival. These mad, nihilistic fools seek to wrap all things in the Wyld's embrace. Some do this out of some crazed sense of noble purpose. They seek to enhance the world by unleashing its potential, seeing only the limitless possibility of the Wyld and not the bland emptiness of unending chaos. Others wish to end all things and see the Wyld as the means to an end. Fortunately, madmen such as this are truly rare. Though they are often well armed by the fey, they are quite erratic and often suffer terribly from Wyld withdrawal. Indeed, many will not leave the Wyld for any length of time and lurk around its edges preaching their mad gospel.



snatch them up. Although the regions of the Wyld in the Scavenger Lands are often smaller and milder than those elsewhere, they are by no means harmless. The Scavenger Lands are only rarely forced to deal the powerful Wyld-touched that beset other parts of Creation, but the mutants that do issue forth are more often able to survive in the Scavenger Lands and among the hill people or the forest people and usually breed true. The result is creatures such as the Arczeckhi or the Metagalapan birdmen, new species of not-man that can grow in numbers given time. The Scavenger Lands are filled with many such species and creatures, and they are a constant problem for those who reside there.

South

The Wylds of the South are harsh and feral, but the dangers here tend more toward hazards of environment and geography, rather than creatures and savages, although the latter are far from unknown, and terrible beasts wander the deserts of the South by night and day. Here, there are strange flows of ash that move like torrential rivers and lava flows that are ice-cold to the touch. Great sandy beasts that might once have been elephants roam the deserts or serve as beasts of burden for the twisted folk that dwell here, many of whom have reptilian features. There are ebon fires that eat ash and soot and leave coal and wood and whose flames freeze those who touch it here, and there are sands that sing sad songs in ancient languages thought lost forever. Inland, folk tell tales of places where ancient fortresses stand, the ghosts of the last legion sent to ward them still walking their walls, awaiting the relief order, and of factories peopled with strange spirits.

West

In the West, the Wyld is the Sea, and the Sea is the Wyld. Only the constant efforts of man, god and elemental keep the Wyld at bay at all. It's a never-ending battle, one that many say is being lost. Every year, more small islands lose their names and fall into the Sea, their identities lost. In time, even the legends and myths of these places disappear, lost to the endless depths. The siren's call of the Wyld draws the earth into the water, drowning it in legend and mystery; in the West, it's commonly believed that Creation will end not by fire or by sword, but by water slowly encroaching until there is nothing but endless ocean and dreams.

Almost all of the Sea is Wyld; only well-known trade routes and fishing waters are free from its influence, and even they are sometimes temporarily overwhelmed by sudden changes. While much of this Wyld takes the form of an endless placid ocean, occasionally wrapped in obscuring fog, sailors tell of many other strange events and curious incidents. There are frequent reports of

Ikerre and the Eye of Autochthon

Two centuries ago, a mad prophet named Ikerre found an ancient and terrible tool, the Eye of Autochthon. The Eye is an artifact of great power, related somehow to the long-forgotten Primordial of the Forge, Autochthon. Many have wielded the Eye to gain great power, and none who have done so have survived to fulfil their ambitions. Ikerre used the Eye against the Wyld in the South and stabilized many regions and slew countless Fair Folk. Eventually, he was also destroyed by the capricious power of the Eye.

In the adventure "Crusaders of the Machine God," in the supplement **Time of Tumult**, a mortal nation inhabiting the mechanical innards of the sleeping Primordial Autochthon breaks through into the Southwest. The Autochthonians never become specifically aware of the Eye in the course of the adventure, but they would probably regard it as an object of no little religious significance, and it may perhaps be the key to reactivating the long-dormant communication system with their vast and sleeping god. Storytellers can develop this plot as they wish.

The forthcoming sourcebook **Exalted: The Alchemicals** will detail Autochthonia and its synthetic Alchemical Exalted champions. It will obviously offer a range of story possibilities for the Eye, but it will not resolve the issue of the Eye of Autochthon's current "purpose," if any. Storytellers who make the Eye central to their series won't have to worry about making the material on Autochthon useless unless they also make up details about Autochthon beyond what is presented in **Time of Tumult**. Even then, there's no reason you can't just make up whatever you want about Autochthon and the Alchemical Exalted and just ignore the sourcebook when it comes out until you start a new game.

impossibly large ships, of islands that are there one year, gone the next and of faerie pirates that vanish with the dawn, leaving behind only spilled blood and weeping survivors and carrying off the rest to their pirate den, to be tormented and to have their dreams consumed.

Where Wylds occur on land in the West, they are often still related to the sea. In the West, there are islands clad in fog, where sailors who beach there face their most dreaded nightmares... or worse, their greatest dreams. There are shorelines dotted with strange statues that answer any question accurately — just not the ones asked — and beaches covered in gemstones or gold dust.

The Western Wylds are known for the frequency, severity and duration of the Wyld storms that sweep out of them, some of which have lasted for years. There, areas regularly beaten by Wyld storms are well marked on nautical charts and ship's rudders. These storms can reach as high as difficulty 12 to resist (see "Wyld Storms," p. 198). For those at sea when a Wyld storm hits, even more important than ones own form or sanity is keeping the ship, or at least something that can be used as a ship, intact long enough to make it to port after the storm passes.

The Blessed Isle

The Blessed Isle is free of the taint of the Wyld. The hosts of the Fair Folk and barbarian armies never threatened the heart of what would become the Realm, and so, the roiling chaos that followed in their wake never approached. The Isle is heavily populated, and so, there is little chance of any part of the Isle forgetting what it's supposed to be and how it's supposed to behave. This is reinforced by constant patrols by the legions and by careful surveillance by members of the All-Seeing Eye, various agencies of the Imperial Service and the Immaculate Order, all of whom are quick to obliterate even the first stages of a Wyld incursion.

As a result, while few Dragon-Blooded doubt the existence of the Wyld and its hazards, there are those in the lesser classes, and even a few patricians, who don't quite believe in the Wyld or in Wyld barbarians. They believe the barbarians exist and that they can be a threat but have some trouble accepting the danger of three-headed, five-winged giants that breathe fire. Fortunately, those in charge of the Realm know better, but the lower orders must be constantly policed for Wyld cults.

Wyld Storm Effects

Wyld storms are sudden surges in the strength of the Wyld in an area. For a heartbeat, the area might change from Bordermarches to Pure Chaos and back again in another instant. This ripsawing between reality and insanity is much worse than simply traveling between different layers of the Wyld. Inside a storm, things shift and change with terrifying fluidity; a Lunar fighting a lion might find it growing tentacles, then changing into a fire-breathing butterfly, then shifting back to lion form, only with the skin on the inside, all in the course of a combat turn.

Few who enter a Wyld storm without some kind of protection survive. The player of such an unprotected character should roll the character's Willpower + Essence for every turn the character is inside the storm. The difficulty of this roll depends on the severity of the storm but normally varies between 7 and 9. Lunars are, of course, immune, and other

The Effects of Rampant Mutation

For the sake of simplicity, the shifts in form engendered by a Wyld storm, although often terrifying, can generally be treated as cosmetic changes. The flame breath of the fire-breathing butterflies would attack with the same number of dice and do the same damage as the lion's bite, for example.

Exalted may add their usual bonuses (see "Exposure to the Wyld," p. 208 for more details).

If this roll fails, the character takes lethal damage equal to the difference between the difficulty of the Willpower roll and the number of successes the player rolled. On a botch, the character instantly takes 10L damage. Only the character's natural soak can be used to offset this damage, armor does not aid the character. Anything that fails this Willpower check and survives may acquire one or more Wyld mutations (roll for exposure to Pure Chaos). Equipment not protected by Charms or sorcery will almost certainly be ruined or changed by the exposure, unless made of one of the Five Magical Materials.

Fortunately, although they move quickly (20 to 30 yards per turn, on average) these vortices of madness can be outrun by very fast beings. They are also very small — a Wyld storm may pass through an area and be gone in only a few turns, although storms that stay and linger over an area for hours or even days are not unheard of. Some, such as the one in the Firewander ruins, have lasted for centuries. These great tempests leave little recognizable or even sane behind in their wake, and the lands they touch can be treated as tainted lands or Bordermarches for many years thereafter.

For those who cannot run and have no access to magic or miracles to save them, there is little defense against a Wyld storm, but Earth, the element of stability, can sometimes provide some hope; some survivors of Wyld storms have reported that taking refuge under embankments or in stone caves saved them from obliteration or worse. Others have been found entombed when even the stone melted and flowed like water over a cave mouth, only to regain its solidity moments later. Seeking refuge in a stone cave or other earthen refuge may provide a reduction in the difficulty of Willpower rolls needed to avoid damage, from -1 for a simple earthen berm to -3 or -4 for a deep stone cave.

Wyld Addiction

The Wyld can be extremely seductive. It's a place where all things are new, where each experience and wonder is perceived as if for the first time (most of the time because it is) and where anything is possible. Someone who walks the Wyld can be almost anything or anyone for a time and can experience old memories and dreams again as if new. This potential and experience leads to a rapture and euphoria more potent than any drug and more seductive than any ecstasy. Small wonder that so many who experience the Wyld, even

Using the Wyld in Your Game

The Wyld is a place of limitless potential and possibility, which makes it full of opportunity for cool scenes and adventures but also makes it more than a little overwhelming; it can be hard to set limits or boundaries on a place where there are no limits or boundaries. Here are a few suggestions to keep in mind while integrating the Wyld into your game.

Think up material ahead of time

Keep notes on weird materials and strange phenomenae you want to throw into your next encounter with the Wyld. It can be hard to come up with increasingly strange and malformed things and sights to throw at your players if you try to be extemporaneous, so keeping a log you can refer to is a good idea. (And, if you study and memorize the log enough to be able to riff off the ideas without referencing them, your players will think you all the more genius).

Listen to your players

When they come up with weird and wacky ideas for stuff they'd like to see or do or experience in the Wyld, carefully note them down for future reference. If they mention stuff they would find scary to see in the Wyld, note that down as well. If you decide to use these things, don't use them exactly as they were presented, or your players will tumble to what you are doing, leading inevitably to attempts to exploit it. Instead, take the idea behind the idea, twist it a little bit, and then, put that into play.

The Wyld and other Exalted

The Wyld is a strange place full of wonders and danger; of course, Exalted other than Lunars are going to get involved with it. Most Dragon-Blooded see the Wyld as a place of unremitting challenge and hazard, a menace to be subdued. Solar Exalted see the Wyld in a similar fashion, but their ability to mold the Wyld into new reality draws them toward it. Both factions of Sidereals see both the Wyld and sorcerous Solar utopias carved from raw chaos to be threats to the status quo.

accidentally, are drawn back to it again and again. Characters who are wholly shielded from the effects of the Wyld are not subject to addiction, but unprotected Lunars are, as their nature only protect their shape and their sanity, not their urges.

The first time a person is exposed to the Wyld of a particular strength, her player must roll Willpower + Temperance, against the addiction difficulty shown in the Wyld addiction table below. Success means that the character has managed to avoid the temptations of the Wyld and her player will gain an additional die in all checks for avoiding addiction. This bonus die disappears after a number of months equal to the character's Temperance. Failure means that the character is drawn to the Wyld and will feel a compulsion to return but is not a complete addict. She is -1 die on further exposure checks to any level of Wyld power. The player needs to make a successful Willpower check once per month the character spends away from the Wyld, or the character will have a strong urge to experience the Wyld again. This urge requires the expenditure of temporary Willpower to resist. A botch means that the character is addicted to the Wyld and will seek it out again at the next opportunity. Also, if a character has zero dice in her Willpower + Temperance pool, she is a hopeless addict and can no longer bear separation from the Wyld. Addicts separated from the Wyld lose 1 temporary Willpower per day they are away from it; characters with no Willpower will do anything to seek out the Wyld.



Recovering from Wyld Addiction

Recovery from Wyld addiction is possible but difficult. The process is long and arduous, and the former addict is forever wracked with dreams and memories of his experiences, as well as whatever mutations and insanities he may have brought back with him from the Wyld. Roll Temperance as an extended task; each roll takes one month, during which the character can have nothing whatsoever to do with the Wyld and probably cannot lead anything like a productive life, as his companions may be forced to physically restrain him. Hopeless addicts too powerful to be restrained will thus probably never recover, as is abundantly clear from the fate of so many elder Lunars. When the player has rolled as many successes as are indicated under "Recovery" on the Wyld addiction table below, the character is no longer addicted, but he may become addicted again normally.

If a character who has overcome Wyld addiction enters the Wyld, for any reason at all, have his player roll Willpower against the addiction difficulty below. If the roll fails, the character falls off the wagon, and his

addiction is actually strengthened by the ordeal. Until he breaks the habit, the Willpower + Temperance roll to recover is made at +1 difficulty (but not above a maximum of difficulty 4).

The difficulty of this extended roll is based on the strength of the Wyld influences to which the character is exposed. The base difficulty is shown on the Wyld Addiction table below. Add one additional success for every mutation or derangement the character has and one for every six months the character has spent in or around the Wyld. If the character succeeds in kicking the habit, he will still carry the temptation with him, and any time he comes close to a known Wyld, his player must make a successful Willpower check (starting with a 3-die penalty; this penalty goes down by 1 for every three years the character manages to stay clean), or the character will again seek to immerse himself in the Wyld. If this happens, his player must roll for addiction as normal.

Vision Questing

When a Lunar or a Wyld barbarian desires a glimpse into the future, the answer to some question whose solution is not available through the lore of the tribe or mystical insight into some quandary, she can attempt a vision quest, a communing with the Wyld and the spirits to seek out the truth. Such quests are not without hazard, however, and so, most will attempt more reliable methods first, if they can.

Vision quests are, by their nature, solitary things; the quester (usually a shaman, although many barbarians will make a vision quest as a ritual of adulthood) ritually prepares herself and heads off into the Wyld, usually carrying only a small amount of food and water, whatever offerings or gifts she intends to use to barter with the spirits and a supply of her tribe's favored hallucinogen. When she has found a suitable place, she settles herself down, does whatever meditations she needs to do, ingests whatever drugs she feels she needs to and opens her mind and spirit to the chaos of the Wyld and to the invisible pulse of Essence, which pervades all things.

Sometimes, hours pass, sometimes, days or, in rare cases, weeks — the amount of time is up to the Storyteller. The participant may remember little of her journey or might recall every second of the experience with a clarity that few other memories have. The vision quest is always eye-opening, though not always in a good way. Some questers come out of the quest with broken minds and ruined spirits; others do not come back at all. Their bodies become the puppets of dark spirits, which ride the still-living bodies until the spirits are exorcised, the victims are slain or the gods or demons depart on their own.

Mechanics: Once the quester's suitably prepared, her player must spend 2 Willpower, roll Perception + Lore and compare the result against the following table. Those characters whose players roll 10 or more successes may, at the Storyteller's discretion, gain the Essence Channeler blight or some other useful mutation dealing with the Wyld, spirits or the flow of Essence. Vision quests are typically how Lunars increase their Essence, but players of the Exalted need not roll for that sort of quest.

Wyld Addiction Table

Region Type	Addiction Difficulty	Recovery Successes
Creation	0	0
Tainted Lands	0	0
Bordermarches	1	3
Middlemarches	2	5
Wyld	3	7
Deep Wyld	4	10
Pure Chaos	5	12

Region Type: The degree of Wyld influence over the area.

Addiction Difficulty: The difficulty of the Willpower + Temperance roll to resist Wyld addiction. Made monthly, on exposure to a Wyld zone of that power, meaning a player can make several rolls in quick succession if her character travels through increasingly chaotic Wyld areas.

Recovery Successes: The number of successes the player must accrue on a monthly difficulty 1 extended Willpower + Temperance roll for her character to overcome her addiction to the Wyld if she was regularly exposed to Wyld influence of this level. Note that only Lunars or other magically protected creatures have any chance of addiction to the Deep Wyld or Pure Chaos because only they can survive the experience of it.

Vision Quest Results

Successes	Result
Botch	Roll d10: 1-2, take 8L damage, soaked by Stamina and natural soak only; 3-4, gain one derangement (major); 5-6, subtract 1 from Temperance or Compassion Virtue (Storyteller's choice); 7-8, gain one debility; 9, gain one blight; 10, body taken over by a hostile spirit while the quester's soul is occupied with the visions.
Failure	Roll d10: 1-2, take 6L damage, soaked by Stamina; 3-4, gain one derangement (minor); 5-6, gain one deficiency; 7-8, gain one pox; 9-10, gain one blight.
1	The quester experiences an extremely vague, oblique and/or metaphorical suggestion as to which way to go to receive the answers needed.
2	A slightly vague, oblique and/or metaphorical suggestion as to where the answers needed may lie.
3	A reasonably certain suggestion of where the answers can be found.
4	A direct statement of where to go to get the answers sought.
5	An extremely vague, oblique and/or metaphorical answer.
6	A slightly vague or metaphorical answer, often crouched in a koan or riddle.
7	As 4 successes, and the quester is unusually attuned with the ways of nature and the flow of Essence. The quester regains all the Willpower spent to start the vision quest, and a mortal character adds one year to her natural lifespan.
8+	As 6 successes, and more than simply being attuned to the flow of Essence, the quester is perfectly in harmony with them, becoming, for a time, almost at one with Creation. The quester ends the quest at full Willpower and uninjured. This effect cannot heal amputated limbs, gouged out eyes, lost organs other major tissue loss — it heals only injuries and diseases. A mortal character adds five years to her natural lifespan.

Wyld Mutations

The infinite possibility and freedom that the Wyld offers to those who spend time in its embrace is incredibly alluring; while within the Wyld, all things seem possible, and in truth, they are, to a greater or lesser extent. It's all too easy to become addicted to this immense sense of empowerment... and, indeed, many do become addicted.

Those who spend too much time in the Wyld find themselves changing. Just as the Wyld reshapes itself, it reshapes all within it as well. Those who give in to the Wyld's power can find themselves remade into their dreams or their nightmares or some hideous blending that mixes elements of the two with strange concepts that they cannot even recognize. The Wyld can leave creatures so twisted and strange that they cannot exist outside of its infinite possibilities.

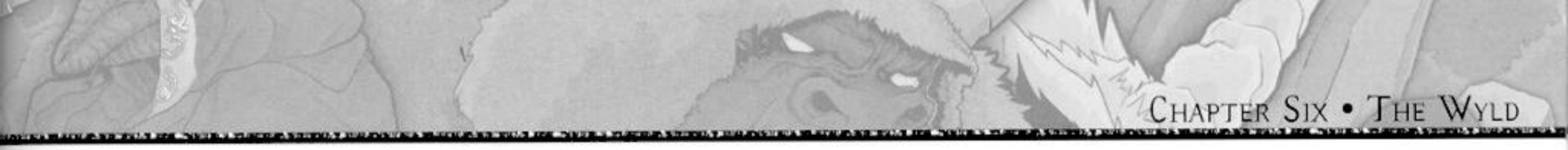
Exposure to the Wyld

Just being exposed to the reality-altering energies of the Wyld can bring about changes in those who walk its paths, even if they do not seek out or embrace its changing ways. Any time a character is exposed to the Wyld, his player must make a Willpower + Essence roll to avoid having the character come away from the exposure touched by the Wyld and mutated in some fashion. The difficulty of the Willpower + Essence roll, how often it must be made and the effects are determined by how deep in the Wyld the character is, as shown on the table below.

Exalted are more resistant to the Wyld than most. They are not only normally of stronger character and will than mortals, the Essence that flows through them hardens their bodies, making them harder to effect. Players of Dragon-Blooded add one die to the Willpower roll, players of Sidereals add two dice to the roll, and players of Solar and Abyssal Exalted add three dice to the roll. Lunar Exalted are immune to the mutational effects of the Wyld, and so, their players never need to roll for Wyld mutation. Despite this resistance, most Exalted will quickly succumb to the corrupting powers of the Wyld if exposed to it. Long ago, Charms were developed to protect those who had to enter the Wyld for any length of time.

Power Questing

There are those who enter the Wyld seeking power, who anticipate the chance to try and sculpt themselves into what they see as their ideal image or who merely seek to gain power by exposing themselves to the Wyld in general. Gaining mutations is easy; exerting some control over those mutations is much



Wyld Exposure

Terrain	Diff.	Interval	Success	Failure	Botch
Bordermarches	2	Monthly	-	Pox	Deficiency
Middlemarches	3	Weekly	Pox	Pox, Deficiency	Debility
Deep Wyld	5	Daily	Blight	Debility	Deformity
Pure Chaos	6	Hourly*	Blight	Abomination	Deformity

Wyld mutations are divided up into gifts and taints. Gifts are mutations of a generally positive nature and are divided into poxes, blights, afflictions and abominations. Taints are negative and are further divided into deficiencies, debilities and deformities. Derangements are mental imbalances caused by vision quests or by the sights and experiences found in the Wyld.

*Exposure to the raw chaos of the untamed Wyld may require checks as often as every combat turn, depending on the Storyteller's discretion.

more difficult, however. Power questing is similar in some respects to vision questing; the seeker goes off alone into the Wyld (alone to try and avoid tainting the results with the ideas and thoughts of others) and meditates on what he wants to have happen. Mechanically, the player totals the two *lowest* Virtues the character has and rolls them against the difficulty shown in the table below; the player may burn Willpower to gain additional successes. If a power seeker nets two more successes than he needs, he may dictate which mutation he gets. Otherwise, the mutations are chosen at random or by the Storyteller.

Wyld mutations are divided up into gifts and taints. Gifts are mutations of a generally positive nature and are divided into poxes, blights, afflictions and abominations. Taints are negative and are further divided into deficiencies, debilities and deformities. Derangements are mental imbalances caused by vision quests or by the sights and experiences found in the Wyld.

Most of the definitions below are fairly broad and are intended to be further refined by the Storyteller and players, as there are simply far too many possibilities for each. One Wyld-touched's version of Claws might spring forth from between the knuckles like tiger-claw gauntlets, another's might spring forth from the ends of the fingers like a real tiger's claws, and a third's might represent fanged mouths on the character's palms that take a chunk out of anyone he strikes. Storytellers are encouraged to be creative and to use the examples given as inspiration for their own flights of madness.

Any Wyld mutation that is listed as "cannot be hidden" can still be disguised with appropriate magics or Charms or possibly even by a very large cloak. They cannot be concealed easily through mundane means, however, and a Wyld-touched inflicted with them will not be able to pass in "civilized" company for long, if at all, without people realizing what he is.

Power Questing

Terrain	Diff.	Interval	Success	Failure	Botch
Bordermarches	1	Weekly	Pox	Deficiency	Debility
Middlemarches	2	Daily	Affliction	Blight, Debility	Debility
Deep Wyld	3	Hourly	Blight	Abomination, Deformity	Debility, Deformity
Pure Chaos	4	Every Turn	Abomination	Debility, Deformity	Deformity x 2

Wyld mutations are divided up into gifts and taints. Gifts are mutations of a generally positive nature and are divided into poxes, blights, afflictions and abominations. Taints are negative and are further divided into deficiencies, debilities and deformities. Derangements are mental imbalances caused by vision quests or by the sights and experiences found in the Wyld.

Spirit and Fair Folk guides are of no use in this kind of endeavor, but hallucinogens can provide assistance; roll Stamina, each success adds one die to the roll.

Natural and Unnatural

As a creature becomes more and more improbable, it becomes less and less able to exist inside Creation for extended periods of time. There are few solid guidelines for this process, and some fairly strange beings wander Creation without any problems. Storytellers can use the following guidelines to help them determine how long a being can last without the support of the Wyld.

Total up all of the creature or character's various Wyld mutations (but not derangements), and compare the sum to the table below. This will give you a general idea of how long the Wyld-touched might be able to survive in Creation and how stable it is in general.

Mutations	Points
Pox, Deficiency	1
Affliction, Debility	2
Blight, Deformity	4
Abomination	6

Greater than Willpower + 6: Cannot survive outside the Wyld for any appreciable period of time; if removed from the Wyld, its lifespan is measured in hours. Only in the Deep Wyld are beings this mutated comfortable, and they will begin to take damage even in the Borderlands, although at the significantly slowed rate of one level of lethal damage per day.

Willpower + 6 or less: The Wyld-touched beast can survive for only short periods of time before it must return to the Wyld. As above, but it can only survive Stamina days in Creation and will then take damage every hour that it's away from the Wyld. These are beings of the Wyld alone and will rarely be found beyond the Middlemarches. If they linger in the Bordermarches, they take one health level of damage per week.

Willpower + 4 or less: The Wyld-touched beast can survive for some time out of the Wyld. A creature can stay in Creation for a number of weeks equal to its Stamina; after that period, it takes one automatic health level of lethal damage every week until it reenters the Wyld. This damage cannot be soaked and will not heal until the creature returns to the Wyld. Creatures this mutated are almost invariably sterile, though they may perhaps breed among themselves. They are uncomfortable closer to shaped reality than the Middlemarches, but they are sometimes found flapping and slithering through the Bordermarches.

Willpower + 2 or less: The Wyld-touched creature can survive in Creation for extended periods of time, but eventually, it begins to wither and decay unless it returns to the Wyld. As above, but Stamina in months, and the creature then takes damage every day that it's outside the Wyld. Beings this mutated can exist safely in any part of the Wyld. Such creatures are almost always sterile. However, all things are possible in the Wyld, and there are examples of beings this mutated that remained fertile.

Willpower or less: The Wyld-touched can survive in Creation indefinitely, but it does not breed true; it is either a mule and unique, or it may be fertile, but any offspring are normal examples of its original species. Lunars cannot consume and gain the shape of creatures with this many or more mutation points, as they are no longer natural animals.

Willpower - 2 or less: The Wyld-touched creature can survive in Creation indefinitely, and its mutations (and taints) will breed true, effectively creating a new species.

Creatures that can exist only at certain levels of Wyld influence stop taking damage immediately on returning to their chaotic home but cannot actually heal damage taken until they return to their native habitats. A monstrosity that can exist only in the Deep Wyld will only be able to heal damage it takes in Creation once it returns to the Deep Wyld. Wyld-touched beings that have increased-healing mutations (such as Regeneration) will continue to regenerate damage taken in combat or from other sources but cannot heal the wasting damage they suffer until they return to the Wyld. Those without such abilities heal at half their normal rate of speed.

Wyld-Touched Exalted

Although extremely uncommon, a small handful of Wyld-touched have been chosen by the Gods as their tools in Creation. Most of these have Exalted are Lunars, but a small handful are rumored to have become Solars or Abyssals. If there are any



Wyld-touched Sidereal, none have spoken of it, and no Wyld-touched could ever Exalt as an Alchemical Exalted because they are produced, not born. Outcaste Dragon-Blooded communities sometimes house mutants, but this is uncommon. Wyld-taint quickly dampens the power of the Exaltation in the Exalt's blood.

The more mutated a Wyld-touched, the less likely he is to Exalt in any fashion; most that do Exalt will have total mutation less than half their Willpower (usually less than 2 points), and almost none have more than Willpower - 2 in mutation points. All Wyld-touched who Exalt lose one starting Charm for every full point of mutation they have (see above). A Wyld-touched that Exalts as a Lunar retains his mutations in all of his shapes — they are essentially non-magical Tells (they can be concealed with disguises or Charms).

Additionally, Wyld-touched find it harder to grow in power, and the total power they can aspire to is limited; it costs them one additional experience point per mutation point to increase their permanent Essence (so moving from 2 to 3 Essence would cost a Wyld-touched Exalted with 4 mutation points 20 experience points, instead of 16). More painfully, their permanent Essence is limited to no more than (their Willpower - the number of mutation points they have). If the aforementioned Exalt with 4 mutation points had a Willpower of 7, the highest his permanent Essence could climb to would be 3. These rules also apply to Exalts who somehow become mutated by the Wyld in play; they spend more for each additional point of Essence and are limited in maximum Essence by their (Willpower - their mutation points).

Additionally, the Wyld-touched Exalted must still abide by whatever restrictions their status as Wyld-touched places upon them; if they are mutated to the point where they cannot leave the Wyld, any forays into Creation will have to be short ones, lest they wither under reality's glare.

POX

Poxes are relatively mild mutations; most of them can be hidden or concealed, and many are of dubious effectiveness. They are, by far, the most common of Wyld mutations, and many of them breed true. Poxes are so mild that even beings with several poxes are able to live and thrive in Creation. Indeed, many of those with only this level of mutation are leery of reentering the Wyld, hoping instead to maintain their humanity.

Claws: The Wyld-touched's hands and feet gain short, but sharp, claws, allowing the mutant to shred opponents in hand-to-hand combat. He may choose to make punches and kicks that do lethal damage. Claws may be retractable, and even if they are not, they can normally be disguised under heavy gloves and boots.

Enhanced Smell and Hearing: These two senses become more acute, and the barbarian's player gains two dice on all related Awareness rolls. The barbarian's ears may elongate or grow larger, he may grow a snout, or he may do both, although some gain these senses with no attendant changes in shape.

Eye Color: The Wyld-touched's eyes change to some unnatural color or resemble an animal's eyes (cat's eyes are common). Typically, this results in heightened visual acuity. The Wyld-touched can either see more clearly in the dark (the character can see five times as far under poor light conditions; see **Exalted**, p. 237, for details) or gains greater detail and perception (the character can see twice as far as normal in all conditions, and his player gains 2 dice on all vision related Perception checks). Neither of these abilities affect the Wyld-touched's ability to see in fog, heavy snow or underwater.

Fangs: The Wyld-touched's mouth grows a set of flesh-tearing fangs, enabling the character to deliver a lethal attack using her Brawl or Martial Arts Ability (see chart below for attack statistics). This pox cannot be hidden if the Wyld-touched desires to eat or speak.

Fur/Feathers/Leaves: The barbarian's skin changes, and she is now covered in light fur, feathers or a leafy or fine bark-like surface. She is now better able to withstand the elements and no longer needs to wear clothing, and her player gains an additional die on all Survival rolls. This mutation also adds 1L/1B to the character's soak. This pox cannot be hidden.

Large: The individual grows in size, usually getting about 25 percent larger. She gains one dot of Strength and Stamina and an additional -0 health level. At this level, the individual is still inside the range of human norms, if only barely, and can still enter normal doors (stooping just a little) and generally pass for a normal (if very large) mortal.

Skin or Hair Color: The individual's hair or skin (or both) changes color, normally to some pattern or color found in nature, usually one characteristic of a plant or animal. It might be striped like a tiger's, turn the red of autumn oak leaves, or pale as the new snow. This change is a purely cosmetic one and may be concealed by makeup, dye or a close shave.

Small: The individual shrinks in size, usually losing about 25 percent of his mass and height. He loses one dot of Strength and one -2 health level but becomes harder to hit (+1 difficulty to hit if he is not restrained). An individual with this pox is usually still inside the size range of his species and, so, can pass for normal, if just barely. Such creatures will often be mistaken for adolescents.

Sturdy: The individual's stature remains unchanged, but she becomes stocky and bulky with muscles and bone. She adds one dot to her Strength, gains lethal soak equal to one-half her Stamina (if she does not already possess lethal soak) and receives one –2 health level.

Tail: The individual gains a tail; it may be reptilian, simian or other but is basically functionless; the character can twitch it and move it about but cannot manipulate things with it, effectively attack with it or hang from branches. His player does gain two dice in all Athletics rolls, however, as the tail aids balance and coordination. This pox may be disguised, depending on the exact nature of the tail; it could be slid down a pants leg, hidden under a large skirt or cloak or, possibly, even wrapped around the mutant's torso.

AFFLICTIONS

Afflictions are more serious and powerful alterations and are less common then poxes, although a number of individuals in any given barbarian tribe will probably have one. Like poxes, few afflictions are serious enough to cause the Wyld-touched to be unable to survive outside the Wyld, although someone with several of them may be warped enough that he requires the support of the Wyld to survive for any length of time.

Berserker: The Wyld-touched can fill himself with rage and fury in combat, or a spirit of battle possesses the character, turning him into a half-mad killing machine. When summoned, this rage twists his body; muscles bulge out from under muscles, limbs twist, and his face distends with rage and agony. Each use of this ability costs 2 Willpower and lasts one scene. While in a fury, the character adds two dots to his Strength and Stamina and one dot to his Dexterity. His movement speed doubles for the duration of the rage, and he ignores all wound penalties while possessed. During the rage, however, his Intelligence

and Wits both drop to 1, and the character must fail a Valor check in order to do anything other than ceaselessly attack the enemy (this includes blocking or parrying attacks, although the character may take dodge actions).

A point of Willpower can be spent to allow normal action for a turn. The fury fades when there are no obvious enemies in sight or the Wyld-touched sees or experiences something that would shock him out of his rage (normal combat wounds, even grievous or life-threatening ones, are not sufficient in and of themselves to stop a berserker rage). This affliction is not uncommon among Wyld barbarians, and many tribes will have an individual with this mutation, which cannot be discerned until the Wyld-touched actually goes berserk.

Chameleon: Creatures with this affliction may shift their skin patterns and coloration to match their surroundings. This allows their players to add three dice to any Stealth rolls involving evading visual detection and one die to all Survival rolls.

Disease Carrier: The Wyld-touched is a carrier for some obnoxious plague or disease. She herself is immune to its effects, and she is able to consciously control the spread of the disease, infecting only those she wishes to infect. However, the disease will spread normally from the initial victims if it is communicable, so the character is not truly able to control the results. It costs 1 Willpower to infect a target, and the target may attempt to resist the Virulence of the disease as normal. Usually, the disease is equivalent to cholera, but conceivably, the carrier could be bearing almost any disease (truly hideous plagues, such as the bubonic plague, may require 2 Willpower to infect a target or have other requirements).

Frog's Tongue: The character can stretch his tongue great distances, and it is incredibly sticky. If the character's Strength + Athletics is high enough, he can use this to haul himself up into the trees or rafters, or he can try to entangle or grapple things. This affliction allows the possessor to make punch, hold or sweep attacks at a range of up to three yards, and if the character is strong enough to climb, he can reach up to three yards. For purposes of resolving attacks with his tongue, the Wyld-touched adds two dots to their Dexterity when attacking and to his Strength when attempting to maintain the hold, reflecting the force and speed of the tongue and its stickiness. Any target that has been subjected to a successful hold maneuver can be dragged closer to the Wyld-touched, if the character's Strength is high enough.

Gazelle's Stride: The Wyld-touched can run, if not like the wind, then faster than any man can. Her legs may, in fact, have changed into those of a horse or another racing beast, or she may simply be able to run faster. She permanently add 10 yards per turn to her sprinting speed.

Gills: The character gains gills and can breathe underwater. Make a roll against the individual's Stamina with a difficulty of 2. If the roll is failed, his lungs atrophy and become mostly useless, and the individual can only stay out of water for a handful of minutes (Stamina x 5) at a time before he begins to "drown." If the Stamina roll succeeds, the individual is amphibious and can survive equally well in the water or on dry land. For aquatic creatures, this mutation gives them functioning lungs, but the



Stamina roll and effects are basically the same. Gills can normally be hidden by a scarf or a tall collar.

Gliding Wings: The barbarian grows a set of wings and is able to fly, after a fashion. She can only clumsily take to the air and is incapable of much in the way of maneuvering or speed; she can, however, dive readily and ride wind currents or thermals. The character can fly at a speed equal (Stamina x 3) yards a turn in level flight. Gaining altitude reduces speed to Stamina in yards, while a steep dive might get as fast as Stamina x 10 yards per turn (although her player will need to make an Athletics + Dexterity roll, with a difficulty equal to the number of turns the dive lasted + 1, if the character needs to pull up suddenly for some reason).

Huge: The Wyld-touched increases in size and mass by about 50 percent, gaining two dots in Strength and Stamina and an additional -0 and -1 health levels. This affliction cannot be disguised; huge beings are simply too large to ever be mistaken for normal members of their species.

Inexhaustible: The Wyld-touched simply never gets tired, never wears out. She can fight for hours, run for days and keep at a task after lesser men drop. Add two dots to Stamina, and add the character's Stamina to her running speed.

Prehensile Tail: The Wyld-touched grows a flexible, agile tail that he can use to manipulate objects and take other actions that require a fair amount of agility. The tail is treated in all ways like a third limb, but suffers a penalty of two dots on all Strength-related checks made with it and a one dot penalty to all Dexterity related checks (this penalty can be increased if the character tries something with the tail that is clearly beyond its capabilities, like picking a fine lock or threading a needle).

Regeneration: The Wyld-touched heals most wounds quickly and, with effort, can recover almost instantly from injuries that would kill a mortal man. He heals twice as quickly as normal, and healing magics or other efforts are twice as effective on him. If the Wyld-touched spends a point of Willpower, he can heal at five times the normal rate for the next 24 hours.

Two Willpower spent allow the Wyld-touched's player to roll Stamina; every success is a health level of lethal damage that is regenerated immediately. The Wyld-touched can regenerate missing limbs and organs, given time (anywhere from a month for fingers and such to years for eyes or major organs), but they often grow back imperfectly, which can lead to additional taints, at the Storyteller's discretion. If a character with this mutation is Exalted, he loses the benefits of this power and heals and bleeds as an Exalt instead.

Talons: The individual grows massive natural weapons; these might be cutting blades on the backs of the arms, sharp bone spikes protruding from the shoulders, knees or out through the palms or just heavy, powerful claws. In any event, they allow the individual to make an attack using Brawl or Martial Arts (see chart below for attack statistics). Talons are sometimes retractable, but even those that can be withdrawn normally leave some telltale sign or mark that can be detected by the wary (Perception + Awareness, difficulty 3, to discover, in most cases).

Thick Skin: The Wyld-touched's skin changes and toughens. He might have scales or a thick, heavy pelt of fur or thick bark, but in any case, it adds 3L/3B to the individual's soak and an extra four dice to Survival rolls. This affliction cannot be disguised.

Tiny: The character is much smaller than normal, losing 50 percent of her height and mass. She gains a dot of Dexterity, but loses two dots of Strength and a dot of Stamina, and her movement rate is reduced to (Dexterity + 6) yards per turn for a full-out run. Additionally, she loses one -0 and one -2 health levels but becomes much harder to hit, gaining a permanent +3 difficulty to attack rolls made against her if the character isn't totally immobilized. Even if she is, attacks made against her are at +1 difficulty.

Because of her small size, the character can hide in locations a mortal would never think to look, and her player adds one die to all rolls involving hiding or Stealth. An individual with this affliction is far smaller than normal and can only pass in mortal society by pretending to be a child. She will have difficulty wielding most weapons (add one Dot to the Strength minimums on all weapons to determine if they can be used, to reflect the loss of mass and leverage due to size), and will have problems finding suitable clothing that is not made for children.

Tough: The character is far stronger and tougher than her looks would indicate. As a result, she adds two dots to her Strength and one dot to her Stamina, and she gains one -1 and two -2 health levels. She may soak lethal damage with her entire Stamina.

Toxin: The mutant's spittle is toxic; if he has natural weapons such as claws or talons, they may also be envenomed (allowing him to deliver the poison by claw attack). An average toxin will be Difficulty 2, Success 2L, Failure 4L, Duration/Penalty 2 hours/-3, but depending on the exact nature of the mutation, the poison may be fairly mild (such as poison snake venom) or extremely lethal (akin to that of an arrow frog or worse); see "Withstanding

Poison" on page 243 of the **Exalted** rulebook for more examples and details. Extremely powerful venoms should require a point of Willpower to generate.

Tusks or Horns: The individual gains some kind of sharp horns or tusks. These bony outgrowths allow him to make a gore attack using Brawl or Martial Arts (see chart below for attack modifiers). This affliction cannot be disguised.

Wall-Walking: The character's hands and feet are adapted to climbing. They may be equipped with short climbing claws, have small spurs that seek out gaps in rock and bark or grow phenomenally sticky. Whatever the modifications to the character's extremities, he can scale most surfaces nearly as quickly as he can run on the ground (Dexterity + 8 yards per turn at a full "run," half that if he wishes to take an action). Exceptionally slick or frictionless surfaces (some First Age buildings, glass sheets, ice) are harder to stick to and may require an Dexterity + Athletics roll to stay on, but the difficulty for even the slickest surfaces should not rise above 2.

Webbing: The character grows special glands that allow her to throw webbing. Depending on the nature of the mutation, she may spit the webbing out through her mouth or launch it from a spinneret located elsewhere on her body. This spider-silk is as strong as steel cable and can be sticky or not, as the character desires. The character may use a web line to rapidly descend from a height, can spin webs to trap opponents in (the webbing can be very sheer and hard to spot, requiring a Perception + Awareness roll to discover) or can launch webs at an opponent (see chart below for attack statistics). Targets that do not manage to dodge the webbing are wrapped up in it as if in a clinch. The webbing has a dice pool of 8 of 8 for purposes of determining if an entrapped character can escape. Webs have 8B/4L soak, and strands can take 4 health levels of damage before snapping. This ability costs one Willpower to activate for a scene.

Blights

Armored Hide: The individual's skin has changed utterly, now bearing almost no resemblance to human skin; it might be composed of thick hide like a rhino's, the heaviest (and hottest) mammoth's fur or a chitinous exoskeletal carapace of some kind. The individual gains 4L/4B to her soak, and her player adds four dice to her Survival rolls.

Beast Form: The barbarian changes into an animal-human hybrid. He gains the animal's Traits, its Abilities and its bestial disposition. Choose an animal; predators are more common than prey, but powerful herbivores such as bulls are sometimes chosen. The character gains the animal's Physical Traits outright (if his Dexterity is higher than the beast would normally have, take the beast's and add one dot). If the animal's Perception or Wits is higher than the character's, raise it by one dot. Reduce the character's Intelligence, Charisma and Manipulation by one dot, and reduce his Compassion and Temperance Virtues by one dot each. The character gains the creature's lethal and bashing soak, unless his original soak is higher. Compare the beast's Abilities with the character's, and keep the higher; specializations are left untouched (the character gains both). If the beast has any natural abilities or weapons, the character gains them as well.

Blind Sight: The Wyld-touched's senses of hearing, smell and even touch are raised to phenomenal levels; he can hear the slightest rustle of clothing or an opponent's heartbeat, smell the changes in season before even they know it's time to change and feel the most gentle shifts in the air. As a result, he can "see" perfectly fine even in total darkness (and suffers no penalties for fighting in darkness, even if blinded); add four dice to all Awareness rolls regarding surprise or detecting concealment, and the character cannot be confused by disguises or visual illusions. For purposes of determining range, etc., the character can "see" clearly out to 10 yards and murkily out to 30, presuming normal ground clutter (trees, buildings, etc.). In an open field or other cleared space, these distances are doubled.

Cheetah's Pace: The Wyld-touched really can run as fast as the wind, or it seems so, but like the cheetah, she can keep up the pace for only a short length of time. Her normal running pace is doubled. If she spends a point of Willpower, she can double that pace again each scene (running at four times what she normally would). This ability is incompatible with the Full Moon Lunar Exalted Anima Effect.

Concealment: The Wyld-touched's mutations are hidden from view. The mutant may gain strength, power, toughness and/or claws, but these abilities are all hidden away from mortal eyes until he chooses to reveal his powers. This mutation can only conceal poxes and blights, but they are totally hidden; it's nearly impossible to discern that a Wyld-touched with this mutation is anything other than a normal mortal, until he does something impossible, and even then, his nature will not be apparent until he uses a mutation or ability that cannot be anything other than supernatural. Perception + Awareness, difficulty 5, to spot the character's mutations when they are not in use. This blight cannot conceal a Lunar's Tell.

Essence Channeler: The Wyld-touched's mind and body are altered, and he gains an understanding of the ways in which Essence flows through Creation and the ability to manipulate these flows in some small fashion. The Wyld-touched gains a pool of Essence Motes equal to (Essence x 2) + (Willpower) + (the sum of Virtues) and may buy his Essence (using bonus or experience points) above 1. Few Wyld-touched have an Essence higher than 3, and they cannot buy an Essence higher than 5. This mutation is rare, and those who possess it frequently become Wyld shamans; most are highly susceptible to possession and influence by spirits. Subtract two dice from any Willpower roll revolving around influence by spirits, demons or ghosts.

Essence Channelers can use their motes to power any mutation that uses Willpower; 1 mote can substitute for a single point of temporary Willpower — but only for activating Wyld mutations. Motes cannot be used to buy extra successes, to substitute for Willpower costs in Exalted Charms or for any other purpose. Some Essence Channelers are also able to learn a limited number of Spirit Charms. A Wyld-touched can never learn more Charms than he has dots of Willpower and may not learn more Charms of a given Virtue than he has dots in that Virtue.

One desiring to learn new Charms must first find a suitable teacher (typically a little god who has the Charm in question) and then must convince the teacher that he is a suitable student (typically involving heavy chiminage). New Charms can take Essence Channelers months to learn, generally requiring a number of weeks equal to the Charm's Minimum Virtue multiplied by its Minimum Essence. Each new Charm costs 15 experience points to learn. Storytellers may allow a starting Essence Channeling character to begin the game with up to three Charms.

Exalted cannot possess this gift. Exaltation supercedes and destroys the effects of this gift, and the Exalt cannot receive it once she has have been Exalted. All spirit Charms are lost.

Giant: The individual doubles in size, gaining three dots of Strength and Stamina and additional -0/2 x -1/4 x -2 health levels. Such massive beasts often rule over whole tribes or regions and are respected and feared even in tribes ruled by Lunars.

Impaling Attack: The individual's natural weapons can be launched at his opponents in some fashion. His claws might be able to grow incredibly long, or his talons or teeth might be attached to a muscular tendril of some kind. In any case, he can make these attacks at range; teeth and claws are typically Accuracy +1, Damage +1L (this is added to the damage the attack would normally cause, so a Strength 4 barbarian with impaling claws would do 5L base damage), Rate 1 (2 for claws), Range 5. Impaling talons are normally Accuracy –1, Damage +2L (added to normal talon damage, as with teeth and claws), Rate 1, Range 10. These statistics can be altered based on the exact nature of the mutation; a creature with talons sprouting out of multiple locations might be able to attack more than once per turn, for example. This mutation is not immediately obvious (although the talons or claws it affects might be), but the attack itself cannot be disguised. Targets wielding edged weapons can sever attacking tendrils. The Wyld-touched may dodge as normal, even if he has already used up his actions for the turn and, if successful, manages to evade the attack. If not, it only takes two health levels of damage to sever the tendril; this causes no health level loss to the Wyld-touched, but may disorient or distract him for a turn (roll Stamina to avoid losing the next turn's actions). Each use of this ability costs 1 Willpower.

Long Tentacles: The Wyld-touched has up to four tentacles sprouting from some part of her body; the shoulders or under the armpits are perhaps most common, but almost anywhere is possible. The tentacles can be stretched up to five yards away and retain most of their strength even at that distance, although they are capable of only limited manipulation (reduce Dexterity by 3 to a minimum of 1 for any task requiring any kind of fine dexterity or coordination). Used in an attack, the tentacles can perform a hold or sweep maneuver (see **Exalted**, p. 240) at anything within range. Anything that is successfully grabbed can then be thrown (as the throw maneuver) or subjected to constriction, which does Strength + 3B damage each turn that it's applied. A victim held in a tentacle's grasp can attempt to escape each turn, just as if he were trying to escape from a hold. Maintaining the tentacle hold does not require the character's action.

Miniscule: The character is truly diminutive, having been reduced to only one tenth her original size. She permanently loses three dots of Strength and two dots of Stamina (minimum of one dot in each), and her movement rate is reduced to (Dexterity + 1) yards per turn for a full-out run (however, her small size means that her flying rates are doubled, if she has wings). Additionally, she loses one -0, one -1 and two -2 health levels but becomes much harder to hit, gaining a permanent +5 difficulty bonus to all attacks made against the character if she is unrestrained, +3 difficulty if she is restrained. Because of her small size, she is much harder to notice, and her player gains 3 dice on all rolls



involving Stealth or hiding. Add two dots to the Strength minimum of any weapon she uses. She has no hope of passing in mortal society and little hope of using weapons or clothing not specifically designed for someone of her size.

Multiple Arms: The Wyld-touched has an extra set of arms. These arms are presumed to be functional; the Wyld-touched may not be able to use them for all the things one would normally use arms for, but at the least, he can fight with them. This mutation also makes it easier to take multiple actions. When an individual with this mutation splits his dice pool, compute the dice penalties normally, and then, reduce them all by one die (or two dice if he has three or more extra sets of limbs, but the penalty can never be less than -1 die per additional action). So, if a character with an extra set of arms were to undertake three actions, he would be at -2, -3 and -4 dice on the actions, rather than -3, -4 and -5 dice. Similarly, a barbarian with two extra pairs of arms and a set of tentacles undertaking four actions would be at -2, -3, -4 and -5 dice, rather than -4, -5, -6 and -7 dice.

Multiple Heads: The mutant has more than one head or, at least, more than one face and mind; two is the norm, although some particularly Wyld-scarred individuals may have three or more. Each head has a separate personality and identity, but they will normally work together. When the heads are working together, the player gain two bonus dice on all Awareness rolls involving surprise or situational awareness (and the Wyld-touched gains no penalties from being attacked from behind). If the individual has an appropriate mutation (Fangs, Tusks or Horns), he may make a free bite or gore attack when grappling (or being grappled by) an opponent — or at the Storyteller's discretion.

Multiple Legs: Wyld-touched frequently have extra limbs, either legs or arms. A Wyld-touched with extra legs moves faster than normal and is more stable and harder to knock over. Add five yards per turn running speed per extra set of legs (up to three extra sets will add in this fashion), and add an additional die per pair to rolls to resist wrestling maneuvers, knockdown and knockback.

Poison Mastery: The mutant's body changes into a veritable pharmacopeia of poisons, toxins and drugs. By spending 1 Willpower, he can suffuse a given toxin through his entire being; his flesh becomes saturated with the poison, and his very touch is venomous. The player of anyone he touches or of anyone who touches his bare skin must make the

appropriate Stamina + Resistance roll to avoid having her character succumb to the poison's effects. The effects of the drugs he produces do not have to be hostile; he can also create painkillers, hallucinogens and drugs to help cure diseases and speed healing (a successful Intelligence + Medicine roll may be required for this). The Wyld-touched chooses which toxin or poison to suffuse his body with; see the rules for poisons in the main **Exalted** rulebook, page 243. The effects of medicines are up to the Storyteller but are normally quite potent. The character can probably generate the equivalent of either a Sweet Cordial or a Seven Bounties Paste, for example.

Quills: The Wyld-touched grows sharp quills that can be launched at their opponents. Depending on the mutation, these quills may only be in a particular location (replacing hair on the head is common), or they may grow everywhere (in which case, the individual can barely pass for human, let alone wear clothing or armor).

The quills can be launched or can be used in hand-to-hand combat. All punches do +1L damage, and the character adds one die to any block action she takes against a hand-to-hand attack. Anyone foolish enough to try and grapple, grab or otherwise come into contact with the Wyld-touched will automatically take 3L damage (resolve this separately from any other damage). This blight cannot be disguised, although it may be able to be hidden under a large cloak.

Skin-Changer: The mutant may take the form of another, be the victim animal or mortal, but must first skin the person or creature he wishes to imitate. Although keeping the victim alive is preferable, it's not truly necessary (and it is extremely difficult). The skin-changer then dons the victim's skin and takes the form of the creature or person whose skin it is.

The duplication is not normally perfect; while he will be indistinguishable from the real thing in shadow or darkness, in the light there will be subtle clues that the skin-changer is wearing the form of another. Players of those seeing the skin-changer may roll Wits + Awareness to detect the truth; difficulty is equal to the skin-changer's Manipulation (but see below).

It costs 1 Willpower to don the skin of another, and a skin will normally last a number of days equal to the skin-changer's Stamina (again, see below). Injury or heavy exertion (such as combat) will cause the skin to shred and fall away within a turn, revealing the skin-changer for what he is. Removing the skin before it falls away on its own ruins it, unless an additional 2 Willpower is spent to "save" the skin for later use. Each time a skin is reused in this fashion, it tatters and becomes easier to spot as a trick; reducing the difficulty to detect the skin-changer by 1 for each time it has been used.

Skinning a victim requires a Craft (Leatherworking or Slaughtering) + Dexterity check; the base difficulty is 2 to take the skin intact. Keeping the victim alive while taking the skin raises the Difficulty to 4. A living victim provides two benefits; the skin is "fresher," raising the difficulty for those who try to detect the skin-changer by one, and the skin will last longer. If the victim is allowed to die after the procedure, the skin will last an additional number of days equal to the victim's Stamina. If the skin-changer can keep the victim alive past the skinning, the skin will last indefinitely, only starting to decay and tatter when the victim dies.

Keeping a skinned victim alive requires a pair of Wits + Medicine rolls each day, one to staunch the bleeding (difficulty 2) and one to keep the wounds from getting infected (difficulty 2). Even with these efforts, the victim will suffer one non-soakable level of lethal damage a day until she dies and is unlikely to heal any damage suffered without extraordinary attention, sorceries or Charms. An Exalted will eventually recover from even this ignominy, though the process will be long and painful.

Striker Tail: The Wyld-touched grows a tail that can be used in combat; it might resemble that of a scorpion or be a powerful reptilian creation or a slender appendage with a bone spike on the end. This blight will normally allow the Wyld-touched to make a tail smash attack using Brawl or Martial Arts (see chart below for attack's statistics). If the mutant possesses the Toxin blight, he may deliver this poison through hollow spikes or injectors located at the end of the tail. A slender tail might be semi-prehensile; treat such a tail as being able to manipulate things, but with a –3 dice penalty to the effective Dexterity (minimum Dexterity 1).

Wings: The mutant can fly. Normally, this is through the use of a pair of wings, but sometimes, gas-filled bags or simple force of will is used. This is much more capable flight than that provided by Gliding Wings, above; the Wyld-touched can ascend at a rate equal to his running speed and can dive at up to 10 times his running speed, and under normal circumstances, the player does not need to make checks for his character to pull out of dives.

Abomination

Body of Stone: The Wyld-touched's skin has transformed into a stony exterior; it might be crystal or granite or a thick, chitin-like armor, but in any case, it adds 6L/6B to the creature's soak and four dice to Survival rolls.

Wyld-Touched Attacks

Name	Speed	Accuracy	Damage	Defense	Minimums
Punch*	+0	+0	+0B	+0	S•
Kick*	-3	-1	+2B	-1	S•, D••
Talons	+0	+1	+4L	-1	S••, Talons
Bite	+0	+1	+2L	-2	S•, D••, Fangs
Gore	-3	-1	+5L	-1	S••, D•, Tusks or Horns
Tail Smash	-2	-1	+4B	+0	S•••, Striker Tail
Quills	+0	+0	+1L	+1	S•, Quills

* Kicks and punches can do lethal damage if the character has the Claws pox.

Name	Accuracy	Damage	Rate	Range	Minimums
Fire Breath	+1	special	–	10	Sta••
Impaling Claws	+0	+1L	2	5	D••
Impaling Fangs	+0	+3L	1	5	D••
Impaling Talons	-1	+6L	1	10	D••
Quills	+1	+1L	3	15	D••
Spit	+1	special	1	5	D•••
Webbing	+1	entangle	1	10	D••

Concealed Form: The being has two forms. One form closely resembles what the creature looked like before exposure to the Wyld and does not have access to any abilities or traits that come from mutations listed as "cannot be disguised." The other form is the fully mutated version and has access to all of the Wyld-touched's changes and abilities. The Wyld-touched can shift between these forms at a cost of 1 Willpower; this normally takes one turn, but extreme shifts in form (from normal size to Giant, for example) may take longer, at the Storyteller's discretion.

Neither form is "normal" or "preferred" for the Wyld-touched, and he is not required to spend any amount of time in either form. Some stay in their mortal form, shifting to their Wyld forms only when necessary, to better exist on the fringes of civilization, and others revel in their Wyld-given abilities, changing to mortal form only when needed.

Dragon's Breath: The mutant gains the ability to attack his opponents with a powerful breath weapon. The exact nature of the breath weapon varies; although fire is perhaps most common, frost, poison or acid spittle and other, stranger forms of attack have all been witnessed. Most of these attacks take the form of a ranged attack with +1 accuracy, doing base damage equal to twice the mutant's Stamina plus his permanent Essence, with a range of 10 yards. This attack can only be used every other turn, at most, and the mutant must spend 1 Willpower every time he wants to use it.

Hive: The Wyld-touched acts as a carrier for some kind of creature. This hive might be a nest of wasps between his shoulders, snakes that ride in his arms or scorpions and flesh-eating beetles that issue from his mouth. In the most extreme versions of this mutation, the Wyld-touched is, in fact, composed of these vermin, his skin just a shell that the creatures carry about to enable them to have some semblance of identity. The Wyld-touched can control the creatures he carries about with him, using them as weapons, spies or companions, but they are still animals and have their own sense of self-preservation; if forced to make a choice between their lives and their carrier's life, they will choose their own.

Taints

Taints are defects or undesirable changes inflicted on the Wyld-touched. They range from the nearly unnoticeable to the nearly crippling; at the most extreme levels, taints can leave a Wyld-touched in such a state that it cannot leave the Wyld, its very existence such an affront to Creation that it begins to whither and die if long separated from the chaos of the Wyld.

Taints are nearly impossible to remove; the mutant's subconscious resists any attempts to "fix" what is wrong with them. Legends tell of powerful sorceries and artifacts that could undo the damages the Wyld inflicts upon those it touches, healing the broken and twisted and returning them to their unchanged forms. If they ever existed, little trace of them can be found now.

Wyld barbarians typically see taints as undesirable but the price to be paid for power and freedom. They care for those who have been struck down with serious taints as best they can, but often, those savaged by the Wyld are forced to fend for themselves and lead short, sad lives.

Deficiencies

A deficiency is a relatively minor defect or infirmity that the Wyld-touched is able to work around without too much effort. Tribal warriors, leaders and shamans usually have spirit guides or protections to ward off such taints, but tribe members are often afflicted with one or more deficiencies.

Allergy: The Wyld-touched has a severe reaction to some substance; it could be cotton, steel, a particular food, animal fur or almost anything else. In any case, simply being in its presence is enough to set him off on a coughing and sneezing fit. Contact will inevitably bring hives and rashes, and prolonged contact (more than two to three turns) will cause him one automatic health level of bashing damage per turn thereafter, until the source of the damage is removed. This damage cannot be soaked, but can be healed normally.

Atrophy: The Wyld-touched suffers from some kind of infirmity that weakens her in some fashion. Her muscles could be permanently torn and weakened, she could suffer from the shakes or her health or intellect could have been ruined. Reduce one Attribute by one dot to reflect this disability. The Wyld-touched cannot increase that Attribute above a 4 (or one lower than her current score, if mutations have raised her score above 5) by any means. Any temporary bonus to that Attribute that raises it above its new limit is accompanied by a number of health levels of automatic lethal damage equal to the number of dots by which the Attribute now exceeds the maximum. These health levels cannot be soaked, but can be cured normally.

Ugly: The Wyld-touched is scarred and twisted by her exposure in ways that are less than appealing. Other mutations may leave the Wyld-touched incapable of operating in "civilization," but they don't actually affect the being's Appearance. A woman with Appearance 5 may be fur-covered and 12 feet tall, but she's a beautiful furry giant. Beings with this deficiency reduce their Appearance by two dots and can never raise their normal Appearance above 3 through experience or freebie points. They can temporarily lift their apparent Appearance above that through the use of Charms, sorceries or artifacts, but these illusions do not last.

Debilities

Debilities are much more serious problems and are often the sign of the unlucky or those who spend too much time in the Wyld even for the Wyld-barbarian tribes. A single debility can drastically impair its victim; those with multiple debilities rarely have long lives unless cared for greatly or possessed of great power.

Deterioration: One of the Wyld-touched's Attributes is drastically lowered by his exposure to the Wyld; he may have contracted a severe palsy, his muscles may have atrophied to the point of uselessness, or his speech may be all but indecipherable. Reduce one Attribute by two dots. The Wyld-touched cannot permanently raise that Attribute above a 3 (or two lower than his current score, if mutations have raised their score above 5) by any means, and any temporary raising of the Attribute above its new limit is accompanied by a number of health levels of lethal damage equal to the number of dots the Attribute was raised. These health levels cannot be soaked, but can be cured normally.

Diet: The Wyld-touched's diet changes; this may or may not be accompanied by physical changes as well. She may be incapable of digesting meat any more, her teeth and internal organs having adapted to eat vegetable matter, or she may find she must consume only nectar and honey to live. Many who take the shape of a carnivore or gain a flesh-eater's powers also gain its appetite for meat to the exclusion of all else, and more than a few find that only human flesh will fully satisfy their hunger.

Fragile: One of the more terrifying afflictions that can be visited upon a mutant, the victim's bones become brittle and easily broken. He has half the natural soak he would normally have (including any gained from mutations) and loses one –0 and one –1 health level. Furthermore, any lethal damage inflicted on the character may, depending on the nature of the injury and the Storyteller's discretion, result in a broken bone, which could result in the victim further injuring himself or limit his mobility.

Hideous: The Wyld-touched is beyond ugly; she is so deformed and revolting as to cause even stout men to cry at her passing. The Wyld-touched's Appearance is lowered to 0 and cannot be raised by any method. Even most sorceries and Charms cannot give the wretch a better than average appearance (magic can temporarily raise her Appearance to 2, but no higher).

Lame: The Wyld-touched's legs have been warped and twisted, and he can no longer run as quickly as he once did. His movement speed is halved.

Slow Healing: For some reason, the Wyld-touched heals much slower than usual. Illnesses last nearly forever, and wounds seem almost reluctant to knit and heal. Double all recovery times for any kind of injury, and increase the morbidity of all diseases and the difficulty to recover from infection by 1.

Deformities

Deformities are major disabilities; those who suffer from them are normally incapable of providing for themselves or are, in some way, greatly discomfited. Most who suffer from taints this severe are destined to live short lives, unless they have gifts or talents that make them indispensable to the tribe in some fashion.

Blind: The Wyld-touched has been struck blind by the wonders she has encountered. This could be a physical blindness or a psychological inability to see anything but the last vision that entered her mind. In any case, her Perception drops to 2, if it was higher than that, and cannot be raised higher. She cannot see at all, and any task that involves sight suffers an automatic +3 difficulty to the roll, but she suffers no penalties for fighting in poor visibility. Many who are struck blind are blessed with other senses that compensate; see the gifts Enhanced Smell and Hearing and Blind Sight.

Curse of the Wyld: Exposure to the Deep Wyld has left the victim particularly susceptible to its powers, and he is virtually unable to control its effects on him. Any time the mutant's player must make a roll related to resisting Wyld mutation or addiction the Wyld, subtract three dice from the character's dice pool. This disability is a particularly terrible one for Wyld-dwelling barbarians, and few who suffer from it live for very long, unless they flee the Bordermarches completely.

Decomposing: The Wyld-touched is afflicted with a horrible form of leprosy that causes him to slowly fall apart over the course of weeks or years. Every week, roll Stamina; if the roll fails, the victim loses a random appendage. This process usually starts with the fingers and toes but slowly works its way up the body, until little is left; fortunately, the victim usually dies long before it gets that far. A Wyld-touched with the Regeneration affliction will slowly regrow missing body parts, resulting in a shambling heap of continuously regenerating bits.

Plague Carrier: The Wyld-touched carries some hideous plague or disease; unlike Disease Carrier, above, she has no conscious control over who is infected. The player of anyone who comes within her presence must make a successful check against the plague's Virulence, or his character is infected.



Plague carriers are pariahs, outcast from their society for the good of the tribe, regardless of their other abilities or powers, and most do not survive for long on their own. There are small tribes, especially in the Southeast, where an entire tribe has been afflicted with the same deformity, and the tribesmen are immune to each other's diseases. Such degenerate tribes are hated and feared; shunned by their neighbors, they resort to foul practices and are menaces to anyone they come across.

Wracking: Every time the Wyld-touched uses one of her powers that requires spending Willpower (or motes) to use, she takes one health level of lethal damage. This damage cannot be soaked, but can be healed normally. Additionally, for two turns after the power is used, the victim is plagued with terrible pains and loses two dice from all dice pools for those turns.

Spirits and the Wyld

Spirits acting as guides and guardians can provide some measure of protection against the effects of the Wyld. Some of their Charms have the ability to affect the Wyld directly, while others can be used to indirectly influence it. What follows are modifications to existing Charms that deal with their interaction with the Wyld and new Charms used to work with the Wyld that spirits can learn. All of these Charms can be used by the spirit to aid its own transit through the Wyld or to help those it favors. If used to assist another, the Charm also automatically protects the spirit if it travels with the subject of the protection.

Charm Changes

The following already-extant spirit Charms have effects that extend to the Wyld as well. Those Charms not in the main **Exalted** rulebook can be found in either the **Exalted Storyteller's Companion** or the supplement **Games of Divinity**.

Landscape Travel

Those affected by this Charm can move through Wyld areas of the appropriate terrain type without danger of mutation or addiction, so long as they go no deeper than the Bordermarches. The Middlemarches and beyond and too unlike Creation for this Charm to work.

Sense Domain

The spirit can use this Charm to determine the presence of the Wyld in his domain or on the edges of it. The exact range is hazy but typically about a quarter of the size of its domain; so, a forest spirit whose domain was a patch of forest 12 miles across would be able to sense the Wyld out about three miles beyond the borders of this domain. More powerful manifestations of the Wyld may be sensed farther away than minor ones.

Largess

This Charm can be used to render someone resistant to the Wyld, temporarily. While under the effects of its blessing, the recipient gains three additional dice on all attempts to resist Wyld mutation and addiction. These effects lasts one week. This Charm's opposite, Malediction, can reduce a character's pool to resist the Wyld by three dice for one week.

Endowment

Like Largess, Endowment can be used to make someone resistant to the effects of the Wyld. It can either add five dice to the recipient's attempts to resist the Wyld for a month or two dice permanently. Endowment's opposite, Scourge, reverses this effect, either subtracting five dice for a month or two dice permanently.

New Charms

These Charms are available to all spirits. Spirits listed as knowing "All Charms" will know them automatically, and Storytellers may award them to other spirits at their discretion. These Charms are common among elementals and small gods and less prevalent among Celestial entities, who do not encounter the Wyld while dwelling in the jade palaces of Yu-Shan.

Wyld Armor

Cost: 3 motes + 2 committed motes per additional person protected
Duration: Indefinite
Type: Simple
Minimum Compassion: 3
Minimum Essence: 2
Prerequisite Charms: Sense Domain

Using this Charm, the spirit can protect a number of people equal to twice it's Essence from the Wyld. Each person protected adds a number of dice equal to the permanent Essence of the spirit protecting her to any rolls to resist the effects of the Wyld (minimum 1 die).

Wyld Shield

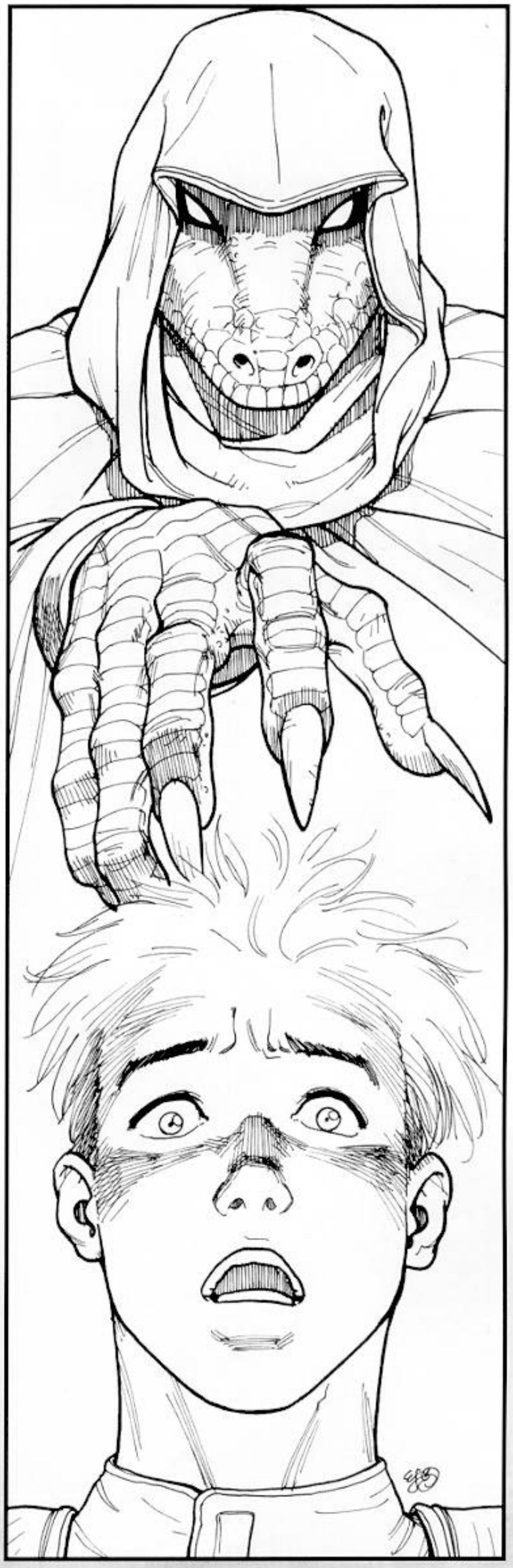
Cost: 5 motes, 1 Willpower
Duration: Indefinite
Type: Simple
Minimum Compassion: 3
Minimum Essence: 3
Prerequisite Charms: Wyld Armor

Using this Charm, a spirit can defend a tribe or other large group from the ravages of the Wyld. The group must be defined in some readily understandable and limited fashion; "all the people of Farseeker's tribe" is acceptable, as is "that war party there", while "all of the barbarians who dwell near the Wyld" is not. So long as the little god maintains this blessing, those who fall under the definition set will gain dice equal to half the little god's permanent Essence on all attempts to withstand Wyld addiction and mutation (minimum bonus of one die).

Wyld Barrier

Cost: 10 motes, 2 Willpower
Duration: Indefinite
Type: Simple
Minimum Compassion: 3
Minimum Essence: 4
Prerequisite Charms: Wyld Shield

Using this Charm, the spirit can protect a number of people from the Wyld equal to twice her Essence. The player of anyone so protected adds a number of dice equal to the permanent Essence of the spirit protecting him to any rolls to resist the effects of the Wyld.




Stevens '02

Deep in the jungle, the drums that spoke now talked only of war. "The chieftains gather in council to pick a war-leader," they said, or, "The tribes raid and skirmish amongst one another to hone their skills." Mixed with the voice of the drums were the calls of the beastmen, baying neighs that sent the jungle into hushed silence and cut across the miles like no other sound.

It was said they had their father's voice.

Great was their father's carven throne, and many were the skulls piled around its feet. His abode was a ruined temple city whose name was now forgotten to all save its lord. It had been a place of many temples and few houses, and now, it was home only to one.

Ma-Ha-Suchi, the Prince of the Northern Jungle.

Ma-Ha-Suchi was not the mightiest of his people. Ma-Ha-Suchi was not the most glorious of his people. But those among his people who were the mightiest and the most respected still bowed their heads and asked permission before they set foot on Ma-Ha-Suchi's bawn. In his territory, he would brook no other power, and it was his way that he would sometimes thwart even Grala, Mistress of the Endless Hunt, when she chose to pursue prey in his domain. For this prowess, he was honored as a god.

Now, Ma-Ha-Suchi armed himself for war against the Realm, as he had before. The nations that held him up as a god were gathering their young men, and his beastman offspring gathered up their numbers as well. There would be opposition, as always. Ma-Ha-Suchi planned first to march on the Scavenger Lands, to make it his base of operations for his war against the Realm. Already, young Solars had harried his raiders, and one young general had even dared to come here and challenge him to a duel. He had let the defeated hero go, telling him to come back when several centuries had improved his fighting skill. Thus did the reputation of Ma-Ha-Suchi grow.

Yet, there were other champions arrayed against him: the Seventh Legion; the Council of Entities and the Emissary; Raksi, whose agents sought to expand her influence among the Ten Tribes, doubtless as a first step in some scheme; the vengeful ghost of Larquen Quen and a crawling corpse the size of a city-state. This campaign would be a challenging one, even with the Scarlet Empress and her all-powerful trump card out of the way.

Ma-Ha-Suchi's grip tightened imperceptibly on the arm of his throne, and the masterful sculptures powdered beneath his careless claws. He did not leave his battle-form in these troubled times, and the world around him suffered for his armament. "Bring in the captives!" he cried in his silvery voice, and the beastmen guards soon led in the soldiers, snatched from their bunks in a surprise raid and spirited through the jungle to here. Almost 100 had been kidnaped, but only these 23 remained alive.

Some still struggled as they stood before the Prince of the Northern Jungle's terrible lupine form, but most had been cowed into submission by the weeks of torture and abuse. The broken ones only glared sullenly at the ornately enthroned Anathema in the shadows before them.

Ma-Ha-Suchi did not care which were brave and which were cowards. Destiny might care, and it might be that the Celestial Bureaucracy would give the brave hero's wife a strong child or perhaps allow him to be reborn to a life of ease or Exaltation. Certainly, that had once been the case. Ma-Ha-Suchi, however, did not care one bit. With a thunderclap, he leapt from his throne, his spear in his hand.

The blade of the spear was twice as long as a man's hand, and he brought it through the necks of the 23 captives so quickly that the last one had barely enough time to recoil from the blood that sluiced onto his body before his head joined all the rest on the floor.

"Have these heads stripped of their meat immediately and the skulls brought before me."

To bring war against civilization in this time of tumult would require other Lunar heroes, and it was with the skulls of kidnaped soldiers that Ma-Ha-Suchi called his council.

CHAPTER SEVEN
Storytelling

It would be easy to run a monotonous, drawn-out Lunar series. Alternate between semirandom combat with threats from the Wyld and threats from the Realm until the troupe has earned enough experience to become invincible or everybody gets bored and quits the game. You're likely to see the latter first. Despite its combative trappings, **Exalted: The Lunars** is a storytelling game, not merely a game of bloody-minded combat.

The following section is by no means reserved for Storytellers: The great secrets of the **Exalted** universe are not revealed herein. But it's sure to be of more use to Storytellers than players; if you're going to be participating as a player in a Lunars series, this is part of the book you can safely skip past for the time being. Storytellers, read on, there's a lot to cover.

Storytelling

This section assumes that you have some experience as a Storyteller, perhaps with one of the other **Exalted** games. Below are particular pieces of advice to keep in mind when Storytelling any game, and they readily apply to Lunars. At its core, this is a game of heroic action. Taking time here and there to deal with politics, intense emotional conflicts, discovery and investigations is certainly good to do — a series that was about nothing but action would get dull quickly — but you should pace your stories as action stories, not psychodramas.

Leading the Troupe

The title just above is not meant to imply that you're necessarily in charge of the player group, but rather, that your responses to the players' in-game decisions will affect the troupe's subsequent decisions in ways you might not expect or want. However, there are plenty of things you can do to guide your expectations and your players' expectations into a consistent, entertaining game.

Establish ground rules for your game up front. Talk to the troupe about its expectations, and describe your general plans. You don't have to give away the overarching plotline for a series in so doing, but be willing to describe the game you want to run in general terms. Say something like:

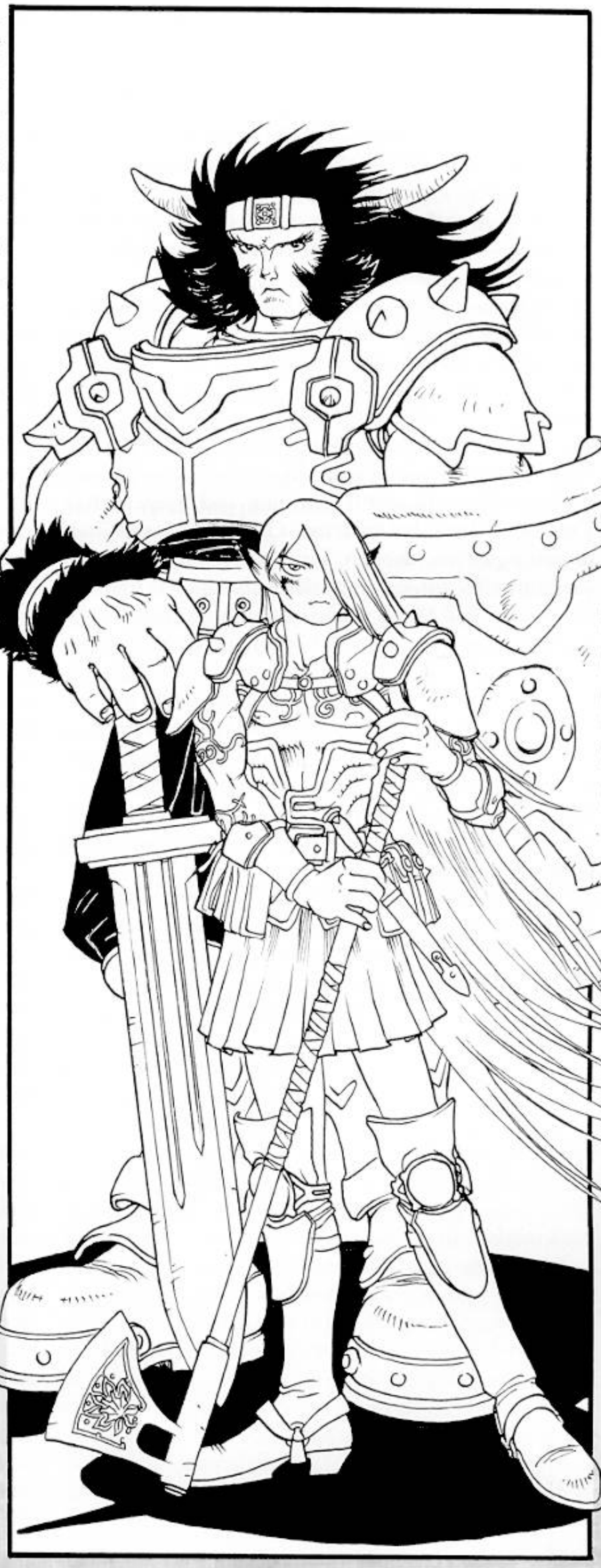
"I'm expecting the group to be a fairly young and idealistic group of barbarians all from the same tribe, who have not yet Exalted and are about to head out on a rite of passage into adulthood. After they Exalt, the characters will become their tribe's main defenders and engage in a lot of heroic battle. There won't be much moral ambiguity here: Your characters should all be pretty much good guys, fighting against the evils of the Wyld, the Fair Folk, the Realm and wicked members of other tribes."

Or whatever description is most appropriate for your planned series. Let the players know ahead of time the sort of game you're going to be running. In the above example, a player who had his heart set on playing a sneaky conniver that would turn his back on the rest of the pack at a moment's notice knows up front that that sort of thing won't fit in well with the game.

At the same time, be open to input from your players at this stage of the game. If you describe a game of high-seas piracy and derring-do and are met with blank stares, yawns and looks of disdain, don't run that game. If you're stuck for ideas beyond the one that your players have no interest in, either surrender the Storyteller stick or ask the players what kind of Lunars game they're looking for. Quite often, their ideas and preferences can inspire you. Perhaps the meat of your previous idea can be transplanted into a different style of game, or perhaps you find the players' enthusiasm for a whole new style of series infectious and figure out a general plan on the spot. And in truth, most of the time, you won't be in such a polarized situation. For most games, your troupe will likely be willing to give your general idea for a series a try, but the players might have specific concerns — say one really wants to make sure there's going to be room for high-end sorcerous weirdness and another is interested in pursuing First Age artifacts. Satisfy those interests — or explain that you can't, and try to steer the players to other character concepts, and the bridge is three-quarters built.

Differentiating Pack Members

In a game such as **Exalted: The Lunars**, you may run into the problem that the players' characters are too much alike. To a certain degree this is unavoidable: All the characters in the troupe's pack are shapechanging barbarian heroes. But players like their characters to be distinguishable. Unless two players get together and decide that their joint schtick is that their two characters are very similar, most players will consciously or unconsciously avoid concepts that hew too closely to one another. Players want to fill different niches; each wants a good grasp on what differentiates her character from the rest of the pack. Help your troupe create characters that don't step into one another's niches. In play, even if the characters have similar or identical Traits — not out of the question in a Lunars game, where everyone needs to be combat-worthy — as Storyteller, you can help set them apart from one another.



There are several good ways you can do this, each described in further detail below. Selection of gear and fighting style is one way; choice of totem beast is another. Storyteller characters can also be used to this end. Selection of Charms and the caste Anima Effects can make two seemingly alike characters quite different in play. And character-specific plots can also help players keep their characters distinct from the rest of the pack — or, at least, from others in the pack that might seem too similar.

Selection of gear and fighting style may sound like a somewhat facile way to differentiate characters, but it's a great first step. Two Full Moons with Strength 5, Stamina 5 and Melee 5 seem quite different to an observer if one loads himself down in superheavy plate and a shield and fights with a straight sword, while the other wears light armor and relies on defensive Charms such as Feline Guard Technique and Serpent Eye Defense and wields a great axe. Gear alone is only half of this equation, though. Encourage your players to use stunts to differentiate their characters' fighting styles. One Full Moon might be flamboyant and high-spirited, leaping across a battlefield with Panther Stride Stance and shouting taunts as he fights; a second might be a strange and otherworldly fighter, relying on Charms such as Startling Tentacle Attack; while yet a third might fight numbly and mechanistically, efficient but cold. If the players have a consistent idiom for each character's stunts, then every action their characters take will serve to reinforce each character's personality and image.

Detail every character's "supporting cast" of Storyteller characters — the character's allies, contacts, mentor and so on. That supporting cast is one of the best hooks that you have into a character's psyche, and similarly, it's one of the best hooks that the player will have into your series.

Work with the player to detail these characters, and then, make sure that they periodically come into focus without the character going to find them. Relatively minor interactions, from meals to love affairs, with supporting cast characters help make a player feel like his character is more a part of the world around him. The pack surely calls on its supporting cast for aid whenever it needs help; why not turn that around? Storyteller characters have goals and needs that don't necessarily revolve around the pack. A pack of Lunar Exalted makes a powerful ally for any Storyteller character, and the pack's supporting cast is no exception to this. If one of the characters' allies needs an artifact that is lost in the Wyld or has an enemy she can't defeat on her own, she is sure to turn to her ally the Lunar Exalted for assistance. If the character is renowned for his wisdom or honor, allies or contacts might come forward to ask for his judgment in a matter of importance.

You can also hang larger plotlines on the supporting cast. If, for instance, you would like the pack to plunge into the shadowland of the Black Chase on a search-and-rescue mission in order to encounter some Abyssal Exalted and the horrors of their Deathlord master, use characters that the pack is already familiar with to draw in the pack. Find a logical hook to bring one of the troupe's supporting cast into the shadowland in such a way as to need pursuit or rescue. Perhaps an ally — one character's betrothed — has fallen in love with an Abyssal Exalted, and the pack must enter the shadowland so that the Lunar can win back her heart; or perhaps an Abyssal has kidnaped another character's mentor to torture the secret of a First Age artifact from him, and the pack must enter the shadowland to rescue him.

If you have a game that has a tight focus — say, you expect all of the characters to be Lunar mystics, with at least one foot in the spirit world in addition to their roles as barbarian heroes — then you have to work very hard to help the players differentiate their characters.

Perhaps, in the example just given, one character is a plodding and methodical Terrestrial Circle ritualist, while another has close ties to the Fair Folk, while a third learned Celestial Circle magics at the feet of the Sidereal Exalted. Each of these characters will have different styles of magic, and as Storyteller, you should engage each one in different kinds of subplots, as befits their differences.

To continue the above example, the first character might become embroiled in scholarly pursuits, drawing him toward city life and away from more appropriate life in the Threshold. A Lunar touched by the Fair Folk might have prized possessions stolen and have to pursue them into the Wyld, and the student of Sidereals may be swept up in a quest to recover First Age artifacts. Emphasize the differences between characters, not the similarities.

Once the game begins, realize that you get what you reward. The Storyteller's attention is the most powerful tool that you have available to you. Players want this spotlight time. If you respond positively to particular player actions, the troupe is more likely to engage in those sorts of actions. Other than interactions between characters, *nothing* happens in the game unless you are involved. You represent the entire world. That means that if you spend a lot of your time roleplaying particular sorts of scenes — or focusing on characters involved in certain dealings — you subconsciously (or consciously) suggest that doing those things is the best way to get your attention as Storyteller and, thereby, the best way to get to act upon the world.

You might not even recognize that you're doing this. Say that, deep down, you're a fan of political thrillers, and you start to spontaneously unfurl political machinations and subterfuge in front of characters who try and deal in secrets. In so doing, you tacitly encourage the entire troupe to get involved in conspiracies and political intrigue. In short order, the warrior character whose idea of subtlety was to hit stuff with a warhammer instead of an axe will begin tiptoeing around having clandestine meetings with the loyal opposition. This will happen even if you've professed that you're looking for a straightforward series wherein the pack conquers one of the Scavenger Kingdoms.

You can use this tendency to your advantage. If you like the heroic hewing of enemy limbs and the thrill of martial contest, then be sure to detail combat scenes lovingly; encourage players to use the stunt rules on pages 267-269 of **Exalted** to their advantage, and give positive reinforcement to those players who make action scenes more interesting. Feel free to glide more rapidly over the material that interests you less — in this example, you could sum up more political scenes or logistical stuff — "assume you have whatever equipment you need." By doing so, you're letting the troupe know that you are less interested in logistics and politics and more interested in heroic action. The scenes that you spend a lot of time on are the scenes that you're going to get more of.

Be careful not to give offense here — don't snub a player who's interested in different sorts of things than you are. Just deal with the sorts of things you want to avoid quickly, politely and without letting them become the center of the game. If the entire troupe is genuinely having fun with something you don't ordinarily enjoy, indulge it for a little while, and try to milk the situation for material you can use later. See if you can figure out why the players enjoy it as much as they do — and don't be afraid to just flat-out ask and discuss the issue in general with the group. With the group's collective insight, you may see an aspect of the topic that you hadn't seen before. On the other hand, you may explain your reasoning — in the above example, while an hour or so of resource management might prove interesting, it isn't what you signed up to run — you want to have a heroic epic.

If it appears that your troupe and you have wildly divergent ideas about what you want in a game, you have to make a simple, but hard, choice. Do you think you can bring the players around to enjoy the game on your terms? Most troupes are full of reasonable people who would be willing to try a game for a few sessions in the hopes that it becomes something memorable. If that doesn't seem likely, you could either ask someone else to run the game and jump in as a player or pick something other than Lunar Exalted, which does a better job splitting the difference between your interests and the players.'

PACING

When a story is over, if you've done your job right, the troupe will remember it as fondly as they do a good action movie or an exciting book. Talented authors and filmmakers are masters of pacing. We've all seen movies and books that were decent enough but seemed to drag on endlessly and others that were almost over before we had any idea what was going on. This can happen to you, and to avoid it, you must develop a good sense of pace. As a rule, keep the game running at a fast clip during action and combat sequences, and slow it down for dramatic roleplaying scenes. Beyond those two extremes, remember that Lunar Exalted are not thumb-twiddling politicians. When in doubt, keep the game moving briskly.

Action scenes, particularly combats, take far more real-world time than they do game-time. Try to keep action scenes moving at a good, quick pace. When one player is done describing and resolving his character's actions, move on to the next character in initiative order, and let her get her action resolved; don't take a big pause between characters. Be careful of the stunt rules on pages 267-269 of **Exalted** — players may want to take a lot of time to carefully describe their characters' stunts, so as to contribute to the scene and maximize the bonus dice they receive.

Don't give too many stunt dice to a lengthy stunt just because it's long; in fact, if the description of a stunt actually slows down the game more than it helps the action progress, don't give more than one die. Reward snappy and interesting stunts that show that the player has been paying attention and is into the ongoing scene. Encourage players to work out their characters' stunts as the scene progresses, as well, rather than waiting until their turn to do so much as consider their characters' actions. If you're really trying to keep the momentum of a scene up, if you get in the initiative order to a player whose response is "...uhhh, what's going on again?" feel free to tell him that you'll skip him and that he can act when he's ready. Do the same thing if the initiative order comes around to a player that is out of the room for a minute. Don't be rude about this, and don't skip someone's initiative in Exalt-to-Exalt combat, but try to keep things moving when the pack's just fighting extras.

While you keep things moving, don't overwhelm the group. Take a moment every turn or two, while the players are rolling initiative, to describe the scene as it currently stands, so that everyone can take a look around and make sure they know what's going on,

figuratively speaking. Don't rush the scene: Just don't dawdle, and try not to let your players dawdle.

Exposition scenes — scenes where players receive a pile of information that they'll have to process and act on — are dangerous for Storytellers in pacing terms. An "infodump" — reams and reams of information that characters and players have to sift through for the stuff that really matters — can drag out and really bore players, no matter how fascinating the information that's being dumped. Just as bad, after the infodump is complete, the characters have to paw through the information that's been dumped on them to find out what is relevant. This, unfortunately, can lead to a breakdown of the wall between character and player; in many groups, everyone will chime in with theories about the stories the group has just heard, even if their characters are lunkheaded warriors. On top of all that, the players are likely to forget at least one crucial detail.

A certain amount of exposition is inevitable in any game, and there's no reason to think that exposition itself is a bad thing. But avoid a straight-up infodump, as described above. Instead, give information in smaller bits that entice characters to try and discover more, and use an active and immersive technique to pass information along to characters, such as:

- A pack may interrogate a subdued foe; if he's not Exalted himself, he is sure to be rather intimidated by a pack of Lunars.
- Have a stealthy character overhear foes discussing snatches of their plans when they think they aren't being observed.
- Provide indirect or metaphorical clues through spirits.
- Let the pack intercept a courier taking information from one of its enemies to another; the message that the courier is carrying probably won't have a complete description of the pack's foes' plans, but the missive is likely to have information that the pack doesn't.
- A First Age automaton may give indications as to its creator's motives by its behavior.

This is by no means a complete list, but the point remains: Give information to characters (and thereby players) in short, meaningful doses, rather than in an infodump. This makes players much more likely to remember what's going on and helps them to enjoy the process of figuring out the behind-the-scenes plotting you've worked out.

Climactic and interpersonal roleplaying scenes can be the hardest to pace correctly. Given the advice in previous paragraphs, as a Storyteller, you might be tempted to speed the scene along as much as you can, having Storyteller characters speak as rapidly and economically as possible. The best advice here is that while you don't want to dawdle unnecessarily, you also don't want to build the pace up to comical speeds, either. If your group faces a laconic, drawling Storyteller character, then play him that way. If it is dealing with a careful thinker who chooses her words carefully, play her that way. But if the pack is engaged in a commercial transaction with an oily, fast-talking con man, play his patter and the speed of his speech to the hilt. Don't worry about overall pacing when roleplaying a Storyteller character in a scene that needs to be played out.

In dramatic roleplaying scenes, the thing to keep an eye out for is the overall pace, rather than the pacing of individual roleplaying. Just like in other media, in a storytelling game, a scene needs to *go* somewhere. If the characters are just standing around chewing scenery, no matter how entertaining the roleplay is, don't let it go on too long. If the scene has come up because the pack has chanced upon a Storyteller character or a group of them, figure out what the scene needs to convey and work to that point, then move on. If the scene is a set piece — a council meeting, a romantic interlude or what-have-you — then run the scene until you hit its goal, then wrap it up and move on. The point here is not to be relentless, running scenes as quickly as you can, but, rather, not to let scenes trail off beyond the point where they're doing anything interesting. Don't prevent your troupe from chance roleplaying, but odds are, if you're bored with a scene, your players are too. Drop out of character, use the phrase "You talk for another few minutes and then head on your way," and get on with the game. If people object, you might want to let it continue, but if only one or two people are enjoying it, get on to something everyone can do.

THE LUNAR SERIES

As a Storyteller, one of the first choices you need to make is what sort of game you intend to run. Is this a one-shot, a game for a single evening? Will it be a short-term game, with a planned beginning, middle and end? Or will it be an open-ended series intended to go on for as long as your entire group continues to have fun playing Lunar characters? Perhaps you're interjecting a run of Lunar Exalted into a Solar or Terrestrial Exalted series, to show players what things look like from the other side.

The fundamental element of all of the above is the story. A series, whether long or short, is just a series of stories strung together with an overarching plot and theme. Telling gripping Lunars stories is the key to running a good game.

STORIES

The next few sections list some typical stories that might take place in a Lunars series. These are by no means intended to be the only sorts of stories you can tell

for Lunar Exalted characters; they're just fairly typical and may serve as a good starting point.

Sacking Cities

Lunar Exalted characters are expected to be the heroes of their respective tribes; starting characters may be relatively young and inexperienced by comparison to the elders of their kind, but they outstrip the abilities of common mortals without even trying hard. Therefore, when a tribe goes raiding against civilized lands, Lunars of that tribe are expected to be at the forefront.

Obviously, as Storyteller, it's up to you to come up with a good reason for a pack of Lunars to help in an attack on a city or a nation, but it isn't terribly hard to come up with such reasons. The satraps and tributaries of the Realm send their armies out into the wilderness to take slaves and harvest the riches of the land every day. A tribe might attack a city of the Realm to free those slaves, to take back those resources or just to strike a blow against its oppressors.

An enemy of the Lunars might live inside the pale of civilization and have enough power within civilized society to use its defenders against the pack. The characters might find themselves in a situation beyond their control — they might not want to lead an attack against a kingdom, but the people who pay them chiminage and tribute have been roused to anger or jealousy and expect their tribe's heroes to lead the attack. Or the pack might take part in a truly massive effort, as it joins with a horde of barbarians and beastmen led by a mighty Lunar warlord in an attempt to dislodge the corrupt guardians of Creation from their nigh-impregnable fortresses at the heart of the Realm.

The precise mechanics of an attack on civilized lands depend on what part of the world the pack resides in and on what kind of nation it is attacking. Since the fields and towns of a civilized kingdom are not nearly as well defended as its cities, you can assume that a barbarian army must spend most of its time worrying about besieging cities and castles.

A barbarian tribe with a pack of Lunars at its forefront shouldn't have too hard a time conquering a typical city. Whether the barbarian horde relies on the Exalts' strength on the battlefield to crush a city's defenders or on the Lunars' magical abilities and cunning depends on the city's level of fortification and its defenders' eagerness to meet barbarians on the battlefield rather than remaining in their city. A high-walled city with disciplined troops will require Lunar cunning and magics; an unfortified city with undisciplined defenders who charge out to face barbarian armies will likely be smashed and pillaged quickly.

First Age weaponry is a confounding factor in all of these calculations. Such artifacts can give the side that already has an edge an overwhelming advantage, or if they end up in the hands of the weaker side, they can even the odds between outmatched foes. The residents of Larjyn might have thick walls and plenty of bows and swords, but if the people of Kane the Conqueror have the Celestial Boulder Rifle, that's going to be the end of the siege right there.

After the walls of a city are down, all that remains is the looting and the pillaging; no matter how doughty a city's defender looks when he's high on a city wall, he is no match for one of the wild men of the hinterlands in hand-to-hand combat.

The Fair Folk

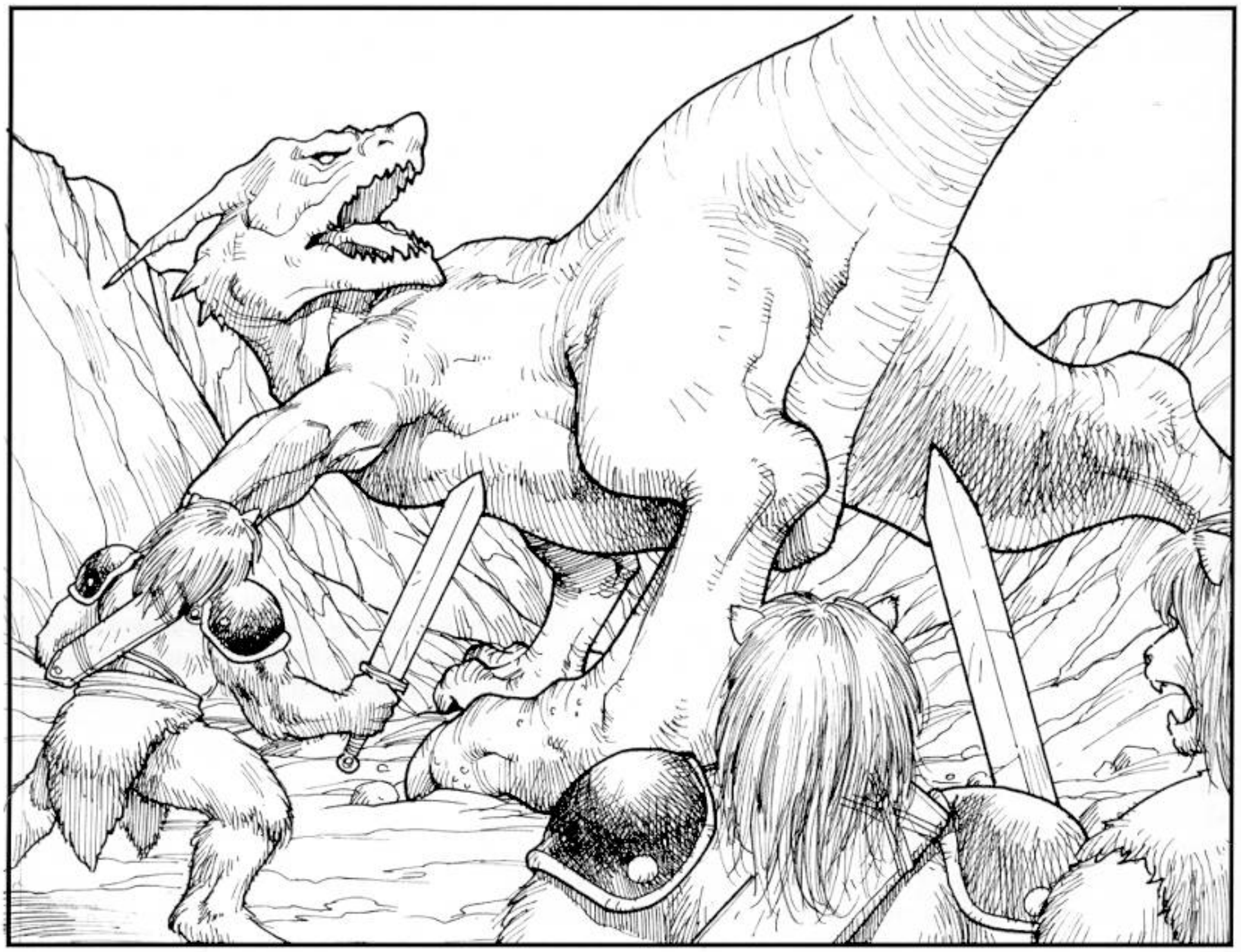
The Fair Folk are dangerous otherwordly monsters who wear the shapes of men. They have their own society and culture and cannot be expected to obey the laws of mortals or of nature. They are not Exalted; mortals do not become Fair Folk, though the Fair Ones might kidnap mortals and take them into their lands. As Storyteller, use the Fair Folk as alien enemies. They are implacable, unpredictable foes with complex rules of behavior, which can work to your benefit in a pinch because you don't need to explain why they're attacking.

Stories revolving around the Fair Folk could be straightforward tales of battle, as hordes of the faerie take physical form and ride through Creation, forcing the Lunars to destroy them or drive them back into the Wyld. You can easily complicate this story by adding the presence of beastmen. Remember that beastmen only come about when Lunars mate in the presence of Wyld energies, the sorts that enable the Fair Folk to exist. A surge of Fair Folk out of the Wyld might lead a pregnant consort of a Lunar character to give birth to a beastman rather than to an ordinary child, or a number of beastmen could arrive in the tribe's lands in the aftermath of a Fair Folk incursion.

Alternately, a pack might encounter a diplomat or refugee from the outer chaos that the Fair Folk call home. The Lunars' code of honor requires them to give aid and succor to the weak or injured — what will they do if they confront a faerie who has done them no wrong and is trying to escape others of his kind? Other tales of the Fair Folk might use them as kidnapers, whose victims need to be rescued from the chaos of the Wyld, or as merchants who control First Age artifacts that the pack needs and will demand a high price.

Killing Terrible Monsters

A tale of the tracking, pursuit and destruction of a powerful beast is a relatively simple-minded one, but all sorts of complications can be added to it. First, what kind of monster do you intend for the characters to challenge? A hybroc is an entirely different kind of prey than a river



dragon, which, in turn, is very different from a rogue automaton escaped from Denandsor.

If you're throwing a target at the pack, figure out ahead of time a good creature that will challenge the entire pack. Make sure to give each character a chance to shine in the hunt if you can. A youth who spent his boyhood at the tribal shaman's feet might have heard a few tales about the prey in the tribe's legends (using the Lore Ability to learn more about the creature's habits), while an expert tracker will be busy (using Survival to track it, see below) as the pack tries to find the animal, and the warriors will surely engage in a fight for their lives.

Consider also the trip to the monster's home. The most dangerous monsters live far from civilization, perhaps in First Age holdings or perhaps just in out-of-the way places such as remote islands, thick jungles, high mountaintops or the centers of the great deserts of the South. The trip to such a remote locale will require toughness, persistence and hunting skill — no Lunar would waste his time carrying weeks' worth of food when he can hunt and devour what he needs. A hard daily march through the wastes near the Elemental Poles is a challenging test of Endurance. The plagues of the South-east might require at least a difficulty 1 Resistance roll. Survival is the most critical Ability for these kinds of treks, though; finding a daily ration of food is a Standard test with the proper equipment in a friendly climate, while finding sufficient food for an entire pack in hostile climes might well be Legendary in difficulty. Players should use Survival rolls for their characters to track a creature's passage — a Standard difficulty roll would be necessary to track a beast that passed through just a few hours ago, while a Legendary success is required to track a flying creature or one that passed by a week or more ago.

Why does the pack wish to kill the animal? Perhaps its destruction is a test of manhood within the tribe — though it doesn't seem likely that newly Exalted Lunars would have to prove their manhood, perhaps they wish to show off to the mortals within the tribe or take on such a ritualized task in order to gain the tribe's trust. The destruction of sufficiently awe-inspiring monsters will gain the pack a reputation as fearsome monster hunters throughout Creation, which is sure to lead to a gain of face. Perhaps the creature they are after has been attacking settlements that are under the Lunars' protection, or perhaps its flesh has magical properties.

Lunars have a particularly good reason to hunt down powerful beasts of the wilderness, for they can change their shape into that of any creature whose heart's blood they have consumed. Young Lunars with the right collection of Charms will wish to hunt down a pack of tyrant lizards or a flock of hybroc, thinking of the advantage that such creatures' shapes will give them later on.

Finally, what other complications might be around? Powerful beasts might be the target of other Lunar hunters — perhaps the troupe's pack and a pack of Storyteller characters are both pursuing the same beast, each one intending to feed its heart's blood to one of their own. The pack may target a magical monster that makes its home in the Wyld — how will the characters handle their pursuit through these lands of chaos? Some animals could be the pets or companions of far more powerful creatures than the pack can handle — a strix they've been tracking down for two weeks might turn out to be the companion of a Sidereal Exalted who has no intention of letting his friend be devoured by a voracious young Lunar barbarian. Or the beast might be under a blessing or a curse, and those who harm it might find themselves ensnared in an older and more complicated plot than they'd expected.

Pillaging Ancient Ruins

Ruins of the First Age are powerful magnets for adventure and mystical activity. They often contain immeasurable treasures and indescribable danger. Monsters, villains and the Exalted are inexorably drawn to First Age sites. Nearly all of those are drawn to the sites because of their usefulness as a base of operations or because of the treasures hidden within.

There are two main things to decide when preparing for a story involving a First Age ruin. Decide what role you intend for the ruin to play in your series, and decide what the ruin was back in the First Age and what's happened to it since. Both of these two points are important, but you can work them out in whichever order you prefer.

If you start with the game as it stands and want to plop a First Age ruin story into it, ask yourself this: What role does the ruin serve in your story? Is it intended to hold some ancient evil that the characters will inadvertently awaken? Does it have a relic weapon that they will need in order to destroy the evils of the Realm? Will it transform the characters into other beings or transport them to another place or time? Nearly anything is possible — the magical technology of the First Age is a deus ex machina. Once you know what the ruin is there for in your story, you can easily build a backstory for the place's existence in the setting and work out what other beings have moved in since the Great Contagion.

If you prefer to work from the backstory forward, then you need to determine where the site is and what it was during the First Age. Was it as a city, a temple or a fortress? From there, determine what important things were there and what happened to the site to drive away the old population. Then, work your way forward in time. What happened to the site during the Great Contagion? What changed during the wax and wane of the Wyld that coincided with the invasion of the Fair Folk? Who moved into the site after the founding of the Realm? What has happened in the intervening centuries? Once these questions are answered, you'll have a pretty good idea of the role that the site will play in your series, and you can push or pull characters toward the location as seems appropriate.

Making a Lunars Game Unique

The key to making a Lunars game work for you and your troupe is to realize that it is not supposed to be a rigorous simulation of barbaric lifestyle and warfare. **Exalted: The Lunars** is intended to be a game of heroism, of the glories of life past the edge of civilization and of reveling in the life of a mystic warrior. The game is written with these themes in mind; if you choose to hew closely to those themes, there are certain tactics to try, and others to avoid. Concentrate on the things that separate Lunar Exalted from other heroes of the world: their ability to change shape and their tough-as-nails upbringing.

Characters who have been able to change their shape pretty much at will for decades treat their own forms as fluid and impermanent. Elder Lunars might change shape over the course of a conversation, to better emphasize a particular point or subconsciously play up their emotional state. Although it does cost Essence to change shape, as Storyteller, you might gloss over that expenditure in a pure roleplaying scene to allow characters to use this sort of emphasis themselves. After all, it's only 3 motes. Most characters can change shape several times just spending Personal Essence. Elders whose only contact with the outside world is other Lunars occasionally find themselves surprised by the static nature of unExalted mortals and of other types of Exalted. Perhaps mortal tribes that live in close proximity to Lunars' homes take on some of this behavior themselves, with tribesmen endlessly altering their own appearance with mere body paint and hair changes or with ever-more-intricate piercing and tattoo patterns. In your descriptions, talk about the relative solidity and permanence of natural features as compared to the Lunars' own ephemeral natures.

Don't focus on the filth and grime, except to glory in it. Lunar Exalted are proud of the environment they come from; they are happy there, and in this fictional

setting, it's certainly a good environment for the Lunars. There is hunger, warfare and plenty of dirt, but these things breed strength. The weak are culled, and the tribe becomes stronger. As Storyteller, focus your attention and descriptions on the positive things about seminomadic barbarian life: Everyone who's been weaned knows how to fight — and fight better than soft city people; nothing seasons food quite like the hard work needed to hunt and kill your own dinner; there isn't much deception; and the sex is fantastic. For unExalted nomads, life might be hard, but they all know that starving to death as a free nomad beats the open or covert slavery of the cities of the Realm.

The Wyld

Spend some time in your stories dealing with the natural world as a character of its own. The barbarian or nomads' world is harsh and unforgiving, but the will of the barbarian warrior can survive it. Over time, as he becomes more distant from ordinary humanity, the natural world might even come to nurture the character.

The Wyld, by contrast, is never a Lunar's friend. The Wyld is dangerous and actively hostile; it is populated by strange beasts and demented peoples the likes of which are rarely seen in the normal parts of the world. Part of the Lunars' role is to keep the Wyld at bay; occasionally, it shoves its way inward, leading to invasions by Fair Folk and ephemeral, freakish monsters. This happened after the Great Contagion and, occasionally, has happened since, though never on anything like as large a scale.

This may change in your series, of course — the threat of invasions from the Wyld is a good center to an epic series, and the threat of the Wyld's expansion into the stable parts of reality is a very scary thing. There are many good ways to convey the seriousness and danger of such an expansion; here are two. First, have a small patch of the Wyld suddenly quintuple in size, turning a mountainous valley into an alien and otherworldly environment. Have this once-familiar area stop working like it used to — perhaps gravity becomes lighter, sounds all shift to a lower pitch or raindrops aren't water at all, but rather, blobs of light. Or do all three of those things and more. And then, throw in monsters, and the Wyld storm or Fair Folk lord responsible for the incursion. Make the place dangerous and strange, and hard to escape, and the characters will begin to get an idea of just how bad everyday life would be if the Wyld were to expand to swallow up more of Creation.

As a second way to illustrate the dangers of the Wyld's possible expansion, let the pack stumble upon a cache or ruin from the First Age, a place that was overrun in the expansion after the Great Contagion. Give plenty of clues as to what happened as the Wyld swallowed the place up — perhaps strange, withered changes to buildings and things, or the journal of a resident who lived through an invasion (all right, few Lunars would be able to read it, but their allies and minions might be able to read).

Rather than being an anonymous, hostile force of nature, you may choose to use the Wyld as a destination. It's a dangerous place to ordinary mortals — only Lunars with the appropriate Charms are really safe there. Ancient elders might charge a young pack to journey into Wyld-controlled land for a vision quest. Alternately, a group of Fair Folk might charge into Creation and kidnap members of the pack's tribe, hauling those innocents off into the Wyld; the troupe's pack would be the only group that could save its members families and friends. Lunars who want to build up their Mettle, Cunning and Glory Renown scores might venture into the Wyld to retrieve Fair Folk heads — or souvenirs from Wyld-touched beasts — as trophies or as drinking mugs.

Setting

Choosing the location of the early parts of your series is important. A sense of place is crucial to a game with good continuity. Although the pack might be a group of nomads who do not lay down roots anywhere in particular, you can reinforce the plausibility of your game by leading the pack back to a few locations repeatedly. A First Age city or weapons cache now nearly consumed by the forests of the East might be a point of contention between several tribes, as well as adventuring Terrestrial Exalted from the Realm and the Fair Folk. Even once the location was plundered and its riches taken away, the place could easily be the site of further stories, as other forces, tribes and packs move in and out of the area. Alternately, if the place has a strong Demesne, the pack might set the location up as the new capital of its barbarian kingdom, making the mysterious and ancient site into the hub of its activity. In general, players enjoy returning to the site of an old victory and seeing how it has changed in the interim, and their familiarity will make future adventures on that site more memorable. A favorite city in the Realm or the Scavenger Lands can make another good recurring locale; perhaps every time the pack scores a victory against a major enemy it returns to that city to spend some of its loot and to revel.

In broader terms, the Threshold is enormous. There are hundreds of thousands of square miles in which to adventure and uncounted dozens of nomadic tribes that roam them. Unless your intent is to throw together a pack of Lunars from disparate parts of the world, pick a home location for the characters' tribe or tribes.

In the forested East, building materials are plentiful, while suitable land for grazing is not. Accordingly, the

barbarians of the East roam far less than their counterparts on the other edges of Creation. In series set in the East, territory matters more than it does in the rest of the world, and turf wars are more common. Stories set in the East can evoke one of several different cultures from the real world: The Iroquois and other forest-dwelling Native American tribes are appropriate models for the East before the forest starts to get too close to the Elemental Pole. Lunars of the Far East — nearer to the Pole — are as comfortable brachiating as on the ground — shades of *Tarzan of the Apes*. The southern parts of the East are intended to evoke more of a jungle feel than forest.

The South is desert, savanna and mesa country; many tribes there are nomadic. In the Southeast, the feeling is much like tropical India and cattle-herding African nations, while in the Central South, it evokes the Bedouin or other desert nomads when the setting is properly described. It's a setting in the style of *1001 Arabian Nights*, with nature spirits and creatures out of the Wyld and flying carpets as relics of the First Age. The tribes in the western reaches of the South, by contrast, are more like the Hopi and Apache of the American Southwest; desert life still, but with a different lifestyle than the nomads of the Sahara have.

The barbarian tribes of the islands to the West of civilization live as pirate raiders and as fishermen, like most residents of the West; the more warlike tribes of Polynesia and Micronesia might be appropriate models for some barbaric societies. Others might be reminiscent of the native peoples of New Zealand and Australia. The North, of course, is meant to recall the Vikings and Scandinavian myth of yore. They fight with axes, they embrace the futility of a wintry world, and they know that only the strong survive their harsh winters.

Tales set in the lush lands of the East and West are not fights for survival against the elements themselves. Neither too hot and barren nor too frigid, survival stories of the East and West instead force Lunars to face dangerous creatures. In the Far West, the characters may be forced to interact with Leviathan — though that creature is a Lunar and was once a man, it is now far closer to a force of nature and should be treated with respect appropriate to that nature. Monsters abound in the Far East, as well. Rakshi, the Queen of Fangs, is foremost among these beasts, and the lush vibrancy of the East means that many barbarian hordes contest with one another for dominance.

Stories of the North and South have similarities as well, despite the polar opposition of their climates. The environment of each of these lands is an enemy itself; regular Survival rolls will be necessary to find food, water and appropriate shelter, and Lunars are well advised to find and consume a few creatures native to the lands in order to best acclimatize themselves to the areas.

The cold of the North encourages the human population to build lasting buildings and strong fortifications, and the Northmen are well prepared to defend themselves against barbarian attackers, whereas the lack of food is the primary motivator for most barbarian tribes that crowd the North. Tales of the North are more likely to revolve around tribes' need for subsistence than stories set in any of the other four corners of the world. Stories of the South are less desperate than those of the North — simply standing around unprotected won't kill a mortal right away, and food is more plentiful even on the desert's edge. But once a traveler gets into good barbarian territory — 100 to 200 miles south of the coast — he will find himself in harsh desert, where fresh water is hard to come by and prey animals are even rarer. The barrenness of the desert drives barbarian tribes to raid the gentler lands, where civilized folk can grow food and keep herd animals, but a tribe that settles into one of those fertile valleys will become weak: It cannot remain there. The harshness of the desert is an important theme, and so is it's mystery — who knows what secrets are buried beneath 1,000 years of sand?

The Barbarian Hero

Barbarian heroes are not all cookie-cutter characters, despite their surface similarities. As Storyteller, it is your responsibility to help players develop characters they enjoy running, and to do so, you must remain aware of each character's motives, career and relationships with Storyteller characters.

Motives

Before becoming Exalted, a character is likely just an ordinary tribesman. Her life is hard; she has to hunt for her food every day; she can expect violence, discomfort and starvation to be regular parts of her life. After her Exaltation, the character leaves that world behind almost entirely; she enters a new genre, that of the heroic barbarian without a care in the world beyond the urgings of her heart, her head and her loins.

After Exalting, the Lunar has a broad path before her; in many regards, her life has no limits. She has a long and complex face system that she must climb in order to achieve real status among her peers, and she has new powers and abilities that she has to develop and learn about. But beyond all that, what are the character's larger goals? Once she's comfortable with her status and knows how to use her Charms and shapeshifting abilities, then what?

These questions can't be answered right away, and they might never have to be asked or answered explicitly. But players should certainly consider them, and as a Storyteller, you may wish to keep those questions and their answers in mind. Privately ask

each player what his character's larger goals are, so that you can try and steer your series in a direction that lets him fulfil them.

A very few characters may have simple desires: They want to fight against the Realm, the Wyld, the Deathlords, the Infernals or another tribal kingdom, avoiding larger responsibility until they die gloriously, to be remembered in song and story.

Those characters are fairly easy to satisfy, though if the character's attitude changes over time and he finds himself wanting more out of life than eternal battle, you should shift your plans for him accordingly. Lunars are heroes, and heroes often "go legit" and put down stakes, accepting a position of responsibility in their society. If the player truly wants nothing more than a glorious death for the character, try and give it to him when the time is right: This is not a character that should simply fall out of a tree and break his neck.

But more Lunars want to shake the world itself, leading a barbarian nation to conquer the decadent and corrupt Realm. Circumstance and politics have already conspired to forge such characters into hard, sharp weapons. They must be tested, sent on near-impossible quests to prove their worthiness to lead a nation of Lunars and their mates and tribes against the fortresses of the Scarlet Empire.

Other characters prefer to fade out of the limelight, eventually becoming masters of secrets, stalking the wilderness alone and guiding clans and tribes to greatness without ever really taking part in their activities. These characters are difficult to manage in a long-term series, as their stated goal will take them away from friends and allies within their packs. However, as characters grow old and powerful, territorial urges drive them apart anyway; old packs only come together under exceptional circumstances. Presumably, circumstances important enough to draw most of a pack back together in spite of the members' territorial urges will also hook a loner or Old Man of the Woods-type and bring him to the side of his old friends.

Just as the moon passes through each of her faces over the course of a month and every Lunar carries within him the seeds of all three of his castes, to some extent, every Lunar Exalt carries all three of these goals. Characters who would prefer to live as the Old Man of the Woods acknowledge the possibility of glorious death in battle and fight willingly. Lunars who would prefer a glorious death may find that their tribes need them too much for the Lunars to throw their lives away. Those that wish to be barbarian warlords may someday find that their own territorial instincts push them away from their closest friends and allies and off into the wastes to live alone as hoary repositories of a millennium of wisdom.

Career

The following text is divided into sections based on general stages in a Lunar's career. Note that these stages don't necessarily correspond to the rise in a character's face and status, but rather to his age; to some extent, any Lunar who survives for long enough will pass through all of these stages in life, even if his face never rises to the point that his legends are passed down. There is some overlap of Face scores with each header below, for this reason.

Prelude and Exaltation

The material in the character creation chapter encourages you to run preludes for your troupe. These are short, often heavily pre-plotted stories that you and each player come up with one-on-one to help ground the character in his pre-Exalted life as well as to attempt to convey the power of Exaltation itself. A prelude is a powerful tool for you as a Storyteller — you can develop a character's relationships with Storyteller characters, for instance, and foreshadow coming plotlines. A prelude can be a very cooperative affair, wherein both you and the player have equal say in what goes on, or you can script it tightly to your plans for the character and the player's general desires, giving the player only a few relatively minor options. Use your best judgment as to which will work better for a given player and character; it may be the case that you will want to heavily script certain preludes and go easier on others in the same series.

When running a prelude, start with the character's Abilities and Attributes all as they were before his Exaltation, then work forward to a point of great stress for the character. Exaltation happens, specifically, when a character reaches a point where his will to survive is ultimately tested, and he decides to go on anyway.

Eschewing the Silver Pact

If the player really wants to have the character avoid the Silver Pact and not be fixed into a single caste, that's acceptable from a game-mechanics standpoint, but it is likely to put a barrier between her and the rest of the pack, as it's practically impossible for an entire pack to avoid the kidnaping and tattooing that are part of initiation into Lunar society. It's probably best if you assume that characters who don't want to have contact with the Silver Pact have been tattooed and their caste fixed by non-Silver Pact elders.

Usually, this event is negative — life-threatening — but it does not have to be. Lunar Exaltation involves Luna much more than the Solar initiation involves the Unconquered Sun. Luna might decide to come to the character at a time of great joy or sorrow or simply at the time that she deemed it necessary that the character Exalt. The Exaltation itself affects the character profoundly. Each Lunar is invariably visited by Luna herself. No being, no matter how jaded, is unchanged by the Exaltation. As befits such an important event in the character's history, you should consult closely with the player as to her general desire regarding it.

After resolving whatever crisis Exaltation solved, discuss the character's joining greater Lunar society. The No Moons of the Silver Pact are almost certain to kidnap him, so that he may be tattooed and his caste fixed, but that doesn't have to happen immediately if you want to run a few scenes of the character having problems with his form and trying to learn what's happened to him without help. This can be especially entertaining if the player is as ignorant of Lunars as the character is.

If the character has an ally or a mentor among the Silver Pact, it would be appropriate for that character to be the one that kidnaps him and adapts him to his new life. Let the player figure out what sorts of tattoos her character ends up with, to help keep his form under control, but be sure to keep with the general style of tattooing that is common in his local area (look at "Fixing the Caste," p. 63 in Chapter Two).

After that, let the player take another look at his character's write-up and make sure that he is comfortable with the Abilities and Charms he's chosen. This is definitely the time to let players tweak their characters. Many players simply don't get into character until running them through a few scenes, to get inside their characters' heads.

Each character's rite of passage should be unique, and all of them should be harrowing. Characters are not expected to succeed in their rite of passage — the amount of success they achieved in light of overwhelming odds and inevitable failure is what matters. This is meant to evoke the key decision that each of them made during the crisis that led them to Exalt, so play up the similarities — or heighten the contrast — between the rite of passage and the moment of Exaltation.

You may find it preferable to run a simultaneous prelude for all the characters in the



pack-to-be at once, suggesting that they all Exalt at roughly the same time. This might strain credulity, but it would play up the fact that the troupe's pack is a special group of characters. This sort of prelude is best done with the characters all simultaneously put into danger together — perhaps they are the passengers and crew of a sinking ship or the only survivors of a Fair Folk massacre of their home village.

Early Career — Nain-ya, Face 1-2

In the days immediately after Exaltation, young Lunars are likely to find two major changes in their lives: First, they are part of a greater society, one that straddles the known world; and second, their friends and families no longer treat them as they once did. These twin themes of alienation from one's home and the embrace of a larger world have many parallels in modern life, and Storytellers might wish to fall back on experiences shared by college freshmen and military recruits.

Young Exalted might return to their home tribes, or they might choose to live as heroes of the Silver Pact. A Lunar who returns home will receive a hero's welcome but cannot expect to enjoy the same comfortable place among the barbarians of her tribe as she might have had before leaving. Instead, she will be treated with distant respect, even awe. She may be brought into the tribe leadership's confidence, or alternately, she may be kept at arm's length and tugged at by several factions within the tribe, all hoping for the prestige that will come with her allegiance and endorsement. Her tribemates and family members will surely treat her with fear and respect — none of them have ever lived with a Lunar before, and they don't know whether mere association with her will make them turn into beastmen or give them the power of the Exalted. No doubt some youths in the tribe believe that having sex with the Exalted — or defeating the Exalt in combat — might lead them, too, to Exalt.

Those who live among the greater society of Lunars will have a lot to learn. Though they have just received abilities far beyond those they had as mortals — and no doubt think of themselves as a fairly impressive band of fighters — they are as weak as children next to veteran Lunar warriors. They will soon learn their place in the hierarchy of the Lunar Exalted, but even such low-ranked youngsters will not find themselves assigned to filthy scutwork. They remain heroes, the beloved of Luna. They will not be asked to fight against the most dangerous foes or to undertake the most challenging quests; their elders instead direct them against foes more suitable to their growing skills. Young Lunars may face mortal soldiers led by a few young Dragon-Blooded officers, rather than a sworn brotherhood of Terrestrial martial artists and sorcerers — a challenge that will ordinarily wait for later. In extremis, of course, the pack may have no choice but to strike against a more powerful foe — say a Deathlord and his retinue of Abyssal knights invading the pack's lands, for instance — in which case, the rewards in Glory are sure to be commensurate with the danger of the encounter.

Some packs may chafe under these sorts of restrictions; as Storyteller, you have free rein to decide whether the pack is right to push for more danger and responsibility or whether the elder Lunars are right to keep it under control. Feel free to present the characters with challenges that they simply *cannot* defeat — hordes of beasts out of the Wyld or the lackeys of Deathlords wielding First Age superweapons. The world is a dangerous place,

The Escape Hatch

The first tenet of the Silver Way is "Never Flee; Never Surrender." Because of this and the demands of face, it can be difficult to put Lunar Exalted against a foe that outmatches them without essentially sending the pack to its doom. You have to offer the characters an escape hatch — something they can do to get away from an overwhelming foe without losing face. One option would be to provide the pack with a method of defeating the foe without necessarily destroying it — this might earn the packmates Cunning Renown while not costing them any Glory. For instance, if the pack knows that an enemy Dragon-Blood's legion is marching on the tribe's encampment to destroy it, the characters need only forestall the army for long enough for the tribe to escape.

Generally, characters only run into enemies for a reason; while it does happen that mortal enemies just happen to meet in vast tracts of wilderness, such a thing is exceedingly rare. When a pack encounters a potential enemy, you should know ahead of time why the two are meeting up. This alone should point you in the direction of a non-violent solution to the encounter, if you think the pack is likely to be so overmatched that it'll need one.

If the pack has to steal a valued bit of treasure or to take a hostage from the enemy, give it a chance to do so without confronting him directly. If it needs to drive an enemy away from a particular location, there should be ways to do so without overt combat — illusion magics, assistance from local tribesmen, natural disasters or the kind of deceit that only half a dozen natural shapechangers can really pull off with flair.

and some parts of it are too dangerous for starting characters. Similarly, it is okay to occasionally throw a complete pushover enemy against the pack. It would be strange and incongruous for characters to only run up against foes whose skill level is well-matched to their own. Lunars must learn on their own, to a certain degree, which enemies they can handle in a fight and which ones they have to run away from and get help. Of course, Lunars win most every fight.

With that said, for more formal storylines, it's expected that characters will generally face foes that won't easily defeat them. This irritates players, who expect their characters to be the heroes of the story. Players don't like having to be saved — and they get irritated if they have to run for help too often. The typical foe should challenge the pack, neither being too strong to be defeated nor so weak that the pack can crush him without a thought. This isn't a trivial thing; some encounters will look very challenging on paper but turn out to be cakewalks, and vice versa. The best way to figure out what is and is not a challenging encounter is for your pack is to run through plenty of encounters and see what happens.

There are a few useful guidelines, though. Generally, a pack of Lunars roughly the same age and experience level as the troupe's pack will be quite challenging for the group, if they meet on more-or-less equal footing. A horde of imperial soldiers is usually less dangerous than a single powerful foe such as an old Sidereal sorcerer, if the pack is capable of fighting extras. A single powerful foe, by contrast, might be able to kill any one member of the pack but will have problems against group tactics.

Heroic Band — Uf-ya and Ikth-ya, Face 3-5

By this stage in its members' careers, the pack has established itself as part of Lunar society, and it undoubtedly rules the characters' mortal tribes as well. The characters have the respect of their peers and command awe among ordinary mortals. This is a time when the pack is expected to continue traveling on heroic quests, fighting battles against fiends and monsters and generally roaming the land earning Renown in accordance with the Silver Way.

Few enemies can directly challenge a pack of this age and experience; the Lunars are in the prime of their careers as warriors. This sort of pack could lead the vanguard of a massive attack against the Realm or spearhead an attack to destroy a large shadowland. Or it might lead the defense of Creation against an invasion from Autochthonia or something similarly epic.

When running stories for a group of this power, don't even bother getting out the dice to run combats against groups of mooks and extras; if an Exalt or other supernatural being isn't present, assume that the pack has its way with the foe, and let the troupe describe what happens. When the fight is over, roll a single die or thereabouts for each character, and assume he spent that much Essence smashing goons. Such a pack will not waste its time hunting for game or toying with soldiers; it generally has bigger matters to attend to.

One of the most effective tools with which to push and pull a pack of heroic Lunars in the directions you want is the group's relationships with the mortals under its protection. Succor is an important facet of Renown, and tending to one's vassals is a key part of that facet. Since Lunars at this stage of play surely have dozens of mortals (or beastmen) under their protection, it shouldn't be hard for you, as Storyteller, to come up with a conflict between the Lunars' vassals that the warriors must solve (simple conflict over a woman or treasure is straightforward enough).

Lunars at this stage of their lives also frequently take fledgling Lunars under their wings, teaching them and pushing them through their rites of passage. This responsibility is a time-consuming one, but the task is sure to earn the Lunars a fair amount of Succor, Cunning and Mettle Renown. An elder character must make sure to teach his student everything he can about Lunar life, Charms and history, all the while pushing his student to his physical limits. As Storyteller, make it clear that the character's elders are watching him teach his student; the entire Silver Pact is at least peripherally aware of the addition of new Exalts to the Lunar Nation, and if the character screws up, he'll see a big loss of Renown.

Tribal Warlord — Ikth-ya and Murr-ya, Face 6-8

One of the most enriching sorts of Lunars series centers on the group's rise to control of its own tribe or tribes. In particularly long-running or epic-scale games, this might occupy only a part of a storied hero's long career, but for many games, the rise to power and fame comprises the series' entire run. This part of your series is likely to require more advance planning and attention to character detail than previous parts did; keeping good notes (on paper or computer) is highly recommended. It is not an easy thing to remember the relationships between relatively minor Storyteller characters, nor their motivations and goals, but this is one of the more political phases of a Lunar's career, and so, the relationships the characters develop must be consistent and interesting. Taking good notes is key.

Getting It

You, as the Storyteller, in consultation with the players, must decide whether you intend for the characters to eventually control a single tribe, a group of allied tribes or even to unite dozens of tribes into a single

barbarian nation, echoing Attila the Hun, Genghis Khan and their ilk. Some players might expect that each character will end up in control of a power base of his own by this point in the series, while others might be hoping for a cooperative alliance among characters to rule a large barbarian nation. As a Storyteller, you can inject your own complications into the characters' developing rulership, but don't make the players occupy positions that are wildly at variance with what they want their characters to do.

Start doing this early. Consider the characters' roles carefully before the series begins. This is important because the group's relationships with its "parent" tribe depend on pack's early role within that tribe. The group may be composed of the chief's eldest son and his siblings, lovers and boon companions; it may, instead, be a sour group of outcasts from a larger tribe or something in between those two poles. Certainly, this is something to work out with the players ahead of time. Have the characters taken over their tribe or nation yet, are they still too young to do so, or do they have no interest?

Along the same lines, figure out what sort of tribe or tribes dominate the local area. If the pack is going to rise to power through this part of the series, working out the nature of the groups they're going to gain power over — and compete with — is critical. Is a tribe matrilineal or patrilineal? Does it have a powerful and mysterious Lunar or a divine benefactor aiding or ruling it? Most tribes have some sort of patron god or semi-divine figure. Is it a relatively important tribe in the lands through which it roams or a minor player dominated by larger tribes?

Now, figure out what sort of conflict you expect the pack to go through in its rise to power. If your interest is on the characters' actions once they rule a tribe, then perhaps their rise to power may be uneventful — the pack simply declares one day that it claims the tribe as its own, and other than a token resistance from the current chieftain, it is a fait accompli. Indeed, maybe this has already happened. From there, you can move directly to the games played around the uneasy head that wears the crown.

If you want to play out the acquisition of the throne, by contrast, there are plenty of plot threads that you can throw at the pack.

If the pack intends to take over a tribe by right of conquest, it may have to decimate the tribe's warrior population (not a wise move if it wants to have a functional tribe after the conquest) or, at the very least, defeat the tribe's best and strongest in combat. This may simply be an open-field battle between the pack and the tribe, or it could be ritualized combat for the right of rulership. The battles may not be to the death, but some of the most honor-bound foes may be unwilling to simply yield and accept only exile or death.



A tribe that the characters intend to take over (either by conquest or birthright) might well be under the protection of one of the great old Lunars or wilderness gods who dwell on the borders of the Wyld. These beings — for they are surely not men in any reasonable sense of the word — will require that conquering or inheriting heroes meet their own arcane requirements before becoming chieftains. Such great spirit-men of the wilderness may force a pack through a harsh test or simply interrogate its members as to their intentions and watch the early days of the new reign carefully. Even if an elder doesn't act as the tribe's chieftain (the oldest and most distant Lunars rarely take such an active role in their descendants' day-to-day lives), he is unlikely to allow his wards to come to any lasting harm at the hands of an upstart king. The same general sense of protectiveness applies to local gods; to give a civilized example, Ahlat will see to the succession of the people of Harborhead. Young Exalts, just coming into their power, cannot yet challenge a local god.

An outside force might threaten the pack's prospective tribe. The Realm, the Wyld, the Fair Folk, other tribes, rampaging monsters or those under the sway of First Age artifacts could all pose a danger to the characters' tribe. Perhaps the main obstacle to reaching a leadership role in the tribe is simply finding it a safe haven.

Any tribe with a leadership vacuum will have contenders for the throne that are not the players' characters. If the pack is moving into a leadership role because an old chief is dead or has been deposed, assume that it is not alone in its ambitions. Whether the opposition is another pack of Lunars, a motivated and competent group of unExalted characters or even a relatively weak son with minor political support, someone will want the power that the pack is seizing. If the troupe would find a heroic combat between claimants for the throne to be a suitably gripping finale to their characters' rise to power, then arrange for suitably competent foes. If you don't feel that such a thing is absolutely required, then feel free to make the characters' opposition meaningless and weak.

KEEPING IT

Now, a member of the pack has achieved a leadership role in its tribe — or perhaps each of them rules a tribe, and the pack's subjects must try to live together in harmony as part of a great barbarian nation.

One of the first problems that the pack will have to deal with at this point is that, as Lunar Exalted grow old and powerful, their territorial impulses grow stronger. At this point in time, when the pack has just taken over a tribe or nation, the characters need one another's support and trust more than ever, and they cannot entirely rely on each other. Conversations become tense, offers of assistance are seen as attempts to steal resources, land or people, and relationship problems between members of the pack that were long ago smoothed over sudden rear their heads again. Centrifugal forces soon threaten to eclipse the pack's bond of mutual friendship and trust. At this point, however, it is important to remember (and to remind players) that violently strong feelings of territoriality don't come into the picture quite yet. The group may be slowly drifting apart, everyone tense around one another, but they've by no means felt a compulsion to come to blows.

As Storyteller, this period can be extremely difficult to pull off well. First, you need to convey this increased sense of territoriality to your players without pushing them into it. Second, you need to emphasize those forces while still coming up with reasons for the pack to remain a group — without the pack, after all, the game itself starts to disintegrate. Your players may feel somewhat uncomfortable, caught as they are between mild in-character impulses to keep away from the rest of the pack and out-of-character desire to remain part of the troupe and keep playing in the game.

If a player complains that she can't see a reason why her character would possibly remain with the pack as her packmates slowly drive her away, there are a few options. First, you can provide a big threat to that character, one that she can't possibly handle alone. Second, you could do the same to the pack — bring about an enemy that only the missing character can easily defeat. Alternately, you can take small steps to reinforce the character's relationships with certain members of the pack, while accepting that the territorial urge may keep things overall distant. Say the loner finds important information about a threat to a packmate's family or tribe or discovers an artifact that she cannot personally get much use out of but that would work very well in the hands of a packmate.

Certainly, it is the case that, by the time the series has reached the point that the pack is responsible for whole tribes or nations of barbarians, you should be looking forward to the game's culmination. Perhaps the nation becomes an established political entity, or it launches its campaign to demolish the Realm once and for all.

Just as territorial forces push the troupe's pack apart, characters who bring together too large a coalition of barbarians should remember that disparate groups of barbaric warriors won't remain allied for long without an enemy to keep them focused away from the group. Despite the Lunars' distaste for politics, the pack will have to work hard to keep such a large group working together. If the pack's goal is to create a lasting barbarian nation, some sort of accommodation will have to be

reached among the member tribes, to keep ethnic strife from resulting in constant bloodshed.

Characters who lead tribes or nations no longer have the luxury of wandering off on quests to recover First Age artifacts or to resolve the mysteries of their childhoods. They have hundreds or thousands of people relying on them. The scale of your stories has to change at this point in the game. The characters will likely have to assign promising young packs of Lunars to take care of exciting tasks that they might have wanted to handle themselves when they were younger.

This brings up a possibly useful point. If the players in your troupe are not as interested in this arena — if they would rather get back to the questing and the heroism — then you might wish to consider building a new pack of characters and turning the old characters into Storyteller characters. The story arc of those older characters should still continue: If the group was leading a barbarian nation to demolish the Realm, that should still go forward as if the troupe were leading it. The focus simply changes. Instead of running the characters directing the overall strategy of the conflict, the troupe runs a pack of young Lunars that is right on the forefront of the fight, executing orders given from above by the older group. If you do take this option, you might want to take one session out of every four or five and run the old pack, to reflect on what the older characters are experiencing and to direct the barbarians' activities on the whole. Another alternative might be to have the old characters break up as a pack and head out into the wilderness, finally tired of the demands of culture and of human life. Whether those characters' creations and great deeds continue without them depends on the subchiefs left behind to lead and your desires as a Storyteller.

Freakish Outsider — Face 7+, Murr-ya and Beyond

At this stage, the pack has moved beyond the point where they rule tribes; such trivial politicking and bouts of war lose their interest for Lunars of this age and power level. The characters become more distant from humanity at large and more concerned with matters of philosophy, relationships with groups of tribes, friendships and feuds from their youth and grand problems facing all of Lunar society (and, by extension, borderland mortal society). Few physical challenges are really a threat to these characters; their shapechanging abilities and Charm arrays are so broad and deep that only very old and powerful Exalted could put these Lunars at any risk of harm.

The pack likely does not spend much time together as a group: the former packmates' territorial impulses, by now, have driven them apart, and while they might remember one another fondly, they cannot safely remain together for long. If they did, the violent and primal urges that drive them might push them into acts that they might later regret.

This is a very hard time in which to run stories. The characters of the old pack will be very reluctant to join up with their old packmates, and even simple messages are sent and received with reluctance. Additionally, very few threats are sufficient to push the pack back together for any real length of time.

There are some options, though. As Storyteller, you might cycle through various stories taking place in each elder's domain, letting the elder act with and through a younger pack of Lunars and letting the rest of the troupe run those younger Lunars. Eventually, the events that occur across the world might point out a great danger to all Creation, the sort of thing that forces the elder pack together for a short time. Alternately, you might shift the series entirely away from tabletop face-to-face gaming and run most of the characters' experiences through mail or e-mail or blue-booking — players' descriptions of their characters' plans and actions on paper, which you respond to as Storyteller. Your group might even start sending around short fiction on an Internet mailing list, each player taking a turn at writing another step of the pack's collective history by describing his character's activities.

In truth, most of the options available at this point aren't very satisfying for a tabletop game. Your best bet might simply be to run a satisfying culmination to the series to date, with the ancient pack coming together for one last quest before haring off into the wilderness separately. Let this climax be the final tale of your series for the time being. After all, even the finest works of fiction have endings.

Feuds

Rivalries play an important part in many heroic epics, but they are tricky to run well in a game. Rivalry might exist between two characters with similar goals and similar social niches. They could be relatives or friends since childhood; on the other hand, each half of the rivalry might represent a family or other powerful faction within the tribe (or even separate tribes). Intense, long-lasting rivalries often lead to feuds. In a Lunars series, a feud is a long-running disagreement between two characters or factions that is not easily resolved. Either party or both parties might be a player's character — though it's conceivable that neither party to the feud is a player's character, in which case, the pack is sure to be a prize target for either side to recruit.

Running a memorable feud in a storytelling game requires some finesse on the part of the Storyteller — and perhaps some cooperation from the player or players involved. Finesse is required because a feud won't be

particularly memorable if it ends too quickly — that is to say, if one side kills the other off right away. Therefore, any time you throw the feud into an ongoing story as a subplot, you'll want to include reasons for the participants not to simply kill one another on sight.

For instance, if the feud is between two characters, both parties might be rivals for the love of a Storyteller character. They might strive to impress her, but neither would stoop to killing the other, knowing both that an open duel between them would force their beloved away from the winner and that each would be the first suspect in the other's murder.

What To Avoid

As Storyteller, it is up to you to keep your series fresh and exciting to your players. It is possible that your group will be very interested in the brutish and straightforward smashing-stuff parts of a Lunars game, but most groups will eventually tire of such things.

The Brute Squad

Lunar Exalted characters — whether rough-and-tumble barbarian warriors, wily tricksters or crafty shamans — are not idiots. Do not craft your plots with the assumption that the characters will be idiots; a Lunar with maximized social skills is likely to be almost as formidable in a social setting as a Dragon-Blooded scion of the Dynasty. He might lack the knowledge and connections that make the Dragon-Blooded dangerous in their element but not the skills or the wit.

Don't endlessly craft your stories around the simple pursuit of combat and looting. Yes, there's plenty of room for that in a Lunars series, but even the most single-minded group of players will eventually tire of such one-dimensional games. The Lunar Exalted are supposed to be great heroes to their tribes, and the epic stories of primitive people in the real world do not exclusively focus on battle and pillage. The heroes of such tales are lauded just as often for their cunning and wit as for their prowess in battle.

Give characters goals that don't require them to smash their enemies until the goal is reached, and encourage players to come up with such goals during character generation.

Perhaps there is a drought, and the characters' tribe is sure to be decimated by starvation and thirst if it does not pick up from its traditional homeland and find a new home, but traditionalists in the tribe are unwilling to leave. There is nothing here that the pack can solve by beating a foe into the ground, but the danger to friends and family is real: The tribe must leave if it is to be saved, and the pack — Exalted and clearly favored by the spirits



— is the only thing that can persuade the tribe to move. Such an open-ended scenario can certainly be spruced up with rousing combat scenes for players who enjoy them. Predators or herds of prey animals can provide a martial threat to the tribe's safety, bandits along the tribe's march to a new home might harass the group, or there might be a resident already present in the tribe's proposed new home.

Character Versus Player

Avoid stories wherein your entire plot rests on your players blurring the line between player knowledge and character knowledge. You can — and should! — have some fun with the fish out of water aspect of typical Lunars adventuring in the Realm. However, it isn't fair to expect the group to act purely on the basis of out-of-character knowledge (or, conversely, to entirely ignore out-of-character knowledge).

For instance, don't start a story in the Imperial City that relies on barbarian Lunar Exalted characters' knowledge of the inner workings of the Realm unless that group has been exposed to such things in-character ahead of time. Conversely, if you've just completed a successful Solars game, don't overemphasize the pack's ignorance of Solar Exalted. Assume that the characters are ignorant of such things, but don't patronize your players by asking them to suppress their memories for the greater part of a story or series.

Loss of Control

Players hate it when they lose control of their characters for an extended period of time. Even frenzies and panicked flight — established parts of the Great Curse — may leave players unhappy. Although there are established rules for the Great Curse, avoid the temptation to overuse it. Apply such loss of control with any frequency at all, and you may find yourself with a troupe in active rebellion.

When you do have to force characters to take actions that their players would not prefer to take, try to work with the players. Asking a player for guidance is much better than forcing a reaction. "Hragnar is absolutely terrified of the serpent — given that the Great Curse is going to force him to flee here, how would he do it?" gets the player to help you build a more gripping scene. "Hragnar gets pale, turns into a sparrow and flies away as fast as his little wings will carry him" just irritates him.

Super-Antagonists

There is nothing that players hate more than running into a villain that seems to be both smarter than them and undefeatable. Give them a villain who outfoxes them once, and they'll accept it — and do their collective best to beat that guy in combat. Or, failing that, to catch him with his pants down.

Players must believe that antagonists work under the same ground rules that their characters do. Not *game* rules — it's okay if a villain has a Charm that no player's character has, for instance — but ground rules of internal consistency within the setting. An antagonist has to be consistent, and the world at large has to work the same way for him as it does for the troupe's characters. If every Storyteller character that this antagonist encounters likes him — and he doesn't have a Charm or other abilities that cause this to happen — that's stretching the game's ground rules.

Make sure your players feel as though they're being treated fairly and that Storyteller characters aren't getting away with things their characters couldn't in a similar situation, and they will be more satisfied with the game in general, even when things aren't going their way.

Civilization

The civilized man is a weakling, a whining city-dweller who has over-specialized his skills to the point that he cannot hunt for his own food. He relies on the sweat of peasants and slaves to put food in his belly. Despite his great armies and treasures, the civilized man, his peasants and his slaves are all destined to die swiftly and pathetically at the end of a barbarian's spear.

The real people — the barbarians, as the Realm-dweller curses them — are self-sufficient. A barbarian relies only on his own strength, skill and cunning. He knows, every morning, that if he cannot find his own food or take another man's food, he will not eat. Those that live on the steppe are born to the saddle, and those that live at sea are born with an oar in hand. That is to say, the barbarian knows that he must work to stay alive from the very first day of life. A weak child is left out for the elements and the Fair Folk to take, while those in cities nurture and raise their weakest children with the same care and tenderness they heap upon strong eldest sons.

It should be obvious why the men of cities fall before barbarians every time they meet.

Dangers

Established cities — those with permanent armies, walls and so on — can pose real problems for even the doughtiest band of Lunar Exalted. Most of the dangers below don't apply quite as much for Lunars who Exalt in cities or civilized lands, since, presumably, those characters have faced them throughout their lives.

DISEASE

Where mortals congregate, there is sure to be disease. Borderlanders who tend herds know well that should one member of a flock come down with a disease, within a few days the whole flock is likely to be infected, unless the sick animal is immediately quarantined. Even then, there's no guarantee that you won't have an infected herd. Any nomadic shepherd's child could point to the overcrowded cities of the Realm and the Scavenger Lands and see that those places are going to be filthy dens of sickness. Should one person become ill, there's little to keep him from spreading his disease to all those who come into contact with him. Worse, since the residents of cities live packed so close together, they are forced to sleep in their own filth and keep even their animals close at hand.

Cities are a breeding ground for plague. Tribesmen and those of the wilderness may find that they lack resistance to the kinds of nasty diseases that breed in the cities of the Realm. And while Lunar Exalted may be largely immune to such things, their war-bands probably are not.

For a good look at the sorts of disease that can be found in the **Exalted** setting, see **Exalted**, pages 319-321. Characters who grow up in cities are likely to be resistant to some of the worst diseases, having suffered them in childhood and survived — although it's worth considering that surviving a bout of a particularly nasty illness such as cholera could get Luna's attention and cause the character to Exalt then and there.

POLITICS

Political games occupy the time of the Lunar Exalted no less than they do any other mortal or Exalt — it is simply human nature to compete for resources, attention, wealth, the most beautiful mates and so on. However, in tribal life, politics can be easier to handle than in the Realm, for three main reasons.

First, the population of any given tribe — even that of a large tribal nation — is smaller than that of most prefectures of the Realm and is likely to be more spread out. While small-group interrelationships are not always easy to manage — even the players' pack is sure to have a complex web of relationships driving its collective activity — it is certainly easier to weigh the desires and needs of a small tribe than of a vast entity such as House Cathak.

Second, many tribes are nomadic, placing little value on particular pieces of land or resources. Turf wars are less common among such peoples — if a large force desires control of a particular area, a nomadic tribe can simply pull up its stakes and leave. No subjugated peoples remain behind, and a single group remains in control. This isn't to say that tribes don't fight wars of conquest and that enemy tribes aren't assimilated — these things happen every day. But tribal peoples do have options other than fighting or being conquered.

Finally, in many cases, simmering resentment and rebellion can be easily quelled among tribal peoples by a simple expedient: a challenge to personal combat. Life in many tribes is straightforward and brutal. If the leader of the tribe needs to convince one of his rivals that a particular course of action is correct, all he really needs to do is call that rival out and defeat him in a fair fight, and the problem is solved. The winner is, by default, correct. While, in reality, things don't necessarily work out well for cultures that use those sorts of mechanisms, in a Lunars game the simplicity, honor and straightforwardness of the barbarian lifestyle should generally be emphasized. The challenge ends, the victor reaches a hand down to the loser and pulls him back to his feet, and the tribe moves forward with the issue resolved in the victor's favor.

In the Scavenger Lands and the Realm, however, politics is more nefarious and nasty. Storytellers who haven't seen films such as *Dangerous Liaisons* and *The Age of Innocence* should consider giving them a perusal — these films describe the moral danger inherent in playing political games. Lunars and their mortal kinfolk see the cities as inherently crooked and dishonest places, where the best an honest man can hope to do is escape with the shirt on his back. A Lunar might not come into direct danger from political opponents he makes in the civilized parts of the world, but his opponents will exact their revenge — on his reputation, his family, his goods and his holdings. In extreme cases, they might go so far as to send imperial armies into the hinterlands to destroy his tribesmen.

Feel free to emphasize the pack's relative powerlessness in the face of concerted political opposition. If you can, do so without seeming like you're picking on them. Instead, play up the Lunars' ignorance. They are not likely to have many allies or contacts in the big city, so they will simply be unaware of what's going on, why Storyteller characters behave in certain ways and who the important people to know are. The Lunars will have no easy way to tell whether a particular Dragon-Blood is trustworthy or not or what hidden agenda prompts him to offer them aid. Because the game favors the Lunars (they're the protagonists, right?), the characters' honesty and straightforward attitudes will allow them to cut through the chains of politicking and courtly behavior that trap so many, but that can take time, and until the characters figure out what's going on, they will be at the mercy of those more knowledgeable and better connected. Lunars also lack the Charms that let the Dragon-Blooded twist and pull

their societies and bureaucracies to and fro as fits the whim of the moment.

A Life of Ease

By far, the greatest danger to the man or woman of the fringes is that life in the city is so *easy*. Work at some relatively simple labor — or use political connections to put yourself into a position where you do, realistically speaking, *no work at all* — and then, you will have money to pay someone for your food and shelter. This is not the proper way of things. Lunar Exaltation does not come to beings who embrace such a soft life, and many Lunar stories have it, Luna's touch might leave such a shapechanger.

Still other stories tell of barbarian heroes — Lunar Exalted, in many of the stories, but ordinary mortals in others — who swept off the steppe, sea or woodland to conquer a kingdom defended only by flabby has-been rulers of the Dragon-Blooded, only to find that the only way they could possibly hold such a conquest was to immerse themselves in court life, politicking and so on. In most of these tales, the conquering king has no choice but to rely on the functionaries of the conquered kingdom in order to keep his newfound holding operational. And that is his undoing: In less than a generation, the Lunar king has been wholly corrupted by the lazy and weak impulses of civilized life. His children will not feel the silvery touch of the moon in their lives; should they Exalt at all, it will be as one of the other breeds, perhaps as weak-blooded Terrestrials, born from the blood of a princess offered as a bribe.

The Storyteller can play up this danger by physically relaxing, laying back and smiling as he describes a Lunar's restful day in the arms of a conquered or allied city. Few tribal warlords would deny their warriors a taste of the sweet pleasures of city life, but these pleasures come as a reward for defeating stalwart enemies. And they don't last for long; wise chieftains know that more than a few days of such a life and a warrior becomes weak and complains about minor inconveniences.



Benefits

Though few Lunars will admit it, there are a few good things to be had in cities.

Allies and Contacts

Even Lunars who live outside of proper society may have friends and contacts in the cities of the Realm. Most of the time, these are characters that the Lunars met during a peaceful visit to, say, Nexus, after a successful series of raids. The average barbarian has so little concept of the value of a jade coin and so *much*

jade to spend while he's in town that he can't help but gain the attention of shopkeepers, merchants, troubadours and sycophants who want to help the character spend his newfound riches.

While many of those will take advantage of the Lunar, a few might truly help him out — or at least give him an appropriate level of service and value in return for his coin. The sycophants and most merchants might make good contacts; truly sympathetic city-dwellers could be good allies.

Other Lunars might have distant relatives or friends who reside within the borders of civilization. This happens most often in the East, where merchants travel from the Scavenger Lands out into the wilderness in search of wood, furs and First Age artifacts that they can bring home to sell at a profit. Those merchants might dally with the locals or might persuade some inhabitants of the wild East to come back with them to the relative safety and prosperity of the Scavenger Lands. Characters might make allies or contacts out of their distant relatives; merchants who travel back and forth are far more likely to be contacts than allies but may prove more useful than more distant kin with closer relationships. After all, an ally that is 1,200 miles away is not nearly so useful as a contact who comes to visit every season.

Smaller cities can be good raiding points for Lunars who wish to take mortal mates. While the issue of slavery is discussed above in general terms, if the troupe is generally comfortable with having its characters raid a town to steal spouses, an entertaining story can certainly be made out of the attempt to do so. If, as Storyteller, you take the time to make the prospective mates into three-dimensional characters, all the better.

Manufactured Goods

While few barbarians would willingly trade their lives for city-dwelling, the simple fact is that tribes don't manufacture many metal items on their own. While relatively cool forge-fires might be built in a long-term encampment, for good smithwork, a permanent forge has to be built. Additionally, as every member of a tribe has to hunt for himself, few tribesmen have the time or inclination to become skilled craftsmen. By contrast, in the big city, a craftsman can sell the results of his labor for jade or gold, which he can spend on food and shelter: He can afford to specialize.

This allows civilized craftsmen to become better artisans, in their specialty, than nomadic tribesmen could ever have time to. Among the barbarian peoples, only the Lunars excel at craft, and they work mostly for their own satisfaction. Excellent weapons, armor and other gear can only reliably be found in cities. From a Storyteller's perspective, this is an excellent draw for Lunar characters. Eventually, characters with enough jade will tire of wearing secondhand yeddim hide, and for the superheavy plate they really crave, they'll have to enter a city. At that point, you can spring at least one or two city-centered plotlines on the troupe without the players complaining that you *dragged* their characters into the city without their consent.

Pleasures of the Flesh

Large cities have restaurants and whorehouses, and those two things alone are often more than sufficient to induce Lunars to visit. When describing the food that can be had at a good restaurant, go into loving detail — if you can do so ahead of time, prepare descriptions of a large meal or two to present to the troupe, should the pack go to a nice restaurant. Do your best to convey the idea that this isn't the sort of meal the Lunars could make — or even get — on their own. If the characters visit a major trading hub, they might feast on disparate foods that they would never see together otherwise. Describing a meal may seem like a relatively trivial thing, but this sort of thing can quickly and easily evoke the reality of the setting in ways that an hour-long fistfight cannot.

Describing a character's trip to a house of pleasure — no matter the character's gender or orientation — is sure to be an altogether different experience from describing a meal, no matter how sensuous the meal. Most players — and most Storytellers — will not be comfortable with a rich description of a character's activities in a whorehouse. That's understandable and acceptable: As Storyteller, part of your job is to determine where your players' comfort zones lie. It's okay, on occasion and for emphasis, to push the boundaries of those comfort zones, but if you go too far, you will make your players so uncomfortable that they will not want to remain a part of your game.

Talk to your players about what they feel comfortable with in your game, and try to keep things tame enough that the most reserved member of the troupe is comfortable; remember that, in mixed-sex player groups, things can get uncomfortable fast. It may be the limit of the troupe's tolerance to say "Toro, you find an attractive young specimen, and the two of you enjoy a pleasant night together." On the other hand, the group might prefer that the encounter was described in more detail, which could be done to whatever degree everyone at the table could handle. This isn't strictly an issue of maturity — it is not necessarily the case that "more mature" groups of players would be happy with descriptions of every thrust and moan — but it is certainly the case that groups full of younger or less mature players will get more out of the experience if the descriptions are kept as tasteful as possible.

Try to be aware of the tenor of the group as a scene progresses; also, if players start shifting in their seats and looking like they'd rather be elsewhere, you probably want to scale things back.

City Lunars

Not all Lunar Exalted grow up in the wilderness. Most do — the touch of the moon only comes to one who lives a hardscrabble existence, and even a peasant of the Realm has a life of such relative luxury that the Lunar Exaltation passes him by. But slaves and the disenfranchised of the Scarlet Empire and the Scavenger Lands lead desperate lives every bit as difficult as a desert nomad's. In dire straits, they too might join the Lunar Exalted.

In the wild, the Lunars are dangerous warriors, mystics and tricksters. In cities, while the manifestation of the Exalted's abilities may be different, the characters fill the same role. Many are members of the Silver Pact. Urban Lunars still understand the rules, after all, and they understand about being part of a gang. They also still obey the Way, which commands them to defend the weak against the depredations of the strong. Characters in this situation fill a role somewhere between that of an urban gang member and a comic-book superhero, with just a little bit of the wise veteran of the streets added in as they age.

The Wyld is far from any city that a Lunar might grow up in — after all, characters who grow up in small towns and villages are far less likely to receive the Lunar Exaltation, so they must hail from large cities. Few of the largest cities in Creation are close to the threat of the Wyld's madness — perhaps Gem, in the South, is, but not many others are. The primary threat to city Lunars and their urban tribes is the despotism of the Dragon-Blooded.

A series centering on the Lunars of the city may focus its attention on the oppression of that city; the pack may help to overthrow the city's overlords, or it may simply carve out a place within where its members' charges and mates can live in peace. Like any series, a city Lunars series should be more than simply a continuing struggle for the next loaf of bread, ducking or fighting corrupt city guards and engaging in other petty crime. Any series should have a center to it because pilferage without meaning is far beneath the epic stature and power level of the Exalted. Lunar Exalted might start their careers in the city with simple adventures ducking the authorities and stealing what they can, but as the characters progress, their adventures should become something epic. **Exalted** is not a game about small victories.

City Lunars cannot rely on the aid of their brethren in the wilderness, but through the roads of chaos and the Lunars' Charms, they might at least communicate with and visit the barbarians of the Threshold. The reverse is also true; characters in an "ordinary" Lunars series can use the same means to visit their city cousins. If your aim as a Storyteller is to use the contrast between city and country as a source of amusement (in either direction), here's your chance. Even if your game doesn't particularly need a dose of hilarity, the contrast should be noteworthy.

The biggest threat to city Lunars is civilization itself. Lunars in the city generally don't have to worry about shelter, and unless the whole city is starving, food is much easier to come by as well. Civilization is a threat with two arms. First, civilized society hates and distrusts the Lunar Exalted. The Dragon-Blooded see them as abominations against the natural order, and ordinary citizens of the other classes see the Lunars as criminals, troublemakers and bullies. Thus, while, for the most part, Lunars of the wild are hunters and warriors, Lunars of the city must remain vigilant, as they are always in danger of being attacked or imprisoned. A Lunars game set in a large city should have something of a paranoid feel to it; the characters never know for sure when their hiding places will be raided by the authorities.

Civilization's other main threat is that it is itself a weakening, degrading and corrupting influence. Barbarians thrive under conditions of hardship. They are not meant to live in peace, with plenty of food. They grow weak and soon learn to accept such conditions as normal. Then, when hardship comes, their children die. War makes men strong. Hunger makes men strong. The influence of the Empress and her satraps and tributaries and their structures makes men weak. City Lunars must always be aware of this fact: Struggle is what makes them strong.

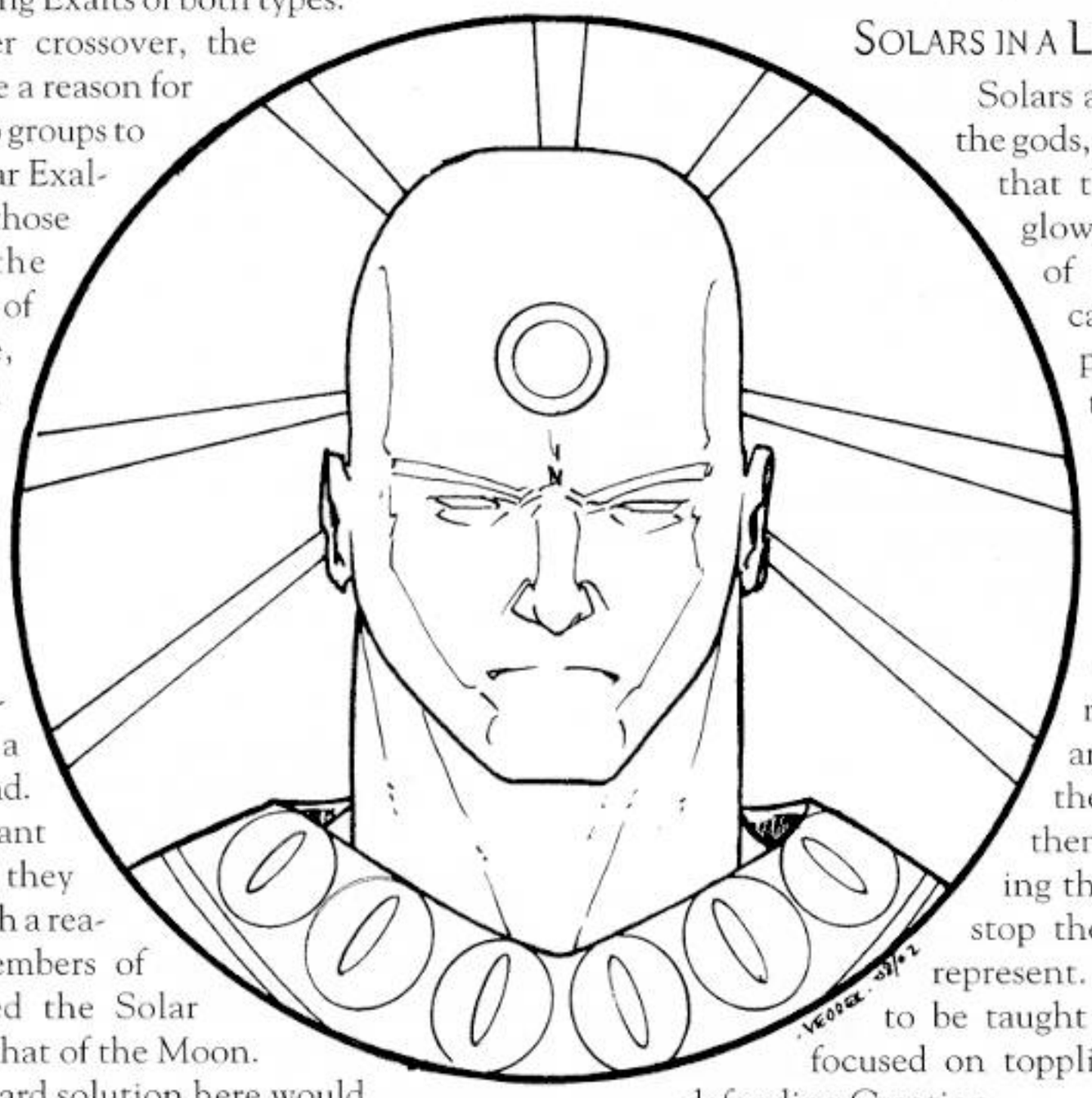
City Lunar characters who choose to sit back and embrace the weakness inherent in the city should find their relationship to Luna grows weaker over time. Perhaps they lose some of their more powerful Charms or some of their Physical Attributes, as they grow weak and flabby. Note that these penalties should not apply to city Lunars who push themselves and who endure hardship; those characters are living right. It is only those Lunars who, for instance, use some of their hard-won jade to purchase an estate in the countryside that risk the loss of their barbaric birthright.

The Exalted

Solars

Crossover

Little of the First Age history between the Solar and Lunar Exalted matters directly in a modern-day game featuring young Exalts of both types: As with any other crossover, the series needs to have a reason for members of the two groups to get along. The Solar Exaltation can come to those who live the hardscrabble lives of a barbarian tribe, though such men and women are more often favored by Luna rather than the Unconquered Sun. That makes it reasonable for a troupe's characters to have a common background. If your group does want to go that route, they should come up with a reason why some members of the group received the Solar touch rather than that of the Moon.



A straightforward solution here would be to have the characters be separated into two groups; perhaps one group faces a lasting hardship (such as being stranded without supplies in the farthest reaches of the North), while the other group must take dramatic and heroic action to save their home tribe. The first set of characters would receive the favor of Luna when they resolved to make the trek south to home and safety, while the second set would receive the favor of the Unconquered Sun when it took up swords against its foe.

A situation where characters don't start with a common background is more complex, but the inherent tension that comes from the characters' mistrust can provide a lot of roleplaying fodder. Such situations are often centrifugal — forces inherent in the character types will tend to pull the group apart, as the typical Lunar wants to tear the Realm down and the typical Solar just wants to save it from the corruption of the Terrestrial Exalted. As Storyteller, you will have to work hard to keep the group together. Provide the group with common foes (the Dragon-Blooded work great for this), give its members common background characters — perhaps one is in love with another's sibling — and send them through tough adventures during which they have no choice but to trust one another. Think about every buddy movie you've ever seen that starts off with the characters not trusting one another — and then steal broadly from them when you see bits that make sense to you.

Solars in a Lunar Story

Solars are the inheritors to the gods, and the worst part is that they know it. They glow with the radiance of the sun, and they carry that glory and power around with them at all times. Sure, most of them are relatively young and ignorant, and some are even humble, but they carry the seeds of arrogant god-kings around with them. If they are reincarnating, then perhaps simply killing them won't suffice to stop the danger that they represent. No, they will have to be taught and their energies focused on toppling the Realm and defending Creation.

Lunars in a Solar Story

One of the finest uses for an old First Age Lunar in a Solars story is to pick a member of a Solar Circle and decide that that character is the reincarnation of the beloved mate of an exiled but still living First Age Lunar. Seed the Lunar into your series carefully; show the Solars a series of different animals (all with the same Tell) who seem to be watching over them — and over the reincarnated lover in particular. Of course, this is the character's ancient lover, searching for a spark, a sign that their love of old might be reignited. This sort of story can lead you all over the map, depending on the reactions of the rest of the Circle, the characters involved, any current paramours and so on. Do *not* use the lover as a tool to allow the characters to beat up any foe they want, and don't use the lover to save the Circle from danger. You may find it useful as Storyteller to bind the elder up in complicated ties and promises to keep her from taking direct action to aid

the Circle every step of the way — but then again, that isn't really necessary. As a Lunar, she values valor, cunning, mettle — surely her lover and his companions must manifest these same virtues, something they won't have a chance to do if she exhausts her own energy tending to them.

More generally, young Lunars and Solars are more likely to come into conflict than to act as allies, at least at first. The two groups simply have vastly different goals and demands from life. If a common goal can be found and communicated, a Solar Circle might be able to approach a Lunar pack for aid (say, against the forces of the Realm or the Yozis), but given their differences in worldview and perspective, for the most part, Solars will be wise to keep their distance from Lunars.

Dragon-Blooded

Crossover

Lunars and Dragon-Blooded might work well together, under the right circumstances. It is unlikely that a pack of Lunars and sworn brotherhood of Terrestrials would fall together haphazardly and remain friendly. No, these immortals would need a reason to be bound to one another, and when their task was complete, centrifugal forces would surely rip the group apart. During the group's time together, however, they would be a force to be reckoned with.

Only a serious threat would be enough to forge such a group. Perhaps a major invasion from the deep Wyld has begun, a Circle of insane Solar Exalted has initiated a mad rampage across Creation or a barbarian nation that the Lunars in the troupe are *not* allied with becomes a threat to all characters. Surely, there are other such threats, but the point is that any crisis great enough to bring together a group of Lunars and Dragon-Bloods will be retold in song and story for generations to come.

Dragon-Bloods in a Lunars Game

An enterprising player might wish to run a single Dragon-Blooded character in a pack of Lunars. This won't be easy; the Dragon-Bloods are weaker than the Lunars in a stand-up fight, and much of the Terrestrials' strength comes from the enormous resources they can call upon in the Realm. If the story takes place away from the Empire's center of power, a Dragon-Blooded scion will have to be cunning and careful to keep on an even footing with Lunar Exalted.

However, there are plenty of circumstances that might cast a lone Terrestrial into the world of the Lunars, from orphanage to kidnaping to exile. While he might never fully fit into the pack, he may well be a boon companion.

Lunars in a Dragon-Blooded Story

Lunar Exalted characters can fit into certain parts of the Realm. Many Lunars come from the empire itself. Tens of thousands of mortals live as disenfranchised, no-status foreigners or slaves in the holdings of the Dragon-Blooded, and their lives are easily as harsh as those on the frontier of the Wyld. Accordingly, many Lunar Exalted spring from those classes. Many of them continue living in the Realm — after all, it is their home — and might encounter the Dragon-Blooded. It might not be easy to build enough of a relationship between such characters to justify an entire series featuring groups from both halves of society, but fitting one Lunar into a Dragon-Blooded series wouldn't be out of the question.

While it is extremely unlikely that a scion of a Dragon-Blooded house would receive the touch of Luna, stranger things have happened. The Lunar Exaltation only comes to those who have lived a hardscrabble life and have had to regularly fight for their existence. This, as might be imagined, rarely fits the description of the privileged offspring of the noble houses of the Scarlet Empire.

It is conceivable that a child of nobility might be spirited away to barbarian lands or be shipwrecked on a desert island or have a similarly unlikely sequence of events end him up with a Lunar Exaltation. If he did Exalt and return to the Realm, the noble Exalted character would have real difficulty concealing his true nature from the Dragon-Blooded of his family and might feel compelled to head back for the outlands, leading strikes against barbarians. If he is surrounded by boon companions — a sworn brotherhood of Dragon-Bloods — that he can trust, the wilderness is the safest place for him.

Lunars make fine antagonists in a Dragon-Blooded series. It isn't necessary to place a Lunar or a pack at the head of every barbarian tribe, but a great Lunar king and his servants and children could easily coordinate a great threat to the Realm, one that only the character's sworn brotherhood can counter. Lunar Exalted can also serve as foils — they have plenty of secret knowledge about the Wyld and other lore that a sworn brotherhood of Terrestrial Exalted could find very useful when in the Threshold.

Other Exalted

Abyssals

These enigmas make great villains. They serve the Deathlords, after all, and everyone knows that the Deathlords want nothing more than to subjugate and

murder everyone in the world. An Abyssal Exalted can make a fine mastermind behind a variety of plots — perhaps a mysterious plague sweeps across the steppe, or children and other innocents begin to vanish mysteriously, or less subtly, an army of the dead decamps just over the horizon. The Abyssal might be working from his own ideas or might be just another cog in the sophisticated plans of his Deathlord.

However, Abyssal Exalted don't have to be just cackling evildoers. They make excellent foils — some Abyssals are conflicted over their roles as tools of destruction. And although nearly all of those Abyssals still affect the black-and-gloom trappings of a knight of death, some might be able to help Lunars defy the Deathlords in subtle ways.

SIDEREALS

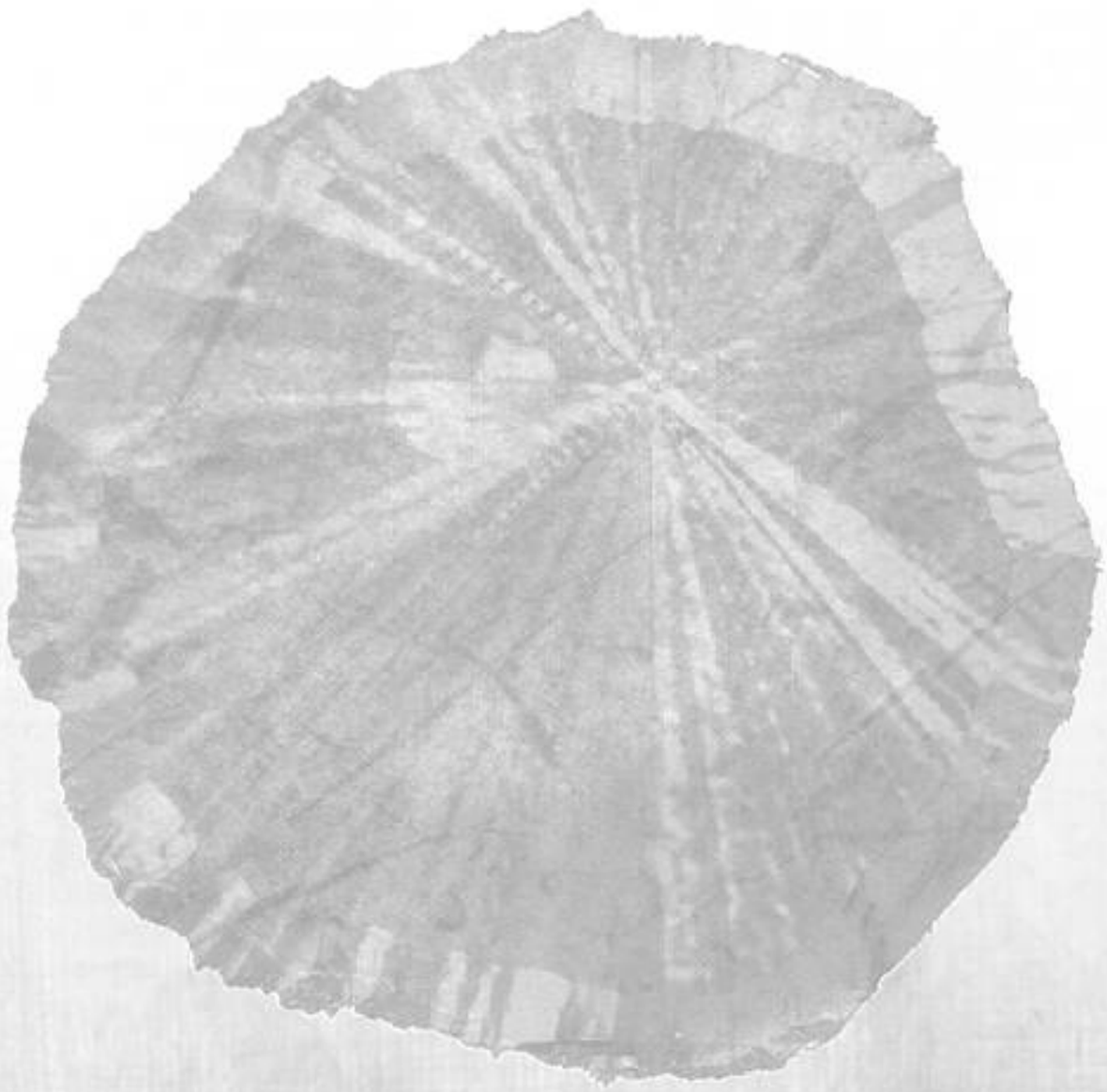
The Lunars remember the Sidereals, at least dimly, and most of Luna's Beloved encounter these enigmatic figures from time to time. Generally, the Sidereals dislike and distrust the Lunars. Both the Bronze and Gold factions see the Lunar's as an outside force of chaos able to upset their careful calculations and their destiny tracking projects. The Lunars, for their part, feel that their decision to abandon their mates was probably, at least in some part, destiny manipulation and are thus wary (though young Lunars may not know any of this).

Plots involving Sidereals will often involved Solars, and plots involving Solars are likewise likely to involve the Sidereals, as both factions will stop at nothing to obtain control over or destroy any Solars they encounter. If a Lunar wishes to confront, hunt, protect or otherwise have some sort of extended relationship with her former Solar mate, sooner or later the Sidereals will become involved. Sidereal assassins make excellent shadowy third parties.

EXPERIENCE COSTS

Trait	Cost
Attribute	current rating x 4
Caste Attribute	(current rating x 4) - 1
Ability	current rating x 2
Favored Ability	(current rating x 2) - 1
Essence	current rating x 9
New Charm	15 (12 if in a Caste Attribute)
New Terrestrial Spell	12 (10 if character is a No Moon).
New Celestial Spell	15 (12 if the character is a No Moon).
New Combo	Sum of the Minimum Ability and Minimum Attribute values of the Charms in the Combo.

Other than those listed on the above table, Lunar Traits increase at the same cost as those of other characters. See ***Exalted****, pages 269-272 for details.*



INDEX

anima banner 110
Animal Masters, the 50
Backgrounds 96-98
Backgrounds, new 98-101
  Cult 98-99
  Heart's Blood 99, 101
  Renown 100
barbarian tribes
  Arczeckhi horde 34-36
  Delzahn horde 40-41
  Dune People 42-44
  forest people 36-38
  hill tribes 34
  icewalkers 49-50
  island tribes 44-45
  Jackal Tribes 41-43
  northern frontiersmen 47-48
  pelagothropes 45-46
  Tear Eaters 50-51
  Ten Tribes of the Oak 38-40
  Varajtul cannibals 48-49
beastmen 70-71
blood debt 68-69
chargen summary **92-93**
Charms, divine 222-223
  Wyld Armor 223
  Wyld Barrier 223
  Wyld Shield 223
Charms, Lunar 122-193
  Body Enhancement Charms 132-136
    Breath-Drinking Executioner Attack 134
    Cat-Falling Attitude 135
    Cat Paw Climbing Style 135
    Crouching Tiger Exercise 133
    Finding the Spirit's Shape **124**
    Flying Tiger Technique 134
    Moonsilver Monkey Exercise 133
    Ox-Body Technique 132
    Panther Stride Stance 134
    Predator Grace Method 134
    Regaining Breath Exercise 134
    Tree-Dwelling Jaguar Claws 135
  Defensive Charms 161-167
    Armor-Forming Technique 166
    Bending Before the Storm 163
    Bowing Reed Technique **163**
    Crouching Tiger Stance 162
    Den Mother Method 162
    Feline Guard Technique 162
    Flowing Body Evasion 165
    Foot Trapping Counter 165
    Golden Tiger Block 162
    Ground-Denying Defense 161
    Hide-Toughening Essence **166**
    Invulnerable Moonsilver Carapace 167
    Limb-Shielding Growth 167
    Pack-Saving Method 165
    Running Through the Herd 166
    Scales of the Dragon 167
    Serpent Eye Defense 164
    Steel Paw Style **161**
    Unmoving Bear Defense 165
    Wary Swallow Method 162
    Wind-Dancing Method 163
  Interaction and Knowledge Charms 183-191
    Animal Magnetism 190
    Attention Demanding Presence 190
    Beast Calming Method 189
    Blood-Singing Instincts 191
    Brotherhood of Lake and River 190
    Courage-Building Address 187
    Crowd-Calming Pronouncement 187
    Crowd-Inciting Method 187
    Divining the Hidden Truth 184
    Emotion-Shaping Technique 186
    Fearful Lunar Form 188
    Foe-Taunting Utterance 187
    Glorious Battle Presence 187
    Imposing Presence Attitude 188
    Lion Roar Method 185
    Lore-Speaking Method 184
    Mind-Blanking Fear Technique 188
    Pack-Calling Cry 191
    Pack-Forming Presence **189**
    River of Words 186
    Tale-Spinning Mastery **183**
    Unspeaking Aura of Dread **189**
    Wind-Speaking Method 185
  Melee Combat Charms 149-156
    Dance of the Living Blade 149
    Deadly Moonsilver Affinity 155
    Dust Devil Advance 151
    Ferocious Avalanche Technique 154
    Ferocious Biting Sword 149
    Foe-Driving Attack 151
    Insidious Moonsilver Shard 156
    Irresistible Storm Attack 150
    Knowing Weapon Technique 153
    Lightning Sword Method 151
    Limb-Maiming Flourish 154
    Monkey Paw Advantage 151
    Scar-Making Blow 154
    Sensing the Deadly Flow **149**
    Spinning Blade Attack 151
    Striking Mospid Method 149
    Stunning Moonsilver Blow 155
    Surprising Gibbon Attack 153
    Surprising Moonsilver Deformation 155
    Thunderclap Method 154
    Tiger Claw Swat 153
    Twisting Monkey Wrist 152
    Twisting Surprise Attack 151
    Weapon-Clutching Method 152
    Weapon Fusion Method 155
    Weapon-Shaping Prana 155
  Perception Charms 174-182
    Blood-Kin Sense 180
    Blood on the Wind 181
    Calls of the Human Prey 179
    Comprehending Ears Meditation 179
    Ever-Wary Fox Technique 175
    Emotion-Revealing Scent 181
    Fish-Eye Technique 178
    Harmony With Reality Technique 177
    Heightened (Sense) Method **174**
    Moonsilver-Scenting Sense 176
    Night Is Day 178
    Observed Prey Instinct 175
    Pack-Forming Presence **189**
    Perceiving the Hidden World 178
    Rabbit Ear Method 179
    Resisting the Lure of Madness 177

Ritual of Lunar Stability 177
Seeing Without Looking 179
Sense-Borrowing Method 175
Sense-Sharpening Change 174
Truth-Scenting Method 181
Unerring Earth Direction Sense 176
Weather-Scenting Method 175
Wyld-Sensing Instincts 176
Wyld Object Appraisal Method 177
Ranged Combat Charms 156-161
Arrow-Breaking Shot 158
Arrow-Shaping Method 159
Bow-Bending Method 160
Body-Pinning Style 160
Deadly Assassin's Shot 160
Eagle Eye Advantage 156
Finding the Needle's Eye 158
Knowing the Arrow's Path 156
Lightning Stroke Attack 160
Nature's Harmony Advantage 156
Rain of Feathered Doom 157
Riding the Secret Wind 160
Shaping the Once-Living Form 130
Silver Waterfall Technique 157
Skillful Ricochet Attack 159
Two-Target Method 156
Wind-Wings Carry Technique 160
Wolf Eye Advantage 159
Shapeshifting Charms 123-132
Blossoming Gift of Luna 125
Calling Luna's Favor 125
Deadly Beastman Transformation 124
Deadly Beastman Transformation gifts 126-127
Finding the Spirit's Shape 124
Fish Tail Technique 131
Hide of the Cunning Hunter 123
Humble Mouse Shape 128
Lunar Blood Reshaping Technique 129
Many-Faced Moon Transformation 128
Masking the Brilliant Form 123
Prey's Skin Disguise 129
Rat-Head Technique 132
Shaping the Ideal Form 128
Shaping the Once-Living Form 130
Tool-Hand Technique 131
Towering Beast Form 125
Wondrous Lunar Transformation 130
Sorcery Charms 192-193
Celestial Circle Sorcery 193
Form-Fixing Method 193
Moonsilver-Shaping Rite 193
Tattoo-Cutting Wisdom 193
Terrestrial Circle Sorcery 192
Spirit Charms 191-192
Devil-Restraining Grip 192
Pulse of the Invisible 192
Spirit-Maiming Essence Attack 192
Spirit-Scenting Technique 191
Stealth Charms 182-183
Ally Concealing Method 183
Chameleon Skin Disguise 182
Object-Concealing Method 182
Stealthy Fox Method 182
Traceless Passage Technique 183
Track-Sweeping Essence 183
Survival and Healing Charms 168-174
Bear Sleep Technique 171
Beast Instinct Method 168
Bruise-Relief Technique 173
Disease Purging Essence 173
Ever-Waking Method 171
Fire-Walking Prana 169
Food-Scenting Method 170
Fortitude of the Aurochs 171
Gill-Breathing Technique 168
Halting the Scarlet Flow 173
Heat-Adapting Method 169
Infection-Resisting Method 173
Lick Wound 173
Luna's Fortitude 172
Mother's Touch 173
Pain-Numbing Prana 172
Sealskin Endurance 168
Unerring Den-Finding Sense 169
Water-Providing Technique 170
Whale-Breath Technique 168
Will of the Stoic Warrior 172
Wolf Endurance Method 170
Unarmed Combat Charms 136-149
Adder Fang Method 139
Angry Rhino Charge 146
Armor-Rending Claw Fist 148
Bear Embrace Method 144
Body Breaking Kata 147
Body Weapon Technique 136
Bull Head Technique 146
Burning Saliva Attack 139
Claws of the Silver Moon 138
Cobra Eye Method 140
Coiled Cobra Stance 137
Cunning Porcupine Defense 145
Deadly Claw Blow 137
Deadly Viper Strike 140
Door-Breaking Method 147
Foot-Confusing Buffet 147
Form-Destroying Touch 141
Grasping Pseudopod Method 143
Hunter's Eye Technique 148
Hydra Head Attack 137
Hyena Jaw Technique 145
Mighty Bear Crush 144
Monkey Arm Style 142
Ossific Shard Shot 146
Rabid Beast Bite 140
Scimitar Claw Technique 138
Sinuous Striking Grace 136
Snake Body Technique 137
Snake Head Defense 141
Soporific Venom Attack 140
Spine-Breaking Attack 144
Startling Tentacle Attack 142
Subduing the Honored Foe 147
Tentacle Spear Strike 143
Throat-Baring Hold 145
Tyrant Lizard Strike 137
Weapon-Snatching Coils 143
chimerae 12,63,78-79
chiminage 12
culottes *see pants*
duels 26,27,68-70
Exaltation 60-61
experience table 251
Face 111-115
gods 12,24,31,32
Great Curse, the 109-110
honor, barbarian 29-30
honor, Lunar 65-67
hybrid form 12, 124-125, 126-127

hunt, ritual 68, 73-74
Luna 12, 15, 33, 57
Luna's Beloved 12, 56
Lunar castes 75-77, 102-109
  Casteless 63, 108
  Changing Moon 76, 104-105
  Full Moon 75-76, 102-103
  lost castes 77
  No Moons 77, 106-107
Lunar initiation 61-63, 102-107
Lunar society 12
Lunars, famous 2-5, 54-55, 82-85, 95, 195, 225
  Kajeha Lef 195
  Leviathan 84-85
  Lilith 2-5, 82-83
  Ma-Ha-Suchi 83-84, 225
  Raksi, Queen of Fangs 83, 95
  Tamuz 85
  Uka the Boar 54-55
Lunars, honorary 62
moonsilver 74
natural shapes 12
pantaloons *see culottes*
pants *see pantaloons*
regeneration **115**
Renown table **113**
shaman 13, 22-25, 32-34
shapechanging 118-120
Silver Pact, the 13, 57-65
Silver Pact, ranks 111-115, 238-242
  renown requirements *see Lunar renown table*
  ikth-ya 12, 112, 239
  murr-ya 12, 112, 242
  nain-ya 12, 112, 238-239
  shahan-ya 13, 112, 242
  uf-ya 13, 112, 239
  urrach-ya 13, 111-112, 236-238
Silver Way, the 13, 65-75
simhata 43
Society of the Moon, the *see Silver Pact, the*
Tell **120-121**
territory, lunar 64, 67-68, 239-242
taboo 13, 21
tlak 13, 58, 68
totem animal 13, 89
wind madness 47
Wyld, the 13, 196-223
  gradations of 198-200
  power questing 208-209
    Power questing table 209
    vision questing 207
      vision questing table **208**
  Wyld addiction 205-207
    Wyld addiction table **207**
  Wyld and the moon table **199**
  Wyld storms 198, 204-205
Wyld mutations 208-221
  Abominations 218-219
    Body of Stone 218
    Concealed Form 219
    Dragon's Breath 219
    Hive 219
  Afflictions 212-215
    Berserker 212
    Chameleon 213
    Disease Carrier 213
Frog's Tongue 213
Gazelle's Stride 213
Gills 213
Gliding Wings 214
Huge 214
Inexhaustible 214
Prehensile Tail 214
Regeneration 214
Talons 214
Thick Skin 214
Tiny 214
Tough 214
Toxin 214
Tusks or Horns 215
Wall-Walking 215
Webbing 215
Blights 215-218
  Armored Hide 215
  Beast Form 215
  Blind Sight 215
  Cheetah's Pace 215
  Concealment 215
  Essence Channeler 216
  Giant 216
  Impaling Attack 216
  Long Tentacles 216
  Miniscule 216
  Multiple Arms 217
  Multiple Heads 217
  Multiple Legs 217
  Poison Mastery 217
  Quills 218
  Skin-Changer 218
  Striker Tail 218
  Wings 218
Debilities 220-221
  Deterioration 220
  Diet 220
  Fragile 220
  Hideous 220
  Lame 220
  Slow Healing 220
Deficiencies 220
  Allergy 220
  Atrophy 220
  Ugly 220
Deformities 221-222
  Blind 221
  Curse of the Wyld 221
  Decomposing 221
  Plague Carrier 221
  Wracking 222
mutation levels **210-211**
Poxes 212
  Claws 212
  Enhanced Smell and Hearing 212
  Eye Color 212
  Fangs 212
  Fur/Feathers/Leaves 212
  Large 212
  Skin or Hair Color 212
  Small 212
  Sturdy 212
  Tail 212
Wyld exposure table **209**



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