

# Wards

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Malicious demons and trickster spirits alike have been held back by supernatural wards that exist in fiction. Exalted too has their own metaphysical barriers against such problematic spirits.

## Construction

Setting up a ward is considered to be a dramatic action using (Intelligence + Occult) against a difficulty depending on the size of the area one wishes to ward and the duration of the ward listed in the table below. The amount of time needed to set up the wards varies greatly depending on the size of the warded area and the complexity of the wards, but a warding a single room for a day should take no more than 15 minutes.

Size	Duration	Difficulty
Single room	Day	0
Small house	Week	1
Tower, wing of a mansion, small ship	Month	2
Entire mansion, plot of farmland	One Season	3
Small town	One year	4
Major interconnected underground complex, an entire district of Nexus	One decade (Not possible with mundane wards, sorcery or charms required)	5
Large city comparable to the size of Nexus (Not possible with mundane wards, sorcery or charms required)	One Century	6

**Ward difficulty formula**  
**Size + Duration = Difficulty**

**Ward Strength**  
**Threshold Successes - Difficulty = Strength**

To determine the difficulty of a ward, one uses the formula listed above and any excess successes on the roll is the difficulty a spirit needs to beat on a Wits + Integrity roll in order to overcome and break the ward<sup>1</sup>. If the spirit fails to break through the ward, then may not attempt to do so again until a duration period has expired. As a rule of thumb, any charms/abilities that a spirit has to resist being bound when summoned also works when attempting to bypass wards, making more powerful spirits more adept at breaking wards. Note wards make no distinction towards the type of spirit, wards repel all types of spirits be they Gods, Elementals, Undead, or something more exotic. Likewise, it doesn't matter if spirits are material or immaterial, they work equally well in both states.

### *Examples*

*The Twilight Seven Brilliant Prisms has arrived at the Ivory Tower Library to study a problem that has been plaguing her circle as of late. The librarians are kind, but she is concerned that one of them could be an informant for the Wyld Hunt. She suspects that she'll only be staying for only a week and will be doing all of her sensitive studying within a small room. A single room adds 0 and staying a week adds one. The total difficulty of her warding roll is 1. She rolls her Intelligence + Occult score and gains 5 successes to her roll, meaning the ward has a strength of 4 (As  $5 - 1 = 4$ ). Sure enough, a spirit is sent by one of the librarians secretly working with the Wyld Hunt and is ordered to sneak into her room while dematerialized and keep watch over Seven Brilliant Prisms. The spirit encounters the ward and tries to force its way through, but only achieves two successes on their attempt to overcome. This is not sufficient to overcome the ward. The spirit is unable to enter Seven Brilliant Prism's room and needs to wait a week before attempting to retry.*

*The Secret's Sidereal caste Serenade of Marsday works with very sensitive information in his vast library complex, which takes up an entire wing of his palatial estate. He is often away on heavenly business so opts to set up a ward duration for as long as possible, so he decides to try and aim for a year. The difficulty of this roll is  $2 + 4 = 6$ . He rolls his dicepool with charms but has terrible luck, only getting 8 successes on his roll. This means any spiritual infiltrator would only need to beat 2 successes to successfully gain entry. But any spirit that fails to do so will be unable to try again until another year has passed.*

It is important to know that wards are only meant to prevent spirits from crossing them, it does not stop any other sort of interaction. A spirit who has been ordered to spy on a character may fail to bypass the ward, but they may still press their ear against the wall and listen. A demon sealed within a cave may not leave the boundaries of his cave, but they're still perfectly capable of throwing a rock at any fool who carelessly approaches its entrance.

Finally, bonuses and penalties may be given out depending on a variety of factors. If one increases the length of time needed to set up a ward by one step on Scene -> Hour -> Day ->

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<sup>1</sup> Note if a spirit has no such value listed, then roll an amount of dice equal to double their Resolve stat.

Week -> Month -> Season -> Year then one could easily add one automatic success or two dice to their warding roll. Likewise using wards specifically warding against a single type of spirit (EX: A specific type of common air elemental or a single Second Circle Demon) may also add +2 dice or +1 automatic success. Penalties may also vary as well. For example, ofuda/prayer strips are a nigh universal type of ward, they may perform poorly in wet or moist environments that could cause their fragile paper to quickly wither. Materials to make an ideal ward could be rare or nonexistent in a certain area of Creation, causing penalties when attempting to make wards out of poor quality ingredients. **Mundane wards will always have some physical components.**

Any spirit that successfully breaks through a ward weakens it ever so slightly, lowering its effective strength by 1. If this damage is caught early on then it may be possible to bring the ward back up to full strength with simple maintenance, but if left alone for too long then the entire ward might need to be reconstructed all over again.

Lastly, wards can be used to keep things *in* just as effectively as they can *out*. One can easily imprison an angry spirit in a room or even a jar. How such a thing is done is left up to the devices of clever shamans and priests, but so long as the wards are maintained then the prison remains strong. Many temples or monasteries are often constructed on such prison sites, and there's more than one tale of how a barbarian raid slew a monster's wardens and now remains free to terrorize the countryside.

If these difficulties seem rather high, don't be worried. There are ways to gain bonuses on your roll in addition to Exalted charms allow the chosen to rather easily achieve the higher ward totals.

## Maintenance

Wards may be difficult to construct at times, but maintaining such wards is a far simpler affair. If one wishes to make the same ward for another duration then one needs to make an Intelligence + Occult roll at a difficulty of (Half the Ward's difficulty to construct, rounded up). Note that if this roll fails to garner an amount of threshold successes equal to a wards strength (threshold successes on the original creation roll or past maintenance roll) then the ward is weakened, accepting the lower value as it's new strength. Without magic, Maintenance alone cannot strengthen a ward. If one wants to strengthen a ward then they will need to construct an entirely new ward.

Maintenance for a ward may not need to be reconstructing the entire ward. For example, the wards protecting a town from a haunted graveyard may be kept in check by performing their seasonal Festival of Life and Seasons rather than painstakingly rebuilding the iron guardians who function as part of the ward component.

Like Ward construction, maintenance can also receive bonuses and penalties. A ward that requires ritualistic sacrifice may give a -3 penalty if one tries to sacrifice a sickly elderly man, but a healthy ox or young man may give a +2 bonus. Any magic that was put into the construction of the ward is automatically maintained unless an effect says otherwise.

## Sensing

Sensing a ward is a Perception + Occult roll with a difficulty assigned by the Storyteller. Wards that are deliberately hidden or weak may be difficult to detect, but wards that are strong would be easier to detect. Additional successes on the roll can allow the occultist to determine what type of ward it is. Charms such as All-Encompassing Sorcerer's Sight can allow one to even glimpse what magics lay inside of the ward itself. If a character needs to make a contested roll against a ward then they are immediately notified that there's a ward in place and the difficulty needed to bypass it. Any other features of the ward (including traps) are not innately known and require additional rolls.

## Removing

Wards may be potent, but they can be physically destroyed with a difficulty depending on the physical means of construction. For example, paper ofuda plastered all over a black obelisk could easily be removed without a roll. Just simply tear away or burn the paper. Keep in mind that wards are designed so that spirits cannot merely destroy the wards until they successfully beat the ward in a resolved check, but even mundane mortals can trivially take down such wards.

Some wards however can be more esoteric or sturdy. A cave that is warded by a giant rock placed in front of it is going to remain as a giant rock that needs to be removed even if all warding magic is removed from it. An ancient urn containing the ghost of a horrific warlord could be bound by chains, requiring the chains to be removed before the ghost inside can attempt its escape. Some more extreme wards may have traps if the ward fails or is forcibly removed. The monks in the Terra Lukan mountain temple have made it so that even if they fail in their duty containing The Blight, the mountain temple would suffer an immediate cave in. In wards of such cases additional supplemental rolls may be required. A feat of strength to remove the boulder, a craft roll to remove the chains, or a Larceny check to ensure the cave-in trap doesn't trigger.

Sabotaging a ward always requires some sort of roll. For example, one could decrease the size of a ward or its duration. This can be useful in that wards expire faster or still maintain an illusion of being active. For example, if a town is warded against hungry ghosts an Abyssal uses but knows that if a ward is destroyed then the local wyld hunt could be alerted. A Day caste saboteur could make an Intelligence + Occult check to lower the size of the ward to only where the temple is located, allowing the undead army to enter the lands with impunity. The difficulty for this is equal to the amount of steps an Exalt wishes to lower a ward by. Failing this roll may

not mean the ward remains. An unlucky sorcerer could very well undo the seal on the Ancient Devourer entirely. This not only means that the Ancient Devourer is free once more, but the first thing it could see is the unlucky sorcerer who was dumb enough to try and remove its seal, and after hundreds of years in prison it is very hungry. This is why Scavenger Lords with any modicum of sense tends to leave such wards undisturbed for a very good reason.

## Types of Wards

Wards come in different varieties. Below are the most well-known wards. Storytellers and players may add new types of wards to this list, so long as they are relatively similar in power to those listed below. Note that each of these are its own separate type of ward. An area can have all three wards, but they must be constructed and maintained separately.

You may wonder why most of this document talks mainly about spiritual wards when other types exist. That's because I added this section last, and I really don't want to rewrite the entire document.

### Alarm

Alarm wards are a special type of ward that aim not to stop anyone, but notify people when an area has been crossed. Such wards can be tailored in a few ways. One could set the ward to notify them if *any* creature attempts to enter an area, immaterial or material. They could also be set up to recognize a specific type of Creature (EX: Humans or Tigers), or even a specific person (EX: The Solar Luminous Justice or my pet parrot Jago). Such wards however can't be broken down any further, for example you cannot tell a ward to detect only Exalts or even a specific type of Exalt, because those still count as humans. The only exception would be if a Lunar shapeshifts into another animal or if a ward designed to detect a specific person has themselves disguising as someone else. Nevertheless, such wards are quite valuable for helping to protect areas. Many Guild Merchant Princes or Dragonblooded Dynasts may set up alarm wards in their safes to notify them immediately if someone attempts to sneak in. Such notifications can be triggered such as a glass object the Occultist carries shatters, a piece of jewelry becoming uncomfortably warm, or even just a really bad sensation.

Bypassing alarm wards are often done with a (Dexterity or Wits + Stealth) roll for trying to sneak past them or (Wits + Larceny) for attempting to disguise oneself past them. The difficulty of this roll is the strength of the ward itself. *Alarm wards are not reduced in strength if they are successfully bypassed.* Unlike other wards, people are not notified if they are about to interact with a ward. The Storyteller only needs to ask for a roll and that's it. Lastly Alarm wards never give any context when they go off. They simply tell the Occultist that a target they specified has entered the area.

## Spiritual

Spiritual wards are those that block spirits. They are the wards most people in Creation are familiar with. Rare is a townsfolk or tribesman who haven't seen some sort of ward in place. Many town occultists often perform basic wards, such as making small wards to ward off disease spirits or those of bad luck. More than mere superstition, in the animistic world of Exalted even minor wards like these could have a small but profound effect.

## Intrusion

Intrusion wards block against either Scrying or Teleportation effects. Scrying is any sort of effect that allows someone to view something remotely with their senses<sup>2</sup>, while teleportation is a method of travel that allows someone to cross distance without using the intervening space. Scrying and Teleportation wards are different from spiritual wards. If you want to ward a room against scrying and teleportation (they're both one ward) then that's different from a spiritual ward.

Functionally, Intrusion wards function the same as spiritual wards. Any character attempting to employ such a thing will need to roll their (Wits + Occult) against the strength of the ward. Failure means they don't see inside the warded area or can teleport within it. Teleportation magic will still however bring the bearer as close as it can to the warded area. Anti-teleportation wards can also block some specific charms as well, in which case the character rolls an appropriate ability for such a dicepool. For example, a Solar with Door-Evading Technique would need to roll (Wits + Larceny) in order to get past an anti-teleportation ward into a room, but the ward would not prevent Lock-Opening Touch. This is because Door-Evading Technique is a charm that lets the Solar physically step through walls, while Lock-Opening Touch is just opening the door. Characters must be warned by the Storyteller prior to using such charms to decide whenever or not they want to proceed with using the charm.

Note that despite being called "Scrying and Teleportation", these two things are still resisted equally with one Intrusion ward.

## Storyteller Advice

Storytellers are reminded not to overuse wards. Yes, a Dynast would love nothing more than to make sure their entire estate is shielded from spirits, scrying, and teleportation. But most often this is infeasible as such a thing is simply too difficult for most exorcists, and if they do construct such a ward it might be so weak that any spirit could break through. Many often just suffice with warding a single room or section of their manor.

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<sup>2</sup> Typically these are things that often let you sense things in a non-direct manner. For example, a charm that would let you hear your name spoken anywhere in Creation would count as scrying and thus a ward would attempt to block it. However one is within normal audio range then the ward will do nothing, nor would it contest things such as Keen Hearing Technique.

## Sidebar: Ackchyually wards already exist in sorcerous workings

And I don't think sorcery should be the be-all-end-all of it. Even then there's no instructions of how wards interact with spirits in general. I wanted to be a little more in-depth with them as well, hence this subsystem. Hell, I even gave sorcerous wards a bonus as only through sorcery and magic can one access the really powerful wards.

Secondly, wards are supposed to be used to aid in dramatic tales of myth and lore. If someone wants to make a ward that covers the area of a small side on a pole and claim they can move the warded area with them, that's not how it works. An urn containing an ancient warded demon may be moved, but is in no way intended to be a portable anti-magic field. The Storyteller has veto power over what can be used as a ward.

Lastly, if your players are deciding to cheese the rules on some of the charms requiring XP if used over a certain duration by making lesser duration wards to bypass them? Slap the XP cost on them and tell them it'll go away once you stop making wards or when they meet the XP refund criteria in the charms.

# Charms

## Solar

### Sublime Warding Technique

**Cost:** -; **Mins:** Occult 3, Essence 1

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** None

The Solar's knowledge and application of wards is without peer. The Solar lowers the difficulty of both a ward's duration and an area by one each, allowing stacking. This charm also applies to any sorcery based wards as well. This means that warding the area of a small house for a week is a difficulty of 0 for the Solar.

### Unsurpassed Exorcist Mastery

**Cost:** -; **Mins:** Occult 4, Essence 2

**Type:** Permanent

**Keywords:** None

**Duration:** Permanent

**Prerequisite Charms:** Sublime Warding Technique

Wards of ancient God-Kings were known to endure across their cities for decades at a time. This charm expands the range and power of the Solar's mundane wards, allowing them to create wards that last up to a decade in duration and the size of a large city.

### Invoking the Ruler's Authority

**Cost:** 5m 1WP (2XP); **Mins:** Occult 5, Essence 2

**Type:** Simple

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Unsurpassed Exorcist Mastery

The Solar exorcist has no need for crude physical tools. Their voice carries with it the authority of Ignis Sol itself. Any orders Sol gives to spirits, they obey, simple as that. This charm aids in the construction of wards, allowing the Solars to bypass any need for physical ward components. Instead golden letters are seared into the area that is warded which glow in the dark. Additionally creatures of darkness must spend a point of willpower to even attempt to contest such a ward.

This charm has a 2 XP surcharge if used in wards with durations longer than one season. If the ward is involved in a story where it played a major part in keeping one of the Solars Defining or Major intimacies safe then the XP cost is refunded. Otherwise the experience point cost for this charm is refunded when the Ward no longer remains.

### Essence Saturation Ward

**Cost:** 2m+; **Mins:** Occult 3, Essence 2

**Type:** Supplemental

**Keywords:** None

**Duration:** Instant

**Prerequisite Charms:** Sublime Warding Technique, Spirit-Manifesting Word

The Solar densely saturates a ward with essence which rapidly wraps itself around any would-be spiritual intruder and forcibly manifests them. Anytime a spirit interacts with a ward the Solar has laid down they must make another check against the ward with a penalty of (Essence), failure means they immediately materialize even if they lack the motes to do so.



The cost of this charm scales with difficulty. The base cost is 2m, but it increases by 1m per point of difficulty on the ward.

### Raising the Metaphysical Walls

**Cost:** 4m; **Mins:** Occult 4, Essence 1

**Type:** Supplemental

**Keywords:** Mute

**Duration:** Instant

**Prerequisite Charms:** Sublime Warding Technique

With but a gesture the Solar raises walls to the metaphysical. This charm dramatically speeds up the time of a ward's construction, reducing it's time by two steps along this line: Instant -> One Scene/15 minutes -> Hour -> Day -> Week -> Month -> Season. For example, an elaborate ward that would normally take a week to construct would instead take an hour.

### Invincible Spiritual Praxis

**Cost:** 3m (2 XP); **Mins:** Occult 4, Essence 2

**Type:** Supplemental

**Keywords:** Mute

**Duration:** Instant

**Prerequisite Charms:** Raising the Metaphysical Walls

The Solars wards are as strong as orichalcum itself. This charm supplements a ward, making it so a ward only loses strength when it has been breached (Essence or 2 times, higher).

If used on wards with a duration greater than one season then it costs 2 XP. This XP is refunded when the ward is no longer active. If the ward is involved in a story where it played a major part in keeping one of the Solars Defining or Major intimacies safe then the XP cost is refunded.

### Sacred Ground of Ignis Sol

**Cost:** 5m (2 XP); **Mins:** Occult 5, Essence 2

**Type:** Supplemental

**Keywords:** None

**Duration:** Instant

## **Prerequisite Charms:** Unsurpassed Exorcist Mastery

It is by the lawgivers word that a land remains sacrosanct, and woe be to those who dare trespass upon such land. This charm supplements a ward. So long as the ward remains intact then any creature who attempts to pass through the ward without the Solar's permission is subjected to an environmental hazard that deals (Intelligence)L damage per turn with a difficulty of (Essence or 3, higher). This damage continues so long as a creature persists within a ward or even if they try and fail to break the ward. Against creatures of darkness or those the Solar has a major or defining intimacy against finds the increases both these traits by 2 each and deals aggravated damage. This charm only deals the environmental damage to creatures attempting to break into a warded area. If the Solar uses this charm in the construction of a ward that's designed to keep something in then the creatures who are the prisoners do not take this environmental damage.

This charm has a 2 XP surcharge if used in wards with durations longer than one season. If the ward is involved in a story where it played a major part in keeping one of the Solars Defining or Major intimacies safe then the XP cost is refunded. Otherwise the experience point cost for this charm is refunded when the Ward no longer remains.

- Charm to repair a ward that also strengthens it, using half of total sux rolled

## **Dragonblooded**

### **Ward of the Five Dragons**

**Cost:** 1m 1WP; **Mins:** Occult 3, Essence 1

**Type:** Simple

**Keywords:** Air/Fire/Earth/Water/Wood, Balanced

**Duration:** Instant

**Prerequisite Charms:** None

This charm allows the Dragonblooded to construct a ward the size of a small room and one day with a difficulty of 0 within a single action. This hastily constructed ward is limited to what it can repel, but varies on what it can repel depending on the element of the charm learned. Upon learning this charm the Dragonblooded immediately learns the element of their aspect, but gains an additional element per dot of essence they have. Each element has their own material component required to make the ward function.

- Air: Ward against demons and Air elementals. Requires ofuda (prayer strips)
- Fire: Ward against undead and Fire elementals. Requires flammable materials lit on fire. Embers will smolder in the ashes and continue to ward until a day has passed.
- Earth: Ward against Fey and Earth elementals, requires salt.
- Water: Ward against gods and Water elementals, requires water splashed on ground. Water will not evaporate by normal means until a day has passed.
- Wood: Ward against all elementals.

Any strong creature attempting to break through the ward must pay a point of willpower in order to do so. Unlike normal wards, they continue to attempt to break through each turn, but suffer a penalty of (Dragonblooded's Essence) on subsequent attempts.

At Essence 5 this charm may be repurchased, allowing the Dragonblooded to activate all elements at once for 5m 1WP. The material component required is that of their native aspect.

This charm replaces Seed and Salt Warding (pg 230) in Dragonblooded.

*No, I don't think this charm is too weak. At a snap of your finger you can make a rather powerful if limited ward. While it doesn't stop creatures from continuing to attempt to batter down your ward so long as they have willpower, the penalty makes it less likely. This is my attempt to make a better warding charm than Seed and Salt Warding, which is uniquely focused on undead only (when my wards repel any spirit).*

## Fortress Walls Withstand the Flood

**Cost:** 5m; **Mins:** Occult 4, Essence 1

**Type:** Supplemental

**Keywords:** Balanced, Earth/Water, Mute

**Duration:** Instant

**Prerequisite Charms:** Ward of the Five Dragons

With the aid of his allies, the Dragonblooded hastily construct wards that even the wiliest of spirits break themselves against. This charm aids in the construction of a ward, allowing the Dragonblooded to complete it in half the amount of time it would normally take. For each additional member of the Dragonblooded's brotherhood aiding

the Dragonblooded in his construction, the factor drops by another one, to a maximum of (3 or Essence, whichever is higher).

Upon learning any Signature occult charm, the base factor permanently increases by 1. This benefit may only be received once.

### Five Direction Seal

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

**Type:** Supplemental

**Keywords:** Air/Earth, Balanced, Mute

**Duration:** Instant

**Prerequisite Charms:** None

Invoking the Five Corners of Creation, the Dragonblooded imbues a ward with their strength. This charm adds (Essence/2) non-charm dice to any roll related to constructing or maintaining a ward. For each additional member of the Dragonblooded's brotherhood that aids the Dragonblooded, add on an additional non-charm die to a maximum of the Dragonblooded's occult.

### Sidebar: Helping Dragonblooded

Some charms call out members of a Dragonblooded's brotherhood helping out to enhance charm effects. For the purposes of these charms, helping out doesn't require any actual rolls, in fact they don't need any Occult at all. So long as they follow the instructions of the Dragonblooded leading the project and donate their time, then no roll is needed from the participants.

### Unshakeable Family Foundation

**Cost:** 5m (2 XP); **Mins:** Occult 4, Essence 2

**Type:** Supplemental

**Keywords:** Earth/Wood

**Duration:** Instant

**Prerequisite Charms:** Five Direction Seal

The Dragonblooded imbues a ward's foundation with the unshakable bounds of their family. This charm enhances a ward's construction roll. So long as either a blood relative of a Dragonblooded remains within a warded area (That is at least a half sibling, first cousin, or niece/nephew at the furthest), a member of the Dragonblooded's

brotherhood, or the Dragonblooded themselves then the Duration and Size of the Dragonblooded's ward increases by 1 each.

This charm has a 2 XP surcharge if used in wards with durations longer than one season. If the ward is involved in a story where it played a major part in keeping one of the Dragonblooded's Defining or Major intimacies safe then the XP cost is refunded. Otherwise the experience point cost for this charm is refunded when the Ward no longer remains.

This charm cannot enhance Ward of the Five Dragons.

### Lethal Conflagration Seal

**Cost:** 5m 1WP (2 XP); **Mins:** Occult 4, Essence 3

**Type:** Simple

**Keywords:** Fire

**Duration:** Instant

**Prerequisite Charms:** Soul-Fire Cremation Technique, Ward of the Five Dragons

The Dragonblooded imbues their wards with the desire for fiery retributions who would dare trespass upon their grounds. This charm creates a special type of spirital ward. Any creature that fails to break through the ward immediately combusts into flame. These flames have the property of a bonfire and last (Dragonblooded's Essence) turns. The flames of such a fire are especially painful, increasing wound penalties by 1. When on fire the spirits are plainly visible to the naked eye, and even after the fire stops their scars will remain visible until healed. Dematerialization will not help with this, as they'll appear as floating scars. Putting out the flame requires the spirit to materialize and either roll on the ground or jump into water.

This charm has a 2 XP surcharge if used in wards with durations longer than one season. If the ward is involved in a story where it played a major part in keeping one of the Dragonblooded's Defining or Major intimacies safe then the XP cost is refunded. Otherwise the experience point cost for this charm is refunded when the Ward no longer remains.

### Mystical Seal of Regrowth

**Cost:** 5m 1WP (2 XP); **Mins:** Occult 4, Essence 3

**Type:** Simple

**Keywords:** Wood

**Duration:** Instant

**Prerequisite Charms:** Ward of the Five Dragons

The Dragonblooded wards are not merely static things, but exist with harmony in the world itself. Such wards heal and regrow themselves even if damaged. This charm allows the Dragonblooded to construct a special ward, allowing the ward to regrow after taking damage. It automatically recovers one point of strength after a single day. So long as the physical part of the ward is left intact somehow, then even the physical part of the ward may regrow. All trees however need their pruning, so Maintenance is still required on such a ward.

This charm may be used alongside Lethal Conflagration Seal as if it were a supplemental charm.

This charm has a 2 XP surcharge if used in wards with durations longer than one season. If the ward is involved in a story where it played a major part in keeping one of the Dragonblooded's Defining or Major intimacies safe then the XP cost is refunded. Otherwise the experience point cost for this charm is refunded when the Ward no longer remains.

### Wary Sleeping Dragon Den

**Cost:** 3m; **Mins:** Occult 4, Essence 2

**Type:** Supplemental

**Keywords:** Air/Earth, Mute

**Duration:** Instant

**Prerequisite Charms:** Ward of the Five Dragons

A dragon is always alert to those attempting to trespass upon their den. This charm supplements the Creation of a ward, allowing the ward to function as an Alarm ward with no additional increase in difficulty. When maintaining such a ward only one roll is needed for both the main ward and the alarm ward. The Dragonblooded may also declare (Essence) individuals that will not trigger the alarm ward. Members of the Dragonblooded's sworn brotherhood do not count towards this limit.

### Eye of the Far Seeing Dragon

**Cost:** 2m; **Mins:** Occult 5, Essence 3

**Type:** Reflexive

**Keywords:** Earth/Wood, Mute

**Duration:** Instant

**Prerequisite Charms:** Wary Sleeping Dragon Den, Fivefold Resonance Sense

It doesn't matter if the Dragon has left their den before sneaking into it. They'll know who did it. This charm may be activated when an Alarm ward the Dragonblooded set up himself or one belonging to their sworn brotherhood, allowing the Dragonblooded to displace their senses in order to see who trespassed upon their ward. The dragonblooded may activate any awareness charms in order to help counter stealth disguise checks.

The benefit this charm provides however is momentary. The Dragonblooded is only able to see who crossed their ward for a few seconds and only if the target is stepping upon solid ground (Earth) or some sort of plant life (Wood). Otherwise the Dragonblooded receives no information on who trespassed upon their ward and is refunded the mote cost for this charm.

## Enduring Five Directions Seal

**Cost:** 8m 1WP; **Mins:** Occult 5, Essence 3

**Type:** Supplemental

**Keywords:** Air/Fire/Earth/Water/Wood, Balanced, Mute

**Duration:** Instant

**Prerequisite Charms:** Any two of the following: Lethal Conflagration Seal, Mystical Seal of Regrowth, Unshakeable Family Foundation, Wary Sleeping Dragon Den

The Dragonblooded's seals endure for as long as the Realm itself. This charm enhances the construction of a ward, making a ward and it's physical component immune to the raw elements chosen in Ward of the Five Dragons. Paper ofuda will not burn if Fire is chosen, nor will salt lines mix and disintegrate if laid down in water.

## Lunar

### Versatile Substitution Method

**Cost:** 0m/3m; **Mins:** Intelligence 2, Essence 1

**Type:** Supplemental

**Keywords:** Mute, Totemic (Manipulation)

**Duration:** Instant

**Prerequisite Charms:** None

The wards of the Lunar are as malleable and versatile as Luna herself. This charm may supplement the construction of a ward, allowing the Lunar to use whatever is at hand to make a ward and ignores any penalties for poor quality ingredients. Even rocks picked up the side of the road and carved with sigils will work. For a cost of 3m the Lunar may lower the construction time needed to construct or repair wards by one step so long as her stunt includes using some part of the environment or pre-existing objects.

This charm may be learned as a Manipulation charm requiring Manipulation 2 Essence 1 so long as the Lunar's spirit shape is of an animal whose known for being sly or a trickster. When purchased this way the Lunar's wards may use Manipulation instead of Intelligence for construction.

Witch Doctor's Lunar Talismans

**Cost:** 4m; **Mins:** Intelligence 3, Essence 1

**Type:** Supplemental

**Keywords:** Mute

**Duration:** Instant

**Prerequisite Charms:** None

Wise spirits heed the words of the ever fickle but wise witch doctors, especially the warnings. This charm allows the Lunar to reroll up to (Intelligence) non-successful dice on any ward based roll.

Mandala of the Vigilant Hawk

**Cost:** 3m; **Mins:** Intelligence 3, Essence 1

**Type:** Supplemental

**Keywords:** Mute

**Duration:** Instant

**Prerequisite Charms:** Witch Doctor's Lunar Talismans

The Lunar upholds responsibility to the land they have claimed, ever-vigilant towards those who trespass upon it. A ward supplemented with this charm automatically has an alarm ward placed upon it in addition to any other effects. If the ward is created upon a Lunar's territory (Such as their manse, their house, claimed by Boundary-Marking



Meditation, or created by sorcerer) then the Lunar may create wards that may be as large as a large city or last up to a century.

### Alluring Fly Trap Ruse

**Cost:** 5m 1WP (2 XP); **Mins:** Intelligence 3, Essence 2

**Type:** Simple

**Keywords:** Totemic (Manipulation)

**Duration:** Instant

**Prerequisite Charms:** Versatile Substitution Method

The Lunar's own wards lure future trespassers before only discovering they have fallen into a trap far too late. This charm constructs a special sort of ward, in which spirits may easily enter into the ward by need to roll if they wish to leave it. No durability on the ward is lost if spirits freely enter. The Lunar may decide whenever to make the ward permeable to spirits or not with a single touch.

This charm has a 2 XP surcharge if used in wards with durations longer than one season. If the ward is involved in a story where it played a major part in keeping one of the Solars Defining or Major intimacies safe then the XP cost is refunded. Otherwise the experience point cost for this charm is refunded when the Ward no longer remains.

This charm may be learned as a Manipulation charm requiring Manipulation 3 Essence 2 so long as the Lunar's spirit shape is of an animal whose known for being sly or a trickster.

### Phase Prison Ward

**Cost:** 5m 1WP (2 XP); **Mins:** Intelligence 5, Essence 2

**Type:** Supplemental

**Keywords:** Totemic (Manipulation)

**Duration:** Instant

**Prerequisite Charms:** Alluring Fly Trap Ruse

The Lunar's prison shifts as fluently as the moon itself, seamlessly transitioning from one form to the next to thwart any attempts at escape. This charm supplements any ward that is designed to imprison a spirit, requiring the spirit to roll twice and take the lower of two results on their roll. Any charms that supplement the first roll are added to

the second roll for free. This ward can only affect one prisoner at a time, such as a specific race of First Circle demons or a singular second circle demon. If this charm is used to construct a prison ward with Alluring Fly Trap Ruse then the player decides what creature the prison adapts itself to, even if the Lunar is not actually present at the scene.

This charm has a 2 XP surcharge if used in wards with durations longer than one season. If the ward is involved in a story where it played a major part in keeping one of the Solars Defining or Major intimacies safe then the XP cost is refunded. Otherwise the experience point cost for this charm is refunded when the Ward no longer remains.

This charm may be learned as a Manipulation charm requiring Manipulation 5 Essence 2 so long as the Lunar's spirit shape is of an animal whose known for being sly or a trickster.

### Phantasmal Madhouse Illusion

**Cost:** 10m 1WP (2 XP); **Mins:** Intelligence 5, Essence 2

**Type:** Simple

**Keywords:** Totemic (Manipulation)

**Duration:** Instant

**Prerequisite Charms:** Alluring Fly Trap Ruse

The Lunar crafts a ward so well made that it blurs the lines between illusion and reality. This charm allows the Lunar to create a special dream ward. This ward can be as wild as the Lunar's imagination allows or as real as the Lunar desires. Either way those that cross into the ward will find it difficult to distinguish its falsehoods from reality. Those inside need to make a (Perception + Awareness) roll with a difficulty of (Lunar's Manipulation). Failure means anything a trespasser discovers within the ward is nonsense. The Lunar can easily make falsified army march orders or maps to fool a spirit or anything else the Lunar may think of, or an area that seems safe could actually be very hazardous (Any difficulties to spot hazards will always be the higher of the Lunar's Manipulation or normal difficulty to spot the hazard).

This charm creates a ward, but unlike normal wards it affects *everyone* inside, not just spirits. Humans and Exalts may pass through and leave the ward as they please, but they are still plunged into the waking dreamscape.

This charm has a 2 XP surcharge if used in wards with durations longer than one season. If the ward is involved in a story where it played a major part in keeping one of the Solars Defining or Major intimacies safe then the XP cost is refunded. Otherwise the experience point cost for this charm is refunded when the Ward no longer remains.

This charm may be learned as a Manipulation charm requiring Manipulation 5 Essence 2 so long as the Lunar's spirit shape is of an animal whose known for being sly or a trickster.

# Outline

- Small bit on wards
- Go over sorcerous working wards, basic ritual taking a few minutes for a small room to possibly an entire day for a large mansion and it's grounds. After roll INT+OCC and declare a creature such as man, demons, elementals, or gods (It cannot be 'all spirits', it must be specific). After which the proper creature must roll better than the INT+OCC roll on all attempts to enter. See the Exalted 2e thaum. Ritual for more.
  - Immaterial means jack shit for wards. It doesn't matter what state you are.
  - Level 1 finesse means it works but might have gaps.
  - Any door enchanted with this counts as a magical lock
  - Can declare a ward against "Scrying", in which this case rolls which attempt to remotely view the area have their difficulty increased to the sorcerer's result (if lower difficulty) or add (Sorcerer's ESS/2, round up) to the final difficulty.
- Terrestrial Spell: Enhanced warding, adds (ESS) autosuccesses on top and possibly broader terms. Also always treated as if it was finesse 5, so there's no flaws in it.
- Celestial Spell: Instantly cover an area in a large invisible force field.

## Charms

### Solar

- A flat difficulty reduction to all wards.
- **Sublime Warding Technique**: Charm that allows a Solar to increase steps of a Ward by 1, with no additional side effects.
  - **Unsurpassed Exorcist Mastery**: Stronger effect that lets you cover an entire large city or wards that last up to a decade.
    - **Invoking the Ruler's Authority**: Charm where you need no material components for a ward. Your authority invested by you in UCS allows you to ward off spirits.
  - **Essence Saturation Ward**: Charm that forces spirits to make a secondary roll after breaking the ward. Failure means forced materialization. Requires Spirit-Manifesting Word.
- Charm that adds (ESS/2) flat automatic *bonus* successes to wards? Could be looped in from Ancient Tongue Understanding.
- **Raising the Metaphysical Walls**: Dramatically speed up ward construction (Go down by steps)
  - **Invincible Spiritual Praxis**: Charm where ward does not lose strength from being punched through.

- Charm where you may retroactively declare that you set up a ward ahead of time. Feasible so long as you at least had some time in the area before.
- A charm that allows you to strengthen an aspect of a ward without having to remake it from scratch.
- A charm after spirit cutting that allows the Solar to ignore the flesh of a possessed body and attack the possessor instead?
  - Charm that lets the solar straight up order the possessor to leave.
- Specifically allow creatures you want into your wards without damaging them.
- Omni-ward, throw up all three wards at once.

## Dragonblooded

- **Ward of the Five Dragons**
  - **Fortress Walls Withstand the Flood:** Water charm, reduce time needed for ward construction based on how many members help out. Reduces by factor or number of allies helping, maximum ESS.
  - **Lethal Conflagration Seal:** Fire based ward that makes a spirit who unsuccessfully attempts to break a ward burst into flames. Immediately raises wound penalty by 1 (painful) and makes the spirit clearly visible because they're on fire.
  - **Mystical Seal Regrowth:** Wood based one where wards can regenerate over time, making them easier to maintain.
- **Five Directional Pentagram Technique:** Charm where for each member of a brotherhood helping out, gain +1 non-charm dice. Otherwise add ESS/2 non charm dice.
  - **Unshakable Family Foundation:** So long as a Dragonblooded's blood relative remains with a ward, duration is greatly extended.
- **Wary Sleeping Dragon Den:** Earth based charm that allows you to immediately notice if a ward is broken. Also doubles in functionality in allowing wards as alarms, even humans. Specific exalts cannot be chosen, but specific people can be.
  - **Wary Eye of the Far Seeing Dragon:** Higher essence charm that allows you to displace your senses to a ward, allowing to see anything in an area. Can only focus on an area that your ward has alerted you too. Requires Fivefold Resonance Sense AND element in their ward area.
    - **Enduring Five Directions Seal:** Multi-element charm that allows wards to function in any environment. Paper does not burn when in a fiery environment, water does not cause ink to run, etc... One element per essence dot for free (Or just link to elements in Ward of Five Dragons)

## Lunar

- **Versatile Substitution Method:** Make anything into materials for a ward. So long as it's something, even rocks with symbols carved into them, they'll work.

- **Alluring Fly Trap Ruse:** Create a trick door trap. Spirits can enter a ward, but they can't leave.
  - **Phase Prison Ward:** Create an ever shapeshifting prison, spirits roll twice and take lower to get out.
  - **Phantasmal Madhouse Illusion:** Charm where you make an illusion world for any would be spirit trespassers. Unless they pass a roll with target of (Lunar's Manipulation) then Spirit is convinced the illusion world is the real one. Lunar completely controls all aspects of this world, including possibly feeding the spirit bad information. Scrying wards allow a Lunar to feed a person with bullshit, while teleportation wards can lead a person into a particularly dangerous area.
- **Witch Doctor's Lunar Talismans**
  - **Mandala of the Vigilant Hawk:** Any ward made automatically has an Alarm ward bolted to it. Additionally when used in Lunar territory then they may ward up to areas such as a large city up to a century.