

Hundred Flowing Sweet Rivers (aka Light of the Moon Cleansing the World)

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Names

- Light of the Moon Cleansing the World (Post exaltation)
- Hundred Flowing Sweet Rivers (Pre exaltation, and to her friends)

Casteless

Manual of Exalted Power - Lunars

Anima Banner: The anima of a Casteless Lunar is a chaotic swirl of purples, blues and silver. At lower levels, the anima is dull and muted, though greater Essence expenditures flare it to full color. Once their banners become iconic, the banner displays hazy or distorted images of their spirit shape.

Anima Powers

Manual of Exalted Power - Lunars

Anima Effects: A Casteless Lunar uses the anima effect of the caste currently shown upon the moon's face. During the full moon, and the days immediately before and after, he has the Full Moon anima power. For the new moon, and the previous and subsequent days, he has the No Moon anima power. The remaining days of the month, he has the Changing Moon anima power. Arrogant No Moons, and their detractors, make much of the fact that during Calibration the Casteless take on a No Moon anima.

Full Moon

Manual of Exalted Power - Lunars

Anima Effects: Full Moons may spend five motes of Essence to double their speed and leaping distances for a scene. The Full Moon also doubles her Strength for the purpose of feats of strength. This effect stacks with other increases, but only by adding a factor equal to the original value, not continuing to multiply by two. A Lunar who increases her running speed twice moves at three times her normal speed, not four.

Whenever the Lunar has ~~41 or more motes~~ of Peripheral Essence active, this Anima Effect activates automatically without cost.

Discord

Bonfire glow and free (or deeply discounted) anima power activation happens at 12 motes of peripheral essence, rather than 11.

Changing Moon

Manual of Exalted Power - Lunars

Anima Effects: A Changing Moon can spend 10 motes of Essence to craft an illusion that allows him to appear as any one person he knows. This trick lasts for a scene, and comes complete with voice and smells. The imagery is accompanied by the perception of trustworthiness, lending bonus dice equal to the character's permanent Essence to any social action that such an aura assists. If the Lunar's anima banner activates at any level, however, its light pierces the illusion, and his tattoos may become visible. This dispels the illusion, but bathes the Changing Moon in an array of ever-shifting shadows and silver light that make him difficult to see clearly. Add the Lunar's Essence to the difficulty of any effort to discern his identity by sight, assuming that the investigator did not see him before the activation of his anima banner. Once the Lunar expends ~~11 or more motes~~ of Peripheral Essence, this anima effect activates automatically without cost. Since the Changing Moon's anima banner is active at this point, the anima effect automatically results in shifting light and shadows.

Discord

Bonfire glow and free (or deeply discounted) anima power activation happens at 12 motes of peripheral essence, rather than 11.

No Moon

Manual of Exalted Power - Lunars

Anima Effects: A No Moon Lunar may attune her Essence to that of the new moon. She must spend at least one mote of Essence, and may spend up to twice her permanent Essence in motes. In doing so, she gains a shadowy penumbra that causes attackers who cannot see through darkness to suffer ~~a -1 external penalty~~. This aura amplifies the occult power of the Lunar for the remainder of the scene, allowing her to reduce the cost of all Charms that explicitly require an Occult roll by one per mote of Essence used to power her anima, though the cost of a Charm cannot be reduced by more than half. This aura also allows her to reduce the Essence cost of all spells cast for the rest of the scene by one per mote of Essence initially invested in her anima, but the cost of a spell cannot be reduced by more than half.

Whenever the Lunar has ~~11 or more motes~~ of Peripheral Essence active, this anima effect activates automatically at full strength (or increases if originally activated at a lower power) without cost. The No Moon is just as obvious as any other flaring Lunar, but the light springs from the silver edge of her anima and the shadow within remains. She is treated as having spent twice her permanent Essence for purposes of Charm and spell cost reduction and retains the protection of the penumbra.

Houserule

The penalty to an attacker is internal, and equal to half the motes the Lunar has committed to her anima, unless the attacker can see in the dark.

Discord

Bonfire glow and free (or deeply discounted) anima power activation happens at 12 motes of peripheral essence, rather than 11.

Discord

Houserule expansion for the new moon anima power: Any dramatic actions you take to gather or process information (Awareness, Bureaucracy, Investigation, Lore, Occult, or another ability) speed up by a factor of the number of motes committed. In the Wyld, each mote instead reduces the time required by half, so ten motes allow two and a half years of research in a single day, or meticulous examination of a crime scene in less than a second. This acceleration applies to theoretical designs for artifacts and manses but not actual construction.

Lunar Anima Effects

Manual of Exalted Power - Lunars

All castes of Lunar Exalted can channel Essence directly through their animas to produce magical effects. Every Lunar Exalted can use her caste's anima power without special training. In addition, any Lunar Exalt can spend a single mote of Essence to:

- Cause her caste mark and tattoos to glow brightly for a scene (as if the character has spent four to seven motes of Peripheral Essence).
- Cause her anima to glow brightly enough to read by for a scene (as if the character has spent ~~eight to 10 motes~~ of Peripheral Essence).
- Cause her 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.

Houserules

That should be the "8 to 11 motes" of Peripheral Essence.

Lunar Anima Banners

Manual of Exalted Power - Lunars

Motes of Peripheral Essence	Effect
1-3	The character's caste mark glitters and is visible from certain angles, and her Tell becomes prominent. Make a (Perception + Awareness) roll at standard difficulty for anyone seeing the Exalted to notice her caste mark and Tell. If the character's tattoos or Tell is hidden by a Charm or Knack, they remain hidden, but her caste mark may still be spotted.

4-7	The character's caste mark and tattoos burn and shine through anything placed over them. The character's Tell becomes impossible to miss, and her nature is on display. The character is not yet locked into her true shapes, but Charms and Knacks that suppress her Tell or tattoos fail. Stealth Charms and other magics that mute impressions also fail. A character may use the Stealth Ability to hide in natural cover, but such attempts are at +2 difficulty.
8-10 8-11	The character radiates a coruscant, blue-silver aura bright enough to read by, and her caste mark becomes a shining silver brand on her forehead. Stealth is impossible. If the character is shapeshifted, she is forced to return to her true forms.
11-15 12-15	The character is locked in her true forms and engulfed in a brilliant bonfire of Essence, which burns from her feet to at least a foot above her head. Objects that come into 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 brilliant, steady light illuminates 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 remains etched in the vision of anyone who sees it for minutes afterward.
16+	The character is surmounted by a coldly burning image totemic to her person—her spirit shape. A warrior might be surrounded by a great silver wolf, a No Moon sorcerer by a hooded snake, and so on. The character is, of course, locked into her true shapes.

Scroll of Errata

The iconic anima display recedes when the Exalt's DV next refreshes. It occurs automatically the first time in a scene that the Exalt spends Essence at this level, but for the remainder of the scene, such displays only occur when the Exalt's player deems it dramatically appropriate.

Discord

Levels of anima flare (for pretty much everybody but sidereals) go like this:

first three motes of peripheral essence just produces faint twinkling, but each mote individually still takes a full scene/20 minutes to dissipate.

4+ motes is the "candle" level, where your caste mark is clearly visible even through a helmet, magical stealth or disguise is pretty much blown, but hiding behind actual cover is still maybe possible.

8+ motes is the "torch" level, where your glowing aura is bright enough to read by, and if you try to duck behind a tree or something even a half-blind sentry is going to say "Hey, what's that glowy thing behind the tree?" It's also the highest level which someone could maintain indefinitely under normal circumstances.

12+ motes is the "bonfire" level, bright enough for people in adjacent rooms to read by, stealth blown to the point of people miles away saying "hey, what's that glowy thing on the horizon?" but on the up side, your anima power activates for free.

16+ motes is the "iconic" level, which is usually transient, snaps back to 'bonfire' on your next action. The significant part for stealth purposes is that at that level, witnesses don't just recognize what type of exalt you are, they'll be able to provide a description of the heraldic imagery which can uniquely identify you.

Conviction Flaw: Shame of the Fleeing Chicken

Questdis Thread

Before the power of the Great Curse, the Exalt flees from civilizations seeking to isolate themselves and abandon their goals for the solace that isolation as a lone animal can bring, causing her to shift into an animal form that is most appropriate for the region and try to flee any civilization they might be near, preferring the natural wilds to the protean landscape of the Wylds.

Partial Control: The Exalt shifts instead to a social animal, and is free to stay near a society, but at most as an outsider

Charms

Charms, sorted by attribute.

Favored attributes are Stamina and Appearance, favored abilities are Stamina and Stealth.

General

[Charm Tree](#)

Second (Attribute) Excellency— Essence Triumphant

Manual of Exalted Power - Lunars

Cost: 2m per success; **Mins:** (Attribute) 1, Essence 1;

Type: Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-OK

Duration: Instant

Prerequisite Charms: None

Lunars with this Charm consistently apply their base potential to solve problems. The character's player may invoke this Charm when making a roll based on the relevant Attribute. The character spends up to (Attribute) in motes, adding one success to the roll for every two motes. Each success purchased with this Charm is the equivalent of two dice purchased with the First Excellency or another dice-adding Charm. See **Exalted**, page 185, for examples on how this works.

This Charm can enhance unrolled uses of the relevant Attribute, just as the First Excellency. Each two motes spent increases the Attribute by two for an instant action or task, functioning just as a single rolled success with the First Excellency. Essence Triumphant may be Comboed with the First Excellency, but it can never be used on the same roll as the Third Excellency.

Strength

[Charm Tree](#)

Claws of the Silver Moon

Manual of Exalted Power - Lunars

Cost: 4m, 1wp; **Mins:** Strength 3, Essence 2;

Type: Simple (Speed 4)

Keywords: Combo-OK, Gift, Obvious

Duration: One scene

Prerequisite Charms: None

~~Channeling a nimbus of silver from her soul into her hands, the Lunar endows them with large, vicious silver claws. The claws improve the statistics of the character's basic natural attacks as follows: Speed +0, Accuracy +2, Damage +(Strength)L, Defense +0, Rate +0, and they may be used to parry lethal damage without magic or stunts. If the character possesses other natural attacks (in addition to kick or clinch, which are already affected), she may spend one extra mote to add the Charm's bonuses to those attack forms as well.~~

~~Once a character with this Charm reaches Essence 3, she may spend two additional motes to make the claws slimmer and more needlelike, providing Accuracy +(Dexterity). At Essence 4, she may spend another two motes to give the weapon Damage +(Strength + 2)L/(Essence + 1) and the Overwhelming tag. These extra options may be activated together or separately.~~

~~When the Lunar uses Deadly Beastman Transformation, she may commit one mote to add the basic bonuses to her natural attacks. By committing three motes, she gains the best bonuses she can access.~~

Scroll of Errata

Replace the text of the Charm with the following:

A silver nimbus swirls around the Lunar's limbs, coalescing into claws of pure Lunar Essence. All of the Lunar's natural weapons add +2 Accuracy, +5 Damage, +2 Defense. They also gain the Overwhelming tag, with a minimum damage of two dice. The Lunar may deal lethal damage with his natural attacks and parry lethal attacks unarmed without a stunt. As a Gift effect, the Lunar may commit a single mote upon activating Deadly Beastman Transformation. Doing so grants all his natural attacks the Overwhelming tag (minimum damage two dice), but does not confer any of the other benefits of this Charm.

Subduing The Honored Foe

Manual of Exalted Power: Lunars

Costs: 4m, **Mins:** Strength 2, Essence 1, **Type:** Supplemental

Keywords: Combo-OK, Fury-OK

Duration: Instant

Prerequisite charms: None

Some opponents deserve better than death—it is a terrible thing to deprive the world of a skilled swordsman or a peerless archer. Activating this Charm guarantees that the Lunar will not kill her enemy and makes it easier to disable such a treasured opponent. She doubles the post-soak damage in Step 7 of attack resolution but automatically inflicts only bashing damage.

Furthermore, the damage she inflicts cannot wrap over into lethal damage, no matter how many levels of bashing she actually inflicts.

Used as a part of the Relentless Lunar Fury, this Charm makes all damage the character inflicts bashing. This damage never wraps over into lethal.

Stamina

[Charm Tree](#)

Second Stamina Excellency

Refer to the [Second \(Attribute\) Excellency](#), above.

Steadfast Yedim Meditation

Manual of Exalted Power - Lunars

Cost: 2m+; **Mins:** Stamina 3, Essence 2; **Type:** Reflexive

Keywords: Combo-OK, Fury-OK, Stackable

Duration: One scene

Prerequisite Charms: Any Stamina Excellency

Lunar warriors are known for their ability to keep on going despite the pain. For each two motes spent, the character allows herself to ignore one point of internal penalties from wounds, fatigue or any manner of deprivation or pain. A Lunar may cancel up to $(\text{Stamina} \div 2)$ points of penalties. The character need not have any penalties in order to use the Charm; she may preemptively render herself proof against these penalties. Penalties from wounds are always canceled first; other penalties are prioritized by the Lunar's player and may be reprioritized at will.

When this Charm is activated with Relentless Lunar Fury, the Lunar ignores wound penalties completely until her rage subsides.

Unstoppable Juggernaut Incarnation

Manual of Exalted Power - Lunars

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

Keywords: Combo-OK, Stackable

Duration: Indefinite

Prerequisite Charms: Steadfast Yeddim Meditation

This Charm allows a Lunar to remain upright even when everything demands that he be dead. A character uses Unstoppable Juggernaut Incarnation when he takes damage that would place a lethal wound in his Incapacitated health level. He does not suffer any damage beyond that Incapacitated level, and instead of taking that damage, he temporarily sets it aside and the player does not mark it wounded. He continues to operate as normal, but only as long as the three motes spent on the Charm remain committed.

Characters may activate this Charm multiple times in order to “delay” multiple killing blows. Each time the Lunar does so, another lethal wound enters his pool of waiting damage. Releasing one mote of Essence committed to this Charm releases them all. Having just one “delayed” Incapacitated wound level fills all the character’s wound boxes when he releases it. Each additional delayed wound fills one of the character’s Dying health levels with lethal damage. This Charm is ineffective against aggravated damage.

Bruise-Relief Method

Manual of Exalted Power - Lunars

Cost: 1m+; **Mins:** Stamina 2, Essence 2; **Type:** Reflexive

Keywords: ~~Combo-OK, Gift~~

Duration: Instant

Prerequisite Charms: Any Stamina Excellency

Stewards heal quickly, the better to keep up with their duties. This Charm heals one level of bashing damage the character has suffered for each mote spent. She may recover no more than (Stamina) levels of bashing damage in a single action.

Characters may activate this Charm even when unconscious.

A Lunar may commit two motes when activating Deadly Beastman Transformation in order to regenerate one level of bashing damage reflexively each action; this does not stack with deliberate activations of this Charm for greater healing.

House rules

Keywords: Combo-OK, Gift, Action-Only

The cap of (Stamina) levels of bashing damage counts as a static value and may be modified by stamina excellencies.

Halting the Scarlet Flow

Manual of Exalted Power - Lunars

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

Keywords: ~~Combo-OK, Obvious, Gift~~

Duration: Instant

Prerequisite Charms: Bruise-Relief Method

Silver light shines from the Lunar's wounds as lacerations close and bones knit instantly. When the light fades, all that is left are a few bruises. ~~Each use of this Charm heals a single level of lethal damage. This miscellaneous action may be performed as part of a flurry.~~

Scroll of Errata

When used as a Gift, this Charm requires the commitment of 3m and permits the Lunar to reflexively regenerate one lethal health level at the beginning of each action.

House rules

Keywords: Combo-OK, Obvious, Gift, Action-Only

Replace the text of this charm with the following:

Silver light shines from the Lunar's wounds as lacerations close and bones knit instantly. When the light fades, all that is left are a few bruises. This Charm heals a single level of lethal damage the character has suffered for each 2 motes spent. She may recover no more than $(\text{Stamina} \div 2)$ levels of lethal damage in a single action. This cap counts as a static value and may be modified by stamina excellencies.

When used as a Gift, this Charm requires the commitment of 3m and permits the Lunar to reflexively regenerate one lethal health level at the beginning of each action.

Armor Forming Technique

Costs: 1m per 3 soak, **Mins:** Stamina 3, Essence 2, **Type:** Reflexive (Step 7)

Keywords: Combo-OK, Gift, Obvious

Duration: One scene

Prerequisite charms: None

Source: Manual of Exalted Power — The Lunars (p. 160)

This Charm resembles Hide-Toughening Essence, but the character grows bony plates rather than directly strengthening his body. This adds three points of bashing and lethal soak and one point of aggravated soak for every mote spent; the Lunar may spend up to (Essence) motes.

Soak from this Charm is Obvious and counts as armor for the purposes of Charms and piercing weapons. The bony armor renders other armor unwearable (the size and shape of the Lunar's body has changed), except for Moon-Faced Mail (see p. 128) and moonsilver armor.

When the Lunar shifts into war form, he may commit up to (Essence) motes in this Charm for as long as he keeps Deadly Beastman Transformation active. Other than the extended duration, it functions as normal.

Hide Toughening Essence

Costs: 1m per 2 soak, **Mins:** Stamina 3, Essence 2, **Type:** Reflexive (Step 7)

Keywords: Combo-OK

Duration: One scene

Prerequisite charms: None

Source: Manual of Exalted Power — The Lunars (p. 160)

The Lunar Exalted know how to keep themselves alive. Stewards use this Charm to increase their soak. Each mote spent on this Charm purchases two points of bashing and lethal soak for the rest of the scene. A character may spend up to (Essence) motes, and this added, innate soak stacks with armor.

Relentless Lunar Fury

Costs: 1m, 1wp, **Mins:** Stamina 3, Essence 2, **Type:** Reflexive (Step 1 or 2)

Keywords: Combo-OK

Duration: (Essence x 2) actions

Prerequisite charms: None

Source: Manual of Exalted Power — The Lunars (p. 158-159), Scroll of Errata (p. 55)

After activating this Charm, the character enters a devastating battle fury. She may slaughter her foes as dispassionately as the most cold-blooded assassin, show her rage with shouts and grimaces, or act any other way she desires. This short-lived Charm is the exemplar of Lunar—indeed, some say Exalted—combat. Shielded by their fury, the character becomes a truly frightening foe.

The Charm's initial benefits are modest. The character adds one automatic success to all combat actions, from attacking and resisting knockdown to keeping balance during the fight, but her Defense Values remain unaffected. She does not suffer wound penalties until they are worse than -1 and completely ignores fatigue for the duration. Finally, the maximum benefit the character may obtain from her physical Attribute Excellencies increases to (Attribute + Essence).

Relentless Lunar Fury's real power lies in other Charms. Certain Charms have the Fury-OK keyword. These Charms describe special (but related) effects that they have when activated simultaneously with the Relentless Lunar Fury. Any Fury Charm's special benefit may be activated as a part of Relentless Lunar Fury without a Combo by adding two motes to the cost of Relentless Lunar Fury. These Charms' fury effects always end with Relentless Lunar Fury. Characters may have the normal version of a Charm active at the same time the Fury-OK version of a Charm is active. A character may not activate more than (Essence) additional fury Charms at once.

Example: The Count's wax soldiers surround Kajeha Lef, a Dexterity 4, Essence 3 Lunar.

Activating Relentless Lunar Fury as a preface to tearing them apart, Lef also activates the fury effects of Painless Warrior Meditation and Wasp Sting Blur, bringing the total cost of Relentless Lunar Fury up to five motes and one Willpower. She could add one more fury effect (since she has Essence 3) but not more than that until she gains Essence 4.

Normally, Kajeha Lef's player may use Dexterity Excellencies to purchase four dice or two successes. While channeling her character's rage, her player may purchase up to seven dice or three successes.

A Lunar's fury comes with one drawback: The Lunar becomes so very focused that she cannot perform non-combat actions. The Lunar must continue to hunt and kill enemies until the Charm ends. With a successful reflexive Willpower roll, the character can perform a non-combat action

(at -2 dice) or come off the offensive for a single action. She can only stop the fury early by forcefully calming her anger and cooling her blood; to do so, her player rolls (Willpower) at a difficulty of the character's Valor.

When a character activates more than three additional Charms in tandem with Relentless Lunar Fury (which requires Essence 4 or higher), the Charm becomes Obvious. Silver and white light flows around the character's weapon and forms contrails to emphasize her prowess.

Appearance

[Charm Tree](#)

Hide of the Cunning Hunter

Manual of Exalted Power - Lunars

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

Keywords: Combo-OK

Duration: Indefinite

Prerequisite Charms: None

This very basic Charm allows the Lunar Exalted to conceal any distinctive marks they might have, including their protective moonsilver tattoos. With just a second of concentration, any of the tattoos, scars or blemishes the character desires fade completely into the Lunar's body, where they cannot be detected by sight or touch. (Supernatural senses still reveal them.) They remain hidden as long as the character commits the necessary Essence.

Shifting Penumbra Stance

Glories of the Most High - Luna

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

Type: Reflexive

Keywords: Combo-OK, Illusion, Obvious

Duration: One scene

Prerequisite Charms: Hide of the Cunning Hunter

Wrapping her anima tight around herself, the Lunar appears as a shifting congeries of light and power. It becomes impossible to discern not only the character's identity, but even what manner of being she is. Even the most learned of savants are unsure whether they face a god, demon, raksha, Anathema or something even stranger. This is an unnatural Illusion effect, costing three Willpower points to resist. Such resistance only dispels the Charm's supernatural confusion. The character's precise identity is still impossible to discern, and if an observer has never seen this Charm in action before, she still might not realize she is looking at a Lunar Exalt.

Wits

[Charm Tree](#)

Seconds Wits Excellency

Refer to the [Second \(Attribute\) Excellency](#), above.

The Spider's Trap Door

Manual of Exalted Power - Lunars

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

Keywords: Combo-OK, Illusion

Duration: Instant

Prerequisite Charms: Any Wits Excellency

Lunar Exalted are masters at concealing the truth. This Charm supplements any action (usually dramatic) to conceal something, whether it is a (Wits + Survival) action to hide from animals, (Wits + Stealth) to set up an ambush, (Wits + Investigation) to hide evidence or others. The concealed object becomes undetectable by any Awareness rolls using mortal senses.

By committing the Essence spent on this Charm, the character may attach an *illusion* effect. Any person who comes near suffers an unnatural mental attack with a number of successes equal to those rolled for concealment plus the Lunar's Essence. Those whose Mental Defense Values are less than this value see the area as completely undisturbed and empty, even if they look exactly where the object rests. People who break through this mental influence must still find the object in order to see it.

Knacks

[Knack Tree](#)

Humble Mouse Shape

Manual of Exalted Power - Lunars

Prerequisites: Essence 2, Stamina 3

This Knack teaches a character the proper ritual to begin a sacred hunt for smaller animals. Normally, a Lunar cannot master a shape smaller than a housecat. Now, creatures as small as a mouse become valid targets for the blood hunt. The hunt typically takes about half as long for creatures of this size. This Knack expands the range of possible spirit shapes for a starting character.

Deadly Beastman Transformation

Mutation Budget: (Essence + 4) = 7 points

- 1 point, Night Vision
- 2 points, Prehensile Tail
- 2 points, Talons

- 2 points, Thick Fur (reskinned Thick Skin)

Manual of Exalted Power - Lunars

Prerequisites: Essence 2, Stamina 3

This Knack forms the basis of many Lunar battle techniques. Once a character learns it, she can shift into the fearsome war form of the Lunar Exalted, a monstrous amalgam of her two other true forms. The Steward usually gains several feet in height and increases proportionally in mass. Muscles ripple across her form, which usually has fearsomely long and sharp teeth and/or claws. Even if the Lunar's spirit shape is something as harmless as a groundhog, the hybrid war form looks awesomely dangerous.

War forms are stronger, faster and more resilient than the character's normal forms. They have animal characteristics that give them an edge. Lunars in war form heal even faster than other Exalted, and war form allows them to make use of special aspects of certain Charms, called Gifts. Because Dexterity, animal qualities, healing and Gifts can all be useful outside of combat, some Lunars use war forms for purposes other than combat. At the very least, the war form is a tool of *purpose*—the Lunar dons this form to accomplish a goal. Design the war form as follows:

- **Bonus Attributes.** When a character takes Deadly Beastman Transformation, her player adds one dot each to the character's Strength, Dexterity and Stamina. This increase can bring a character's physical Attributes above five and only affect the character when she is in war form. Any improved Attributes are considered natural when calculating the Lunar's dice maximums. (See the box on p. 128 for a description of natural Attributes.)

- **Wyld Mutations.** The character's player adds mutations to the form to represent animalistic features. She chooses from the list of Wyld mutations in **Exalted**, pages 288-290, or creates her own, then applies these to the war form. The player has (Essence + 4) special bonus points to spend on mutations, using the costs given on page 101. Increases in Essence later on allow the player to choose further mutations or "upgrade" existing mutations.

Ignore all negative aspects to these mutations beyond the obvious and frightening change in appearance. These are not actually Wyld mutations; they represent the admixture of human and animal of the hybrid form. Players can only choose or create mutations appropriate to the characters' spirit shapes. Characters cannot take negative mutations, such as deficiencies, and they cannot take single mutations multiple times.

Players cannot apply the *Large* mutation to the war form; war forms are already larger and stronger than a normal human form. Players may, however, apply the *Small* mutation, accepting its benefits and penalties. This is how some Lunars create their smaller, less monstrous-seeming war forms. Players and Storytellers must remember that not all mutations are appropriate as animal Traits. Those that are not may be altered, at the Storyteller's discretion, to represent an appropriate animal Trait.

Some mutations alter the character's health level track. Ignore these changes; Lunar Exalted remain hard to wound even when their war form is slight and fast, and the increased resilience of the Exalted is represented by their Ox-Body Technique.

Example: Travis creates a Lunar character whose spirit shape is a frog. At Essence 2, the character's war form has six points' worth of mutations. Looking through the list of mutations, Travis takes Wall Walking for the frog's sticky pads. With two points left, he wants to take horns,

but his Storyteller suggests that another mutation may be more in theme. Instead, Travis takes Frog Tongue.

When the character's Essence increases, Travis may choose a beneficial pox for the war form or wait until his character's Essence increases again to pick an affliction. With those two points, he could also strengthen one of his Lunars' current afflictions to a blight-level mutation. Many mutations are not appropriate for upgrading, or do not yet have upgrades. There may not be any reasonable upgrade for Frog Tongue, but Travis could (with Storyteller approval) upgrade Wall Walking to make the character more capable in that activity.

While in the war form, Lunars also gain a supernatural resilience that helps them survive terrible wounds. The Lunar does not actually heal any faster (that requires Charms such Bruise-Relief Method and Healing the Scarlet Flow). While in war form, however, a Lunar can completely regrow lost limbs or organs using such Charms. It takes at an hour to regenerate such an extreme wound.

When a Lunar in war form falls into her Dying health levels, her wounds do not worsen. She does not lose additional levels of damage until she dies; instead, she remains that wounded until either someone stabilizes her with surgery (returning her to Incapacitated) or she uses a Charm to heal a point of lethal damage, which accomplishes the same effect. (For this reason, the Lunars' Ox-Body Technique gives them two additional Dying health levels with each purchase.)

Taking Deadly Beastman Transformation also allows the character to make better use of Gift Charms. Legend says that Luna herself composed Gift Charms for her Exalted. When a character learns a Charm with the Gift keyword, she gains abilities that she can activate automatically when she dons her war form. See the individual Charms for more details.

Night Vision (Pox)

Compass of Celestial Directions Vol. 2 - The Wyld

Night Vision: The mutant's eyes are adapted to see in the dark like a cat or an owl. The mutant can see as easily on a moonless night in a city or a deep forest as ordinary humans can on an open plain or leafless forest on the night of the full moon, and can see as well under the full moon as well as ordinary mortals can in full daylight.

Prehensile Tail (Affliction)

Exalted

Tail: The character gains a tail. A pox tail is basically cosmetic. It may be scaly, furred, bare like a rat's or tufted, but the mutant cannot use it to manipulate things, hang from branches or attack. The mutant gains two dice in Athletics pools as the tail aids in balance. The tail can be hidden under clothes.

Exalted

Prehensile Tail: The character gains a functional tail. This agile tail can be used to manipulate objects and is treated in all ways like a third limb but at -2 dots on all Strength rolls and -1 dot on Dexterity. Usually, the tail can be hidden under clothes. Of course, it can't be used while hidden.

Talons (Affliction)

Exalted

Talons/Tusks/Horns (choose one): The mutant grows long, deadly talons, savage tusks or long horns. They can be cutting bones springing from the character's arms or wide tusks from her cheeks or spikes from her knees, but they cannot be hidden. They allow the character to make lethal attacks with Martial Arts.

Manual of Exalted Power - Lunars

Talons/Tusks/Horns: (Revised from **Exalted**, p. 289.) The character sports dangerous talons, tusks, horns or some other hard growth that can be used as a natural weapon, inflicting lethal damage through Martial Arts attacks. Depending on the growths' locations or natures, treat them as punch or kick attacks that inflict lethal damage two greater than normal (i.e., a "punch" deals two lethal damage, the "kick" five lethal damage.) They remain natural weapons and cannot be disarmed, but they can be cut off with a crippling attack. This mutation cannot be stacked or hidden.

Thick Fur (Affliction)

Exalted

Fur/Feathers/Leaves/Fish scales (chose one): The mutant's skin changes, and she is now covered in light fur, feathers (players chose colors or patterns), leaves, thin bark or delicate scales. The character gains one die in all Survival pools and does not need to wear clothing to protect her against the elements. This pox also adds 1L/1B to the mutant's soak. This pox cannot be hidden, but characters with this pox can occasionally be mistaken for Dragon-Blooded.

Manual of Exalted Power - Lunars

Thick Skin: The character's skin becomes denser and heavier than the Fur/Feathers/Leaves pox. It might be thick and horny like rhinoceros hide, it could be covered in bark and knots or have heavy, crocodilian scales and bony nodules. The character gains 2L/2B soak. If a character gains the Fur/Feathers/Leaves/Scales pox twice, replace it with this affliction.

Artifacts

Independent of originating background (artifact, arsenal, etc).

Perfected Boots

Fancy boots Mother Bog took from a Seventh Legion patrol. Provided by the [Artifact](#) background.

Books of Sorcery Vol. 1 - Wonders of the Lost Age

PERFECTED BOOTS (ARTIFACT •)

Repair: 1

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

Stability-Conferring Collar

A silver barbed wire guillotine noose into a one-dot stylish necklace. (Originally created by a Flying Guillotine spell, subsequently transformed). Provided by the [Artifact](#) background.

Discord

Could be it formed as a natural Walkaway talisman, probably a powerful one due to it's association with her recent Exaltation, then Mother Bog reworked the enchantment into a stability-conferring collar.

Dreams of the First Age - Book 1 (Lands of Creation) [revised]

STABILITY-CONFERRING COLLAR/VAT (ARTIFACT • OR •••)

These devices function by rapidly fluctuating the aspect of a motonic field so that the energies resonate at a signature between the definitive reality of Creation and the randomized flux of the Wyld. The smaller versions take the form of a collar with a one-dot rating and require that the wearer attune them for a commitment of one Willpower point or two motes. While worn, the collar prevents the attuned bearer from suffering any ill effects of being in Creation with too many mutation points. The player also receives a +2 bonus to all rolls to resist mutation from further exposure to the Wyld.

The larger models are rated at three dots and take the form of oversized aquarium cells large enough to hold five people in monastic conditions, though really as a glorified jail. These facilities need Repair 3 maintenance each week to keep their filters cleaned and keep them filled with the mostly clear alchemical liquid in which patients gently float and breathe as if it were clean air. Those inside the tank receive the benefits associated with wearing the collar

variant and may have existing mutations gradually removed by having a doctor modify the alchemical formula in a careful regimen. Treatment is a dramatic action taking a number of weeks of regular care equal to the mutation point cost of the traits to be removed (10 hours per day minimum). This number also serves as the difficulty of the (Intelligence + Medicine) roll to determine success. These cells can remove mutations conferred by sources other than the Wyld, but this treatment increases the difficulty of the roll by two.

Mutations, Merits and Flaws

Claustrophobia (Deficiency)

Manual of Exalted Power - Lunars

Phobias consist of irrational, overpowering fears of certain phenomena. Virtually anything can become the subject of a phobia, from cats to enclosed spaces to the number 13. Low-level phobias typically trigger a strong aversion to the object of the phobia. Higher level phobias result in panic attacks or even catatonia. Characters with Valor-related Virtue Flaws may not take this derangement.

Deficiency: When the character encounters the object of her fear, her player rolls the character's Valor. On a failed roll, the character must avoid the object of her fear at all costs. If forced to confront the object of her fear, she suffers a -2 internal penalty on all actions while in proximity to the fear stimulus. The character can ignore this penalty for a scene by spending a Willpower point.

[...]

The listed internal penalties to the Valor roll assume that the object of the character's phobia is an item or situation rarely encountered or easily avoided: small pets, clowns, bee stings, old people, Anathema. Reduce the internal penalties by 1 if the object of a phobia is fairly common or hard to avoid: fire, illness, the dark, enclosed spaces, horses, storms.

Greater Curse 5

Scroll of Heroes

If your character is a Solar, Lunar or Sidereal, he is more prone to Limit Break. For each point gained from this Merit, the character's Limit pool decreases by one. If the character has this Flaw at the three-point level, he experiences Limit Break when he acquires seven points of Limit instead of the normal 10. If the character is an Abyssal, his Resonance pool is reduced instead, and if he is a Green Sun Prince, his Infernal Limit pool is similarly reduced. Players of Sidereal Exalted may choose to apply the effects of Greater Curse to the character's Paradox pool instead of her Limit pool, but only one or the other. The player may not divide a Greater Curse between the two pools.

Heartblood Addiction (Debility)

Manual of Exalted Power - Lunars

Heart's Blood Addiction: Only the Lunar Exalted can suffer this debility. The character becomes obsessed with gaining new forms. When the character encounters a new species that is not currently in his heart's blood library, his player must roll the character's Temperance. If the roll fails, the Lunar feels compelled to seek out a specimen of the new species and take its heart's blood. Until he does so, the obsession nags at the Lunar, inflicting a cumulative -1 internal penalty to all rolls for every day he goes without satisfying his hunger. The Lunar can ignore the internal penalty for one scene by spending a point of Willpower.

Sexual Addiction (Debility)

Manual of Exalted Power - Lunars

A character suffering from Sexual Addiction feels the need to engage in sexual activity at any opportunity. Charismatic or manipulative characters often engage in elaborate plots to lure a multitude of partners into bed. Less socially adroit characters often become serial rapists.

Deficiency: Whenever the character encounters a person who has Appearance of 3 or higher and whom he finds sexually compatible, his player must roll the character's Temperance. On a failed roll, the character becomes obsessed with bedding his target and suffers a -3 internal penalty on all actions until he has done so (or finds a new target for his lust). On a botch, the character loses any inhibitions he might have about nonconsensual sex. The character can spend a point of Willpower to ignore the initial need for a Temperance roll, but if the player makes the roll and fails it, thereafter, the character can only spend Willpower to ignore the internal penalty for a scene.

Debility: The Temperance roll suffers a -1 internal penalty.

Backgrounds

Ally 1 (Heroic Perronele)

Stats pending revisions

A heroic example of the species, River's Living Armor Ally surpasses its' roots in the following ways:

Attributes: Strength 3, Dexterity 4, Stamina 4; Perception 4, Wits 3

Abilities: Awareness 4 (Incoming Physical Attacks +1), Lore 2, Martial Arts 5, Occult 3, Presence 3

Charms:

Jade Mountain Style—([Charm Tree](#)) Boulder Crushing Grasp, Sliding Glacier Grip, Pillar of Marble, Fortress of One

First (Ability) Excellency—Linguistics, Martial Arts

Join Battle: 8 (9)

Attacks:

Bite: Accuracy 9

Clinch: Accuracy 9

Tentacle Slam: Accuracy 10, Parry DV 5

Soak: 2L/4B to 7L/14B

To see a unified, rather than divided stat block, see [this post](#).

Perronele

Books of Sorcery Vol. 5 - Roll Of Glorious Divinity II

PERRONELES, THE LIVING ARMORS

DEMONS OF THE FIRST CIRCLE,

PROGENY OF THE GUARDIAN OF SLEEP

One of the more useful First Circle demons (for those who don't mind being particularly close to their summoned slaves), perroneles initially manifest as puddles of gray or off-white ooze capable of sliding across any surface under its own power. A perronele has no eyes, ears or mouths naturally, but it can generate such organs anywhere along its body at will.

A perronele's true utility comes when its summoner allows the demon to slither across his body.

Once the perronele thoroughly coats its wearer, it forms a strong but nearly invisible armor, which can be worn underneath conventional armor or clothing. In order to provide soak to its wearer, the perronele must be aware of the attack, or at least of the likelihood of an attack.

Therefore, surprise attacks can bypass the soak granted by wearing a perronele, and if the attacker is invisible or otherwise capable of persistently reestablishing surprise, the perronele's player must make a (Perception + Awareness) roll to spot each attack. The flesh of the perronele blends imperfectly with that of a mortal, causing the wearer to appear pale or sickly. Recognizing a perronele worn as armor requires a successful (Perception + Awareness or Lore) roll at difficulty 3.

Some perroneles make use of their close proximity to their masters to whisper corrupting words in hopes creatures, perroneles pursue such strategies only while they are likely to succeed.

When a perronele first tears free from Lucien's stomach, the Guardian of Sleep whispers to it.

He says, "I have seen you in the dreams of Sacheverell, who knows of things to come." Though usually loyal to their summoners, perroneles thus fear ill omens and recoil when confronted with them.

Summoning: (Obscurity 3/3) Perroneles are usually summoned to act as unobtrusive armor, though their language mastery makes them excellent translators as well. Living armors are sometimes worn by others of Lucien's progeny or servants when they enter Creation, allowing these demons to escape from Malfeas as well. When a perronele is faced with an ill omen, its player must roll one die for Limit.

Motivation: To serve Lucien above all else.

Attributes: ~~Strength 2, Dexterity 3, Stamina 2~~; Charisma 2, Manipulation 3, Appearance 0; ~~Perception 3, Intelligence 2, Wits 2~~

Virtues: Compassion 3, Conviction 4, Temperance 2, Valor 5

Abilities: Athletics 1 (Clinging to Host +1), ~~Awareness 2 (Incoming Physical Attacks +1)~~, Dodge 2, Integrity 1 (Loyalty to Lucien +3), Linguistics (Native: Old Realm; Others: five additional languages) 5, ~~Martial Arts 1, Occult 1~~, Resistance 1 (Withstanding Blows +3), Ride 1 (Host +1), Stealth 2

Backgrounds: Backing 1

Charms:

Essence Plethora (x2)—20 extra motes

Materialize—Costs 45 motes

Measure the Wind—The demon can gauge the danger others pose to its host

Shapechange—Allows the perronele to cover its host and form mouths and sensory organs as needed

Sheathing the Material Form—May add up to 5L/10B soak, with Hardness: 5L/5B

Spice of Custodial Delectation—The living armor gains a mote of Essence at the end of any scene it has kept its target safe from actual physical harm

Wine of Infinite Heartbreak—The relationship between the demon and its host is a symbiotic one

~~First (Ability) Excellency—Linguistics~~

~~Second (Ability) Excellency—Resistance~~

~~Third (Ability) Excellency—Awareness, Linguistics~~

Join Battle: 4 (5)

Attacks:

Bite: Speed 6, ~~Accuracy 4~~, Damage 2L, Parry DV —, Rate 1

Clinch: Speed 6, ~~Accuracy 4~~, Damage 2B, Parry DV —, Rate 1, Tags P

Tentacle Slam: Speed 5, ~~Accuracy 5~~, Damage 2B, ~~Parry DV 3~~, Rate 3

Soak: ~~4L/2B to 6L/4B~~ (5L/10B and Hardness: 5L/5B from Charm)

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

Dodge DV: 4 (usually does not dodge) **Willpower:** 7

Essence: 2 **Essence Pool:** 75

Other Notes: A perronele suffers from a two-die internal Awareness penalty when it has no visible sensory organs manifested. It can manifest such organs anywhere on its surface, but doing so makes spotting the demon much easier (two extra dice to [Perception + Awareness] checks made to do so).

The being wearing a peronelle enjoys the demon's soak atop his own. There is no mobility penalty from wearing the demon. Attacks that get through the peronelle's armor inflict damage on the demon (as well as its host if it gets through that being's soak as well).

Artifact 1 x2

This background provides:

1. • [Perfected Boots](#)
2. • [Stability-Conferring Collar](#)

Familiar 5 (Mother Bog)

Light has a familiar bond with the behemoth, Mother Bog, who she now works for. (At the familiar 5 level, *you're* the pet. Sort of akuma-lite).

Mother Bog

Quest Thread

The sapient swamp will accept many things as payment: corrosion-resistant metals, any magical trinkets that won't be damaged by a bit of dirt and damp. What Mother Bog often takes, though, is corpses. From the bodies of draft animals or big strong men she makes her shambling laborers and soldiers, graceful deer or beautiful women are sculpted into her dancing silver-tongued emissaries, and from small children or beloved pets she makes creeping sorcerer-assassins. None of the bog's minions, it must be noted, are in any sense undead; they are simply new life made from the remains of the old, as all swamps - all carnivores and herbivores - have always done.

Discord

Yep. Tried to reanimate Light's corpse as an emissary, except, oops, not actually dead. Still sorta worked though.

Compass of Terrestrial Directions Vol. 1 - The Scavenger Lands

Deep in the east of the Scavenger Lands, a living slowly crawls across the land. Asleep, it appears no different from any other marsh: wet and unpleasant, but not sinister. Awake, however, its entire demeanor changes. Warm, moist wind, rich with the scent of decay, flows back and forth across tepid ponds as she breathes. Knotholes in rotting logs gape curiously at travelers, hanging leaves and vines rustling and whispering softly to them. If angered, the swamp rises up and drags down a new victim or slowly pulls itself toward the home of the interloper, swallowing more and more ground into itself. The villages that border her offer her living tribute, usually animal, sometimes human, to keep her satisfied until she loses interest and leaves. They call her Mother Bog.

Mother Bog predates humanity, an ancient being born sometime in the primordial dawn of Creation. She doesn't remember the moment she first became aware of the world around her, but she does remember hunting living prey and learning how to catch it so she would never go hungry. She remembers mortals tricking her out of a prized bauble, and she learned magic so mortals would bring her gifts, rather than stealing them away. She remembers the searing pain of the blade of a Solar, and she learned to birth champions so that no one could directly strike her again.

Today, she roams the land, stopping near rural villages to demand tribute through the voice of her “daughters,” constructs she builds herself from the corpses of offerings. She swallows the land of those who fail to appease her. While a living swamp is difficult to damage, Mother Bog is far from invulnerable to humans, and she keeps a careful distance from Lookshy, remembering difficult and troublesome battles in the past. When she isn’t eating, she slowly explores, finding lost secrets and burying them into her soil-flesh, and by now, she has a magnificent collection beneath her surface. With the return of the Solars, her wanderings grow quicker and more purposeful. She still remembers the Solar that wounded her, still hates the pain he caused. She knows he is reborn, and she will have his soul as a plaything or, barring that, destroy it.

Motivation: To grow. Mother Bog is somewhat alien (what does a living swamp want?), but expansion, whether of form, knowledge or power, drives her more than any other desire.

Attributes: Strength 12, Dexterity 6, Stamina 8; Charisma 6, Manipulation 6, Appearance 4; Perception 6, Intelligence 7, Wits 6

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

Abilities: Athletics 3, Awareness 6, Craft (Wood) 6, Dodge 6, Integrity 6, Investigation 6, Linguistics (Native: A primal, forgotten tongue that predates human language; Others: Old Realm, Rivertongue, 6 various tribal dialects and extinct languages) 3, Lore 7, Medicine 6, Martial Arts 6 (Clinch +3), Occult 8, Presence 3, Resistance 6, Stealth 6, Survival 6

Backgrounds: Artifact 5, Cult 3, Followers 5, Manse 5, Resources 5

Essence Powers:

Craft Children—Rather than fight directly, Mother Bog gathers the corpses of offerings given to her and crafts champions from them. Shamblers, warriors and defenders resembling a mass of vegetation, require a large sacrifice, often a man and an expenditure of 50 motes. Daughters, Mother Bog’s beautiful, feminine diplomats, require a well-preserved female corpse and 100 motes. Creepers, small, sorcerous creatures crafted entirely of sludge, require the corpse of a small child or a beloved pet and 150 motes. She often has many of these children on hand to send out at any given time. When dealing with interlopers, she usually sends at least one Shambler per invader, one Daughter per two Shamblers and one Creeper per group. She doesn’t have an infinite supply of children, however (as she has a finite number of corpses at her disposal), so she must husband her resources, sometimes preferring retreat to a fight.

Terrestrial Circle Sorcery—As a powerful sorceress, Mother Bog knows all published Terrestrial Circle spells and a few lost spells that nobody in Creation currently knows about. While she could teach these spells to others, she is loath to give up any secrets to anyone who might harm her or is unworthy of her attention. While she has no obvious body, she can work her magic through her swamp: vines twitch themselves into ritually significant shapes, rings of mushrooms blossom and the warm, wet wind of the swamp breathes ritual incantations, clearly indicating the casting of the spell.

Essence Infusion—Mother Bog is the swamp. Her nature infuses the soil, the water and the air. She can make that Essence available to her children simply by offering it to them. The air crackles with power, and as the pool is spent, her presence becomes clearer and clearer. She can invest any amount, but she typically invests $([X+1] \times 40)$ motes, where X equals the number of daughters and creepers engaged in the battle. All of her children gain equal access to the

pool, and as they typically have only a very small amount of Essence available to them, this pool reflects the majority of their resources.

Manifest Avatar—For the cost of 100 motes, Mother Bog can create a vast, humanoid version of herself. In this form, she can battle directly with her foes and affect the world in a very real, physical manner. When she does so, she uses the listed traits directly, rather than indirectly as usual. Manifesting represents a real danger to her, however, for she may be damaged in a normal manner. Therefore, she seldom assumes this shape anymore—and cannot as long as her heart is split between four manses as it is now. Yet while using her Essence, she displays a shadow of her uniquely beautiful avatar looming above the battlefield, not unlike the anima display of the Exalted. When visible, moss and vines drape her clearly feminine form, and eyes like still pools of water stare out at her foes.

Join Battle: 12

Attacks:

Suspicious Accident: Speed 10, Accuracy 13, Damage 12B, Defense 6, Rate 1*

Dragging Earth: Speed 9, Accuracy 18, Damage **, Defense 3, Rate 1

* “Suspicious Accident” represents subtle attacks using the body of the swamp. A rotten log falls upon a target or a vine trips someone up. Damage and accuracy are given as guidelines, and Storytellers are invited to alter the traits to reflect differing attacks.

** Dragging Earth reflects the sucking mud of the swamp. This attack clinches its foe and deals no damage. A successful clinch inflicts a -1 external penalty to all actions. A second successful clinch inflicts an additional -1 external penalty (for -2 successes total). A third successful clinch buries the target, who suffers from suffocation. Should the victim succeed at the clinch roll, she manages to negate the penalties as she drags herself free. Allies may attempt to beat Mother Bog’s clinch total to drag their friends to safety.

Soak: 20L/* (Marsh body, 16L/*)

* Mother Bog is immune to all bashing damage

Health Levels: -0x10/-1x40/-2x40/-4 x 10/Incap

Dodge DV: 10

Willpower: 8

Essence: 8

Essence Pool: 1,000

Other Notes: Mother Bog doesn’t interact directly with the world. Rather, she uses her swamp-body to manipulate the world on a grosser, larger scale. She grapples with hills, not with individual mortals. As a result, these traits are listed as rough guidelines should a roll be necessary, and the physical traits represent a more specific point within the swamp. A mortal struggling against a tree limb deals with her listed Strength of 12. Against an entire fortress wall, however, Mother Bog has considerably more strength. In her avatar form, use the traits listed above *directly*.

As a piece of mobile land, Mother Bog cannot be meaningfully hurt by mortal hands. A single man with a spear is no danger to her. A thousand men with shovels, on the other hand, are more problematic. Mother Bog ignores the damage of individuals, and she cannot be engaged in standard combat. She may be engaged in mass combat, however, where she is considered to have an effective Magnitude of 9. (This trait does not increase her health levels, though. Her listed health levels take the Magnitude of her being into account.) Those who wish to harm her must have a Might of at least 1 or engineering tools appropriate to the task at hand. Individuals

of suitable potency may engage her on a mass-combat scale: a suitably powerful sorcerer, for example. Harming her in this way isn't lasting, and she heals any damage taken in this manner at a rate of one health level per day, presuming she has fresh land to consume. She may be incapacitated through mass-combat damage, but not slain, and she will recover even from incapacitation after a few weeks.

To truly deal her lasting harm, her heart must be found and destroyed. Knowing this, she split her heart into four parts, took them to the four corners of the world and hid them in four different manses. Removing them will destroy the manses in which they reside, and once assembled, they can be damaged directly (following the listed traits for soak and health levels). Once the hundredth health level is inflicted to the heart, it explodes, inflicting 100 bashing damage on everyone within 100 yards, and Mother Bog dies, leaving a 100 mile wide desert in her place. She slowly reforms after a millennium, and then, it takes another millennium to regain her full strength.

Because her heart is attuned to four separate, powerful manses, she regenerates 80 motes an hour. Her Manse Background reflects this fact.

The traits for her creepers, daughters and shamblers are listed on pages 158-160. Her Followers Background reflects these beings.

Mother Bog has vast stores of artifacts and treasures hidden away in her body that she can regurgitate to offer as bargaining chips. Her Resources and her Artifact Backgrounds reflect these items.

Boglings

Shambler, Daughter and Creeper minions of Mother Bog that answer to Rivers.

Currently, the Creepers Rivers has available know the following spells:

1. Conjuring the Azure Chariot, Sorcerer's Irresistible Puppetry, Unstoppable Fountain of the Depths
2. Stormwind Rider, Raising the Earth's Bones, Virtuous Guardian of Flame
3. Private Plaza of Downcast Eyes, Ritual of Elemental Empowerment, Spoke the Wooden Face
4. Infallible Messenger, Written Upon the Water, [maybe Fugue of Truth?]

Creeper

Compass of Terrestrial Directions Vol. 1 - The Scavenger Lands

The strangest and least seen of Mother Bog's creations, these sorcerous blobs of mud contain the bulk of her power. She crafts them from the corpses of children and beloved pets, and they resemble small, vaguely shaped children made of mud. They avoid attention wherever possible, and a warband usually contains at least one, often hiding in the shoulders of a shambler. When daughters need aid dealing with a recalcitrant village, a creeper might journey with them, providing magical support. Rarely, a creeper is seen alone, using stealth and sorcery to assassinate one of Mother Bog's foes. Creepers have an Essence of 3 and 30 motes available to them (though as always, they have access to the pool of Essence Mother Bog grants the

group). Their only Charm is Invoke the Circle of the Earth. By spending 15 motes, they may cast Terrestrial Circle spells for the remainder of the scene (at normal cost and activation times). They typically know three spells, though which spells are up to Mother Bog.

Name	Str/Dex/Sta	Per/Int/Wits/Will	Health Levels	Attack (Spd/Acc/Dmg/Rate)	Dodge DV / Soak
Creepers	1/4/3	3/3/3/4	-0x3/-1x2/-2/I	Bite: 6/4/1L/1	3/1L/3B

Abilities: Athletics 3, Awareness 2, Dodge 1, Integrity 3, Investigation 3, Martial Arts 1, Occult 5, Resistance 3, Stealth 5, Survival 3

Daughter

Compass of Terrestrial Directions Vol. 1 - The Scavenger Lands

Mother Bog's daughters interact with the rest of the world as her diplomats. Always crafted from female sacrifices, the daughters' corpses are finely preserved in peat, gaining astonishing flexibility and grace. Normally pallid or the color of peat, they can use their magic to become more appealing and indistinguishable from a living mortal. A daughter has an Essence of 2 and 20 motes available to her, though she may access the pool of Essence Mother Bog invests in her children. Most of a daughter's powers take the form of dances. Performing the Dance of Death costs 15 motes and requires a Dexterity + Performance roll. Each success reduces her wound penalties for the scene by one, and increases her Martial Arts score by one for the scene. Further, all Martial Arts damage is considered lethal. The Dance of Influence costs 10 motes and requires a (Dexterity + Performance) roll. Each success grants a bonus die to all Social rolls for the remainder of the scene, to a maximum bonus of her Appearance (normally 1). The Dance of Motion makes her fluid and swift, reducing by one the number of ticks she has to wait until her next action for every three motes spent, to a minimum of one tick. Finally, the Daughter may assume the Illusion of Life by spending 10 motes. Doing so makes it impossible to tell by mundane means that she is a reanimated corpse, and magical means suffer a -1 external penalty. Further, her Appearance increases to 5.

Name	Str/Dex/Sta	Per/Int/Wits/Will	Health Levels	Attack (Spd/Acc/Dmg/Rate)	Dodge DV / Soak
Daughter	2/3/2	3/2/3/3	-0x3/-1x2/-2/-4/I	Slap: 5/4/2B/3	4/1L/2B

Abilities: Athletics 2, Awareness 2, Dodge 4, Integrity 4, Investigation 2, Martial Arts 1, Performance 5, Presence 4, Resistance 3, Socialize 3, Survival 3

Shambler

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Mother Bog's warriors are her most commonly witnessed children, whether they meander across her lands or assault her foes in battle. Constructed from the largest corpses in her stock, these hulking brutes seem made as much of vegetative matter as flesh. Vines cover their

bodies, leaves decorate their head masses, and the scent of fungi permeates the air around them. Shamblers have an Essence of 1 and 10 motes, though they may draw upon whatever Essence Mother Bog makes available to the group. They have access to four Charms. For five motes, one may double the damage gained from successes for the remainder of the scene (Bark Fist), extend its neck and limbs by up to six yards for the remainder of the scene (Creeper Vine Reach) or become rooted to the spot it stands on, becoming completely immovable so long as it remains motionless (Deep Root Immovability). For 15 motes, it may activate Walk Through Plants and, for the next hour, merge with living plants, flowing up vines to get into buildings, racing through thick bramble patches or crossing a grassy field unseen.

Name	Str/Dex/Sta	Per/Int/Wits/Will	Health Levels	Attack (Spd/Acc/Dmg/Rate)	Dodge DV / Soak
Shambler	6/2/6	4/1/3/2	-0x3/-1x2/-2/-4/I	Punch: 5/8/6B/3	1/3L/6B

Abilities: Athletics 3 Awareness 1, Investigation 1, Integrity 2, Martial Arts 5, Resistance 4, Stealth 2, Survival 5

Heart's Blood 5

Manual of Exalted Power - Lunars

•••• 41+ additional, distinct forms

Solar Bond 5

Manual of Exalted Power - Lunars

Each dot of Solar Bond gives the Lunar two dice in her Solar Bond pool. Her player may assign one or more of these dice to any action undertaken with the deliberate purpose of aiding the Solar to whom the Lunar is bonded. Each die may be used once per story, and this dice pool refreshes at the end of every story.

In addition, each dot of Solar Bond adds one to the Lunar's Mental Defense Value whenever a social attack might cause her to act against her bonded Solar. Conversely, each dot of the Solar Bond Background reduces the Lunar's Mental Defense Value by one whenever her actions go against her bonded Solar. This bonus or penalty stacks with the default Intimacy created by the Lunar's bond with the Solar.

[...]

•••• Your love for your Solar spouse knows no bounds. The poets of the First Age immortalized your epic devotion, and these tales survive even in the Time of Tumult.

House rule

Anything that could recharge an arbitrary virtue channel could instead refill the solar bond pool by a number of dice equal to the mate's compassion.

Including 3-die stunt awards while at full wp.

Other

Favor(s) Owed per Verdant Emptiness Endowment

Rivers owes favors to Seven Broken Wings of Red and Gold.

Manual of Exalted Power - Infernals

At any point in the future, the Infernal may come back to that individual and demand any one task. If the target understands the demand and the task isn't literally impossible, she intuitively understands that doom will befall her for failing to obey. After one month or as soon as the task becomes impossible (or constitutes an unacceptable order), the duty ends without harm to the beneficiary. However, if the character stops working toward the goal for more than a day while the duty remains, she suffers a number of automatic botches equal to the Infernal's Essence rating. These botches match the effects of breaking an oath sanctified by an Eclipse Caste Solar and linger until the worst possible time.

Future Plans

XP Table

Compiled from

- *Exalted*
- *Manual of Exalted Power - Lunars*
- *Manual of Exalted Power - Sidereals*

Trait	Cost	Training Times
Attribute (caste/favored)	rating x 3	(rating x 2) weeks
Attribute (other)	rating x 4	(rating) months
Virtue	rating x 3	immediate
New Ability	3	3 weeks
Increase Ability (caste/favored)	(rating x 2) -1	immediate
Increase Ability (other)	rating x 2	(rating) weeks
Speciality	3	3 weeks
Charm (caste/favored)	10	(Min. Attribute) days
Sidereal MA Charm (MA out-of-caste)	15	(Min. Ability + Min. Essence) days
Charm (other)	12	(Min. Attribute + Min. Essence) days

New Spell (Occult out-of-caste)	12	(spell circle) weeks
Essence	current rating x 9	Essence 3: immediate. Otherwise: (rating) months
New Knack	11	1 month ¹
Thaumaturgy Degree (Occult out-of-caste)	10	(degree + 1) months
Thaumaturgy Procedure (Occult out-of-caste)	1	1 week

- Learning Swallowing the Lotus Root / Terrestrial Bloodline Integration would cut training time and XP cost for Terrestrial Martial Arts by half.

¹Knack training time is subject to the following house rule (due to MoEP Lunars contradicting itself on pages 131 and 233):

Discord

Alright, new houserule. Training time for lunar knacks is one month by default, or one exposure interval in the wyld. That's a month in the Bordermarches, week in Middlemarches, day in the Deep Wyld, or minute in Pure Chaos. Doubled without a tutor, or quadrupled if inventing outright, as usual.

XP Log

- 24 XP = 12 XP (Claws of the Silver Moon) + 5 XP (Survival 3 to 4) + 7 XP (Survival 4 to 5)
- 18 XP = 3 XP (1 dot Perfected Boots), 15 XP (0 to 5 Solar Bond)
- 39 XP = 11 XP (Deadly Beastman Transformation) + 10 XP (Bruise Relief Method) + 10 XP (Halting the Scarlet Flow) + 5 XP (Craft (Water) 0 to 2) + 3 XP (Linguistics 0 to 1, Old Realm)
- 12 XP = 9 XP (Appearance 3 to 4) + 3 XP (Performance 0 to 1)
- 2 XP (change motivation from "Kill the Realm" to "Become accepted by Morse's masters")
- 3 XP (Lore 0 to 1)
- 4 XP (Int 1-2)
- 3 XP (Occult 0-1)
- 3XP (Ally 1 [Perronele])
- 79 xp (10 xp Armor Forming Method, 10 xp Hide-Toughening Essence, 10 xp Scorpion and Toad absolution, 10 xp Scorpion and Toad Mastery, 12 exp Subduing the Honored Foe, 10 exp Relentless Lunar Fury, 2 exp Lore 2, 2 exp Occult 2, 2 exp Perform 2, 3 exp Presence 1, 8 exp Int 3)
- 8 xp (2 exp Linguistics 2, 6 exp Presence 1-5, 14 exp in debt)

195 total XP spent 14 exp debt

Charm Plans

Third Wave of charms: Frenzied Bear Fortification 10 exp, 8 days (essence 3, Mother Bog can't train), Stone Rhino's Skin 10 exp, 8 days 20 exp total

Fourth Wave of Charms: Ox Body Technique 4 times. 40 exp, 4 days.

5th wave of charms: Second Strength Excellency 2 days, 12 exp, Second Dexterity Excellency 2 days, 12 exp, First Dexterity Excellency, 2 Days, 12 exp. Towering Form Knack 2 Weeks, 11 exp: 47 exp

6th wave: Strength 3-4: 12 exp, 3 months, Impressions of Strength: 12 exp, 6 days, Unstoppable Lunar Wound, 12 exp, 7 days, Burrowing Devil's Strike 4 days, 12 exp.: 48 exp

7th wave: Wasp Sting Blur 4 days 12 exp, Twin Fang Technique 6 days 12 exp, 24 exp