

2025 Banquet

Wondrous Abilities

Detailed below are this year's *Wondrous Abilities*. These offerings are only obtainable by special events, such as the Awards Banquet. Any player in attendance at the banquet may spend their Service point to purchase the following per **character**:

One *Personal Ability*, **One** of each *Exclusive Wondrous Ability*, **One** *Lineage*, **One** *Vanity Title* and **One** *Heroic Lair*

A Player, in addition, may assist in the purchase of **one** of the above for **one** Player other than themselves, assuming the character the purchase is for is operating within what is outlined above. For example, a Player may purchase a Heroic Lair and Tulvonic Shield for their own character and help another Player purchase a Heroic Lair for theirs assuming the second Player has not already purchased one for that character at this banquet.

The Player may also liquidate their SP afterwards as well as spend their SP on Raffle tickets as described later on in this document.

Heroic Lair

The character gains a unique lair decided upon by the player, and must be approved by the Lore Team before being brought into the game.

-30,000 Service Points

Vanity Title

The character gains a title decided upon by the player, and must be approved by the Lore Team before being brought into the game.

-30,000 Service Points

Lineage

The character gains an important family member, ancestor, or character history connection which would not normally be approved. The specifics of this connection must be approved by the Lore Team before being brought into the game.

-75,000 Service Points

Unflinching

Type: Exalted, Healing, Augment

Bracing yourself for impact, you've weathered far worse and know through all your experience in battle how to deal with any attack.

The character is cured of any one **AGGRAVATED status** and is **IMMUNE** to the attack the character suffered for 5 minutes.

-100,000 Service Points

Personal Wondrous Ability

This ability is selected after the Banquet. The ability must follow the rules and guidelines for Personal Abilities, and may not be an Exclusive or temporary Wondrous Ability. An announcement will be made after the banquet with more details on the process of selecting this ability.

**These abilities are subject to approval, and the character must adhere to the roleplay requirements of the Exalted Class they are from.*

-150,000 Service Points

Ritual Package

Type: Exalted, Rituals

The player may request a selection of a single ritual of each rank from 1-4, and may activate one of any of those 4 rituals once per event. Additionally, the character gains the ability to add ritual pages to a ritual tome if they didn't have an Exalted Class that allowed them to do so. An announcement will be made after the banquet with more details on the process of selecting these rituals.

**These rituals are subject to approval, and the character must adhere to the roleplay requirements of the Exalted class they are from.*

-150,000 Service Points

Unique Wondrous Abilities

The following abilities are available at this year's Awards Banquet. Some may be unique and rarely available again, others are Personal Wondrous Abilities offered at a discounted rate for this year's banquet only. Unique Wondrous Abilities cannot ever be obtained from Personal Wondrous Abilities or any source other than an Awards Banquet at which they are specifically listed as available.

Malkurin's Ritual of Substitution

Rank 2 Purple Sorcery; Type: Exalted, Utility

By meddling with the runic power of an artifact, the caster is able to return one item's runic power to dormancy while simultaneously activating the runic power in another.

15 Minutes - 2 Lesser Components (1 Velvet Bag, 1 Enchanted Key)

RULES: When successfully performed, the character may exchange one of their active artifacts for a different one. Additionally, the character gains the ability to add ritual pages to a ritual tome if they didn't have an Exalted Class that allowed them to do so.

-50,000 Service Points

Glorious Smite

Type: Exalted, Attack (Mix)

Guided by the hand of the divine, this strike lands true without intercession from outside forces.

Strike a target with a non auto-hit weapon attack. The target suffers 100 **Divine Body** damage and is **AGGRAVATED STUNNED**. This attack may not be redirected in any way, and can only be defended by its target.

-75,000 Service Points (character must have a Religion)

Liquidate Service Points (To Build)

Any player who has purchased +5 Build may zero out their Service Points to convert it to Build at a rate of 1,000 SP to 1 Build. Any remaining SP under 1,000 will be retained. This may be done after spending SP on other items.

Main Raffle

The winner may choose one of the following.

Reflection of a King

Permanent Banquet Artifact: One Handed Melee - Sword [Soulsilver]

May be used in addition to all other artifacts, but may not be altered

A good ruler always remembers to be humble in the face of the grand nature of their station. They remember that a blade cuts kings just as well as a commoner, but more likely will be pointed at such rulers. It is for this reason that, in a fit of cleverness and clarity, one particular king had a sword made with a mirror in its crossguard. The king of Lumena always made sure to be aware of his place in the world, that he was, while a ruler of many, still just a man himself.

The sword itself had never seen battle, but instead remained a dress weapon. It was a sword of station and little else. In times when the king needed to pass judgment, he would often hold the sword and stare into its mirror, reminding himself of his humility before making decisions.

In all of his time, before abdicating the throne for a greater purpose, the king reflected upon himself in the sword's mirror. But after he left, he did not take the sword with him. Instead, it was left within the throne room for another to take it up in his stead. The power of the sword lay dormant for some time in reliquaries and other such places. Now, it has fallen to you and whatever you see within the mirror.

Soulsilver (Material)

Reduce the duration of CURSED to 30 seconds.

The character gains two additional proficiencies when wielding this weapon, and may deal **Divine** damage with attacks made with this weapon.

Instill Confidence x2 (per Period)

Diplomacy (Passive)

Charm (Passive)

Reflection of Humility (Alters Ability)

The Character may utilize **Instill Confidence** to cure themselves of any social status effects. The proficiency gained lasts until the end of the period when used in this way.

Doomed Edge of the Unmaker

Permanent Banquet Artifact: One Handed Melee - Dagger [Blessed Copper]

May be used in addition to all other artifacts, but may not be altered

Murder has been the tool of kings, aristocrats, villains, and crime lords since time immemorial. Murder has been a means to achieve their goals and gain power over cities and nations. Not all have chosen this path, but those who have often find themselves also taken off the board in the same way. No murder would ever be so explicit and divine as the one perpetrated by this knife and its wielder, but that never stopped anyone from trying to come close, and the original wielder had learned this truth the hardest way.

Fareed, a leader among the would-be assassins, was said to have felt a shadow over him from that day on. The Pharaoh was dead, but a shroud of doom sat over him, driving him to madness. He became paranoid of others, especially his co-conspirators. Eventually, he resolved to kill all of them before they would come for him. In a violent conquest, Fareed slew every one of them he could find with the same blade he used on the Pharaoh.

This act did not lift the weight from him, but only made it worse. He became a hermit, hiding from the law that sought after him, until eventually fate caught him first. He did not die to a great conspiracy, nor revenge of those close to his victims. Instead, he was mugged on the street by a vagabond who wrestled the blade away from him, killing him with it. Since then, the blade has passed hands, often by the death of its previous wielder, until now, where it rests in yours.

Blessed Copper (Material)

Damage from attacks made with this weapon deals four times as much damage to Mummies.

The character gains two additional proficiencies when wielding this weapon and may deal **Fire** damage with attacks made with this weapon.

Stealth (Passive)

Sneak Attack (Passive)

Assassinate x2 (per Period)

Kingslayer (Alters Ability)

The character does not need to meet any requirements for delivering **Assassinate**. If the character does meet the requirements, the ability deals double damage.

Curse of the Watcher

The character may never be **IMMUNE** to Detection attacks.

Forgemaster's Folly, The "Perfect" Sword

Permanent Banquet Artifact: One Handed Melee - Sword [True Steel]

May be used in addition to all other artifacts, but may not be altered

In the ancient days of Arawyn, there was a dwarven smith who had the great privilege to be trained by one of the greatest craftsmen in all of Arawyn. The smith was nothing of note at the time, no one of importance, nor notably profound at any particular work at the time. Nevertheless, he was chosen to be trained by his master.

During the smith's apprenticeship, the master had tasked him with making 100 swords. Believing this to be one of the great many tests he would undertake, he took the task seriously and began hard at work to craft these weapons. With each one, he learned about the craft, the steel, the techniques, and the tools of his vocation.

But, of course, his ambition and beliefs about the task got ahead of him, and so after forging 99 swords, he smelted them all down again, and began to make the 100th sword from the metal he had gathered from the salvaging process. Tirelessly, he worked on forging the 100th sword for his master, to show him all that he had learned from the repetitive work he had undertaken.

When presented with the sword, his master, Kirinos, smacked him upside the head, citing that there was no great lesson in this task, but that he actually needed 100 swords. So he sent his student back on to creating 100 more.

However, Kirinos kept this sword and let it pass through the legends until now, when it has made its way into your hand.

True Steel (Material)

This weapon is **IMMUNE** to **BROKEN**, and Latent abilities with the word "Blade" in the name gain an additional use when used on this weapon.

The character gains two additional proficiencies when wielding this weapon.

Detect Weakness (Passive)

Cleave (Passive)

Perfect Guard x2 (per Period)

Perfect Offense (Alters Ability)

When the character utilizes **Detect Weakness** on a creature, the sword gains the damage type of that creature is **WEAK** to. If the creature does not have a weakness, the character gains an additional +2 damage instead.

Time Lost Scroll

These mysterious scrolls find their way into the hands of adventurers and heroes from time to time and offer chances to undo the mistakes of their past! The scroll has the ability to change the course of a person's training or undo the damage of death. To use this scroll in that fashion will consume it entirely. The scroll also has the ability to undo minor mistakes, but only so many times, so it is wise to be wary of when you activate the scroll!

Amazon Gift Card

It's just a gift card for Amazon that James will probably buy from CVS the morning of the banquet. There's no secret item card with it unless you save it until Knight Realms releases a AAA video game bundled with cool items in the deluxe edition.

Raffle Items (Service Points)

Any player in attendance at the banquet may purchase **white** raffle tickets for 5% of your total SP, rounded down to the nearest hundred, to a minimum cost of 500 SP and a maximum cost of 7,500 (for a maximum of 20 tickets). For example, if you have 10,000 SP, your tickets will cost 500 SP each. If you have 32,450 SP, your tickets will cost 1,600 SP each. These tickets will be sold and check-in and during intermission; we will let you know the price of your tickets before you commit to purchasing any.

If a player spends 150,000 SP on tickets, the duration of the prize is permanent. A player may decide to allow an Artifact to be modified, but it then counts towards their limit of 2 Artifacts.

Clarification: Items from the 2024 Banquet (with review) and forward may be altered, including made permanent. Any banquet item modified in any way will count towards the limit of 2 Artifacts. Raffle items from the 2024 year will be given a grace period of 4 Months for those who may be interested in doing so.

White tickets should be labeled with your name and may be placed in any of the **small** buckets by the awards podium. The raffle will be drawn towards the end of the night; the prizes will be available for viewing at the banquet.

A person may only win a single item, once you claim a prize all tickets drawn for other items would be invalid.

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Miss Eri's Obscuring Pin (Cloak Pin)

Artifact: Cloak - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

What initially appears to just be a simple iron cloak pin at a glance is actually connected to a cloak of invisible fabric, smooth and silky to the touch. As the fabric moves, there is the faintest smell of the salty sea breeze. A simple cloak pin of similar description was said to have been seen on several key figures in the house squabbles of Faust in the 600's.

While **CONCEALED**, the character does not dispel Concealment by moving at any speed and grants the cantrip spell **Minor Illusion**.

Minor Illusion (Passive)

Circlet of Hardy Discipline (Leather Circlet)

Artifact: Leather Circlet [Rock Wyrms Hide] - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

This circlet was taken from the corpse of a Rock Wyrms as proof of dominance earned through strength and endurance. Those who wear it feel their body hardened by discipline, their vitality swelling in recognition of their right to command through force. When bound, the circlet

demands obedience only to will and strength, tearing its bearer free at the cost of pain as a reminder that authority is never without sacrifice.

Rock Wyrms Hide (Material)

Increases the character's **Constitution** attribute +1.

Unstoppable Force (Passive)

Sovereign Fortitude (Passive)

The character increases their **Body** points by a number equal to their **Constitution** attribute.

Compass of the Wayfarer (Compass)

Artifact: Compass - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

The needle of this compass often veers away from north when its wielder is in danger, pointing towards the safest path. When the travel itself proves to be dangerous, the compass can shield its wielder to keep them safely moving forward on the road ahead.

Wanderlust (Passive)

Wayfaring Stranger (Passive)

While traveling along a major road or pathway, the character is resistant to damage dealt from behind or from concealment.

Cuffs of the Malleable Torrent (Silver Elf Ear Cuffs)

Artifact: Ear Cuff- Lasts 1 Year - May be used in addition to all other artifacts, unless altered

These metal cuffs inlaid with the symbols of crashing waves are always faintly cold and wet to the touch, and the wearer faintly hears a distant rainforest storm. While damp, the metal shimmers faintly and imbues its wearer with the speed of a rushing river.

Rite of Rebirth x1 (per Event)

Tide Sage's Reverence (Passive)

When performing any ritual, the character gains +2% to the success chance if they utilize water in some fashion. While it is raining, or they are within 20 feet of a large body of water, this bonus is increased to +5%.

Prayer of the Refugee (Wood Bead Bracelet)

Artifact: Bracelet- Lasts 1 Year - May be used in addition to all other artifacts, unless altered

Carved in a Valosian monk's desperate final stand against a tyrant and imbued with his prayers, these beads empower attempts at just requital .

Eye for an Eye x2 (per Period)

Equitable Justice x1 Per Event

For up to 10 minutes, when channeling this effect on a target, the target must suffer or defend every attack skill they deal to targets within 10 feet of the character, excluding themselves. The character may choose to end the effect early to defend an attack for another, and make the reflected ability Bane and any statuses Aggravated called as "Hand of Justice".

Guardian Shell (Selenite Egg)

Exalted Artifact: Egg - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

Though its appearance is that of an egg, it holds within it a tremendous power to protect the sanctity of those within its aura. The egg emits a feeling of guardianship over those in its presence.

Spirit Shell x1 (per Event)

When invoked, the character must raise the egg above their head. All characters within 5 feet of the egg are protected by an impenetrable barrier. They may also benefit from the casting of any healing or spiritually restorative powers that target at least one character within the barrier.

The Serpent's Whisper (Green Metal Pointed Ear Cuff)

Artifact: Ear Cuff - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

This piece of jewelry was first gifted to a nobleman's favored broker who swore he heard honeyed words from it breathe counsel into his ear as if a serpent's coil settled against his flesh. Each successful bargain fed the cuff's whispering hunger, urging the wearer to chase the next deal, the next concession, the next intoxicating victory. However those who keep it too long learn a hard truth, as the thrill of easy profit becomes an addiction that coils ever tighter around their ear.

Half-Lady's Negotiation (Passive)

When buying an item from an NPC merchant, the ear cuff whispers words of trade advice to the wearer, allowing them to render the target **CHARMED** for 1 minute. If the NPC agrees to a sale while rendered **CHARMED** by this ability, the character may receive a 50% discount in the form of a bank transaction from Logistics. However, if the sale is rejected while the target is **CHARMED** the wearer treats all Social Attacks as **Bane** for the remainder of the event. A target may only be affected by this ability once per period.

Equinox Ornament (Leaf Brooch)

Artifact: Brooch - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

When worn, a gentle, comforting breeze always feels like it's blowing against you, ushering and encouraging you onward to whatever it is your heart seeks out.

Autumn Winds (Passive)

When the character cures a target of **POISONED** or **DISEASED**, the target becomes **IMMUNE** to the attack that they suffered the status from for 1 minute, and restores 10 **Body** points.

Symbol of Hrafnar (Raven Skull)

Artifact: Skull- Lasts 1 Year - May be used in addition to all other artifacts, unless altered

This raven skull once belonged to Hrafnar, a Nordjar who fell defending his village from raiding ice giants, carving them down until his body failed and his hatred carried him beyond death into damnation. In that final slaughter, Agaura marked his spirit, and when he passed into Eodra, he rose as a devil. However, his blood-soaked resolve was bound into the skull that served as his symbol of war, suffering, and victory earned through pain. The skull remembers the fury of the battlefield and still whispers it into the hearts of those who behold it. Pain feeds the symbol, and through pain the wielder endures.

A character of the Light alignment that touches the item is rendered **ENRAGED** against all targets while they remain in contact with it. A character of the Dark alignment may deal **Shadow** damage with all spells.

Shield of Suffering x1 (Per Period)

For the duration of 1 hour, as a **Reaction** to an **Attack** skill, the character may render the target **STUNNED**. This ability has a 10 second **cooldown**.

From Pain, Strength (Alters Ability)

When a target suffers the effect of **STUNNED** from **Shield of Suffering**, the character restores 5 **Body** points.

Ring of the Duneshaper (Snake Ring)

Artifact: Ring- Lasts 1 Year - May be used in addition to all other artifacts, unless altered

The dunes of the desert are always shifting and moving. Those who pay homage to the great serpent of the sands may be gifted with the knowledge of how to move among them. This ring was a gift of such power. Now the wearer can move as the desert serpent does.

Dunewalker

If the character would be rendered **SLOWED**, they may instead be rendered **DISPLACED** 25 feet in any direction. If the character passes within reach of the attacker, they are targeted by an **AGGRAVATED Quicksand**.

Crystal Blood of the Ozi (Blob Gem)

Artifact: Phokus - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

A crystalized manifestation of the purest ichor of corruption. When consuming it, you feel a sense of ease from deep within.

Feed the Rot (Passive)

When the character would suffer the effect of **DISEASED** or **POISONED**, the effect is suppressed while the character remains in combat and the character deals an additional +1 **Necrotic Shadow** damage with base weapon attacks for each effect suppressed this way (to a maximum of +5). If the character chooses to suffer the effect, the bonus is increased to +2 (to a maximum of +10). The character may not suppress effects while out of combat.

Curse of the Pillars

The character suffers a number of damage equal to their total base damage whenever they are cured of **DISEASED** or **POISONED**. The character cannot benefit from this item while the curse is suppressed or removed.

Champion's Prayer (Bracer)

Artifact: Bracer - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

In times of battle, the defender will raise their shield to protect the innocent. The one who wore this bracer stood strong in life and even in death. Even in their final moments, when their shield was broken and their weapon cracked, they endeavored to muster strength from nothing but their resolve.

Desperate Prayer x1 (per Event)

For 5 minutes, the character may continue to use periodic skills they have expended all uses of. After the duration, if the character leaves combat and has used more additional periodic uses of a skill than they have known, they instantly fall **DEAD**, and must be resurrected by an ability that does not bypass a scar.

Last Breath of Ahmenu (Silver Pendant with Turquoise Scarab)

Artifact: Pendant - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

As legend goes, this artifact was one of impressive significance. Born from a divine event, its power is said to hold sway over death itself. But the truth is still shrouded in mystery.

Death's Shadow x1 (per Event)

When the character is rendered **CRITICAL** or worse, they may render their attacker **CURSED** to suffer a number of **Body** damage instead of the effect of healing done to their **Body** points, called as: Death looms over you, waiting.

If the character suffers the effect of a scar from death, the character may activate this ability as a **Bane Curse** without expending a use of this ability, as long as they have not already used it.

The Mother's Key (Gold Key)

Artifact: Key - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

This worn key carries the quiet certainty that no chain is eternal and no confinement is beyond undoing. When turned with care and resolve, it loosens bonds not only from the bearer, but from any soul willing to be freed, sharing in the moment of release.

Escape Bonds (Passive)

Hope of Freedom (Alters Ability)

The wielder of this Key may use **Escape Bonds** on other targets after 5 seconds of interaction with them, and when they do the wielder and target are **IMMUNE** to the cured status for 30 seconds.

Storm Lord's Jewels (Gold and Amethyst Necklace)

Artifact: Necklace - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

The stones within the necklace swirl with dark Storm clouds.

Dark Storm (Passive)

Rank 4 Mayhem Spell; Periodic, Attack (Mix)

Strike a target with a spell packet or weapon attack. The target suffers 50 **Lightning Body** or **Shadow Body** damage, and the target is **DISPLACED** back 25 feet away.

Each successful cast of the spell charges one of the gems (up to 3 charges). One charge in the gem can be used to add +10 damage, an additional target, or **STUNNED**.

Dead Hand's Bargain (Skulls Bracelet)

Artifact: Bracelet - Lasts 1 Year - May be used in addition to all other artifacts, unless altered

The twelve skulls affixed to the bracelet seem to whisper secrets and advice, but only if the wearer is willing to make a deal.

Twelve Bargains

For the event, the character may gain one of the following:

- The character gains an Inquiry skill they do not possess for the event.
- The first time in all combat the character is rendered **DEAD**, they are instead rendered **CRITICAL**.
- The character gains Spirit Sight until the first time it is defended (refreshing at period change)
- The character may ignore the effect of a soul scar.

But must also choose one of the following:

- The character cannot rest.
- The character may not self heal.
- The character sacrifices 2 gold at the beginning of the event.

A Draw from the Deck of Many Things (Deck)

Effect Varies (May be Permanent)

Get a draw from the Deck of Many Things. Who knows what will happen?