

The Shame Of The Noble Green Sun Prince

Exalted: Blood And Fire v3.1
An Unofficial Adventure For 3 to 6 Players

By Kamala Kara Arroyo



Premise: Takemaru was once a dynast of the House Ledaal. Now, he is the Red Dragon Fang, an Anathema that has caused turmoil in the Scavenger Lands. House Ledaal has kept the true identity of the Red Dragon Fang a secret. However, there is fear that Takemaru's behavior could damage the House's standing. As such, a group of young Dynasts have been summoned to end the Anathema's life in a Wyld Hunt. They are to enter the Scavenger Lands through Lookshy, cross over the Marukan Range Towns, and enter the City Of Thorns, ruled by the Deathknights. It is believed Takemaru is hiding amongst his Anaetma brethren, planning revenge.

Notable GMPCs:

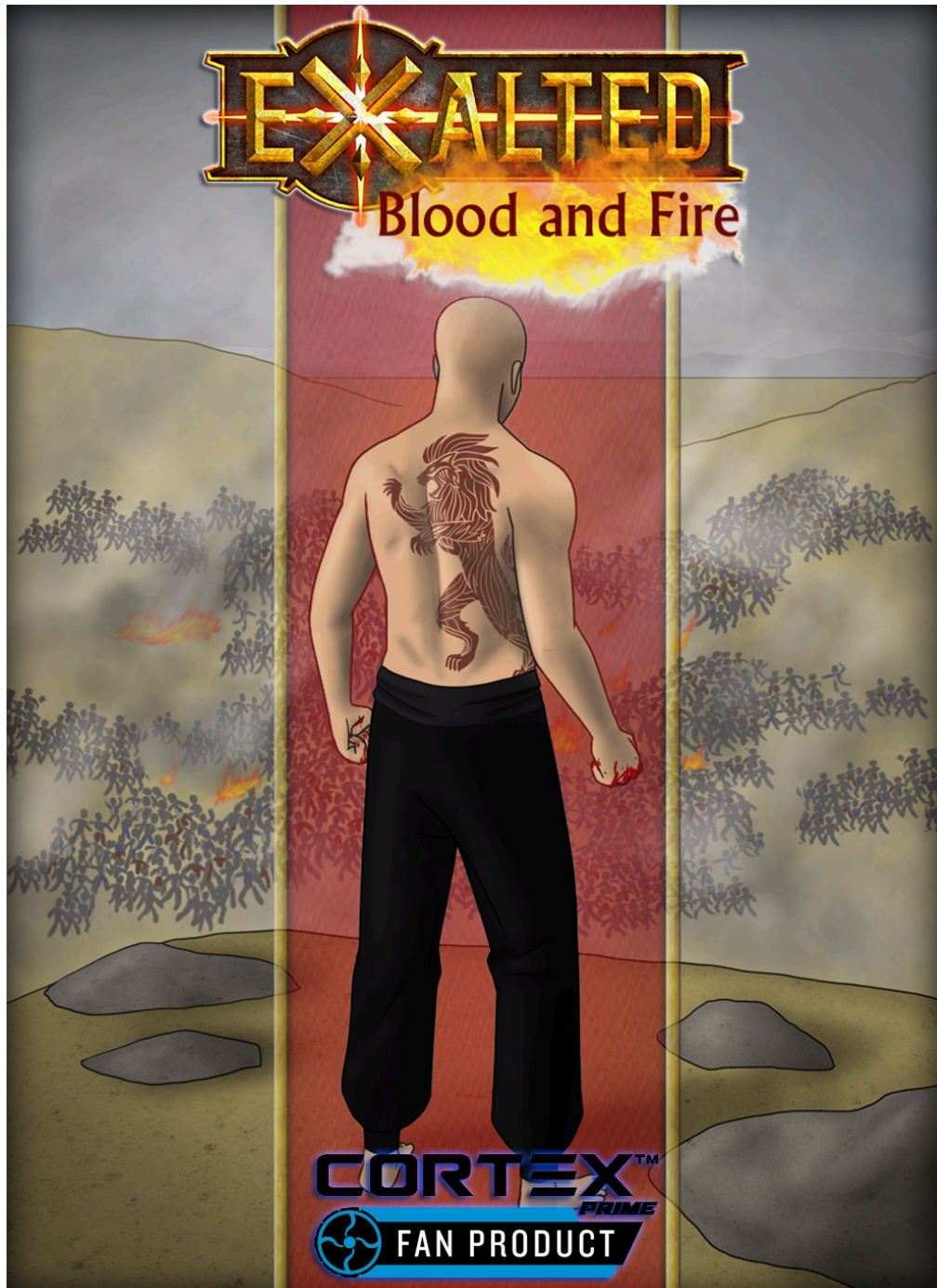
- **Takemaru, The Red Dragon Fang:** An Infernal who used to be a Dragon-Blooded Dynast.
- **Bumi, The Immovable Mountain:** A Dragon-Blooded Exalt in Lookshy who suspects a deeper reason for the Wyld Hunt.
- **Yang, Inferno Of The Ranges:** An Outcaste in the Marukan Ranges who knows a way into Thorns.
- **The Cold Death:** An Abyssal who would prefer that the wild dog Takemaru was taken out.



What You Will Need

To play *The Shame Of The Noble Green Sun Prince*, then you will need the following materials:

- [A Copy Of Exalted: Blood And Fire v3.1](#)
- A Pen Or Text Editor
- Paper Or Text Editor
- [One Of The Sample Characters From This Google Sheet \(Optional\)](#)



First, everyone introduces themselves, their pronouns, and their characters and their character's pronouns.

Then, everyone writes in their lines and veils. Lines are things that should never show up in game. Veils are things that are okay to appear as long as they are obscured and not focused on. In other words, whatever is in Lines should never occur in game under any circumstance. Veils can occur, but only if it's implied and not directly shown, like sex in an R rated movie.

Use the following worksheet to help you keep track:

Lines	Veils

Then, give every player an index card with a large "X" on it. That's the "X-Card" and if anything occurs that a player is not comfortable with content-wise, they can tap the card and whatever was occurring is stopped. Whatever the issue was -- sexual violence, torture, graphic violence, etc -- is undone and the scene is rewritten without the element.

Finally, everyone should take a moment to use the bathroom, grab snacks, and get comfortable before the game begins.

Table Of Contents

[What You Will Need](#)

[Table Of Contents](#)

[Introduction](#)

[Act One: Lookshy](#)

[Transition Scene: Welcome To Lookshy](#)

[Action Scene: Dinner With The General](#)

[Act Two: Marukan](#)

[Transition Scene: Marukan](#)

[Action Scene: Tyrant Of The Ranges](#)

[Action Scene: Precipice Of Thorns](#)

[Transition Scene: Secret Entrance To Thorns](#)

[Act Three: Thorns](#)

[Transition Scene: Death's Manor](#)

[Transition Scene: Rebel HQ](#)

[Action Scene: Takemaru](#)

[Epilogue](#)

[Milestones And Unlockables](#)

[Antagonists And GMPCs](#)

[Nameless Foes](#)

[Bumi, The Immovable Mountain - Major Medium GMPC](#)

[Yang, Inferno Of The Range - Major Medium GMPC](#)

[The Cold Death - Major Heavy GMPC](#)

[Takemaru, The Red Dragon Fang - Boss Threat](#)

Introduction

Read This Before Starting The First Session: *Welcome to Creation. Creation, a flat world that stretches farther than the Earth, is the home of our game today. Long ago, these lands were forged by the Primordials and governed by the gods. With the aid of the gods, your ancestors took this land for themselves. The former home of the gods has become your kingdom, The Blessed Isle, as the gods took the Primordials' home, Yu Shan, for their own. The Shogunate turned the Blessed Isles from an untamed land into a civilized place. Then, the Scarlet Empress united the Shogunate and founded the glorious empire of The Realm. For centuries, The Realm has been ruled by its wise first empress and the many Great Houses of her children.*

You are Dynasts. You were all born into House Ledaal, the most intellectually curious and inquisitive House of The Realm. All of you were born with dragon's blood, a gift from the Five Elemental Dragons. As per the Immaculate Calendar, you were all virtuous in your past lives and your life of luxury is your reward. You have all Exalted into Dragon-Blooded: while all Dynasts have the potential, only the greatest Exalt. All of you have an Affinity to one of the Five Elements, allowing you to stand above mortal men, and will enjoy centuries of life to guide your people.

Your gifts are why the House entrusted you with your task. One of your own must be found and killed. Takemaru, a weak blood who never Exalted, was once favored to produce an Exalted child with his weak blood arranged wife, Izayaoi. Not long ago, an Anathema, a demon that has stolen the body of a man, maimed Takemaru and took his wife for himself. Left open to evil by his boiling spite, Takemaru sold his soul for vengeance and became an Anathema himself. With his newfound power, Takemaru has become known as the Red Dragon Fang, cutting a path through lands outside The Realm, the uncivilized Scavenger Lands. Worse, your family has reason to believe Takemaru is working for the Deathknights in Thorns to find the Anathema that maimed him. House Ledaal has always taken the Deathknight scourge more seriously than the other Houses, which is likely where Takemaru got the idea to seek them out.

Takemaru's antics threaten the House's standings in the Imperial Court. With the disappearance of the Scarlet Empress, your House stands to gain or lose much from the power vacuum. Takemaru's ties to your House must be kept secret; the longer he breathes, the more likely someone makes a connection, especially if another House kills him first. You have been tasked to the Wyld Hunt, the endless Hunt to rid Creation of Anathema. Your target is the Red Dragon Fang. You have been entrusted with the truth of your cousin's disappearance, that he is the Red Dragon Fang, but must speak it to no one.

You are on your way to Lookshy, the remnant of the old Shogunate in the Scavenger Lands. From there, you are to pass over the Marukan Range-Towns and enter Thorns, a kingdom of undeath. There, Takemaru is to be killed quietly and his body is to be destroyed.

You all know your mission. Do your House Proud.

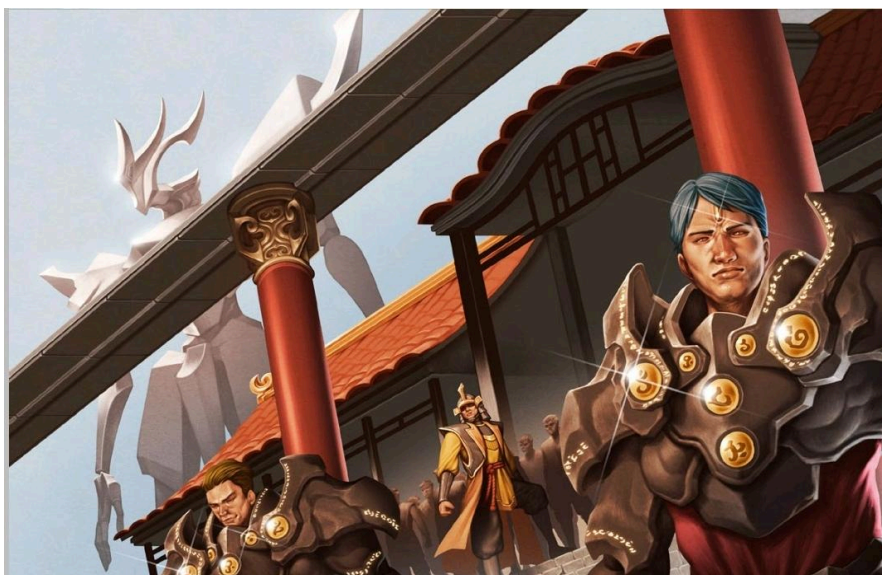
Act One: Lookshy

Doom Pool: 2d6

Transition Scene: Welcome To Lookshy

Read This: *You find yourself in Lookshy, all that remains of the old Shogunate. It's city holds many First Age Wonders that defend it as well as being host to the thickest concentration of Dragon-Blooded in the world, called by their ancient name of "Gentes" in Lookshy. Even the harbor itself is impressive...for the Scavenger Lands: a large port that ferries a seemingly endless horde of merchant vessels and war ships. Your presence is known, judging from the looks. The Realm has warred with Lookshy for centuries, attempting to claim ownership of the Seventh Legion's Lands as the heirs to the Shogunate. However, Lookshy had remained sturdy against all assault. The mountain tells the story: towering above you and dotted in garrisons and defenses, you can see why your ancestors and their men failed to take such a fortress. Regardless, you are not here for such things and the Gentes of Lookshy knows this as well, else they'd have sunk your boat before port. You have been permitted to dock as per your Wyld Hunt, as long as you keep yourself to designated areas and obey the laws of the land. That wouldn't be an issue, as your plans suggest you should only stay a day or so here. However, as you step off the boat, a man in military fatigues waits to greet you.*

"Greetings, those of Dragon's Blood! My master bids you good tidings and has summoned me to greet thee." The man begins with a respectful, deep bow. "By his orders, I am to extend a mandatory invitation to his estate tonight. Failure to comply will result with immediate forfeiture to your right to dock at our port. Please take this letter as well as your passes to the First Ring, a great honor for Metics, even those blessed by The Five." He extends a series of documents. What do you do?



This man is an Extra and is handled as a single Distinction **A Loyal Messenger Of Gente Bumi, The Unmovable Mountain d8**. His goal in this encounter is to get the party to see his master. He is from the First Ring and has served the Gentes, the Dragon-Blooded of Lookshy, for four years as part of his Indentures Servant Contract. He is used to the nature of Dragon-Blooded. While he knows his place, he is a citizen of Lookshy and only considers the Gentes of Lookshy as his masters. He feels safe speaking out of turn to Dragon-Blooded from other nations as he knows his Master Bumi is a passionate man who would not stand such a sleight and that the other Gentes of Lookshy would not either. While he may be a humble servant, he is also their property and destruction of one's property is an insult to the property holder. And Realm Dragon-Blooded especially can not lay their hands on the property of Lookshy.

He is willing to answer questions, however, and will not be rude unless severely provoked. He knows general things about Lookshy and can answer some questions. Some notable facts he may mention are:

- The market in the Third Ring is entertaining an **Exotic Traveler From The Threshold d8**, that some say is a fae-blood. He has brought some interesting wares and trinkets.
- The military in The Second Ring is preparing for a festival to honor Taimyo Nefvarin Gilshalos, founder of Lookshy, as his birthday is next week. They may not take kindly to Realm Dragon-Blooded walking through their pass this week, even though one must do so to reach The First Ring.
- His master, Bumi, is a wise general known for his eccentric antics. He is interested in aiding the Dragon-Blooded in their Wyld Hunt, as far as he has informed his servants.
- His master will be hosting dinner for their meeting tonight.

Afterwards, the servant will bid the party farewell and leave. If the party gets aggressive with the servant, especially physically aggressive, a 2d6 Mob of Common Soldiers (See Page **X.X**) will get involved in the situation, using threats that the Gentes may be called in if the Realm's Chosen seeks to start trouble in the city.

The party is free to explore Lookshy at this time. They can disperse and attend activities in the The Third, Second, and Fourth Ring, but their passes will not let them into the First Ring until nightfall. The party is also free to ignore the invitation, but it will result in their ship being impounded, making their trip home a pain.

- **Event 1: (Transition Scene)** There isn't much in the Fourth Ring, as it's mainly cottages and farms. If they go there, they will mainly find serfs who will be afraid of their presence and try to keep their distance. Most notably, however, they will be approached by a young girl. Her mother is sick with the plague. While she is free, her mother is a slave from a skirmish in the Marukan Range towns. Due to her outbursts against the guard's for getting too "frisky" with her, shops aren't allowed to sell to her for another month. The girl is afraid her mother is going to die. If you agree to help, you can either spend 1 Mote or make a test to cure the woman. If you succeed, the party has a **Friend Of Common Folk d8** Persistent Asset that you can use whenever you are in Lookshy unless you attack the common people unprovoked. If you do, the asset is lost.

- **Event 2: (Transition Scene)** If they travel to the Third Ring, there will be a lot of commotion surrounding an ***Exotic Traveler From The Threshold d8***. The figure is an eccentric who walks with the air of royalty. Most telling is his flowing, golden moustache, which he is selling to anyone who can best him in a game of strength. Allegedly, his moustache hair, which he calls “Megingjord Fiber,” can double one’s strength for a short time if wrapped around your arm. He claims these locks come from his father, a powerful warrior from the Threshold, who was known to wrestle bears and defend the threshold from fair folk. Some claim his dad was a fair folk himself, but he doesn’t entertain such idle rumours of the small-minded. Why would a fae turn on their own? His mom was beautiful but not so much so to make one forsake their kin and country. He never met the man, of course, but he knows for certain that his dad was a god-given flesh, not a demon or fae. All the mortals at the market have failed to best him and the Gentes don’t give him the time of day, seeing his story as an absurd farce, but, if the party wishes, they can try him. The contest is an arm wrestle. Add his distinction to the difficulty. If the challenger succeeds, they get ***Mejingjord Fiber d10*** as an Asset. They can use it in any roll for the rest of the Adventure. After it’s used, it vanishes, turning into gray straw.
- **Event 3: (Action Scene)** If they travel to the Second Ring before nightfall, then there will see a parade being set up. There aren’t any celebrations yet. Most of the military personnel and bureaucrats seem more preoccupied with their daily tasks. Only a few select people are actually handling the festivities. They can ask around about Lookshy’s history and learn a bit about the Shogunate. However, if they stay too long, they will draw the ire of a small 2d6 group of Isolationists who will try to start trouble (Common Soldier, See Page X.X). The party can try to calm them or try to fight them. If they do the latter, they will be asked to remain in their quarters by the guards until their meeting at nightfall.
- If they try to enter the First Ring, they will be rebuffed as their passes do not allow entry during the daytime hours. There isn’t much point trying to get in otherwise, unless they wish to fight Dragon-Blooded that will consider the action a declaration of war by these Realm Dragon-Blooded.

After two of the three Events occur, night will fall and the party will need to decide if they’re going to the meeting or not. If they don’t, skip to Act Two: Marukan. If they do, go to Action Scene: Dinner With The General.

Action Scene: Dinner With The General

Read This: *As the sun sets and the chill of night creeps in from the river, you find yourself at the precipice of a large complex. The structure is practical, lacking flourishes. In The Realm, it would be a sign of low status for a Chosen to call such a dwelling home. However, Lookshy is different. The more military inclined amongst your group are quick to notice that the simple structure is more defensible than the ornate ones at home. Whoever designed this structure did so with a focus of function over form. The other compounds in the area follow suit.*

Ushered in by a servant, you walk through the plain, practical hallways. Some of your heads spin at the dizzying maze, built with numerous choke points. A clear attempt to deter and stop invaders. You eventually reach a large chamber. In it, a table has been set for you all. At the head, the host waits patiently for his guests. He is a wizened man with hair greyed and skin wrinkled by experience and time.

He turns to greet you with an informal wave. "Wonderful! The guests have arrived. I was practically ready to eat my own foot." He calls you in with a beckoning hand. "Come, come, sit! I have looked forward to roast rabbit all day and I shan't wait another minute." What do you do?

This man is **Bumi, The Immovable Mountain** (See Page X.X). Shortly after beginning the meal, he will begin a social conflict with the party. This encounter is not meant to be too difficult as the party should easily outnumber him. His goal is to get secrets from the party. His trick is to play the role of a doddering old fool to lure the party into a sense of superiority so they feel comfortable saying too much. If that doesn't work, he plans to use pointed insults to spur impulsive, foolish behavior to his advantage. His hope is to get leverage on them to use against them later.

If any party member attempts to come to blows with the man over his prying words, Bumi will immediately concede, knowing he overplayed his hand. If anyone is Taken Out by social or mental related means, in their fluster, they will admit Takemaru's ties to House Ledaal in some manner. The party will have a **I Know Your Secret d10** Persistent Complication when interacting with Bumi going forward. The Complication can only be removed by telling the public the truth, but the medicine is worse than the sickness.

Regardless of how the Conflict turns out, Bumi will inform them that his reason for meeting was to tell them a way into Thorns, as his spies know that is where they are heading. An Outcaste working with the Anathema of Thorns (GM Note: she isn't) named the "Inferno Of The Ranges" knows a cave that goes right through the edge of Marukan and into Thorns. Such a cave would bypass the undead guards and allow the party to stealthily enter the land undetected. Bumi will press the party to go after the Anathema's servant, even leveraging his secret against House Ledaal. If he has your secret, he may reveal it if you do not do as he wishes. He won't require you to make a promise, but he will let you know what's at stake.

Afterwards, go to Act Two: Marukan.

Act Two: Marukan

Doom Pool: +1d8 (+1d8 if the General knows the party's secret)

Transition Scene: Marukan



Read This: *After your stay in Lookshy, you made your way towards Thorns. You knew you'd have to pass through the Marukan Range. On your way, you've passed through numerous townships. While the Marukan do not respect the Realm, they do recognize strength. In exchange for keeping an eye out at night, you've been given ample room and board.*

Give the party one night at an Inn to decompress, especially if they did the Action Scene in Act One. Have it be a light affair. A **Small Tavern d8** in a **Sleepy Town d8** occupied by **Kind, But Tough Peasants d8**.

Afterwards, ask the party what they are doing then read the appropriate passage.

Before going to the next scene, one of the following events occur:

- **Event 1: (Action Scene)** A 2d8 Mob of Horse Riding Marukan Bandits (See Page X.X) attack the party.
- **Event 2: (Transition Scene)** The Marukan are transactional with their gods. Today, for good harvest, the local town is having a feast in a god's honor. There are contests galore. Every party member can name a challenge that the festival hosts and attempt a test to complete it. Everyone who succeeds has **A God's Favor d8** Assets. It can be used in any dice pool for the rest of the session and is lost afterwards.
- **Event 3 (Transition Scene):** While doing a night watch, you hear an odd noise. It turns out to be a poor woman stealing food for her family. Your party can turn her in to the farm or let her go. There is no difference either way: it's entirely a moral dilemma.

If you are ever instructed to return to this scene, have another decompression scene in the inn and then have another event occur.

If the party is seeking Yang, Then go to Action Scene: Tyrant Of The Ranges.

If the party goes straight to Thorns, go to Action Scene: Precipice Of Thorns.

Action Scene: Tyrant Of The Ranges



Read This: *While you passed through towns, you asked for information on the "Inferno Of The Ranges." The information you received was confusing: "a hero of the people", "a kind, considerate young lady", "a Firecracker with a heart of gold", etc. You had heard Anathema and their servants sometimes do good deeds to keep up appearances, but there was not a single story of her committing a bad deed, not an ounce like what you heard about Anathema from your elders. Perhaps her Dragon-Blood's compelled her to cleanse her soul through good acts, but why then would she work with Anathema? Puzzling, though it may be, you eventually found her last known location: she was off to slay a Tyrant Lizard that had been terrorizing a local farming village, eating crops and stray villagers. Another strangely noble task, but surely this must be part of her master's plan. Who's to say she didn't lose the Tyrant herself to look like the hero? There are barbarian Anathema that live in the dense forests these beasts live in. Perhaps they are working together with the Anathema of Thorns? Regardless, you set out to find the girl.*

As you close in on the location of the alleged Tyrant Lizard, you feel the ground shake. The rhythmic shaking can be felt all the way through your bones. The more green amongst you quiver: nothing can be that big, can it? Coming to a clearing, you see a young girl with fiery blonde hair in pitched battle with a Tyrant Lizard. The beast was a giant, towering lizard with a head the size of a house and tiny little arms. Yet the young warrior seemed undeterred. Her strange gauntlets ignited her strikes against the monster. Her strange unarmed style seemed oddly suited for the larger foe.

Your group is currently unnoticed. What do you do?

Your group can choose to remain hidden or act.

If the group remains hidden, eventually it will become apparent that Yang (See Page X.X) is protecting a child from the Tyrant Lizard (See Page X.X). If the party still doesn't act, Yang will get injured protecting the girl. If the party still doesn't act, Yang will defeat the Tyrant Lizard but will be gravely injured, as will the child she was protecting. She will begin trying to get the child back to the village.

If the party interacts with her then, she has d10 Physical Stress, d8 Mental Stress, and d6 Social Stress. She also has an **Injured Child d8** Complication. The party could then interrogate her or fight her. However, every round, the **Injured Children** complication will step up. If it goes over d12, the child will pass. If the child passes, Yang will fight you until she dies, impassioned, and will die if Taken Out. If you didn't get the secret entrance out of her, you now know nothing about Thorns Secret Entrance.

If you get involved immediately, your party and Yang will work together against the Tyrant Lizard. Yang starts with Physical Stress d4. During the battle, your group has a **Captured Child d6** Complication. If it goes over d12, it becomes **Injured Child d4** and steps up every round. If it goes over d12, the child dies.

If you defeat the Tyrant Lizard, Yang will be grateful to you and willing to help you. Your party could obtain the secret of Thorn's Entrance from her. However, if **Bumi Knows Your Secret**, leaving her alive can be bad for House Ledaal and your party. However, the child will vouch for her.

If in any scenario, it looks like it will come to blows with Yang, Yang can try to use her Emotional Scion SFX to dissuade her attackers. Dragon-blooded naturally and easily make bonds as per their original role as the foot soldiers of the Exalted Army. Yang can easily make bonds with any party member if they grow a strong enough connection (pleasant, rivalry, etc) to form a Minor Intimacy. This Intimacy could be used to push a party member to reconsider their actions.

When fighting Yang, if the child is not injured, she has a **Child Backing Up Her Claims d6** Asset, for when she tries to claim to be the good guy.

If the party kills her without learning the secret way to Thorns, go to back to Transition Scene: Marukan for another tavern scene and then go to Action Scene: Precipice Of Thorns.

If the party does learn of the secret entrance, go to Transition Scene: Marukan and then go to Transition Scene: Secret Entrance To Thorns. If you befriend Yang, she will accompany you to Thorns and help you as an ally, a valuable resource.

Action Scene: Precipice Of Thorns

Read This: *Miles before you approach Thorns, you feel the air grow cold and clammy. Your sweat sticks to you like a swamp but you feel like you are walking on a cold winter's night. Plants grow less and less as you approach. And those that do look grey and wilted. The water itself has become black, crashing on these awful silver coasts. It is as if you are approaching death itself. In a way, you very much are doing so. For Thorns is run by the Mask Of Winters, a Deathknight, servant of the Deathlords. His kind of Anathema seek the end of all life. His foul magic perverted this land. For his kingdom is run by perversions of life: the undead. And his kingdom is far from the only deadland, underworld. And yet, as Chosen of The Five Elemental Dragons, you fearlessly head towards his wicked lands.*

You grip your weapons, expecting a fight. Mask Of Winters, according to your sources, does allow mercantile activity in the city center. Visitors are often fed lies about how benevolent the ruler is and how prosperous their people are, but it's a facade. Outside the designated areas, horrors await. It doesn't matter, of course. Being members of the Wyld Hunt, there is no chance of the border patrol letting you inside without a fight.

As you arrive at the border, you see a horde of Zombies being led by a young girl. The odd figure bears chains on her limbs, like some escaped prisoner. Is she a victim of the Mask Of Winters? So often have you heard of living beings forced to act as slaves to the undead in these lands? Is she another? And what will these zombies do to this poor lass?

What do you do?

The party has a choice. Do they help the girl or do they not? The girl is The Cold Death (See Page X.X). If Yang is there, then she will identify her as an Abyssal and advise the group to use her secret entrance.

If they do, they get into Physical Conflict with a 4d6 Mob of Zombies (See Page X.X).

If they don't, the Zombies will never attack the girl. The girl will actually begin commanding the zombies to guard the border. She will then notice something seems off. The party will need to test against her to not be noticed. If they fail, she will send the zombies against the party and flee.

If you defeat the zombies without knowing who the girl is, she will pretend to be innocent and claim to be a victim of Takemaru, offering to take the party to him. If the party accepts, go to Act Three: Thorns.

If the party knows who she is, she will negotiate with the party. The party can fight her. Her skill is stealth but they are wounded so it may be hard. If they agree to help her kill Takemaru and get back her sword, she offers safe passage, a stay in her manor, and safe passage home. Regardless, go to Act Three: Thorns.

Transition Scene: Secret Entrance To Thorns

Read This: *You find yourself at the entrance to a dark, dank cave. The stench of death lingers in the air. Despite your shaking nerves, you manage to enter. As you enter deeper into the Earth, you realize that this is some kind of sewer. The disgusting water at your feet tells the tale. Hopefully, you can stomach the awful stench.*

The place feels like a maze. The winding walls seem to go on forever. What do you do?

If you befriended Yang, this is an easy situation as she will just lead you through. On the way, she will offer to take you to hidden villages to recuperate. Take the time to relax and recover.

If you don't have Yang, then you have to test to find your way. If you fail, the party then rolls a single dice, any size. On an odd result, the party runs into a 2d6 Mob of Hungry Ghosts (See Page X.X). On an even result, they find a tiny village of refugees who are hiding out underground. They are willing to give them room and shelter for the night.

Regardless, go to Act Three: Thorns.

Act Three: Thorns

Doom Pool: +1d10 (+1d10 if you are working with The Cold Death, +1d10 if Bumi knows your secret and Yang is alive)



Read This If You Get Into Thorns Through The Main Entrance: *Your pass through the borders have been a difficult one. After your encounter with the Zombies, you are left with a feeling that more may be on their way. For Thorns is not a welcoming place. The few citizens who mill about do so with forlorn looks in their eyes: fear. Yet, there is a strangeness too. For you can hear the town center buzzing with trade and craft. Your House is all too well-informed of the facade, of course. The Mask Of Winters keeps up appearances in the city center, letting visitors believe that the Anathema are benevolent and kind. If you were not of the Realm, you may even have been able to enter through such a fashion, but it wouldn't matter in the end: your journey takes you to the parts off-limits to visitors.*

The question is, where to now to find Takemaru?

If you are working with The Cold Death, go to Transition Scene: Death's Manor.

Read This If You Get Into Thorns Through The Secret Entrance: *After a long march through the maze, you eventually find yourself at the exit of your journey. You are on the rim of the city, far from prying eyes. You can hear two sets of conflicting sounds: the suffering from the misery pits and the trade from the city center. The Mask Of Winters keeps a dual identity. To those allowed into the city, he is a benevolent ruler. To those who live in it, he is a cruel dictator. It is a disgusting farce, you curse. However, you feel safe. No one seems to be around. The secret entrance does indeed take you to a rather hidden, seemingly safe sector of the city. It's also a bit elevated, allowing you to better plan ahead.*

If you are working with Yang: go to Transition Scene: Rebel HQ.

If you are alone, you have a few districts you can explore. However, before you go to any district, you must elect one party member to lead stealth travel through the city. Otherwise, you may be spotted and found. If the party fails their stealth check on their way to an event, they encounter one of the following random encounters: The GM rolls the d6 in secret to keep the party guessing, especially due to the fact that “1” and “6” results are very similar.

If you come in through the secret entrance, the GM will roll twice and take the better result whenever they use Table 1. The party has a good vantage point to plan their movements in the city by returning to the secret entrance.

Table 1: Random Encounter Chart: Thorns (d6)	
1	You are approached by a man who claims to be working with the rebels and is willing to take you to Rebel HQ. If the party follows him, they will be led to a 3d6 mob of Hungry Ghosts.
2	A 1d6 mob of Common Soldiers (See Page X.X) spot the group and interrogate them for being out of the visitor zone.
3	A 1d6 mob of Zombies (See Page X.X) block their passage and the party needs to find a way around or through them.
4	A 1d6 mob of rebels (Common Soldiers, (See Page X.X) are trying to stage a sabotage attack on a nearby factory. Do you help them?
5	You accidentally end up in the town square. It's peaceful as visitors are expected, but all there is to do is Look Through The Wares d8 and Blend In With The Crowd d8 . You have to sneak away to avoid any unwanted attention on your journey. Reroll the table when you leave.
6	You are approached by a man who claims to be working with the rebels and is willing to take you to Rebel HQ. If you follow him, you are taken to the Transition Scene: Rebel HQ.

There are a few major districts, each one with its own event:

- **Twilight Amphitheatre:** A useful tool in the Mask Of Winter's Propaganda. It holds many shows that are often shown to foreign dignitaries to convince them that Thorns is a nice place. Currently, there is a show going on: *Life Of A Dead's Statesman*. It's a propaganda piece discussing the benefits of undeath. The Chosen can sneak in to disrupt the operations by passing the best two of three tests. The area has the **Impressively Built d8**, **Fortified d8**, and **Full House d8** distinctions.
- **Legacy:** The “Old City,” where mortals try to survive while their masters mine the area for misery. You will find **Mortal Suffering d8** in **Broken Down Houses d8**. If you ask around, you can find out Takemaru is in the The Seven-Tiered Sanctuary.
- **Seven Tiered Sanctuary:** You will be rebuffed at the door by **Undead Guards d8** but you can try to talk your way in. Once inside, you will have to overcome a trial each related to vice. Each party member names a challenge and tests against it. Once this is complete, you find Takemaru. Go to Action Scene: Takemaru.

Transition Scene: Death's Manor

Read This: *The girl takes you to an old manor in the middle of the city. As you go through, the undead of the city seem to give you a wide berth. You expected resistance to a Wlyd Hunt, but these undead seem uninterested in getting involved with you whatsoever.*

If the party knows she's The Cold Death: *You aren't surprised, of course. She is an Anathema, a Deathknight. These beings no doubt serve her.*

She bids you into her manner. "Listen, buds, rest up and I'll take you to the Seven Tiered Sanctuary tomorrow." She talks between a hacking cough. "Red Dragon Fang has been paying some women to pretend to be some girl named Izayoi and keep him company. Really weird stuff, honestly. Like, I read some racey things back in the library -- and racey things out here -- and it'd be one thing if he was logjammin her. Or even getting log jammed by her. But, no. He just has her acting like his wife: cooking him meals, sleeping in his bed, and telling him she loves him. Makes my skin crawl."

With a fake burr, she points back inside. "Chop, chop, asswipes. I got to get back to work."

If the party doesn't know she's The Cold Death: *You question the girl on why the undead are so calm, but she waves it off in her stammering voice. "T-they know I belong to m-master. They won't hurt us as long as it l-looks like I'm taking you to him."*

She points to the manor. "G-go inside and rest. My master is out in the Scavenger Lands on business. You can have free r-reign of the place. J-just don't break anything or else...or else I might get hurt."

Regardless, the party has some time to rest in this **Old Manor d8** that is full of **Old Trinkets d8** and **Useful Finds d8**. It's a really good place to try and make some Assets or perhaps a good place for Chosen to cash in their XP for some Artifact Unlockables (see Page **X.X**). The Cold Death won't stop them from taking any artifacts since she plans on killing them all later anyway.

After everyone is satisfied, the party takes a rest. Tomorrow, The Cold Death takes you to the Seven Tiered Sanctuary. Since she knows her way, you just go straight to Action Scene: Takemaru.

Transition Scene: Rebel HQ

Read This: *Making your way through the streets, you quietly find yourself over a sewer grating. Spurred on by your guide, you make your way into the undercity. Walking through the maze, you're informed this part of the undercity has been blocked off by the rebels to keep out any unwanted guests. It's also full of traps.*

With time, you find your way into a rotunda that easily houses a hundred people. There isn't an undead in sight.

If the party got here on their own, read this: *Your guide waves to a few men. His odd gestures seem to satisfy the group. An older gentleman comes up to you. Identifying himself as Kuroki, he begins a hearty laugh. "Chosen of the Five, eh? A Wyld Hunt in these lands? How bold? I wouldn't suppose you're here to kill the Mask Of Winter for us, are you?"*

What do you do?

If the party got here with Yang, read this: *Yang waves off to an older gentleman. "Hey, Kuroki, I got some other Dragon-Blooded here. We want to kick Red Dragon Fang's pasty ass. Where is the bitch hiding?" As the man sighs, she pulls out a bottle sly. "I brought some sake from Marukan, if you need some convincing."*

"Girl, I sometimes wonder how you could possibly have any of The Five's blood in you." The old man sighs, taking a swig of the sake. "And the lot of ya? Here to kill Red Dragon Fang? I can help ya, but I wish you'd be killing the Mask Of Winters instead."

Regardless, you have free reign of the place. You can use it as a chance to make Assets, recover, and maybe learn a bit more about Thorns. The Rebels have captured some Artifacts and this might be a good time to use XP on Unlockables (see Page **X.X**).

After the party is satisfied, the Rebels sneak you into the Seven Tiered Sanctuary. Go to Action Scene: Takemaru.

Action Scene: Takemaru



Read This: *You find yourself in an elaborate bedroom. It reminds you of the rooms you saw back in your castle. Did he pay to have this room made to look like his old room? Has the taint corrupted him so much? Anathema steal the bodies of men, but also their minds: is this a sickness of the exchange? The Anathema forced to indulge in the desires of a dead man?*

The Red Dragon Fang lies in bed. Under his arm is a woman pretending to be a sleep. Seeing you, her eyes burst open. Carefully, she makes her way out of the sheets. By her ability not to stir the Green Sun Prince, it's fair to say she's done this many times before. As she passes by you to the chamber door, she mouths "good luck" to you.

Unfortunately -- or perhaps intentionally --, her slamming door stirs the Red Dragon Fang. With a sudden jolt, he is on his feet grabbing his daiklave.

"Who are you?" He blurts out before his vision focuses. "You! You are from House Ledaal! Have my cousins come to kill me? Is that your version of 'tying up loose ends'?" He begins to groan. "Empress forbid you go after the Anathema who maimed me, the Dog General. Or Izayoi, who he turned into an Anathema before my eyes. No, those incidents don't have as much as a blood trail, do they? They can slip quietly into the rim of the world and be forgotten. But, me? Who failed to save his wife from that horrid beast? I am the target because I do not hide who I am."

He spits on the ground. "I am Takemaru of House Ledaal, the Red Dragon Fang, and I will not be silenced by a self-serving Wyld Hunt from my own house!" He cries.

Takemaru immediately starts a Physical Conflict with the group. (See Page X.X) He will immediately start by summoning two 2d10 groups of Blood Apes (See Page X.X). As a Boss Threat, Takemaru will be very difficult to defeat. Yang or The Cold Death can jump in to assist if things look dire.

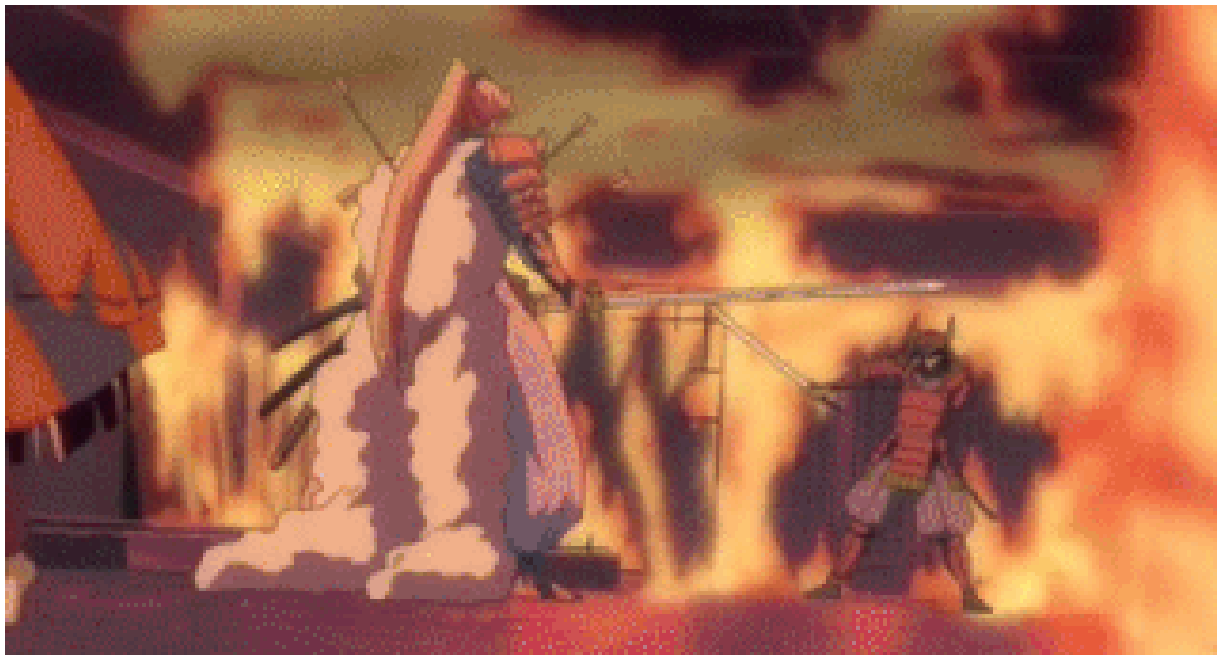
Once Takemaru is defeated, **read this:** *As your cousin falls, sputtering blood and icor, he begins to wail. Tears stream down his face as his eyes plead with you. It isn't mercy he seeks, but absolution.*

"Cousins, if you really are to kill me here, promise me one thing. Please, promise me one thing." He whimpers. "As a member of House Ledaal, I beg the Wyld Hunt to kill the Anathema who ruined my body on my behalf so that I may rest easy." He cries. "Not just him, not just that Dog General, but my wife too. She's also been made into an Anathema, a Lawgiver. End her too. Perhaps then we can be together again, in death."

With that, he falls to the ground motionless.

If you worked with The Cold Death, she will pick up her old sword, the Amassing Hell Dragon Cloud, and betray you. Without any chance to rest she will fight you. She isn't a boss threat, but the party should be weakened from the previous encounter. Her stat block is slightly changed as she has the Amassing Hell Dragon's Cloud from Takemaru's stat block. Once she is dead, the Amassing Hell Dragon's Cloud, a Daiklave, is free for the party to take.

With that, *The Shame Of The Noble Green Sun Prince* is complete. Take some time to wrap things up with the players. Tie up some immediate loose ends and put on the bow on the adventures. It's fair to say the party can just leave Thorns without any fuss since it would bog things down at this point. Afterwards, go to the Epilogue for ideas for future sessions.



Epilogue

Once the adventure is complete, there are a few avenues left to explore for future adventures.

- The party could go back to get revenge on Bumi for lying to them about Yang and trying to trick them.
- If Bumi knows the secret and the party didn't kill Yang, then perhaps there is either an attempt to stop Bumi or discredit him. Or, perhaps, the party will need to go back to House Ledaal for damage control.
- If the party killed Yang, then Raven, a Lunar who runs a group in the Turrin Clan in Marakuan and Yang's mother, may seek revenge against the party and hunt them down.
- Perhaps the party takes up Takemaru on his request and seeks out the Dog General and Izayoi as part of their Wyld Hunt.
- If the party knows the secret entrance into Thorns or have met the Rebels, perhaps they wish to help the rebels liberate Thorns from the Mask of Winters.
- If you ignored Bumi, your ship is impounded and you will need to play Lookshy politics or find another way home.

Of course, they could also go on unrelated adventures, but these serve as potential hooks to explore.



Milestones And Unlockables

The following are a series of Arc Milestones and Unlockables that can be used In *The Shame Of The Noble Green Sun Prince*.

Milestone: Save Thorns

You have come to Thorns, not just to get Takemaru, but to harm the Mask Of Winters as well.

1 XP when you take out an enemy or mob serving the Mask of Winters.

3 XP when you save citizens of Thorns from their oppressors

10 XP when you either take out a major foe serving the Mask of Winters. or when you fail to do so and are taken prisoner.

Milestone: The Secret Of Takemaru

You understand the gravity that an Anathema being from a Dragon-Blooded's house can do to a House's reputation. While the Courtiers should be able to stop major damage, it is an embarrassment to the house. You must keep it secret.

1 XP when you make a lie up about your mission.

3 XP when you take out an enemy or mob to keep the secret.

10 XP when you either kill Takemaru without anyone knowing or someone important finds out the truth and you can't silence them.

Unlockable: The Distaff (Moonsilver Daiklave)

Artifact d8 [15 XP]

This mighty sword is tangled in raw silk from point to pommel, a legacy of its first wielder, who swathed it in cloth that it might never take another life after fighting in a bloody war.

- **SFX:** *Wrapped Fly Atemi*. When using the Distaff to inflict a grappling-based complication, add a d6 and step up the effect die.
- **Limit:** *Nonlethal Blows*. When a character is taken out by a stress-inflicting attack including the Distaff and chooses to stay in the conflict rather than conceding, that character does not suffer trauma. Instead, they gain a Bumps and Bruises complication at d8.

Evocations:

- **SFX:** *Poppet-Knitting Practice*. You may spend 1 Mote to add a Fabric Servant d6 Extra to the scene. The Extra lasts for the remainder of the Arc and can take actions within a single broad role, such as farmhand, spy, or sentinel.
- **SFX:** *Silkworm's Nostrum*. You may add the Distaff's Artifact rating to your dice pool when making recovery rolls for yourself or another character. Spend 1 Mote to reroll a recovery roll including the Distaff in the dice pool.
- **SFX:** *Tinker's Cobweb*. When you fail a Craft roll to repair an inanimate, nonmagical object, spend 1 PP to reroll that action, adding the Distaff's Artifact rating.

Sun's Brush (Orichalcum Grimcleaver)

Artifact d8 [15 XP]

A god of art once fell in love with the Unconquered Sun. When a jealous rival killed the god, his enchanted brush fell to the earth and was found by a sorcerer, who reforged it into a naginata.

Sun's Brush guides its wielder toward wisdom and self-revelation, as much a teacher as a weapon.

- **SFX:** *Foe-Scribing Gambit*. Spend 1 Mote to write on an enemy as part of an attack including Sun's Brush. On a successful attack, the target also receives a persistent d8 complication representing the words written on his skin.
- **Limit:** *Sagacious Wielder*. When you wield Sun's Brush, the highest die you can include in a dice pool from its is the lower of its Artifact rating or your Know skill. You may not have more SFX for Sun's Brush than you have Know specialties. (If you are untrained in Know, this means that your Artifact rating is d4 and you cannot use Foe-Scribing Gambit.)

Evocations:

- **SFX:** *Filling Blank Pages*. When you spend 1 Mote to create an asset representing knowledge or lore, that asset is created as a d8 rather than a d6.
- **SFX:** *Whirling Sunfire Calligraphy*. When you make a close combat attack including Sun's Brush, you may split its Artifact rating into two stepped-back dice. On a successful attack, keep two effect dice at no cost—one to inflict physical stress and the other to create an On Fire! complication.

Antagonists And GMPCs

Nameless Foes

Common Soldier

Threat d6

Distinctions: Green Recruit; Hungry for Action

Skills: Fight d6, Labor d6

Signature Assets: Chopping Sword d6, Shabby Armor d6

- **SFX:** *Phalanx Tactics*. Step up or double Chopping Sword in a Fight action. Remove the highest rolling die and keep three dice for the total.
- **Limit:** *Gear*. Shutdown any signature asset to add d6 to the doom pool or step up the lowest dice in the Doom Pool.

Mortal soldiers are rarely capable of challenging the Exalted individually—or in groups, honestly, but that doesn't stop them from trying.

Marukan Rider

Threat d8

Distinctions: Bandit's Honor; Turrin Clan Ties; Master Horsemen

Skills: Fight d6, Ride d8 (*Horse*)

Signature Assets: Chopping Sword d6, Longbow d6, Horse d6

- **SFX:** *Master Horsemen*. Split Ride into 2d6.
- **Limit:** *Gear*. Shutdown any signature asset to add d6 to the doom pool or step up the lowest dice in the Doom Pool.

Marukan Riders are usually members of the Turrin Clan. The Turrin Clan lives in the ranges by taking from the other clans. Always a top a horse, they are master raiders and combatmen.

Zombie

Threat d6

Distinctions: Mindless; Shambling Corpse

Skills: Fight d6

Corpse Body Powers: Durability d8, Strength d6

- **SFX:** *Dead Man Walking*. Spend a doom die to ignore stress or complications from poison, disease, or fatigue.
- **Limit:** *Bane*. Step up stress or complications from attacks including silver, salt, or holy energy.
- **Limit:** *Slow*. The GM cannot spend doom dice to interrupt the action order for zombies.

Zombies are mere shambling corpses, animated by necromancy or the subtle corruption of a Shadowland. They possess no intelligence or volition of their own, only a vague notion that feasting on the flesh of the living will bring them some semblance of peace.

Hungry Ghost

Threat d8

Distinctions: Driven by Hate; Hungry for Flesh

Skills: Fight d8, Influence d6 (*Terrify the Living*)

Embodied Ghost Powers: Claws d6, Durability d8, Senses d8, Strength d8

- **SFX:** *Dead Man Walking*. Spend a doom die to ignore stress or complications from poison, disease, or fatigue.
- **SFX:** *Unhallowed Flesh*. Spend a doom die to ignore physical stress unless inflicted by silver weapons or magic.
- **Limit:** *Bane*. Step up stress or complications from attacks including silver, salt, or holy energy to add d6 to the doom pool or step up the lowest dice in the Doom Pool.
- **Limit:** *Sunlight Vulnerability*. Step up physical stress at the end of any action spent exposed to sunlight.

The dead don't rest easy in Creation. Hungry ghosts are created when souls are unable to rest due to some great outrage. Vengeance and hate drive them. A hungry ghost rises the first night after a murder, taking a physical form similar to the victim's living one but gruesomely marked by his violent death and subsequent decay. Hungry ghosts roam the living world at night, hunting their killers or tearing apart anyone they encounter. They return to their corpses at dawn, their spirits sinking to the Underworld, since the touch of daylight is corrosive to their ectoplasmic bodies.

Blood Ape

Threat d10

Distinctions: Monstrous Demon Primate; Red Haze of Violence

Skills: Fight d10 (*Natural Weaponry*), Influence d6 (*Intimidate*), Survive d8 (*Track by Scent*)

Erymanthus Powers: Claws and Fangs d8, Durability d10, Senses d8, Stamina d8, Strength d10

- **SFX:** *Berserk Rampage*. Add a doom die to a Fight roll. On a successful attack, step the die back and return it to the doom pool.
- **SFX:** *Rip and Tear*. On an attack action including Claws and Fangs, add a d6 and step back the highest die in the pool to step up physical stress inflicted
- **Limit:** *Easily Distracted*. Step up mental stress or distraction-based complications to add d6 to the doom pool or step up the lowest dice in the Doom Pool.

More properly known as erymanthoi, blood apes are the favored demons of summoners all over Creation. An erymanthus is a hulking carnivorous ape with red fur and bone protrusions sticking through its skin. They are powerful, violent demons useful as shock troops and bodyguards who revel in sheer violence and bloodshed. They typically put up only a token resistance to being bound into service, since they know that being called to Creation usually means all the violence they can handle.

Tyrant Lizard

Boss Threat 3d10

Distinctions: Always Hungry; Vicious and Stupid; Thundering Hunter

Skills: Fight d8 (*Natural Weaponry*), Move d8 (*Pursue Prey*), Sneak d6, Survive d6

Huge Theropod Powers: Bite d8, Superhuman Durability d10, Superhuman Strength d10

- **SFX:** *Boss Threat*. Tyrant Lizards gain scale advantage on enemies that are not Boss Threats.
- **SFX:** *Charging Smash*. Step up or double Strength in an attack against two or more targets, then shutdown Strength. Recover Strength by spending a d10 or higher doom die.
- **SFX:** *Crushing Chomp*. Step up or double Bite against a single target, then shutdown Bite. Recover Bite by spending a d8 or higher doom die.
- **SFX:** *Trample*. Against multiple targets, for each additional target add a d6 and keep an additional effect die.
- **Limit:** *Huge*. Turn Strength into a complication to add d6 to the doom pool or step up the lowest dice in the Doom Pool. Recover Strength by removing the complication or spending a d10 or higher doom die.

The tyrant lizard is one of the mightiest predators of the jungles and swamps of Creation. While it often survives as a scavenger, its innate bloodlust often compels it to seek out fresh prey. This enormous beast—not actually a reptile, but rather a scaled and feathered saurian—is notable for its huge jaws and tiny forelimbs.

Bumi, The Immovable Mountain - Major Medium GMPC



Bumi has lived in Lookshy for his entire century-long life. His time as a general has passed him. He stands as one of the few who reached retirement age in the city, enjoying a peaceful life of networking and management in his compound. Only recently has the telltale signs of age begun to take his features. Yet, despite the liver spots and wrinkles, this Earth Caste of Gen Kiriga stands by his vision of a unified river province. While his days of leading troops and fighting for his country are gone, he works in the shadows to build Lookshy's forces and weaken the other nations.

Of particular interest as of late is an Outcaste from the Turrin Clan of Marukan. The lass, known as the Inferno of the Ranges, has refused his many offers to join the forces of Lookshy. She has rebuffed his messengers, saying she is a proud guardian of Marukan. Marukan is a disjointed place and one Bumi views as an easy conquest. However, he is uncertain how long it will take to move the gentry to see things his way. His machinations could take centuries to fulfill and he doesn't expect to live to see his dream realized. In that time, a rogue Dragon-Blooded could mother many children. If they all get their heads filled with her teachings and any of them or their children exalt, Marukan could become a small province of Dragon-Blooded. Possibly even uniting the many towns under their rule, like a miniature Lookshy or Prasad. He can't let that happen.

His network informed him of the arrival of the Realm's chosen. They'd never help willingly but tricky works just as well. Whose to say if the girl isn't work with Anathema? She lives so close to Thorns. The Realm's Chosen are so foolish that they'd likely strike before learning the truth. And his spies informed him that the Outcaste knows a hidden cave into Thorns even: too perfect.

Exalt Type: Dragon-blooded, Earth Aspect

Anima: Rocks begin to swirl around his head in a slow orbit.

Essence: d10

- **SFX:** *Earth Aspect*. Spend a dice from the Doom Pool to ignore stress from non-magical weapon attacks, or to ignore grappling-based complications. While your anima banner is visible, you ignore terrain-based scene complications.
- **SFX:** *Elemental Scion*. Spend a dice from the Doom Pool to create a minor intimacy with a PC Dragon-Blooded that lasts until the end of the scene.

Attributes: Physical d6, Mental d10, Social d8

Skills: Attune d4, Craft d4, Fight d6, Focus d4, Influence d8 (*Half-Truths*), Know d6 (*Secrets Of Lookshy*), Labor d4, Move d4, Notice d8, Perform d8 (*I Am A Doddering Old Fool*), Pilot d4, Ride d4, Shoot d6, Sneak d6, Survive d6, Throw d4, Treat d4, Trick d8 (*Metics*), War d6 (*Lookshy Gentes*)

Distinctions: Wiser Than He Acts, Spy For His Old Age, Plays The Fool

- Add a d6 to the Doom Pool or step up the lowest dice in the Doom Pool when you roll this Distinction as a d4 instead of a d8.

Dragonblooded Charms: Earth Control d8, Enhanced Senses d8, Enhanced Durability d8, Minor Strength d6, Minor Stamina d6

- **SFX:** *Keen Eye*. Add a d6 and step up your effect die when inflicting anger-related complications on a target with Enhanced Senses.
- **SFX:** *Too Old To Care*. Spend a dice from the Doom Pool to avoid stress or complications from ad-hominems.
- **Limit:** *Dozing Off*. Shutdown any Dragon-Blooded Charm to add a d6 to the Doom Pool or step up the lowest dice in the Doom Pool. Activate a spoiler to recover the power, or recover it for free at the next Transition Scene.

Signature Assets:

Spy Network d6: Bumi has a Network of spies he can call for aid.

Lookshy d6: Being an honored Gente of Lookshy, Bumi can call on the city's resources to aid his endeavors.

Yang, Inferno Of The Range - Major Medium GMPC



Backstory: The Marukan Range-Towns are full of hearty, rugged people and few embody this spirit better than Yang. Daughter of Raven of the Turrin Clans and Tai of the Arbogassu, Yang had an interesting childhood. Her father was shunned for fathering a child outside the clan. For refusing to deny the truth and vowing to raise his bastard, he was exiled and lived amongst the Turrin. In the roaming horse clans, Yang's mother taught her to raid towns and take what they need. All the while Tai taught Yang to care for her fellow Marukan, till the land, and fight for freedom. Torn between two extremes, Yang left home on her fifteenth birthday. The final push was discovering her mother was an Anathema, turning into a raven to survive a deadly fall. Unsure of what to do and terrified that her mother had been replaced by an Anathema, Yang became a wandering warrior, helping those who needed it among the Ranges. With time, songs began to be sung of the fiery lass: the Inferno of the Range.

One day, the girl noticed a spark. She was in pitched combat with a horde of undead that had shambled into Marukan from Thorns. A shipment of cattle had attracted the horde and threatened the ranchers who had gracefully given Yang a roof for the prior week. When things looked bleakest, Yang felt a heat that matched her passion: she burst into flame, living up to her namesake. She had awoken to her Dragon-Blood. With her new found might, she destroyed the horde. With time, her initial fears of being an Anathema were assuaged. During her attempts to stay hidden, an Immaculate Priest discovered her and informed her that her power was that of the Elemental Dragons. She was an Outcaste or a "Lost Egg", a Dragon-Blooded whose blood entered the wild and was fathered outside the Realm's influence. While the Priest informed her the Realm would wish her to join their ranks, he sympathized as an Outcaste himself and told her to enjoy her freedom while it lasted, as long as she did not draw the ire of the Throne. Feeling freer than ever, Yang redoubled her efforts to use her power to protect her home and its people.

Exalt Type: Dragon-blooded, Fire Aspect

Anima: Her hair's flowing, golden locks turn into a rampaging inferno that coats her body in a light flame.

Essence: d8

- **SFX:** *Fire Aspect*. Spend a dice from the Doom Pool to ignore stress or complications from fire-based attacks. While your anima banner is visible, you ignore fire and heat-based scene complications.
- **SFX:** *Elemental Scion*. Spend a dice from the Doom Pool to create a minor intimacy with a PC Dragon-Blooded that lasts until the end of the scene.

Attributes: Physical d8, Mental d8, Social d8

Skills: Attune d4, Craft d4, Fight d8 (*Fist-Fight*), Focus d6, Influence d6, Know d4, Labor d6, Move d6 (*Open Plains*), Notice d6, Perform d4, Pilot d6, Ride d8 (*Horses*), Shoot d4, Sneak d4, Survive d8 (*Forage*), Throw d4, Treat d4, Trick d4, War d8 (*Turin Clan*)

Distinctions: Hero Of The Ranges, Torn Between Worlds, Passionate And Optimistic

- Add a d6 to the Doom Pool or step up the lowest dice in the Doom Pool when you roll this Distinction as a d4 instead of a d8.

Dragonblooded Charms: Fire Control d8, Enhanced Strength d8, Enhanced Durability d8, Minor Speed d6, Minor Reflexes d6, Minor Senses d6, Minor Stamina d6

- **SFX:** *Like A Firecracker*. Spend a dice from the Doom Pool to add your own Social Stress to a physical attack, and then step up your Social Stress.
- **SFX:** *In The Zone*. Spend a dice from the Doom Pool to ignore Physical Stress unless caused by a surprise attack.
- **Limit:** *Raging Inferno*. Change Fire Control into a Complication and either add a d6 to the Doom Pool or step up the lowest dice in the Doom Pool. Activate a spoiler or remove the complication to recover the power.

Signature Assets:

Tai Fist d6: A style of unarmed combat invented by her father to supplement a fighter if they fall off their horse, primarily focused on fighting opponents larger than oneself.

- **SFX:** *Taking Down The Rider*. Step up or double Tai Fist for one roll, or spend a dice from the Doom Pool to do both. If the roll fails, shutdown Tai Fist. Recover the power by activating an opportunity or when the scene ends.

Firepowder Gauntlets d6: Two custom-made gauntlets that fire Firepowder pellets, given to her for her heroics in defending Celeren from bandits.

- **SFX:** *Bang*. When you expend a pellet with your punch, step back the highest dice in the pool to add a d6 and step up the effect die on a successful roll.

The Cold Death - Major Heavy GMPC



Backstory: Tomoko was a recluse who feared the world. She spent all her time in the Realm's library, keeping her nose in books. As one may imagine, she was pretty well-to-do as her father was an Imperial Magistrate. Her time was spent imagining a world where she was a gallant hero protecting the Realm. Then, she got sick. Every day, she could feel her body wither away and death draw nearer. She cursed her fate. Night after night, she screamed about the unfairness of it all, begging the gods to save her. Most nights, she heard no answer. Then, she got an answer. A Deathlord had heard her pleas. Normally, such a feeble girl would not draw her attention, but Tomoko was so spiteful and full of ick that the Deathlord took notice. If she really wished to live, the Deathlord believed she could be of use, if Tomoko sold her soul.

Without a second thought, Tomoko swore her loyalty and felt the cold embrace of the Deathlord. Reborn as an Anathema, a Deathknight, an Abyssal, Tomoko lost her name and became The Cold Death. Overcome with a surge of killing intent, she slaughtered her family and town. Gleefully, she forced her way onto a boat and ordered it to go to Thorns, as she was instructed to report to Mask Of Winters to aid him in management of his Kingdom. Upon arrival, she slaughtered the crew and burned the boat: no witnesses. Since then, she has helped the Mask of Winters manage the living of Thorns and weed out the rebel element. Her innocent appearance and demeanor tends to lure her targets into false senses of security. When she gets what she needs, she strikes. For the most part, her Deathlord is pleased. However, recently, The Red Dragonfang has entered Thorns, seeking aid from the Anathema of Thorns to find his Anathema assailant. While The Cold Death had a good network of spies, she knew only legends of the Lunar he sought and could not aid him. Her answer did not please the Infernal: The Cold Death has lost many of her undead to the Infernal's tantrums, including having her own magic sword stolen by the brute. She needs this situation remedied. If only some adventurers could enter her city...

Exalt Type: Abyssal, Day Caste

Anima: A series of broken chains appear on her limbs, making her look like an escaped prisoner.

Essence: d10

- **SFX:** *Supernal Skills*. When you include a specialty from your caste skills in a dice pool, your specialty is a d8 rather than a d6. Your caste skills are Influence, Move, Notice, Sneak, Trick, and any skill when attempting to find or conceal evidence in an investigation, or to track an individual or group.
- **SFX:** *Day Caste*. Spend a dice from the Doom Pool to double your caste skills and their specialties for one roll. While your anima banner is visible, you may choose to conceal your identity in a cowl of blackness or thick fog; no one can discern your true identity by any means unless you permit it.

Attributes: Physical d6, Mental d8, Social d10

Skills: Attune d6, Craft d8, Fight d6 (*Unexpected Targets*), Focus d6, Influence d4, Know d4, Labor d6, Move d6, Notice d4, Perform d10, Pilot d6, Ride d6, Shoot d6, Sneak d8 (*Hiding Amongst The Crowd, Moving In Shadows*), Survive d6 (*Disease*), Throw d4, Treat d8 (*Inflicting Disease*), Trick d10 (*Air Of Innocence*), War d8 (*Command Undead*)

Distinctions: Feeble Library Girl, “I’m No Threat”, Secret Sadist

- Add a d6 to the Doom Pool or step up the lowest dice in the Doom Pool when you roll this Distinction as a d4 instead of a d8.

Abyssal Charms: Invisibility d10, Intangibility d10, Telepathy d8, Airwalk d8, Enhanced Senses d8, Transmutation d8

- **SFX:** *Hidden Dagger*. Spend a dice from the Doom Pool to add Trick or Perform as a bonus Skill to your pool when trying to lull someone into a sense of security.
- **Limit:** *Feeble Body*. Shutdown any Abyssal Charms Power to add a d6 to the Doom Pool or step up the lowest die in the Doom Pool. Activate a spoiler to recover the power, or recover it for free at the next Transition Scene.

Signature Assets:

Chains Of Fear d8: Her Anima Banner manifests chains that can entrap her foes, filling her enemies with dread if they get coiled in them.

- **SFX:** *Dread Consumes*. When you attempt to inflict fear-based stress or complications, step back the highest dice in the pool to add a d6 and step up the effect die on a successful roll.
- **SFX:** *You Can Never Escape It*. On a successful reaction against physical stress, you can inflict fear-based stress or complications with your effect die without having to spend a dice from the Doom Pool.

Takemaru, The Red Dragon Fang - Boss Threat

Normal Form:



Shintai Form:



Backstory: Takemaru was a mortal dynast. He was paired with another weak blood in the hopes they would produce an Exalted heir. However, Takemaru suspected his wife may be unfaithful. While this was common among dynasts, Takemaru's status depended on producing a proper heir. If she sired a child with another man and he didn't notice, it could ruin his chance to advance his status. He eventually caught them in the act. Takemaru tried to kill the man, wishing to punish both of them in his fury. Unbeknownst to him, his wife had become a Solar on her journeys and the Dog General, the man he found her with, was her Lunar mate. He never stood a chance. His wife, Izayoi, pleaded with the incensed Dog General for Takemaru to be spared, so he was.

Takemaru was left maimed, missing his right arm and much of his face. He was considered tainted by anathema and unworthy of breeding new dragon-blooded. If it were not for the risk of siring outcasts, he'd be exiled. His exalted brother pulled strings to have his life spared. The noble stewed with hate and desire for revenge against his missing wife and her lover.

A demon appeared one day on his balcony, offering him a chance for justice. He would become a Green Sun Prince and finally have the power to claim revenge. The spurned noble took the power in a heartbeat, swearing an oath to Malfeas. Reborn, Takemaru is known as the Blood Red Dragon's Fang. The Infernal Exaltation has mixed with his latent air-aligned dragon-blood, giving him some unique capabilities. His goal is to find his missing lovers, but he has no problem slaying the servants of a world that scorned him, if Malfeas commands it.

Exalt Type: Slayer Caste, Infernal Exalted

Anima: Purple, serpentine dragons swirl around Takemaru like hungry predators.

Boss Threat: 3d10

Essence: d10

- **SFX: *Boss Threat*.** Takemaru gains scale advantage on enemies that are not Boss Threats.
- **SFX: *Supernal Skills*.** When you include a specialty from your caste skills in a dice pool, your specialty is a d8 rather than a d6. Your caste skills are Fight, Notice, Shoot, Throw, War, and any skills when inflicting fear-based social stress or complications.
- **SFX: *Slayer Caste*.** Spend a dice from the Doom Pool to double your caste skills and their specialties for one roll. When you inflict fear-based social stress or complications while your anima banner is visible, your opponent cannot negate the effect with an SFX.

Skills: Attune d6, Craft d6, Fight d10 (*Sword-Fighting, Shintai Form*), Focus d6, Influence d10 (*Terrifying*), Know d6, Labor d6, Move d6 (*Leap*), Notice d8, Perform d6, Pilot d4, Ride d8, Shoot d8 (*Energy Blast*), Sneak d8, Survive d4, Throw d8, Treat d6, Trick d6 (*Turning Against Others*), War d6 (*Commanding Demons*)

Distinctions: Revenge Seeking Mass Murderer; Uncontrolled Wrath; Former Realm Nobleman Turned Anathema

- Add a d6 to the Doom Pool or step up the lowest dice in the Doom Pool when you roll this Distinction as a d4 instead of a d8.

Infernal Charms: Energy Blast d10, Superhuman Strength d10, Enhanced Durability d8, Enhanced Senses d8, Enhanced Speed d8, Sorcery (Necromancy) d8

- **SFX: *Dragon Twister*.** When attacking multiple people with Energy Blast, spend a dice from the Doom Pool and, for each additional target, add a d6 and keep an additional effect die.
- **SFX: *Shintai*.** Once per scene, when you are set down to one threat dice, send all of your stress dice and complications to the Doom Pool and step up your powers by one step until the end of the scene.
- **Limit: *Demonic Magic*.** Both 1s and 2s on your dice count as spoilers when using Sorcery (Necromancy).
- **Limit: *Uncontrollable*.** Change Energy Blast into a complication and add a d6 to the Doom Pool or step up the lowest dice in the Doom Pool. Activate a spoiler or remove the complication to recover the power.
- **Limit: *Utility Magic*.** A dice pool containing the Sorcery power cannot be used to inflict stress.

Signature Assets:

Amassing Hell-Dragon's Cloud d8: A katana that originally belonged to The Cold Death, an Abyssal, and served to help her organize the troops of Thorns to ambush Rebels.

- **SFX: *Homeward Bound*.** Spend a dice from the Doom Pool to create a portal to either Malfeas or the Underworld when in a place of mass death (Underworld) or demonic forces (Malfeas).
- **SFX: *Undead Horde*.** Once per scene, spend a dice from the Doom Pool to summon a 2d8 mob of either Zombies or Blood Apes. They shall obey you, for now.