



GIFTS OF THE WORLD

The development of secret supernatural powers is something that anyone would expect from a hidden society of Exalted; the influence of a primordial, a vastly different way of life and more than a thousand years of relative isolation can only magnify that. This chapter details the selection of new Charms and Spells available to the inhabitants of Faror, including new forms of both: the secret and powerful Aether Charms, the arts of Alchemical sorcery, and Gaia's own primordial Charms, along with her gift of Providence, are all provided here.

CHARMS

New Keywords

Aether: Charms with the Aether Keyword can only be learned under two circumstances: either by a character who has developed the Aether Initiation Charm themselves, or those under certain functions of the Providence Spell *Two Hearts Met*, described later in this article. Aether Charms require a 1-willpower surcharge rather than 1m, to withstand its deleterious effects. This cost must be paid by any user who is not an Aether Aspect Terrestrial Exalted.

Avatar (Rating): Functions mechanically as described in MoEP: Abyssals. However, as it relates to the following Charms, this Keyword relies on the Faroran version of the Whispers Background. These Charms do not cause disruption to the Tapestry, as Fate was designed with Aether in mind.

Gaia: This Keyword indicates that a Charm cannot be learnt or used without the approval of Gaia, in a similar manner to the Maiden Keyword.

Critical: A Charm with this Keyword can only be used when the character or another character for whom they care deeply is in direct and immediate danger of death. Someone who is deeply cared for is an individual who is the target of the character's Motivation or one of their positive Intimacies, or who is one of their children. Such Charms draw off the instinctual need to survive which resides in the lower soul; every time a Critical Charm is activated, the character suffers a growing -1 internal penalty to any rolls which require clear thought or self-control; expending 1wp will prevent a particular instance of this deterioration, but the danger remains with further use of Critical Charms. If this increases to more than their [Temperance + Intelligence], the character descends into a bestial state in which they can no longer engage in any action that requires reason, deliberation or self-discipline; social attacks based on such will fail automatically against them, as does their own Parry MDV. They act on an instinctual basis to protect themselves and their loved ones for the rest of the scene, in which time they can continue using Critical Charms without further penalty.

Costs

A quantity of "c" in a Charm's cost (1c, 3c, etc.) indicates that a character gains that amount of temporary Communion when the Charm is used.

Terrestrial Charms

Dragon Trick

Cost: 2m; Mins: Lore 3, Essence 2; Type: Simple

Keywords: Obvious, Combo-Ok, Elemental

Duration: Instant/One action

Prerequisite Charms: None

Bearing a part of the Dragons inside themselves, the Terrestrial Exalted bring forth this elemental nature of theirs in order to wield their Charms. However, this fragment of power also grants the Dragon-Blooded a touch of their progenitors' authority over the elements of the world. Awakening this, the Exalt who knows this Charm can command the elements in a variety of small ways.

This Charm is used to control manifestations of the elements on a subtle, but diverse scale. This small tricks are rather unimpressive and are not always easily pulled off: the Dragon-Blood requires a single success on a [Breeding + Essence] roll to use most of them, occasionally two or even three. Even an unsuccessful attempt still costs 2 motes of essence, or 3 for those which manipulate a non-Aspect element. At the most, a trick employed by this Charm can be no more powerful than an Essence 1 Charm or 1-dot Artifact, and most will be significantly less powerful. The Storyteller retains authority over what qualifies as too powerful for this Charm's scope, but occasional leniency should be permitted for good stunts, dramatic moments and clever application.

Examples: Air: Create a breeze, cool a hot drink, clear a patch of mist, snuff a candle. **Earth:** Make a rock move, break a door hinge from a stone wall, clear a footprint from mud. **Fire:** Create a small flame on the tip of your finger, light all the candles in a room, heat food. **Water:** Make silt clear from a pool, stir a pot, draw the moisture from damp cloth. **Wood:** Make a flower bloom, pass through thorny bushes unharmed, briefly animate a vine to act like a hand. **Aether:** (If capable of using Aether Charms) Create a simple sound, give someone a vague flash of a particular emotion, move an object smaller than a fist.

Breath of the [Element] Dragon

Cost: 5m; Mins: Lore 4, Essence 3; Type: Simple

Keywords: Obvious, Combo-Ok, Elemental

Duration: [Stamina] ticks

Prerequisite Charms: Elemental Burst Technique

This is actually a cluster of five separate Charms. When this Charm is activated, the user draws a deep breath - deeper than seems possible - before breathing a vast stream of elemental essence. They can maintain this exhalation, and its effects, for a number of ticks equal to their Stamina rating, and during this time can redirect their breath as they like, covering an area roughly their Essence in yards across on each tick.

The breath of the **Air** Dragon is a cloud of icy mist and sparkling ice particles which deals 4B dice of damage to everyone caught within it; it rimes all objects with a thick sheet of ice and chills muscles, such that anyone who wishes to move after it has passed over them must make a [Strength + Athletics] roll at difficulty 2 to do so.

The **Earth** Dragon's breath is a thick whirl of dust and sand that obscures the vision of all within, inflicting a -4 penalty to all rolls related to sight, and the essence of Earth that it carries is anathema to creatures of the Wyld, draining them of [Exalt's Essence] motes of essence every tick that they remain within it.

Fire is simplest and most directly deadly, manifesting as a burning conflagration that sears anyone caught within for 6L dice of damage every tick.

Water creates a heavy bank of mist that blocks sight just as the Earth Dragon's, and it soaks the lungs of any that breathe it such that they begin to drown, losing a dot of Stamina for every tick they remain with in it; this loss lasts for [Essence] actions, and a character that reaches Stamina 0 loses consciousness and will die unless given treatment within 30 ticks. Characters that can breathe underwater are, of course, not affected.

Charm Concept: Creatures of Gaia

Some of the following Charms are described as having increased, reduced or altered effects against Creatures of Gaia. Such beings are living creatures (including animals, humans, and primordial races such as the Dragon Kings) who are native to Creation, spirits native to Creation (including elementals, small gods and gods of Yu-Shan) or beings derived from Creation natives (Such as the majority of Genesis-crafted creatures). Abyssal Exalted and Ghosts remain Creatures of Gaia until they reach Essence 4. Beings who are *not* Creatures of Gaia include the devas of other primordials, Fae, and mechanical entities.

Charm Concept: Empowered by Aether/ Empowered by Oblivion

A creature that is Empowered by Aether is a being with supernatural powers that derive from Aether or who is a native inhabitant of the Aetherworld. A creature that is Empowered by Oblivion is a being with supernatural powers that derive from Oblivion or who is a native inhabitant of the Underworld or the Labyrinth. Objects can also be saturated with the essence of Aether (as in the case of yellow jade) or Oblivion (as in the case of soulsteel).

When a creature or object that is Empowered by Aether is exposed directly to the essence of Oblivion, or when one that is Empowered by Oblivion is exposed directly to Aether, the two forms of essence mutually annihilate each other. Creatures on either or both ends of this exchange lose 2m from their essence pools for every health level of damage caused by such exposure, in addition to any other effects; objects on either side of the equation are destroyed.

The **Wood** Dragon breathes a cloud of toxic spores, affecting anyone within as if they had been exposed to the anima power of a Wood Aspect Dragon-Blood. In addition, these spores will infect any creature aligned with the powers of the Underworld; as the element of Wood feeds off the corruption of death, they will find roots swiftly digging into their bodies and see flowers and fungus swelling from the diet of their essence. Such beings suffer 3L damage every tick and are drained of 2m of essence every tick that they remain within the cloud.

Should the **Aether** version of this Charm be discovered, the breath of Aa is a haze of golden light that soaks the area with the essence of the World of Dreams, forcing every creature within to roll their [Temperance + Integrity] versus a difficulty equal to the Dragon-Blood's Essence or be else fall asleep. Even creatures that succeed at their roll are plagued by daydreams and suffer a -3 penalty to all actions due to distraction while they remain within the cloud of essence created by the Charm.

The listed duration for this Charm assumes open terrain and exposure to normal weather: if it's used in a tight space, however, its effects can linger up to twice as long.

Dragon Cage Technique

Cost: 10m, 1wp; *Mins:* War 5, Essence 5; *Type:* Simple

Keywords: Obvious, Elemental

Duration: Instant

Prerequisite Charms: Dragon-Seared Battlefield

Though they are the weakest of the Exalted, the Terrestrials were nevertheless designed to take on other supernatural beings. In numbers, the Dragon-Blooded can aid each other in combat, utilising their powers together and upon each other to increase their effectiveness. Sadly, it is not only in combat that the Terrestrial Exalted are comparatively lacking; and among those fields of ability, one of the most frustrating is mobility. Possessed of small reserves of essence compared to others, it is a deadly serious complaint that, even if they gain the upper hand, their opponents may simply be able to flee through superior magical speed or agility. This Charm counters many such attempts, however, if only a Terrestrial can get close enough before the opponent flees.

Summoning the power of the Elemental Dragons, the Terrestrial summons forth a swirling, spheroid cyclone of elemental power. Fire Aspects entrap their opponents in a wreath of flame, the Terrestrials of Earth pull up a cage of crystal and stone, the Aspects of Air call forth a vortex of ice and thunder, the Dragon-Blooded of Water summon a roiling waterspout, and the power of wood causes a thick net of brambles and thorns to spring forth.

A Dragon-Blooded who uses this Charm must select a spherical area with a radius equal to their Essence in yards to entrap. They must either be within the sphere's area or close enough to the edge to be able to touch the emergent trap.

Anything attempting to go through the barrier which is then called forth must make a Strength + Essence check with a difficulty of the Terrestrial's Essence to get through. In so doing, they suffer the Dragon-Blood's Essence in lethal damage, which

cannot be dodged or parried if they persist in attempting to penetrate it. The user may specify a lower size or damage than their maximum. Multiple Terrestrials can combine their efforts to add their Essence ratings for the purpose of these numbers, but the cage must be of one element only. (Dragon-Blooded can learn any version of the Charm, separately, but pay a 1-mote surcharge to use a non-aspect version). The maximum number of contributors is equal to the highest individual Essence rating among the contributors, as is the difficulty to penetrate the sphere.

Charm of Lesser Making

Cost: 5m; *Mins:* Craft 5, Essence 3; *Type:* Simple

Keywords: Obvious, Shaping

Duration: Instant

Prerequisite Charms: Shaping Hand Style

In the birth of the Terrestrial Exalted, the Elemental Dragons handed down a portion of the power and control they had over the elements, their own bodies, for the use of their Chosen. Each Aspect commands one element above all others. There are many ways in which this mastery manifests, but few so apparent as the use of this Charm. For simply, so it appears, by reaching a hand out to a manifestation of their Aspect element, the Dragon-Blooded who know this technique can call objects into being instantaneously.

The basic mechanic of this Charm is one of making a basic object, no larger than can be carried in two hands, purely composed of one's element. The character simply specifies the object to be made and makes an [Essence + Craft(appropriate)] roll equal to its [Resources value + 1], and if successful, it forms instantly. A source of the character's element within reach is needed, and objects formed of one element only may take penalties (such as a staff made from stone) or not be functional at all (such as a bow made from obsidian). This Charm can never make any form of Artifact. In the case of perishable items (such as those made of ice), they are somewhat protected by the character's residual magic for one scene before they become vulnerable to normal destructive effects (ice will not melt, wood will resist flame, etc.).

If this Charm is used to make parts for a larger project it can reduce crafting time, but the Storyteller must be left to decide by how much, judging on how much of the total workload the Charm's effects can actually account for. This reduction does not effect time spent designing an item.

Air Aspects reach out to the wind, which mists and condenses into ice. All colours and forms of that substance are possible, and may have qualities of many different kinds of ice, forming anything from smooth facets to sharp, ragged edges.

Earth is perhaps the most versatile element used by this Charm, capable of forming all manner of solid objects from rock and earth, and such items are generally very durable.

Fire can be used to speed crafts that require heat and flame, such as metalworking; given a supply of sand, it can also be used to make glass, obsidian or even gemstone (gem creation increases the difficulty of the roll to [Resources value + 3]).

Water can be the most subtle when influenced by this Charm: it is not generally used to produce items, but instead to facilitate transformations, allowing the instant cooking of food, distillation of alcohol or mixture of alchemical ingredients; however, it can form crude objects by magically binding water into a solid form, and which last for no more than a scene.

Finally, **Wood** Aspects can perform feats both of carpentry and gardening in a moment, as their element bursts to life and shapes itself to their desire.

Charm of Greater Making

Cost: 10m, 1wp; *Mins:* Craft 5, Essence 4; *Type:* Simple

Keywords: Obvious, Shaping

Duration: Instant

Prerequisite Charms: Charm of Lesser Making

This Charm functions in a manner similar to that of its prerequisite, but its effects can be both more complex and more massive. Those who master this technique can pull walls from the mountainside or shape a living tree into a sturdy home, part the waters of a river or form glass monuments from desert sand. It also allows finer manipulation, letting its user extend their control to different elements and combine them together.

This Charm functions identically to its prerequisite, save that it manipulates up to [Essence + Willpower] barrels of the character's element into large objects; use the Resources value it would normally take to have such things constructed to judge the difficulty of the Charm. For example, solidifying the surface of a lake to let people walk across it would use the total Resources cost of building a normal bridge to calculate its difficulty. Also, once this Charm is purchased, the character may train additional elemental versions of its prerequisite Charm for 3xp each. They may then combine the usage of these elements to form objects of more than one material, though this adds +1 difficulty for each extra element (what balance of elements is needed for a specific object is left to the Storyteller). This Charm also allows the manipulation of Jade of the appropriate colour to the elements which the character can manipulate, though this can do no more than create components for Artifacts rather than anything that counts as an Artifact in and of itself. Note that despite the ability to make any mundane item instantly (including exceptional and perfect equipment), this Charm does nothing to reduce time spent designing an item.

Craft Symbol

Cost: 3m; *Mins:* Craft 4, Essence 3; *Type:* Supplemental

Keywords: Combo-Ok

Duration: Instant

Prerequisites: Shaping Hand Style, Flaw-Finding Examination

As the skill of the creator increases, what is a simple craft becomes elevated to art; and art speaks to those who experience it. How could the Chosen of the Dragons fail to express such profundity? They can be artists of skill and scope far beyond the ability of mortal men, and even those with naught but brush and paint can create works that challenge their audience, even to the point of changing how they see the world around them. Surely, the Exalted can match such skill, and even improve upon it.



This Charm functions in many ways like a Linguistics Charm, Craft Icon. Rather than conveying instruction, however, this Charm conveys a social attack. Activated during a normal Craft roll, the Terrestrial makes an additional [Manipulation/Charisma + Craft (appropriate)] roll at Difficulty 2: any successes above that become the pool at which the resulting object makes a social attack on anyone who experiences it, usually by seeing but occasionally through other senses (such as by tasting, in the case of food). Characters may resist this pool normally with their mental dodge DV, or use a mental parry DV based on [Intelligence + Craft (appropriate)] to critically analyse it.

The Dragon-Blood decides what the aim of the attack is when they activate this Charm. The message is limited by the medium: social attacks made through taste or smell are very simple and can only influence the target's emotional state or change their attitude towards the crafter, while objects such as statues or a decorative mural on a temple wall can convey more complex information.

Life-Giving Mastery

Cost: 3m; Mins: Medicine 4, Essence 3; Type: Simple/Reflexive

Keywords: Purity (3)

Duration: Instant

Prerequisite Charms: Any two Medicine Excellencies.

Among all the Exalted, only the Dragon-Blooded can pass a full measure of inherited power to their children. It is by having children that the Terrestrial Exalted add to their numbers, and in so doing strengthen Creation. Unfortunately, there are limits to this passage of divinity; Dragon-Blooded women must wait five years between each child they have to maintain their own health. If they do not, they will find their own lifespan reduced and may be afflicted with severe health problems even before their premature death by old age. But it is possible to ease this.

If a Dragon-Blooded woman uses this Charm, as a Simple action requiring an hour's meditation, once every day during pregnancy, the time she must wait to have another child is reduced by one year. If she uses it twice a day, morning and night, it is reduced by two years, then three times a day for three years, and so on. The necessary gap, however, cannot be reduced by more years than half the mother's Essence rating (rounded up). This aspect of the Charm still comes with a weighty price, however: each year taken from between births by this Charm will take such a toll on the Exalted essence of the mother's body that she will lose one year from her own life's span, though that is still much less than attempting the same fecundity without it. Learning this Charm also allows a female Terrestrial some control over her fertility. She may activate it reflexively at the point of conception to prevent or ensure pregnancy at her discretion, and instantly becomes aware if she does become pregnant. Use of this Charm during pregnancy also makes birth more comfortable.

Obviously, this Charm cannot be learnt by male Dragon-Blooded. It also cannot be learned by Eclipse, Moonshadow or Fiend Caste Exalted, as it depends upon qualities intrinsic to Terrestrial Exaltation.

Blood-Blessed Birth

Cost: 5m, 1wp; Mins: Medicine 5, Essence 5; Type: Simple

Keywords: Shaping, Purity (5)

Duration: Special

Prerequisite Charms: Life-Giving Mastery

The connection between mother and child is never greater than in the womb itself. In giving new life, bonds are formed that will last until death; but for those who have mastered the essence of their blood and flesh, it is possible to bestow additional gifts. As a child forms in her body, a character with this Charm can alter and improve upon their developing form.

This Charm must be activated before the end of the first season following conception. The essence and willpower cost of the Charm is committed and cannot be withdrawn again until the end of the pregnancy. From then on, at the end of every season, the mother may roll her [Intelligence + Craft(Genesis)] to accumulate successes towards the aim of inducing positive mutations in the child. The mother selects the package of mutations when the Charm is activated, and these mutations are bought, starting with the cheapest, at 3 successes per point of mutation. The final roll takes place (roughly) five days before birth, and any mutations not paid for will not manifest. A botch at any point resets accumulated successes to zero; a botch with no successes to consume will induce negative mutations, chosen by the Storyteller.

This Charm is one of the chief methods by which Farorans gain the mutations they might have purchased during Character Creation; the most commonly bought mutation is Elemental Adaptation: Wood, and this was mirrored with the other elemental variants in Faror's sister settlements before the Contagion. As with its prerequisite, this Charm can only be learned by female Dragon-Blooded.

Aether Charms

Aether Charms are the secret and powerful techniques usually known only to those who have learned the Aether Initiation Charm, described below. The concept of Aether and its overall nature is discussed in Chapter 3.

Note that Aether Charms are not intended to be balanced with a character's native Charmset. They are powerful secret techniques which draw on the force that the primordials used to create the world. They are intended to offer huge advantages, and each one should require significant effort to obtain.

Aether Initiation

Cost: - Minimums: Essence 3, Willpower 7; Type: Permanent

Keywords: Enlightening

Duration: Permanent

Prerequisites: None.

This Charm allows a character to learn and develop Charms with the Aether Keyword. However, much like learning Sorcery or advanced Martial Arts, it has special requirements.

First, this Charm has no standard training time. When Priestesses of Gaia learn it, they are isolated in the wilderness with a group of specialized trainers. These tutors then subject

the student to a series of physical, mental and emotional ordeals, designed to strain their body, essence and will to breaking point. Thus, by being pushed right down to the doorway of death, an individual may perceive the deepest desire to live and strive that marks the presence of Aether in their own soul. Or, so it is hoped: the danger of the test must be legitimate, or at the least the inductee must be convinced it is. Mechanically, the character must expend all their virtue channels, essence and willpower down to zero and suffer enough damage to inflict a -4 wound penalty, and then continue to spend willpower every action (regained through stunting or Motivation) until their player succeeds in describing an appropriate three-dice stunt to tap into the power of Aether. The character then expends the experience points to learn this Charm immediately. As a one-time effect, the character immediately regains all their essence, willpower and virtue channels and is healed of all damage.

The manner in which the Priestesses do it is not the only path: theoretically, a character who fulfills the mechanical requirements could achieve Aether Initiation without training, if their circumstances are dire enough. The flood of Aether into their body is extraordinarily Obvious, as pure yellow-white essence surges out of their anima and a chorus of Aether's harmonious Voice resounds through their surroundings. Regardless of the method, unless given special dispensation, a player must always play through the initiation with their Storyteller; it is an incredibly profound spiritual event for the character, on par with Exaltation itself.

Characters with the Aether Initiation Charm are marked: for the rest of their lives, their voice has a subtle resonance that can be recognized by anyone familiar with the Charm's effect. Such characters also "sound" different to anyone who has the the Whispers Background, both Abyssal and Faroran versions. For Dragon-Blooded, learning this Charm also grants the requisite enlightenment to learn Celestial Martial Arts. Finally, as a primordial-level effect, a character with this Charm cannot ever become a ghost or be consumed by Oblivion.

Side Effects

Aether is not really supposed to be used in Creation. Everything born from the First Element carries a deep, unconscious longing to return to that unity, even the land itself. Other realms of existence also react strongly to Aether: it consumes the energies of the Wyld, reacts violently with the essence of the underworld, and the primordials desire it for its potential to become whatever they will it to be.

The result of this is that any use of Aether, even if not Obvious, creates some secondary effect in the world around the character. A sigh of wind, a brief increase in light as if a cloud had passed from the sun, or the creaking of trees are all the type of subtle signs that Aether brings. Characters who have seen this several times can recognize that something *odd* is happening with a difficulty 3 [Perception + Awareness] roll.

General Charms

Essence Overflowing

Cost: 2m per die, 1c; Mins: Essence 3; Type: Reflexive (Step 1 attacker, Step 2 Defender)

Keywords: Aether, Avatar (2), Combo-OK

Duration: Instant

Prerequisite Charms: Five other Excellencies, one of each Aspect.

The character can invoke this Charm when making a roll based on their Essence rating. The Charm adds one die for every 2 motes spent. The maximum number of dice that can be added through this Excellency is equal to the character's Essence Rating. Unlike normal Dragon-Blooded Charms, this Charm is effectively an Attribute Excellency, rather than an Ability Excellency, and functions in the same manner as Lunar Excellencies. **This is a reflexive Charm that can be used freely without the need for a Combo, as other Terrestrial reflexive Charms can. It is explicitly capable of being used on the same action as normal Terrestrial Excellencies, and the dice limits of each Charm do not interfere with the other.** A Dragon-Blood with this Charm can purchase up to her [Essence] dice and stack them with the [Ability + Speciality] dice that may be purchased through a normal Excellency.

This Charm functions by drawing on the essence of Creation to supplement one's own. It is inescapably unreliable, and so there exist no Second or Third Excellency equivalents.

Air Aspect

Heart to Heart

Cost: 5m; Mins: Linguistics 5, Essence 3; Type: Simple

Keywords: Aether, Avatar (2) Social, Touch

Duration: Skin contact

Prerequisite Charms: Speech Without Words, With One Mind

Though their words are different, or even non-existent, all living things share a common language of conception, emotion and sensation, and all are connected to each other. When that connection is made closer still by the touch of form to form, characters with this Charm can open the way between the spark of life that all creatures possess, and communicate through the direct touch of one spirit to another.

This Charm allows communication with all Creatures of Gaia and any creature that has or is a spirit or soul, regardless of whether they and the user share a language or if the target has any capacity for language at all. This can continue so long as the character and their target remain touching. Such communication is incredibly quick, allowing Social Combat to be played out in normal Ticks instead of Long Ticks: any social attack made based on Charisma, by either participant, gains 5 successes due to the perfect expression of thought. However, because it is utterly impossible to lie using this method, even by omission or misdirection, no Manipulation-based social attack or defence can be made; both participants become instinctually aware of this innate honesty upon forming the connection. Additionally, characters using this form of communication for social combat use their Compassion ratings in place of their Appearance to modify DVs. At Essence 6 and above, the character can bring

[Essence - 5] additional creatures into this link.

Finally, forming this bond makes both parties instantly aware of the other's current emotional state. As well as social combat, this Charm can be used simply to share natural and supernatural senses.

Melding Mind Meditation

Cost: 4m+, 1wp; *Mins:* Linguistics 5, Essence 3; *Type:* Simple

Keywords: Aether, Avatar (2), Touch

Duration: Touch, or earlier (see text)

Prerequisite Charms: Heart to Heart

All souls climb a path that leads, in the end, to reunion with the great sea of thought, the Aetherworld. With this dangerous Charm, a character can attempt to blur the boundaries between themselves and another, and in so doing pass knowledge, memory and emotion through the divide.

Placing her hands over the target's heart or beside their eyes, the Dragon-Blooded activates this Charm and commences rolling their [Essence + Linguistics] to attempt to forge a link. The target, if they wish to resist, must roll their [Essence + Integrity] rating to subtract their number of successes from the Exalt's; the user of the Charm, however, can reflexively expend essence to reduce their pool at 3m per dot. A resisting character who gains 5 successes above the Charm's user can end it; they can also attempt to return the Charm's effects on the user. Virtues may be rolled and Willpower spent as appropriate by both sides to gain additional dice or successes. This roll is continued every 5 ticks the contact is maintained, as the Exalt attempts to achieve their goals. Actions possible using this Charm include: Perceiving one memory or piece of desired information from the other character's mind or impressing upon them information from one's own knowledge (Difficulty 1); removing information completely from the other mind

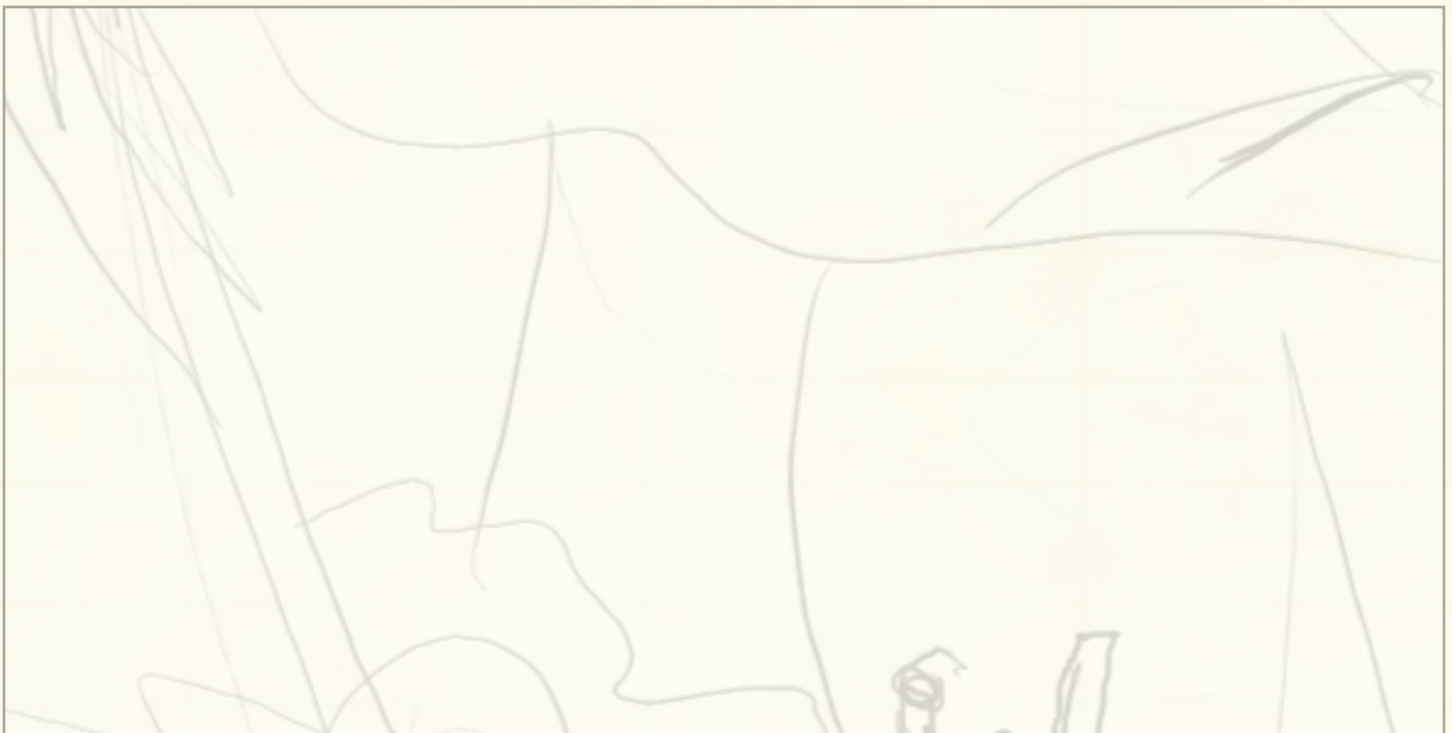
(Difficulty 2); temporary suppression or transfer of emotions in the form of Intimacies and altered Virtues (Difficulty 3 for 1 scene's length +1 for every extra day); removal/transfer of mental effects such as mental influence or a Derangement (Difficulty 4 for 1 scene's length +1 for every extra day); and removal or transfer of Motivation (Difficulty 5 for 1 scene's length +1 for every extra day). The players involved should feel free to attempt other mental effects in line with these, with Difficulty decided by the Storyteller as for any dice action.

The Charm also has unintended side effects. Every time the roll is made and fails to achieve more than 2 extra successes than required for the intended action, the Storyteller chooses one unexpected mental effect to occur: a particular memory, an emotion, or an Intimacy are all likely to be unwittingly passed, but creativity is encouraged. If the mental contact extends beyond five rolls, the unintended effects from that point on can become permanent, though usually on a lesser level than during the initial temporary duration. Intimacies and Motivation can eventually be changed using normal methods. On the subject of unintended effects, using this Charm on a character that is experiencing a Limit Break will cause the user to immediately experience the same Limit Break themselves.

The effects of this Charm and the dice rolls made during its use are explicitly *not* forms of social attack or defense.

Aetheric Bolt Attack/Burst Technique

A character who has adopted the Aether Aspect can employ the Aether version of Elemental Bolt Attack and Elemental Burst Technique. They remain identical save for elemental effect, which changes to that for Aether: they ignore all forms of soak except those from objects of orichalcum, moonsilver, starmetal, jade or adamant. They deal aggravated damage to beings and objects of the underworld, including soulsteel, but the rules for Aether exposure to things Empowered by Oblivion do apply.



Aetheric Blast Gesture

Cost: 2m/target; *Mins:* Lore 4, Essence 3; *Type:* Simple (4 ticks)

Keywords: Aether, Combo-OK, Obvious

Duration: Instant

Prerequisite Charms: Elemental Burst Technique

Aether is the essence of motion. Those who seek the wisdom of the first element, therefore, can learn the secrets of movement: of direction, momentum, the application of force and the elimination of resistance. This Charm is a powerful defensive application of such knowledge, allowing the user to impart motion upon their surroundings. With a thrust of their hand and a sudden ring as if the striking of a crystal bell, an unseen wave of force is projected into the world.

The shockwave has a radius equal to the Dragon-Blood's Essence in yards, and travels up to [Essence x 10] yards away. It travels so rapidly as to appear instantaneous. The character must make an attack roll (as for Elemental Bolt Attack) to direct the technique; however, non-perfect Parry DV is inapplicable and Dodge DV, due to the size of the effect, suffers a -1 external penalty for every dot of Essence the user possesses. The user then spends 2 motes of essence for each target they wish to be affected by the Charm; the one attack roll is applied against all defending targets. If the attack is not avoided or blocked by a Perfect parry, each such target is then thrown back a number of yards equal to twice the Terrestrial's [Essence + Lore].

At Essence 5, this Charm can be used in reverse, "pulling" targets within range towards the user.

Half-waking Rejuvenation Technique

Cost: 2wp; *Mins:* Lore 4, Essence 3; *Type:* Simple

Keywords: Aether, Avatar (3)

Duration: Instant

Prerequisite Charms: Elemental Empowerment Meditation, Eternal Mind Meditation

All creatures that experience sleep tend, by nature, to step into or out of the World of Dreams with the dawn and the dusk. When day turns to night or night to day, when darkness comes or gives way, that is the hour when many minds of Creation will slip closer to the Aetherworld. But it is more than a mere coincidence of timing, the biological demands of senses and perception and cycles of activity. The Sun himself marks the crossing, as he disappears from the sky: and few remember, since the primordial passed, that a gateway opens into the World of Dreams when the Orb of Sol Invictus touches the horizon. The metaphysical opening during these times affords a potential advantage to those who can wield Aether.

This Charm can only be activated at dawn or dusk, when the sun is touching the horizon. When used, the character rolls their [Essence + Lore] to attempt to draw power to themselves through the gap into the Twilight Realm. If they achieve two successes, their pool of personal essence is completely refilled. If they achieve five successes, all of their essence is restored.

Strength From the Heart

Cost: -; *Mins:* Lore 5, Essence 4; *Type:* Permanent

Keywords: Aether, Avatar (4)

Duration: Permanent

Prerequisite Charms: Half-waking Rejuvenation Technique

Sleep refreshes, and dreams revitalize. The humblest mortal man and the greatest of heroes both draw the strength of their souls from a fantasy of what could be. Learning this Charm enhances a character's dreams, bringing them into focus, purifying them of troubles. The deep wholeness of Aether suffuses the Exalt's mind during sleep, so that they awake with greater clarity of purpose.

A character with this Charm regains an additional dot of temporary Willpower whenever they wake from sleep. It can be purchased again when the Dragon-Blood has improved their Lore, Essence and Whispers Ratings to 5, and once more when they have increased their Lore and Essence to 7.

Spirit-Speaking Meditation

Cost: 5m, 1w, 1c; *Mins:* Occult 5, Essence 4; *Type:* Simple

Keywords: Aether, Avatar (2), Social

Duration: One Scene

Prerequisite Charms: Harmonious Wind-Luring Song, Spirit-Chaining Strike.

All that is, was created by the primordials; even the Fae, their enemies, were too much of everything to be anything before Creation was made. But it is the gods who were the foremost of their children. One seldom forgets the source of one's existence, but millions of years of toil without rest can erase even the gratitude that is owed for the gift of existence. But Gaia, dear Gaia, was always kindest of the primordials, most considerate and most generous; so much that, at the end of the Age before, she stood aside and allowed the gods to rise against her siblings. The gods do not trust Gaia, nor will they ever trust any primordial ever again, and they fear the fullness of her power: but they do still love their mother. Even the forbidden gods who gnaw at her roots in the dark have their affection for her, twisted and alien though it may be.

This Charm draws on the nature of Gaia and wraps the character in its comforting embrace, passing a part of her primordial identity to themselves. Gods perceive this as an instinctual favour, much as mortal men might feel for the children of their own siblings: this removes the normal penalty that the Dragon-Blooded have in dealing with deities, and inclines the spirit to indulge the character in small ways, so long as they remain properly polite and deferential. Furthermore, this Charm also carries a deeper and more subtle power, for Gaia's primordial nature is one that could command the gods: it was worked into their nature at the hour of their creation that they must hear and obey those who made them. In gaining a piece of that, a Terrestrial wields a subtle but powerful influence. So long as a god considers the character in a favourable enough light to feel like listening to them, they *will* listen. Thus, their Dodge MDV becomes inapplicable so long as the Terrestrial does not tire, antagonize or irritate them.

Fading Dream Step

Cost: 5m; *Mins:* Stealth 4, Essence 3; *Type:* Simple

Keywords: Aether, Avatar (1), Combo-OK, Illusion

Duration: One Scene

Prerequisites: Zone of Silence Stance, Trackless Passage Style

It is a curious quality of dreams that, no matter how odd or

unreal their content may be, the dreamer will accept the environment of their fantasy as being perfectly natural. When they wake, they may wonder why they never thought such things to be strange... but, more likely, they will forget. In using this Charm, a character can create an embracing shroud of dreamlike unreality, and endow herself with such elusive qualities.

While this Charm is active, any character that perceives the Dragon-Blood, or any evidence of her passage, comes under two effects. First, they will accept the presence of the Terrestrial, her actions and her leavings as being perfectly normal and unremarkable; second, they will completely forget that they sensed these things as soon as they are no longer present. Both of these are Illusion effects and must be resisted separately: observers can spend two points of willpower when they first encounter the character to shake off the idea that everything is as it should be, and must spend another point to prevent themselves forgetting. Even if these effects are resisted, however, they must be defended against again whenever the user of this Charm hides and returns again; only if an effect is resisted three times in sequence, or resisted with powerful magic, will a character be fully immune to it for the rest of the scene. Characters who are subject to aggressive action from the user of this Charm (such as being attacked, including social attacks) receive an additional opportunity to resist the first effect. They will still defend themselves appropriately if they fail, but will not feel any need to get help and will continue as if nothing happened once the exchange is over.

Anyone who suffers any health levels of damage while under this Charm's effect will be freed of both Illusions instantly. Characters with the Lucid Dreamer Merit are immune to the effects of this Charm.

Deadly Blades of the Aether Dragon

A character who has adopted the Aether Aspect can employ the Aether version of Deadly Blades of the Five Dragons. It remains identical save for the elemental effect, which changes to that for Aether: the conjured weapons ignore all forms of soak except those from objects of orichalcum, moonsilver, starmetal, jade or adamant. They deal aggravated damage to beings and objects of the underworld, including soulsteel, but the rules for Aether exposure to things Empowered by Oblivion do apply.

Aether Armour Technique

A character who has adopted the Aether Aspect can employ the Aether version of Elemental Armour Technique. Aether armour surrounds the character with lambent tatters of plasmic amber essence, which deflect all incoming attacks by redirecting their motion. This increases the character's DV by half their Essence against all attacks.

Earth Aspect

Searching Dream Trance

Cost: 7m, 1wp, 2c; *Mins:* Awareness 5, Essence 4; *Type:* Simple

Keywords: Aether, Avatar (3), Gaia

Duration: Varies

Prerequisites: Entombed Mind Technique

The World of Dreams touches many things. It is the dream of

Gaia, who knew the world at its creation and has watched it ever since; it is the dream of every mortal creature that lives its tiny life, and of every spirit and elemental that sees to the functioning of reality. It is an ocean, with currents flowing from the Loom of Fate which draws upon it; it is the secret place, through which the Yozis see, towards which the Neverborn reach, and which feeds from the infinity of the Wyld. Long ago, in the First Age, philosophers theorized that a being with perfect knowledge could predict the future: no such being exists, but it is possible that the Twilight Realm holds the dreams and the knowing of everything. With this Charm, it is possible to try and sample a portion of this sea of mind.

Entering into a deep sleep, in which their needs for food and water are cut to a tenth, the character carefully opens themselves totally to the Aetherworld. In withdrawing from their body, they reach for the aid of Aa, the Dragon of Aether, allowing her to temporarily reshape their soul and permit them the ability to process the enormity of the Twilight Realm. In this form the character begins to drift, gently navigating through dreams and visions to find the knowledge they seek. The character must stay in hibernation for at least five days, and if they seek to learn the future they must sleep for at least one fifth the period they wish to look forward (they may be attended by others, or employ appropriate Charms or other effects, to survive this long); they may seek knowledge of the past as well. In any case, when they wake, the character returns to normal, losing their subconscious omniscience and retaining only those visions experienced by their waking mind.

While in this trance the character will be on a journey, and will always learn something, even if its not what they want. Their player rolls [Essence + Awareness] to make their search, the difficulty depending on how specific is the information they want and how distant in time and space are the events that would reveal it were they observed. A question like "what happened here a month ago" is very simple and requires only one or two successes depending on how much the area has changed, while "where will the Eye of Autocthon be in the time it will take me to reach it" is a complex, somewhat recursive question about the future of an object that is alien to Creation and would require upwards of eight or nine successes. If the character fails this roll, however, it is because they were distracted by another vision of something that is also important to them: the more they fail by, the more unrelated will be the information they get, but they will always learn something useful. Only a botch will reveal no information, as the character fails to retain any memories from their trance.

Because it operates through visions and sensations rather than recorded fact, this Charm may not provide such particulars as names, dates or exact locations, such as would be available to Sidereal methods of information gathering. However, it is capable of perceiving those things that are Outside Fate.

Flash of Possibility

Cost: - ; *Mins:* Awareness 5, Essence 5; *Type:* Permanent

Keywords: Aether, Avatar (4), Martyr

Duration: Permanent

Prerequisites: Searching Dream Trance

The innate ability to see through dreams is not common; though

books have been written by those who have existed among the Priestesses, accounts of visions laced with clues to help the readers yet unborn, the number of active Exalts who know the Searching Dream Trance are always low, as the Charm takes much to learn and consumes time with voracious hunger. Spells and rituals exist to search the Twilight Realm by hand, and mundane methods often serve in practice. But a few of Gaia's own prophets do exist, and among them, repeated immersion in the knowledge of the Aetherworld can leave a lingering mark. Their connection to the world of dreams ceases to fully close, and they become prone to glimpses of insight at the oddest times, bursts of precognition and alarms that inform them of yet-unknown events.

At any time, a character with this Charm can receive a vision. This may be almost anything: an echo of a great event in the past, a foreshadow of one in the future, or something that is happening at the present moment. These visions may also warn the Terrestrial of something immediate, such as the location of an item that she searches for or the presence of unseen ambushers, and can manifest through any or all senses. Such a vision is instant, but costs one willpower, and creates a -1 internal penalty to all actions for 5 ticks due to disorientation. Essentially, this Charm allows the Storyteller to drain the character of willpower at any time, with information given in exchange.

This Charm's Martyr effect allows the character to reach out one last time for the full, overwhelming knowledge of Creation's collective dreaming. Becoming one with that great sea, they can be seen to smile at the sublime truths they finally grasp before gently disintegrating into golden-white light. This essence gathers together and solidifies into an Eye of Aa (see Chapter 5).

Other Voices Meditation

Cost: 4m; Mins: Awareness 5, Essence 3; Type: Simple

Keywords: Aether, Avatar (2), Combo-OK

Duration: One Scene

Prerequisites: Feeling the Dragon's Bones, Sense-Riding Technique

Through their common link to the source of all Creation, all beings born of Gaia's elements are connected to each other. With this Charm, a character learns to listen with their heart, feeling their own resonance with other living things through the commonalities of emotion, thought and dreaming. In so doing, they can achieve a perception which, in their small fraction of the world, may almost equal Gaia's own.

A character who uses this Charm gains a vague awareness of all Creatures of Gaia up to half their Essence rating in miles away from them; by expending a dot of willpower and meditating while the Charm is active, they may extend this to [Essence + Awareness] miles. With a moment's concentration, the character can focus their attentions on any one creature that the Charm draws on, thus allowing them to see (or perceive through any sense) as that being does. She gets full access to any senses they possess regardless of whether she has them herself. Many natural animals have a crude ability to sense immaterial spirits. However, beyond the user's immediate vicinity (up to [Essence] yards away), it is difficult to tell where a creature is in relation to the Charm's user, and the character will have to try judge by relative position of landmarks or the sky.



“Borrowing” other creatures brings a -2 penalty to the character’s own senses. Even when not being actively used that way, the Charm still allows all Creatures of Gaia to be sensed semi-subconsciously, allowing the user to gauge the health of the local populations. Within [Essence] yards, that sense is precise enough that any such being is automatically detected and located unless employing supernatural stealth, in which case they must roll their [Essence + Stealth] at a difficulty equal to the Essence rating of the character using the Charm.

This Charm does not, of course, provide any benefit in an area that is devoid of any Creatures of Gaia.

Charm of Primordial Making

Cost: 15m, 1wp, 1c; *Mins:* Craft 5, Essence 4; *Type:* Simple (Dramatic Action)

Keywords: Aether, Avatar (2), Obvious, Shaping

Duration: Instant

Prerequisites: Charm of Greater Making

From all things, Aether is born. This Charm is the simplest manifestation of that, for it is nothing less than the ability to craft objects and creatures, real and solid, from the primal Element of creation. The character calls forth raw Aether from the World of Dreams and gives it shape.

This Charm functions in the same manner as the Solar Charm Wyld-Shaping Technique (Exalted core p. 216), with the following differences: its cost, given above; it cannot create anything of more volume than the character's Essence in square yards; it does not require the character to be in or anywhere near the Wyld; and it is not capable of being part of a Combo (though this does not impede the use of Terrestrial reflexive Charms). It does not alter Creation, only adds to it.

The Priestesses of Gaia are very particular about their use of this Charm; the Aether used is separated completely from the Twilight Realm, an event that can be felt as an unpleasant draining sensation by any nearby character who possesses Aether Awareness. The objects thus created are treated as sacrosanct, and must be unmade using the Charm of Primordial Unmaking when their use has passed.

Charm of Primordial Unmaking

Cost: 15m, 1wp, 1c; *Mins:* Craft 5, Essence 4; *Type:* Simple (Dramatic Action)

Keywords: Aether, Avatar (2), Obvious, Shaping, Touch, Combo-OK

Duration: Instant

Prerequisites: Charm of Greater Unmaking

All things are formed of essence; that is one of the deepest truths, shared even in the deepest unknowable Wyld. Much essence exists that flows freely, washing across the world to well up in Demenses or to be drunk and stored by magical creatures for their own use. The greater part of Creation's essence, however, is bound up in things that have substance: in places, creatures, objects, and the Elements. Because they are divided from Aether, the First Element which is not real, they have form and are frozen into existing. By returning Aether's touch, this Charm can free that essence that is locked into reality, returning it to its primal nature by unmaking its substance.

To use this ability, a character must touch the target and then focus into a trance, dipping halfway into unconsciousness so as to better draw power from the World of Dreams; during this time, they suffer a -4 penalty to all dice pools unrelated to the Charm, and must make a Willpower roll at Difficulty 2 as a Miscellaneous Action to wake themselves up, which prevents the Charm's completion. The character may then make a (Craft + Essence) check every 5 minutes to accumulate successes towards unmaking their target. Artifacts subtract successes equal to their Rating from each roll, while creatures subtract their Essence rating; heroic individuals may also reflexively spend a dot of willpower to cancel all the successes from a single roll. The Charm user continues to gather successes until they equal the target's health levels, at which point it is unmade into raw motes of essence.

When that happens, the user of the Charm makes a (Willpower + Essence) roll, Difficulty 5. If they succeed, they may absorb a portion of the essence themselves, providing 5 motes per dot of the target's Essence or Artifact Rating plus 1m for every health level the target possessed, up to their own maximum supply. If they fail the roll, the unbound essence disappears into the Aetherworld; if they botch, it explodes on the spot, dealing a number of damage dice equal to twice the amount of motes it could have provided over an area half that number in yards.

If the character or another character who is on hand knows the Charm of Primordial Making, they may reflexively activate that Charm to begin shaping the Aether that has been freed, in lieu of any other benefits.

Given enough time and successes, this Charm can unmake anything that is not protected against primordial-level power.

Generous Affirmation

Cost: -; *Mins:* Craft 5, Essence 4; *Type:* Permanent

Keywords: Aether, Avatar (4)

Duration: Permanent

Prerequisite Charms: Craft Symbol

Few who create do so solely for themselves. The act of creation is one of provision, of putting forth one's time, thought and drive to bring forth something that will, in the end, be separate from themselves. A character who knows this Charm is suffused so with the life-essence of Aether that their spirit resonates with those urges that are the mark of all truly living things: the need for sustenance, shelter, procreation and compassion. Through these, the First Element can flow from the Dragon-Blood to others, reinforcing their vitality.

Whenever the character allows a living creature to satisfy their desire for any of those things, that being regains a dot of temporary willpower, if they are below their current maximum. A creature cannot gain this benefit more than once a week for each need. *Example:* A Priestess with this Charm crafts a portable tent. Anyone who sleeps in the tent or who uses it to shelter from the environment will find their sense of being safe and protected is enhanced; as a result, they regain a dot of temporary willpower. They cannot gain this benefit again for a week, but if they were already at maximum willpower, the tent's benefit is not "used up" until they need it.

Spirits are not usually able to benefit from this Charm, as their physical needs are not absolute requirements as they are for mortal creatures. A Storyteller may allow such an entity to regain willpower from being shown compassion, however, depending on the nature of the spirit in question; similarly, in the case of gods, prayer may be considered a need similar to food, allowing them to regain willpower from prayers made or directed by a character who possesses this Charm.

Maternal Certainty Defence

Cost: 4m, 1c; *Mins:* Integrity 5, Essence 3; *Type:* Reflexive (Step 2 or 7)

Keywords: Aether, Avatar (3), Combo-Ok, Social, Gaia

Duration: Instant

Prerequisites: Granite Curtain of Serenity

A lone human, even one of the Exalted, may face powers that far exceed their own meagre scope. Gods, demons and other Exalted can all possess the skill of twisting mind and emotion with essence, endangering another's possession of their own heart and soul. But those who commune with Gaia have, in many ways, already given those things to her. In realizing this, and seeking her guidance, they are protected.

This Charm is activated in response to natural or unnatural mental influence which targets or which has affected the user. Gaia is immediately alerted to this assault on one of her servants; in accordance with her infinite compassion and wisdom, she will then apply a perfect mental influence of her own which opposes and nullifies the other. At the Storyteller's discretion, she may take the opportunity to add her own imperatives.

Inviolable Dream-state

Cost: 10m, 2wp, 1c; *Mins:* Integrity 5, Essence 4, Communion 5; *Type:* Simple

Keywords: Aether, Avatar (3)

Duration: One Scene

Prerequisites: Granite Curtain of Serenity, Chaos-Warding Prana
Drawing deeply from their own soul, the character pulls their own dreams up from within and call them into being. This essentially calls a fragment of the World of Dreams into being around them, and induces a state of lucid waking in which the user of the Charm maintains the state of this manifestation of their mind, even as it becomes real.

An area up to [Essence] yards away from the character becomes their dream and is subject to the rules of the Aetherworld, in turn losing its own qualities. No magic that is not designed explicitly to exert control over dreams can function within this area, except for sorcery. Any creature in the area that can use Dream Arcanoi can do so freely. Because the character is in control of the dream, however, even anyone who uses such exceptional powers must expend a dot of willpower on top of normal costs if the user of the Charm does not wish them to do so. The character must concentrate on keeping the Charm under control and is required to use a flurry with every action. The character can expend an additional dot of willpower to extend this Charm's effect for an additional hour after its normal duration, and can continue to do so as long as they have willpower points to spend.

It is not a good idea to use this Charm in the Underworld.

Unstoppable Aether Meditation

Cost: 7m, 1wp, 1c; *Mins:* Integrity 5, Essence 4; *Type:* Reflexive

Keywords: Aether, Combo-Ok, Obvious, Avatar (1)

Duration: [Essence] Actions

Prerequisite Charms: Unflagging Vengeance Meditation

The nature of life is to move. Living creatures never completely cease motion: they breathe, their hearts beat, blood races, and thoughts flash and flow in their souls. They seek purpose, and once found they pursue it: predators hunt, prey flee, and mortal men search for contentment. Only death brings stillness, and even then only the stagnant death of the Underworld: in Creation, the soul moves on, and the body becomes part of new life and new motion.

Activating this Charm, the character takes on the perpetual motion of Aether and of life, and becomes unstoppable. For the [Essence] actions, anything which would hinder or stop their motion is ignored. Whether physical restraints, enemy swords or even unconsciousness or death, the character will remain in motion and in pursuit of their goal. Any crippling injury is ignored, temporarily filled and corrected by the bright-burning amber essence of the First Element; if they are faced with any restraint, their body and possessions merely pass through as easily as a dream. Any social or mental effects that could hinder or stop them are nullified as if the character had spent whatever amount of willpower was required to do so. While the character is capable of decision-making and choosing their purpose, they must actively strive towards an immediate goal at all times. They do not suffer any hindrance from wound penalties, lack of consciousness or being dead until the Charm ends, when they must either pay the entire cost of the Charm again to refresh its duration or allow any delayed effects to catch up to them.

Aether Protection Form

Cost: 4m; *Mins:* Resistance 3, Essence 3; *Type:* Simple

Keywords: Aether, Combo-Ok, Elemental, Obvious, Stackable

Duration: One Scene

Prerequisite Charms: All five (Element) Protection Forms.

Essentially, this is the Aether version of (Element) Protection Form. The Dragon-Blood's skin changes to the warm amber-white colour of yellow jade. The character gains a bonus to their bashing, lethal and aggravated soak equal to their Essence versus all essence-based attacks, attacks by orichalcum, moonsilver, starmetal or yellow jade weapons and any elemental attacks based on Aether, Vitriol or the Celestial (Solar, Lunar and Sidereal) elements. It also protects the character from all harm directly caused by exposure to the Aetherworld or the Wyld.

The soak bonus granted by this Charm does apply to attacks enhanced by the Charms of Celestial or Infernal Exalted, but not to those enhanced by sorcery of the Adamant Circle. This Charm's soak bonus does stack with those provided by the other Elemental Protection Forms.

Unstoppable Aether Meditation

Cost: 7m, 1wp, 1c; *Mins:* Resistance 5, Essence 4; *Type:* Reflexive

Keywords: Aether, Combo-Ok, Obvious, Avatar (1)

Duration: One Scene



Prerequisite Charms: Unfeeling Earth Meditation
Save for the differences in their requirements, this Charm is identical to that of the same name which exists in the Integrity Charm tree.

Rebirth

Cost: - ; Mins: Integrity/Resistance 5, Essence 5; Type: Permanent
Keywords: Aether, Obvious, Avatar (5)
Duration: Permanent

Prerequisite Charms: Unstoppable Aether Meditation
Deep down in the pit that leads to annihilation, the Neverborn can never rest. Though slain, they cannot die, for could not see the way. Who, among the primordials, creators of the world, could make themselves subject to death, when they themselves invented it? It is impossible that they could even think to walk that path themselves, and so they do not know the road.

But Gaia knows.

Gaia's essence flows through the world. She lives in the heart of all life, and all hearts stop, in time. Every day, Gaia's spirit dies a countless multitude of deaths; and every day, the times which she is born are without number. Gaia knows how to die, and so she knows how to be born, just as the souls of mortals, which came from dreams, do die and return through the cycle of reincarnation. Those who wield the First of her Elements have broken the wheel of rebirth, and will join with her great soul upon their death... unless they, too, gain this understanding, and know that death is but a deeper sleep to wake from.

Learning this Charm, the character crafts a place in their own dreams to which they can return, and binds it to their body and their soul. In the final moment before death, when the last bonds of life begin to break, their body will dissolve into a brilliant burst of essence, and with their spirit it will pass to that

shelter on the edge of final union with the Aetherworld. What the Dragon-Blood experiences there is unknowable: with the core of their being exposed to the collective mind of all Creation, time seems to distort and consciousness to spread. Stars wheel in an unknown sky, and the lifetime of Creation may seem to pass, but by the end of a single day a new vitality will return. The fathomless Voice of Aether fades, leaving only the beating of a heart and the whisper of air, drawing in and out. Eyes open, and Creation comes rushing in to set every sense ablaze as they find themselves brought back to live again.

But they come back... different.

Unless slain by an attack that can permanently destroy spirits, a character with this Charm cannot be killed. Instead, her body glows brightly, lit from within for a few bare moments before it disappears in a blazing torrent of golden-white essence. Any possessions fall to the ground. After one day, the character will suddenly reappear in the nearest safe, unobserved location, disorientated enough to inflict a -2 internal penalty for an hour and continuing with a -1 penalty for a day, but they will have been returned to full physical health, possess full reserves of essence and willpower and be free from any previous Illusions, Compulsions or similar ongoing effects. However, a portion of their spirit remains behind in the World of Dreams, as represented by the loss of 1 dot of Permanent Essence. The character temporarily loses access to all Charms whose minimum Essence exceeds her new rating until she spends the experience to regain her former rating (Rebirth is itself an exception to this). Characters reduced to Essence 0 lose the strength to resist completing their journey and can no longer return from death.

Losing part of one's soul would also cause a loss of other aspects of one's self, such as memories, emotional attachments,

skills and capabilities; and, indeed, this is unavoidable. Rather than attempt fruitless resistance, the character instead draws substance from the ocean of thought that is the Aetherworld to replace that which is taken from them. Thus, although the larger portion of their soul remains untouched, the character is changed. When they return to life, their new body reflects this evolution: those who use this Charm not only gain new life, but new behaviors, new desires, new ideas, a new body and a new face.

When a character learns this Charm, the player is encouraged to make an altered character sheet in anticipation of its use, in which they should be supervised by the Storyteller. The "new" character is made by converting traits into their bonus points value and then spending them again; they must be at least half the same as the "old" character, yet the differences must be significant enough to be noticeable in-game. A few things cannot be changed at all: Primary Virtue, Favoured Abilities and their Charms, Motivation and Exaltation (though Terrestrials may find, rarely, that they change Aspect). The character cannot reduce their Permanent Communion rating, but can increase it. Material Backgrounds are unaffected, but it is possible to gain Merits, Flaws and Mutations. If possible, it is appropriate for a character's new form to be influenced by the circumstances of their "death"; for example, a fatal disease could prompt a more compassionate, medically skilled incarnation, while death by treachery could result in a more alert, less trusting one. Willpower cannot be changed by this Charm, except in one case: at any time (even when under mental influence that would normally prevent such a choice being made), Rebirth can be activated reflexively and take effect over just five ticks, foregoing the delay of a day and regenerating on the spot by forcing the transformation. This is so strenuous, however, that the character must lose a dot of Permanent Willpower in addition to the reduction of their Essence rating.

When reincarnated by this Charm, a character's age is effectively reset to 0 for the purposes of longevity; unfortunately, the need to get used to their body again takes a century from their age for the purposes of gaining permanent Essence. They become Outside Fate if they were not so already, as Heaven records them as having died. Farorans who go through Rebirth often lose many of their Background dots, as it is understood that they are at least partly a new person and will have to prove themselves still worthy of the trust and respect of those who know them.

Aether-Seared Battlefield

Aether-Aspected Terrestrials use the Dragon-Seared Battlefield Charm as normal, save that the damage dealt ignores soak and hardness as Aether damage normally does (and is vulnerable to creatures Empowered by Oblivion as usual) and that the environmental penalty, being due to the environment itself undertaking the shifting nature of a fantasy, may not be vulnerable to effects which would protect a character from "natural" environmental penalties.

Aether Vortex Attack

Functions as to Aether-Seared Battlefield as Dragon Vortex Attack does to Dragon-Seared Battlefield.

As In The Beginning (Aether)

Every natural part of the environment begins to glow from within, growing in intensity, surrounding objects and mortal creatures with a luminescent aura of golden-white light; when the full effect of the Charm erupts, everything in the area of effect is suddenly rent apart and consumed by a pillar of pure Aether that blasts from the earth to the sky. Earth and stone beyond the central core resists for a few minutes, but are borne aloft in great chunks that eventually dissipate; every mortal creature that is not protected from Shaping effects is absorbed instantly, and essence-channeling creatures must roll their [Essence + Integrity] at a difficulty equal to the Terrestrial's Essence every 10 ticks or suffer the same fate, unless similarly shielded. Creatures who use the essence of the Underworld may not make this roll.

At the end of the scene, when the Charm ends and the Aether returns to whence it came, it will drag anything remaining in the area along with it into the Twilight Realm. Surviving characters have 30 Ticks to escape the Charm's area of effect before this happens. Regardless of what occupied this location beforehand, this Charm leaves behind only a landscape of perfect natural beauty, such as may have existed in that place at the dawn of Creation.

Fire Aspect

Gift of Motion

Cost: 3m; *Mins:* Athletics 5, Essence 5; *Type:* Reflexive

Keywords: Aether, Combo-Ok, Obvious, Avatar (1)

Duration: One action

Prerequisites: Dancing Ember Stride

Following the path of ever-dancing fire, the Terrestrial Exalted may escape the limitations of mortal flesh and achieve great speeds, or even liberate themselves from the pull of the earth and be carried through the air in the manner of a spark on the wind. With the understandings of Aether, a Dragon-Blooded may learn the ties between themselves and the world around them and, through this connection, impart this freedom onto the things which surround them.

With the activation of this Charm, the character causes an object within ([Essence + Athletics] x 3) yards of themselves to move or to levitate. They may push, pull, carry, lift or throw such an object as they would themselves with a [Strength + Athletics] check, but may use their combined Essence and Willpower in place of their Strength rating. The character's "hold" is maintained long enough to complete one action (for example, if this Charm is used to catch a falling object, that "grip" will last long enough for it to be put down, replaced or thrown). The character can pay this Charm's cost again on their next action to maintain the hold, allowing an object to be carried for as long as they have the requisite essence. At Essence 6 and each successive dot of Essence beyond that, the character can support one additional object at the same time, but each must be subject to a separate activation of this Charm.

This Charm cannot affect living creatures nor any objects that are currently subject to another beings' will, such as a thrown spear or a soldier's armour. For that, the character should learn the Martial Arts Charm, Clutch of the Chimera.

Half-Dreamt Step

Cost: 5m; *Mins:* Dodge 5, Essence 4; *Type:* Reflexive (Step 5)

Keywords: Aether, Combo-Ok, Obvious

Duration: Instant

Prerequisites: All five Unassailable Body of (Element) Defense variations.

Like its prerequisites, this Charm provides its user with an almost perfect defense. However, allowing one's own body to transform into pure Aether would be an exercise in suicide. Unlike its prerequisites, which take the user to an extreme from their own, elementally balanced form, Aether is a state to which such material things as flesh and blood yearn to return. If a Terrestrial took the theoretical Unassailable Body of Aether on themselves, they would never come back. Instead, the character with this Charm takes only half a journey to that state, briefly becoming... not a dream, but no longer quite real. This state is familiar to the savants of Creation as the state in which immaterial spirits exist.

Using this Charm allows the Dragon-Blood to dematerialize, as spirits do, for the purpose of avoiding a single attack. As such, it can act as a perfect defense against any attack save those that specifically do affect dematerialized beings.

Walking the Path Between

Cost: Special; *Mins:* Dodge 5, Essence 5; *Type:* Simple (4 Ticks)

Keywords: Aether, Obvious

Duration: Indefinite

Prerequisites: Half-Dreamt Step

After learning to momentarily push themselves into the immaterial world, a dedicated student of the First Element's ways can learn to sustain their departure. Sacrificing the essence that suffuses their anima, they create a buffer of power that keeps them from falling back into their natural state, and can remain dematerialized as long as they wish.

This Charm requires the user to have at least five motes of essence in their peripheral essence pool; if they have more than that, however, they will have to expend all of it. This allows them to dematerialize in the same manner as the Spirit Charm of the same name, save for the following differences: motes of peripheral essence do not return regardless of method used, so long as the Charm continues; personal essence does not return with normal respiration, but can with other methods; and any anima display the character was showing before using the charm remains visible and capable of dealing damage for the normal length of time it would remain. Even when anima display drops to zero, slight traces of the Dragon-Blood's elemental essence remain in the form of a breeze, a trace of mist or dust, or the scent of flowers or smoke in the air. Such signs of their passage can be noticed only with a Difficulty 3 [Perception + Awareness] roll, and few are likely to understand what they signify. Should the Terrestrial activate their anima power using personal essence while dematerialized, their anima display will immediately jump to the 16+ level and remain so for as long as the power is in effect.

The sight of a Dragon-Blooded anima seemingly moving around on its own will terrorize most mortals and normal animals.

Aether-Graced Weapon

A character who has adopted the Aether Aspect can employ the Aether version of Dragon-Graced Weapon. It remains identical save for the elemental effect, which changes to that for Aether: the conjured weapon ignores all forms of soak except those which are applied by objects of orichalcum, moonsilver, starmetal, jade or adamant. It deals aggravated damage to beings and objects of the underworld, including soulsteel, but the rules for Aether exposure to things Empowered by Oblivion do apply.

Weeping Call of Aa

Cost: 5m, 1c; *Mins:* Presence 5, Essence 4; *Type:* Simple

Keywords: Aether, Obvious, Emotion, Avatar (4)

Duration: Instant

Prerequisites: Terrifying (Element) Dragon Roar, Passion Transmuting Nuance

Deep in the heart of the World of Dreams, the Aether Dragon swims alone. Like her siblings she is too pure, too powerful to bear the touch or gaze of any mortal thing without burning it away; yet at the same time, she is constantly connected to every creature that lives or thinks or dreams, eternally within reach of them but unable to close the gap. Her brother and sister dragons may roar with elemental fury, but Aa sings of loneliness and sympathy. This Charm invokes a fragment of this unfathomable emotion. As with its prerequisite, the Terrifying (Element) Dragon Roar, the character calls forth with elemental power that focuses onto a single target. However, the Charm does not affect objects, or any other truly mindless entity. On any creature with a spirit or mind, though, it unleashes a flood of terrible empathy and sorrow. Beings who possess great Compassion have dealt with a fraction of such feelings before and may be able to cope, but those who feel little sympathy for others - or worse, beings to whom the emotions are alien - have no defense.

Any non-mindless creatures within (permanent Essence x 20) feet must roll their Compassion against a Difficulty equal to half the character's Essence Rating. If the target of the Charm fails this roll, they immediately suffer the full effects of the Heart of Tears Limit Break (Exalted p104); if they succeed by less than two additional successes, they still suffer the effect of a partially controlled Heart of Tears. Non-targets within the area of effect who fail suffer the effects of Partial Control of that Limit Break, and suffer no penalties if they succeed (beyond "feel sad").

Beings with, "false" Compassion (such as Fair Folk and Ghosts) or a totally alien form of Compassion (such as some demons or high-Clarity Alchemical Exalted) take a -2 penalty to their roll if they are capable of it, and such creatures suffer the same effects as the directed target of the Charm even if they are only bystanders. Intelligent creatures with no Compassion (such as some victims of the Fair Folk) have no defense. Ghosts and Fair Folk experience real emotion when subject to this Charm, and can become desperately addicted to it.

Primordial beings (Neverborn, Yozis and their higher circle souls) cannot be reduced to tears by this Charm, but can be temporarily made to feel sympathy, mercy or sorrow that they may not normally be capable of.

Pacifistic Cloak Stance

Cost: 4m, 1c; *Mins:* Socialise 5, Essence 3; *Type:* Simple

Keywords: Aether, Avatar (2)

Duration: One Scene

Prerequisites: Friend-to-All-Nations Attitude, Smoothing-over-the-Past Technique

Wrapping themselves in an aura of unifying aether essence, the character who uses this Charm radiates a sense of peace and well-wishing to those around them. Beings affected by this guise of compassion feel instinctively that the character wishes only for their own happiness, and find it difficult to bring themselves to injure her.

So long as the Terrestrial makes no physical attacks, any creature that wishes to attack her must make succeed at a difficulty 2 Conviction roll to do so. Characters with low Compassion are often unused to the feeling of caring for another being; for every dot by which they possess a Compassion rating lower than 3, they suffer a -1 internal penalty to their Conviction for the purposes of that roll. If the Dragon-Blooded shows actual helpfulness towards an affected being - not necessarily by directly aiding them in their goals, but by something as simple as seeing to their wounds or providing clothes to protect them from the environment - then the difficulty of the Conviction roll increases to 4. Should a creature subject to the Charm's effect actually succeed in attacking and doing damage to the Terrestrial, they must immediately make a Temperance roll (at the same difficulty as the Conviction roll) to suppress a feeling of guilt that will inflict a -2 penalty to all their actions for the duration of the Charm.

Provided she refrains from any overt hostility, a character using this Charm can make all the social attacks she wishes and, with appropriate stunts, can perform such actions as shielding another character with her body in order to inflict the Charm's effect on their attacker. The Charm normally lasts one scene, but a character with Essence 4 can spend a dot of willpower and commit the essence cost to continue the effect indefinitely. Either way, Pacifistic Cloak Stance ends automatically if the Dragon-Blood deliberately harms another being, and cannot be activated again until the current scene is over.

Water Aspect

Embrace the Spirit of Endeavour

Cost: 7m; *Mins:* Bureaucracy 5, Essence 5; *Type:* Simple

Keywords: Aether, Avatar (4), Compulsion, Combo-Ok

Duration: Special (see below)

Prerequisites: Bestow the Saffron Mantle, Testing the Waters

In the realm of conception, it is much easier to see how any goal can come to fruition. It is only when the attempt becomes real that the truth appears; the whimsy of the world, the friction of men and women against each other's methods, and the complications of chance and emotion... It is against these troubles that the efforts of a good leader is needed. With this Charm, however, such mastery of other human beings can do far more. Entering a trance, the Terrestrial reaches out her mind to touch on that of every being below her; with the power of Aa's essence, she can guide the reality of their efforts and relations into line with their abstract ideal, and make true the dream of flawless, perfect progress.

This Charm targets any group or organization with a Magnitude of no more than half the Dragon-Blooded's Essence, which she must be a member of, and focuses on one particular project or goal that they are working towards. While the Charm lasts, the whole enterprise is blessed with a remarkable absence of any unforeseen troubles: rivals do not argue or compete to the detriment of the project, there are no sudden interruptions to the supply of resources, and everyone is happy to do efficient, professional work. In fact, the group will encounter wonderfully good luck. The character rolls her [Bureaucracy + Essence]: she may divide her success between effectiveness or efficiency. Each success in effectiveness adds directly onto any rolls made by any member of the group during the project; the number of successes attributed to efficiency, instead, is the number by which the endeavour's rate of progress is multiplied. In addition to this, the Exalt can perceive everything being done towards their end by any member of the group. Note that, although this Charm can help military efforts such as planning attacks, collecting intelligence and producing equipment, it does not function in Mass Combat; battle is far too uncertain and disruptive.

The character commits the Charm's mote cost for its duration, which is as long as she can maintain her deep meditative state; she cannot move herself and cannot pause to eat, drink or sleep. However, it is difficult for another person to break her concentration short of physically injuring her, and so she may arranged to be cared for without much worry. She can talk, and even use communication Charms such as Wind-Carried Words technique, but with great difficulty; any such attempt calls for a [Wits + Linguistics] roll at difficulty 4. Being injured, or falling unconscious due to fatigue or starvation, will end the Charm.

Tracing the Lines of Self

Cost: 5m, 1wp; *Mins:* Investigation 5, Essence 4; *Type:* Simple

Keywords: Aether, Avatar (2), Combo-Ok

Duration: Instant

Prerequisites: Friend-to-All-Nations Attitude, Smoothing-over-the-Past Technique

From the purity of a soul born anew, through childhood and adult life, a person is shaped by the experiences they've had and the way that the world works upon them. Those who have learned the nature of Aether, from which all things come, understands that souls both heroic and common come into Creation filled with potential, and that even the most vile and malicious of individuals has been made by their history. Looking into another's eyes, the user of this Charm sees the core spark of the spirit within, and in seeing its condition can trace the influences that make them who they are.

This Charm is activated on eye contact with the target (which may require a roll if they are mobile or averting their eyes), upon which the user becomes instantly aware of their Motivation, Intimacies and Virtue balance, and gains knowledge of all life events which led to these (as well as a rough idea of the rest of the target's circumstances). However, this sudden familiarity is not without consequence. It is almost impossible to understand someone so well, their reasons and their purposes, without developing pity or love; the Dragon-Blood must fail a Compassion roll immediately on using the Charm or instantly

gain a magically enforced Intimacy towards the target. For their part, the person on whom the Charm was applied becomes aware of its effects the moment it has been used, and can also sense whether the Terrestrial develops an Intimacy because of it. The Intimacy will remain magical for a month, after which it may be treated as a normal one, but appropriate behavior from the Charm's target may prolong the effect at the Storyteller's discretion.

Don Perception's Shroud

Cost: 6m, 1wp; *Mins:* Larceny 5, Essence 4; *Type:* Reflexive

Keywords: Combo- OK, Aether, Illusion, Avatar (1)

Duration: Varies

Prerequisites: Impostor's Voice Technique, Trackless Walk Style, Ears of the Snowy Owl

No imitation can be as perfect as that which matches exactly to the expectations of the watcher. This is where even the perfection of the Solar Exalted can fail them, for the mind that doesn't know the face of his lord would question even the true king. With this Charm, however, a Dragon-Blood who wields Aether can draw an image from her target's mind and wear it as her mask.

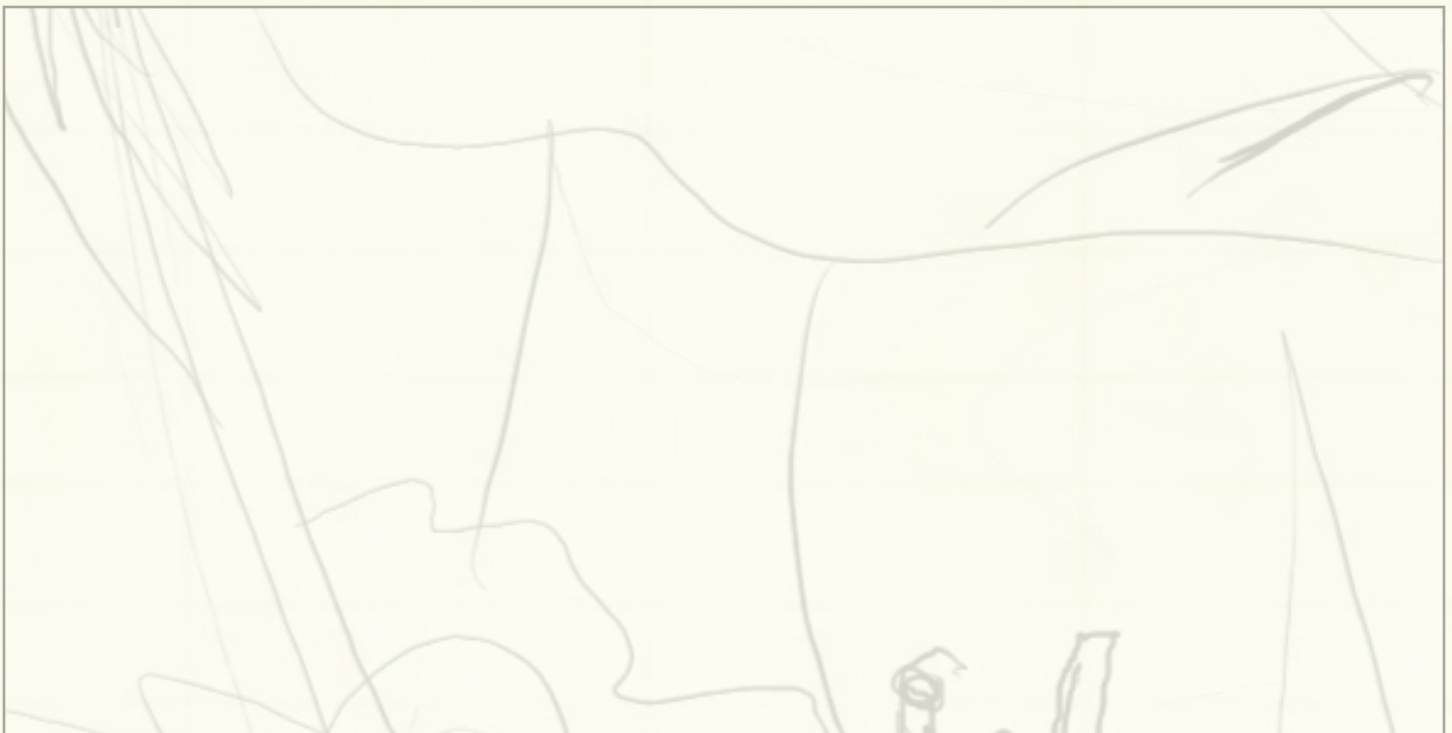
This Charm grants the character a mental cloak which projects the image of her disguise and a sense of truth into the senses of anyone who perceives her; inconsistencies such as size, gender, voice, scent or even body heat are simply ignored by those affected properly, though the nature of the Charm means the character can only disguise herself as an intelligent being (or as a member of a particular group of intelligent beings). The character takes this guise from a mental image that she perceives at the moment of the Charm's activation, taken from a target who she must either touch, make eye contact with or be (she can make a disguise based on her own ideas). By doing so, she dons all the attributes that are necessary to convince her

target that she is genuine; thus, to that one target, her disguise is perfect and will be accepted without question. To all others, however, the deception may fail - the less accurate the original target's idea of the identity is, the more flaws there will be to spot. In order for them to see through the Illusion, their MDV must beat the Terrestrial's $[(\text{Larceny} + \text{Essence}) / 2]$ plus a bonus based on the Charm's target source; a guard who sees the imitated individual or group pass every morning adds just 1, on up to their spouse or mother adding 4 or even the imitated being themselves, adding 5. Heroic characters can also spend 2wp to see through the Charm's illusions, but having an MDV deficient by more than three or being the original source increases this cost to 4wp.

This Charm extends into the realms of supernatural perception as well. Any detection Charm with an essence minimum of 4 or less will register an illusion appropriate to the disguise, even to the point of detecting false Intimacies, Motivation, illnesses or Essence rating. The mote cost of the Charm is committed, and its effect lasts as long as it remains so or until seen through by the source target.

Martial Arts

Unlike those of other Abilities, the Charms of the Terrestrial Hero Style are abstracted from Dragon-Blooded Exaltation, less a reflection of the self and more dependent on the nature of water which they emulate; this is what allows other beings to learn it. Because of this, it is not possible to develop Aether Charms as an extension of the style. Some centuries after Aether was first grasped by human hands, however, it was discovered (to the great surprise of Gaia's Priestesses) that Martial Arts Aether Charms could be created as an extension



from, of all things, the *Dreaming Pearl Courtesan Style*. Those among the clergy who are permitted by their Aspect to learn martial arts have since adopted the style as a holy art, but have yet to discover its ancient origins despite several secret quests for knowledge.

Clutch of the Chimera

Cost: 3m; *Mins:* Martial Arts 5, Essence 4; *Type:* Reflexive

Keywords: Combo- OK, Aether, Obvious

Duration: Varies

Prerequisites: Resplendent Sash Grapple Technique

Through studying the *Dreaming Pearl Courtesan Style*, the martial artist learns to turn even their clothing and the accoutrements of the socialite into extensions of themselves. Through understanding of Aether, she learns that she is connected to the world around her on a primal level. Bringing the two together, she may begin to command her environment as if it were part of her own body.

This Charm functions identically to the Aether Athletics Charm, Gift of Motion, with the following differences: the character's Martial Arts is used in place of Athletics, their effective Strength is equal to their Essence, and they may use the Charm on any object or creature. However, essence-channeling characters who are subject to this Charm can reflexively spend 1m to defeat it, momentarily charging their anima to break the Terrestrial's grip on their body or immediate possessions.

Weight of Fantasy Technique

Cost: 5m; *Mins:* Martial Arts 5, Essence 4; *Type:* Simple

Keywords: Aether, Obvious

Duration: One Scene

Prerequisites: Seven Storms Escape Prana

The student of the *Dreaming Pearl* learns to entrance those who watch them, moving as if they were a dream. This Charm makes that impression a reality, as the weight of the waking world drops from the character's form to let them move with unparalleled lightness.

For the duration of this Charm, the character triples all movement speed and jumping distance and may use the higher of their Dodge or Martial Arts to calculate their dodge DV.

Waking of the Aether Dragon

Cost: -; *Mins:* Martial Arts 5, Essence 5; *Type:* Simple

Keywords: Aether, Obvious

Duration: Permanent

Prerequisites: Clutch of the Chimera, Seven Storms Escape Prana, Invoking the Chimera's Coils

A *Dreaming Pearl* Master feels a longing in their heart. At every hour of every day they know that they could become something greater; they can take the shape of the Chimera, and with it taste the edge of unfathomable truths. Those who have deepened their connection to the dreams of men and beasts can grasp a little more. When they use their ultimate technique and take the perfect form, they who have truly mastered their art in conjunction with Aether can hear the call of the First Dragon, Aa - and her song lets them touch transcendence, if only for a time.

This Charm permanently improves the *Dreaming Pearl Courtesan Style Charm*, Invoking the Chimera's Coils. The character gains the ability to learn Sidereal Martial Arts, but can only use such powers when they have taken their Chimera form. Within a few weeks of developing this Charm, the martial artist will begin to learn the Quicksilver Hand of Dreams Style in their sleep. They may also learn and use Spirit Charms, under the same restrictions, as if they were an Aether elemental.

Dawning Ship-Spirit Meditation

Cost: 5m, 1wp; *Mins:* Sail 5, Essence 4; *Type:* Simple

Keywords: Aether, Avatar (1)

Duration: One Day

Prerequisites: Sturdy Bulkhead Concentration, Seven Seas Wind-Luring Chanty

Every sailor knows, even if they are ignorant of Creation's wider truths, that a ship has a spirit. Treat it well, they say, and it will take you wherever you wish to go; neglect it and it will drown you in even the most peaceful waters. Yet sager minds teach that the spirits of such things spend most their time in sleep, small and unaware unless a touch of greatness gives them life. This Charm does not truly rouse the little god of a ship, but it tugs them half-awake, using the essence of thought and life to make their consciousness aware of the wood, rope and men to which they are bound. As a sleeper may tug a blanket about himself or swat an errant fly, the spirit of the ship uses the gift of this Charm to instinctively aid its passengers and defend itself.

Using this Charm on a ship (on which the character must be a legitimate passenger or have some kind of authority) grants it a number of Luck Points (under the control of the Storyteller) equal to the Terrestrial's Sail rating, which it will use to help its crew and passengers navigate dangers and repel invaders. Spending a point results in an apparently coincidental event with beneficial results: for example, a piece of rigging may sway to catch a crewmember who falls from the mast, a boom may swing into the back of a raider's head, or the swell of a wave may push the hull away from an iceberg's crushing weight. The Dragon-Blood remains aware of how much "will" the ship has remaining and can reflexively spend 3m to restore a point of Luck.

For the duration of the Charm, it also creates a subconscious bond between the essence of the character and the ship. The Exalt gains a bonus to all rolls that involve interaction with the vessel equal to half their Essence in successes, and the ship in return can use the Terrestrial's dice pools to resist magical effects and the influence of the Wyld as if it were a living being.

Wood Aspect

Aether-Graced Arrow

A character who has adopted the Aether Aspect can employ the Aether version of Dragon-Graced Arrow. It remains identical save for the elemental effect, which changes to that for Aether: the enhanced arrow ignores all forms of soak except those which are applied by objects of orichalcum, moonsilver, starmetal, jade or adamant. It deals aggravated damage to beings and objects of the underworld, including soulsteel, but the rules for Aether exposure to things Empowered by Oblivion do apply.

Journey to the Inner World

Cost: 10m, 2wp; *Mins:* Medicine 5, Essence 4; *Type:* Simple

Keywords: Aether, Touch, Avatar (2)

Duration: Special

Prerequisites: Purity of Mind Method

The mind is a complicated thing. Every person has within them many voices - each emotion, every urge, all the loves and hates and doubts play their parts as actors in the theatre of an individual's self, backed against a set of memories and hopes. Though all dreams are connected to the Aetherworld, each person's dreams are a world into themselves, filtering the essence of potentiality through those things that make them who they are. This Charm shapes a sleeper's mind into a true manifestation of their personality, and allows the user and their allies to transfer their minds to this internal world, that they may observe and even work changes on the target's mind.

This Charm is instantaneous from an external perspective, but from the point of view of the characters involved it is a journey lasting up [user's Essence x 2] hours, and essentially a short story in its own right that is easily able to take up a session. Within this "internal" scene, the user of the Charm and up to [Essence] other characters who are also touching the target are transported to a world which represents the mind of the unconscious character. Many such travelers are often necessary, as strong minds (Willpower 7+) that resist the Charm, either consciously or unconsciously, require the user of the Charm to concentrate on maintaining the link; they will appear in the inner world as only a phantom, who can observe and speak but not otherwise interact. If the sleeper is a player, they become a second Storyteller, describing the places, creatures and events that take place; generally, the real Storyteller should only control alien influences (manifestations of mental influences, derangements, and the Great Curse, for example) but have the authority to overrule the target's player if need be. Because this personal dream-world is linked to the hard realities of the target's self, it is not as malleable as normal dreams and so is not subject to dream-manipulation powers such as those of the Quicksilver Hand of Dreams Style or Somnian Spells. However, the characters can use any Charms or other abilities they possess as if they were in Creation. The dream is quite real and can be interacted with as such, and changes made through normal methods have permanent (though metaphorically linked) effects; for example, a particular vice may manifest as a monstrous creature, which if slain will remove the sleeper's predilection for that failing. However, the power of such creatures is linked to their grip on the character, and any major change will involve an equally major effort.

The characters who enter the sleeper's mind may gain certain bonuses or penalties dependent on how the sleeper perceives them; for example, the loyal follower of a Solar lord may perceive their liege as more powerful than they really are, and this may grant that Solar bonuses to many actions if they enter their servant's dream. Similarly, a target's dream-world often protects those things that represent private aspects of themselves, and only characters who are close to them may be allowed to pass. Penalties on similar grounds are also possible. The travelers will also meet creatures and people in the sleeper's inner world, some of which will aid and some hinder; a willing target's desire to be well may appear to guide them to

those things that represent his ills, or an oath to secrecy that he made would appear as a guardian beast that drives them away from the information they seek. The landscape of the dream-world often draws from the environments in which the sleeper feels most comfortable, but will include many locations and structures drawn from important memories.

Generally, this Charm is used to cure a target of mental illnesses, for which it is very effective; particularly as mental influence Charms become more powerful in the inner world (For example, any manifestation of a mundane derangement can be destroyed simply by using Purity of Mind Method, and using Madness-Analyzing Stare can instantly judge the changes needed to make a certain alteration). It can also be used, however, to extract information from amnesiac or unhelpful targets, and changes can be made to reshape the target's mind for almost any purpose; for example, carving the side of an inner cliff into a monument to another person may force an Intimacy on their mind. Using this Charm on Exalted is particularly interesting; personifications of a Celestial Exalt's past lives may be encountered, or impassable walls forged from magical materials may appear to represent their supernatural mental defenses. Most perilous of all, however, is that the Great Curse exists here, in different forms depending on the Exalt's type but always mad and vengeful. If the target is actually in Limit Break (or was when they were somehow rendered unconscious) the danger is truly terrible, as the entirety of the dream-world is ravaged by madness. A Dragon-Blood's mind may be literally engulfed in their element, or a Lunar's subject to a massive, rampaging god-beast. However, if the travelers can somehow defeat this manifestation (a task on scale with defeating a Behemoth), the sleeper's Limit Break will end and any Permanent Limit they possess will be removed. Thus, although it cannot cure the Great Curse, this Charm can put it into temporary remission.

Characters who "die" in the inner world are removed from the dream, physically unharmed but without return of any expended motes or willpower; generally they will be mentally uninjured as well, but characters slain and consumed by the manifestation of a Derangement must roll their [Willpower + Integrity] against an appropriate difficulty or suffer the Derangement themselves. If "killed" by the Great Curse, they will immediately suffer the effect of the target's Limit Break. Regardless, however, of whether they "die" or survive, an outsider observing the use of the Charm sees only the characters clustered around the target, seeming to close their eyes and focus for a brief moment before breaking off again. Historically, this Charm has even been used in battle, when the target was only briefly stunned.

Aetheric Restoration Meditation

Cost: 3m per health level or mutation, plus 1wp; *Mins:* Medicine 5, Essence 5; *Type:* Simple

Keywords: Aether, Combo-OK, Obvious, Touch, Avatar (3)

Duration: Special

Prerequisites: Jade Crucible Method

The skills of healing are valued as one would expect by Gaia's followers; at the pinnacle of skill, those who have learned her secret ways may learn this Charm, which can cure any physical debility. With care and expertise, twisted flesh and broken bone is dissolved into the golden-white mist of Aether, then



reconstituted into its original, healthy form. The patient feels no more than a brief loss of sensation, replaced by a pleasant warmth, before they are restored.

In combat time, this takes the form of a series of 5-tick Miscellaneous Actions (-3 DV) during which the Exalt must focus on and be in contact with the patient. The Charm is not re-activated each time but counts as having been so for the purposes of using other Charms. At the start of every action, the character must roll [Intelligence + Medicine] to accumulate successes, which may be spent as follows: 2 to restore a level of bashing damage, 3 and 5 for lethal and aggravated respectively; 2 successes per point to cure mutations. Successes can be carried over from each action only if the character spends 1m for each one. This Charm can also cure diseases, including the Great Contagion, but doing so requires a long process of carefully filtering through the patient's whole body. This takes hours, costs 15m and requires a Difficulty 6 roll to prevent any seed of the disease from remaining to infect them again. Poisons can be cleared with a similar procedure, but this is only Difficulty 4.

This Charm is rather dangerous: if less than 2 successes are rolled at any point, the user makes a mistake and the patient suffers a level of lethal damage. If a botch is made, or if the user of the Charm is violently interrupted during the process, then the patient takes 5 levels of lethal damage and will probably lose whole organs or limbs. It is possible for a character to use this Charm on herself, but she takes a -3 internal penalty to do so.

Chimera-Flesh Methodology

Cost: - ; *Mins:* Medicine 6, Essence 6; *Type:* Permanent

Keywords: Aether, Avatar (3)

Duration: Permanent

Prerequisites: Aetheric Restoration Meditation

Having developed a transcendent understanding of both essence

and the way in which living creatures work, a healer who has the touch of the First Element may not only restore life, but improve it.

This Charm permanently upgrades Aetheric Restoration Method, allowing it to be used to add positive mutations. Mutations must be designed beforehand as if they were Artifacts (Pox equivalent to Rating 1, Afflictions 2, Blights 3 and Abominations 4) using Craft: Genesis, which requires half the time and successes it would normally take to produce an Artifact; the character must possess that Ability, as well as Lore and Occult, at the appropriate ratings as for any other such Artifact (keeping in mind the benefits of Permanent Communion). Once this is done the Charm is used as normal, save for costs. Adding a positive mutation costs 5m and a three successes per point, and the target must spend a dot of willpower to submit themselves to the alteration. Shaping new flesh onto their body drains their physical and mental strength, which is represented as an experience point expenditure (or debt) of 2xp per point of mutations gained.

This Charm can duplicate wyld mutations, but any alterations made do not impede the subject's ability to exist in Creation.

Most Beneficent Seed of the Aether Dragon

Cost: 8m, 1wp, 1c ; *Mins:* Medicine 5, Essence 5; *Type:* Simple

Keywords: Aether, Combo-OK

Duration: One Scene or less (see below)

Prerequisites: Most Beneficent Seed of the Five Dragons

This Charm functions as its prerequisite does, but allows the character to adopt the Aether Aspect. They do not need to pay any surcharges for any Charms (including the 1wp surcharge for Aether Charms), may use the Aether version of several

elemental Charms and may employ the powerful Aether Aspect anima power, which restores to them a number of motes of essence equal to their last stunt's dice bonus every tick. Their anima damage ignores soak as Aether damage normally does. Additionally, the character's Whispers rating increases to 5 for the duration of the Charm.

However, the power of Aether is too great and too alluring to be channelled in such vast quantities safely, at least not with this imperfect method. To maintain their sense of self and the reality of their being through this massive surge of essence tearing through their body, they must roll their [Willpower + Integrity] at a difficulty equal to their own Essence rating when the Charm is activated, and every 10 ticks thereafter; if they fail, they are consumed by the First Element and disappear in a great burst of brilliant amber light. Effects which perfectly protect the character from Shaping can increase the interval between rolls to a 10 long ticks, but nothing can completely prevent the danger save ending the Charm's effect. Doing so prematurely requires 1wp and drains all motes of essence from the character's pools.

Performance

The "Song of" Charms, and any Charms they lead to, are compositions of music that have supernatural effects. As such, they must be learned from a character who already knows them: it is possible to compose new Songs such as these, and even to create similar effects, but as each Charm represents a specific piece they will not be exactly the same.

Song of Rest

Cost: 5m; *Mins:* Performance 5, Essence 3; *Type:* Simple

Keywords: Aether, Combo-OK, Compulsion

Duration: until performance ends

Prerequisites: Protective Performance, Hidden Petal Aria Method
Music has a central role in the religion that Gaia created around herself, not least because it has a strong metaphysical connection to the first of her elements, Aether. With understanding of that primal essence, it is easy to develop techniques that bring forth its power through the medium of instrument and voice. This Charm is the most simple of such techniques, and draws on the basic nature of Aether, bringing those who listen closer to the World of Dreams.

Making a [Manipulation/Charisma + Performance] roll at difficulty 3, the Dragon-Blood plays a song that sends her audience to sleep. This is an unnatural mental influence that heroic mortals and essence-channeling creatures can resist by spending 1wp plus an additional dot of willpower for every 2 threshold successes the Terrestrial achieves. Even in this case, however, or in the case of Charm-based protection from mental influence, the song still creates a drowsiness that inflicts a -2 internal penalty to all actions. An additional dot of willpower spent will remove this penalty as well. Resistance to the song's effect, through any method, lasts for one scene. So long as the Terrestrial keeps playing the song, any creature that comes within listening distance is subject to the Charm and it does not need to be re-activated.

Ordinary mortal creatures cannot resist this Charm unless somehow magically protected. Those using a sleep-replacement power such as Unsleeping Earth Meditation are protected, but any remaining duration on the Charm which shielded them is consumed. Beings that do not sleep are immune to the song, but creatures that are deaf are not; Aether sings as much in the heart as in the air. Creatures that are Empowered by Oblivion are immune to the Charm, but find it very uncomfortable, inflicting a -2 internal penalty to all actions while they hear it unless they succeed at an [Essence + Resistance] roll at difficulty 2.

Song of Peace

Cost: 5m; *Mins:* Performance 5, Essence 4; *Type:* Simple

Keywords: Aether, Combo-OK, Compulsion

Duration: until performance ends

Prerequisites: Song of Rest

True enlightenment cannot be bestowed by a simple piece of music, but one piece exists which, for a time, can allow its listeners to understand the futility and self-injury that comes from harming others. All creatures are bound together; that is a truth known by those who know the First Element, and the message this song brings.

Making a [Manipulation/Charisma + Performance] roll at difficulty 3, the Dragon-Blood plays a song that dulls the aggression and violent tendencies of those who hear it; wheresoever it reaches, weapons fall and raised voices quiet. This is an unnatural mental influence that heroic mortals and essence-channeling creatures can resist by spending 1wp plus an additional dot of willpower for every 2 threshold successes the Terrestrial achieves. Those who do not resist are compelled to stop any form of physical combat they are engaged in; the same effect prevents any social attacks based on hostile emotion. Characters who resist must still make a Conviction or Valour roll at difficulty 2 to make any attack prohibited by the Charm. Resistance to the song's effect, through any method, lasts for one scene. So long as the Terrestrial keeps playing the song, any creature that comes within listening distance is subject to the Charm and it does not need to be re-activated.

Ordinary mortal creatures cannot resist this Charm unless somehow magically protected. Characters who have an anger-based supernatural effect on themselves (such as Relentless Lunar Fury, Bloodthirsty Sword-Dancer Spirit and the Berserk Anger Limit Break) resist the Song of Peace automatically if their Essence rating is higher than that of the character who plays it. The magical nature of the music makes it audible to creatures who cannot normally hear. Creatures that are Empowered by Oblivion are immune to the Charm, but find it extremely uncomfortable, inflicting a -3 internal penalty to all actions while they hear it unless they succeed at an [Essence + Resistance] roll at difficulty 2. Beings spawned from the broken and betrayed Yozis need only ever spend one dot of willpower to resist the song, as its truths ring hollow for them.

Song of Clarity

Cost: 5m; *Mins:* Performance 5, Essence 4; *Type:* Simple

Keywords: Aether, Combo-OK, Social

Duration: until performance ends

Prerequisites: Song of Rest

Every living creature knows what it is to want something; and eventually, they all know what it is to be thwarted. This Song, attuned through music and through the unifying essence of Aether to the hearts of its listeners, can bring forth these memories of desire and failure to galvanise the mind, setting them against the powers that would dissuade them from the path they would choose for themselves. Under its steady call, such things as despair, confusion and fear melt away.

Making a [Manipulation/Charisma + Performance] roll at difficulty 3, the Dragon-Blood plays a song that clears the mind and empowers the soul of any creature who hears it. This effect reduces the amount of willpower needed to resist any negative emotion or unnatural mental influence by half the Terrestrial's Essence Rating, ending any such conditions instantly if the willpower cost is eliminated entirely. If any creatures are already under such compulsions when the song begins, they get a fresh chance to resist them.

Creatures that are Empowered by Oblivion gain no benefit from this Charm, and indeed find it painful to listen to. Unless they succeed at a difficulty 2 [Essence + Resistance] roll, they suffer a -3 internal penalty on all actions while the song plays.

The Promise She Made

Cost: 15m, 2wp, 2c; *Mins:* Performance 5, Essence 5; *Type:* Simple

Keywords: Aether, Combo-OK, Compulsion, Obvious

Duration: until performance ends

Prerequisites: Song of Peace, Song of Clarity

When Gaia first brought her servants together they were not, at that point, as loyal to her as they are now. There were many different temperaments and types amongst them, different ways of thinking and of doing; they were all Dragon-Blooded, but the Terrestrial host of the early first age had already swollen to the point that the children of the dragons did not so readily consider themselves kin to each other. They had been chosen for their loyalty to her, but most of their number wisely feared the consequences of keeping such secrets from the Solars and the gods. Many wondered how they could all be unified: Gaia did just that, however, with a song.

The primordial mother of nature let her voice flow through the lands she had brought them to; backed by the wild and wonderful melodies of her dragons, she shaped them into new forms even as the Exalted she had chosen watched. Yet while she did this, she also spoke to each and every one of them, as individuals, calling forth their fears and worries to be soothed and settled by her music. Unable to help themselves, they sang in return, raising the instruments they had brought with them, their voices and their essence all together in a great choir. In a communion beyond words, carried in a sonorous sea, they decided and swore their oaths of loyalty; Gaia to her followers, and them to her. The gods in heaven puzzled over the Loom of Fate as its strands sung in harmony, all Creation subtly reshaped by a primordial's vow. That was the first day that Gaia's mark appeared over the hearts of her followers, and the day they became her servants. Now, in the Age of Sorrows, the greatest performers amongst those Dragon-Blooded can play an echo of what their goddess sung that day. It requires the skill that only

Exalted can reliably bring to bear, but success brings quick results; the character feels themselves filled with the essence of Aether and the presence of Gaia's spirit, guiding the song to fullness. The sounds of other instruments, other voices, of the wilderness swell up in the air as the Voice of Aa becomes audible to everyone. The landscape is lit by shimmering amber light as a golden aurora covers the sky, the trails of light soon showing as a reflected image of the great dragon herself. Each of the beautifully sparkling eyes that trace along her length gaze down on those below, piercing them with wonderful, terrible understanding. Those who serve Gaia rise from the most grievous wounds and against the most dire magic, and will strive inexhaustibly to fulfill their promises to her; even the land itself twists to aid them for as long as the music plays.

Making a [Charisma + Performance] roll at difficulty 5, the Dragon-Blood plays the song of Gaia's Promise. It is audible up to 5 miles away and its effects seen from much further. Any kami, terrestrial elemental or creature with a Communion track comes under its effects immediately (beings with Communion also gain 1 temporary level when affected); creatures more loosely loyal to Gaia, including all Dragon-Blooded, Lunar Exalted and terrestrial spirits, can choose to accept its effects by spending a dot of willpower. Any such effected creature, for as long as the song plays, is affected thus: they gain a second Motivation to protect and serve Gaia; ignore all penalties due to mental or social effects, pain, discomfort, fatigue or environment; ignore wound penalties (including unconsciousness); and become immune to all unnatural mental influence. They temporarily forget any grievances they have with each other and will protect and support others affected by the song as a function of their new Motivation. Any mortal creature who is able to hear the music or see the image of Aa is paralyzed by awe; supernatural creatures must succeed at an appropriate Virtue roll (not Compassion) to resist the effect. Creatures that are Empowered by Oblivion must succeed at a [Stamina + Essence] roll at difficulty 4, else be rendered helpless by the agonizing music and struck deaf once the song is complete; those that succeed suffer a -3 internal penalty to all actions instead. For the duration of the Charm, any area in which the music plays is considered part of Creation.

Two of One Purpose

Cost: 4m; *Mins:* Ride 5, Essence 4; *Type:* Simple

Keywords: Aether, Avatar (2), Touch

Duration: One Scene

Prerequisites: Five-Dragon Horseman Prana, Dance of the Jade Bridle

With the enlightenment of Aa, one realizes how illusory is the gap between all living creatures. With this Charm and a simple touch, a Terrestrial may pass a portion of her soul through the bond she shares with an animal, unifying the two of them into a singular entity that moves with one mind.

This Charm may be used on a Dragon-Blood's familiar or on any animal that she has successfully ridden at least twice. For the duration of the scene, the player may control that animal as much as they do the character, with all the knowledge and intelligence that she possesses; however, the animal cannot use (or uses with a penalty) any Abilities that it is not physically

equipped for, such as in rolls based on speech or manual dexterity (for beasts without proper hands), and is not capable of using the Terrestrial's supernatural powers. Rolls must still be made with the Ride Ability to perform certain mounted feats (staying in the saddle, for example), but control of the creature is no longer a question and all Ride-based dice pools gain two extra successes from the perfect coordination with the beast.

Merging one's spirit with that of an animal is not without side-effects. For the duration of the Charm, the character gains two Intimacies (chosen by the Storyteller) to represent the bonded creature's desires (Examples: predators (negative), guard territory, eat), and Temperance is reduced by one as self-control becomes more difficult. If the animal dies while the Charm is in effect, the part of the Dragon-Blood's soul that was in it snaps back, carrying a part of the beast's spirit: the Intimacies that the character gained remain with her.

Aether Shelter Creation Technique

Capable of being used only in the Aetherworld or in the Middlemarches of the Wyld and beyond, this Charm shapes shelter from the malleable energies of these unruly places. It creates whatever form of simple shelter is most appropriate to the region, including caves, treehouses, well-fitted palace rooms, or even more exotic places, such as an outcropping in a bank of tangible fog or tents formed from the concept of safety. This shelter is temporarily solidified for the duration of the Charm, protecting the occupants from the consequences of unprotected exposure to Aether or the Wyld and from any environmental hazards in that area. In the case of the Wyld, protection is all it offers, effectively creating a small bubble of Creation, but in the Aetherworld the character may also exert control over the shelter in more esoteric ways; time relative to the outside world may be up to doubled or halved (though it always lasts a day from the inside) and the space protected may be folded up into itself, concealing its contents inside a single remaining link such as a tree or a stone.

Extension of the [Element]

Dragon's Blessing

The Aether version of this Charm, which can only be learned after all others, offers complete protection from being consumed by elemental Aether. It also protects from the reality-warping effects of the Wyld.

Friend of All Creatures Prana

Cost: 2m per animal, 1c; *Mins:* Survival 4, Essence 3; *Type:* Simple
Keywords: Aether, Avatar (2)

Duration: One week

Prerequisites: Ration-Enhancing Method, Trail-Concealing Measurement, Hostile Environment Preparation Method

Those who have learned Gaia's wisdom may count on the loyalty of the natural world. Reaching out into her environment, the character summons wild beasts to aid herself and her companions; when they come, she develops with them a mutual understanding through the link that all creatures share through the Aetherworld.

This Charm, usable only in Creation or on its borders, summons up to [Survival + Charisma] friendly wild animals from the

normal fauna of the area. The character can then set these creatures to a variety of tasks, such as scouting, tracking, guarding, gathering extra food and even serving as mounts (control rating 2 for the Terrestrial, 4 for her companions), within the confines of the animal's physical abilities and intellect. Ordered to track another person or deliver a message, for example, a summoned wolf could understand such ideas as "dark skin", "smells of smoke" or "moves gracefully", but not "haltan" or "wears a uniform" - such concepts are meaningless to an animal. If asked to scout, then the creature would similarly be capable of "speaking" only in ideas it can understand, despite the communication effect provided by the Charm's magic.

The animals are willing to fight or otherwise endanger themselves for the character, but will not attempt an obviously suicidal attack. They will leave before the Charm is over if badly mistreated and will refuse to enter a built-up area or leave Creation.

Gaia Charms

Not to be confused with Charms that possess the Gaia Keyword, the abilities that follow are a selection of Gaia's "Infernal" Charms.

Unlike her siblings, Gaia's nature resonates easily with that of all living things, and her Charms are comparatively easy to learn, requiring only that the student possesses at least one level of Permanent Communion. Typically this is limited to her servants, but under the right circumstances, any creature born of Creation can be sufficiently exposed to her essence to begin developing a bond to her. Any such creature that can channel essence can learn the following Charms from a tutor, though they require twice the normal experience cost and training time that Infernals require for their Charms. They must also possess a level of Permanent Communion at least equal to the Charm's minimum Essence prerequisite. When a being gains at least 5 ranks of Permanent Communion, they become capable of developing these Charms without a tutor, and their costs and training times are halved.

General Charms

First Gaia Excellency

Cost: 1m per die; *Mins:* Essence 1; *Type:* Reflexive (Step 1 for attacker, Step 2 for defender)

Keywords: Combo-Ok

Duration: Instant

Prerequisites: None

This Charm functions as do the First (Yozi) Excellencies, except that it only applies to actions that match Gaia's particular themes, as follows.

Gaia: The Mother of Life is tied to *symbiosis* and *evolution*. She is *pure* and *primal* in her *savage splendour*, and is *always searching* for what is missing in herself and in the world. She rests rarely, and is strongest *when pressed to her limits*. She *cares for the world*

and for all life because she has given of herself to them, such that there is a part of her in the land and in every creature. The Maiden of Plenty acts on strong emotion and cannot accept cold logic, which in turn causes her to fear technology. Caught up in her own unlimited energy, she can be thoughtlessly cruel but remains beautiful even to the victims of her terrifying power.

Infernals and Gaia Charms

As with any primordial, Infernal Exalted can learn Gaia's Charms. And, as with other primordials, those Charms can be learned by any Infernal once they have been taught to one.

But there's a catch.

Green Sun Princes experience the Yozi from their former mortal perspective, seeing them as immeasurably vast, mighty entities of infernal glory, utterly without peer in their own domains. They do not realise, not truly, the real depth of what their masters have lost. How can they? But Gaia is not merely a healthy and free primordial: she is the whole, unblemished and unrestrained Titan, the living expression of what it is to be complete and pure and powerful; even Autochthon is cold and calm and alien in comparison to Gaia's wild, passionate spirit. In tasting her nature, an Infernal will suddenly realise for the first time the true, terrible, unspeakable loss of those from whom they took their Second Breath; what they were, what they could have been, and what they should be, compared to what they are.

When an Infernal uses any of Gaia's Charms, they feel a terrible sense of loss that floods from the bonds to their patron, and must immediately succeed at a Difficulty 3 Temperance roll to overcome the surge of grief and outrage that attends it. If they fail, they immediately suffer the effects of either the Heart of Tears or Red Rage of Compassion Limit Breaks, as appropriate to their own personality. Partial control is possible, as is the recovery of willpower from expressing the unrestrained emotion of their Yozi master. This happens only the first time the character employs a Gaia Charm's effect within a particular scene. In subsequent scenes that take place within a day of a previous usage, the Difficulty of the roll is reduced to 2.

For the first [Compassion] scenes in which a Green Sun Prince suffers this effect, they may count each such scene as one spent building an Intimacy either for the Yozi or against their enemies.

Though she has immense vitality, she draws her strength from what she loves and will not do anything if she cannot commit herself wholeheartedly.

Characters can apply this Charm to actions in which they invest their passion, especially those that support their Motivation or Intimacies. Gaia enhances efforts backed by moral self-confidence; though they may be subtle, deceiving or cruel, her power can still enhance a character's actions so long as they are being true to their own nature. She understands others and shows her glory best when she is completely unrestrained. Her power does not serve those who doubt themselves, and she has difficulty putting forth her full efforts when not in the presence of those things which drive her: when outside Creation, this Charm's mote cost doubles unless the character is in the presence of an object of their Motivation or Intimacies. It cannot be used to enhance rolls made to use, build or maintain magitech or to deal positively with creatures of the Underworld. The Mother of Life rejects the unnatural until she has made it change to suit her ideals.

Gaia Mythos Exultant

Cost: -; Mins: Essence 3; Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: First Gaia Excellency

As with (Yozi) Mythos Exultant, this Charm enhances stunts to which the First Gaia Excellency would apply.

Gaia: The Mother of Life is a being of full-bodied passion and vitality, hurling the depth of her being into her emotional attachments. An appropriate stunt that resonates with the character's Intimacies in a clear and dramatic fashion, as decided by the Storyteller, is raised by one level in the same manner as those that match their Motivation (Exalted pg. 123).

Other Infernal Excellency Charms function for Gaia as they do for the Yozi.

Comprehension

One Form Understanding

Cost: -; Mins: Essence 2; Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: None

Though humanity has invented many languages, they all strive to express aspects of a world that every creature shares. Whatever methods a being may use to say something, Gaia can already understand what they mean, for she understands the world they come from. A character can use this Charm to comprehend those whose way of living is the same as themselves. They can understand the speech of any other human, no matter what language they use. This does not allow the character to talk back, to understand any form of recording or to automatically see through deliberate deception.

Five Worlds Understanding

Cost: - ; Mins: Essence 3; Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: One Form Understanding

Within Creation there are five worlds: the world of green fields and forests, the world beneath the waves, the world of clouds and wind, the world of dry rock and hot sand, and the world without light beneath the earth. Each of these dominions of Gaia's Dragons is host to innumerable forms of life, beasts that have been born to live in their environment. Humans, too, feel a longing for the wild places, though it often remains buried underneath their higher soul. This Charm upgrades its prerequisite by allowing the character to touch on this sense of belonging and thus understand the worlds in which animals live, thereby allowing her to understand them as she can any human being. This does not necessarily mean that they have much to say; as a general rule, beasts will have trouble with any concept that is not linked to a physical or emotional sensation.

Higher Understanding

Cost: - ; Mins: Essence 3; Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: One Form Understanding

Though they may not suffer the same ills or see the same sky, all intelligent creatures think in terms of reason and language. They see themselves as separate from the world, but in so doing define their own connection to it. Intelligence is born in the world, in men, spirits and those races made by the primordials. This Charm enhances its prerequisite by allowing the character to understand the world of sensation, intuition and cogitation that all thinking beings share. This allows her to understand any intelligent being, including gods, shaped Raksha, most demons, and other races such as Jadeborn and Dragon Kings.

All three Understanding Charms together are still incapable of understanding truly incomprehensible beings, such as Unshaped Fae, the most alien Behemoths and the Neverborn.

Speaking From the Shared Mind

Cost: - ; Mins: Essence 2; Type: Permanent

Keywords: Obvious

Duration: Permanent

Prerequisites: One Form Understanding

In understanding, one finds commonality; in commonality, a bond. In learning the nature of the creatures that she encounters, Gaia learns, grows, and can meet them on their own terms. A character who reflects that ability to adapt can, similarly, use her understanding of others as a link through which she can communicate with them. This Charm allows its user to speak with any creature that she can comprehend. Note that she does not literally speak their language: they simply find that, somehow, they understand what she means. Because of this, this Charm's communication does not allow any use of the Linguistics Ability, nor does it allow the character to make any kind of recording that can be understood as her speech is. The nature of the Charm also prevents the character from lying when not using an actual shared language, save by omission. The character still needs to actually speak (or use sign language, or

make any other legitimate attempt at direct communication) for the Charm to take effect.

Evolution

Self-Perfection

Cost: Special; Mins: Essence 2; Type: Simple

Keywords: Obvious

Duration: One Scene

Prerequisites: None

Gaia seeks endlessly to improve herself: out beyond Creation, she strives against unknowable dangers to find the next stage of her existence. It is the nature of life itself to advance as she does, constantly changing to conquer death and find its way to survival in any situation. There is now no environment in which there is not a beast that has developed to suit its role, and this Charm allows the character to achieve that same purpose of form.

This Charm can be bought multiple times: with each purchase, the character specifies one concept or purpose which they seek to attain. These should be of only a few words, based on capability ("strong", "tough", "stealthy"), environment ("aerial", "aquatic", "malfean") and/or role ("hunter", "guard", "traveller"). The character receives 6 points with which they can purchase Merits, mutations or Attribute dots, and can purchase more at 2xp per dot for up to [Essence x 3] points' worth of benefits. All such changes must, however, be in line with a single concept; each purchase of this Charm, adding another concept, creates a new "package" of changes that is tracked separately. All changes must be physical ones.

A package of alterations, referred to as an Ideal Form, can be activated for 1m per point used, causing the character's body to visibly transform. This lasts for one scene. Multiple Ideal Forms cannot be in effect at the same time; each activation of the Charm overwhelms any that have already been used. However, mutations from Permanent Communion can stack wherever possible.

Selection of Nature

Cost: - ; Mins: Essence 3; Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Self-Perfection

Gaia's splendour takes many forms, and each endures as only that which is alive is capable of. This Charm enhances its prerequisite, allowing the character to spend a point of willpower and commit an Ideal Form's essence cost in order to maintain the transformation indefinitely

Ascent From Man

Cost: - ; Mins: Essence 4; Type: Permanent

Keywords: None

Duration: Permanent

Prerequisites: Selection of Nature

Lesser beings as they are compared to her, Gaia's creatures can paradoxically attain what she herself has yet to find: the next step upwards beyond their base, insufficient form. In purchasing this Charm, the character decides to forsake humanity forever, selecting one of their Ideal Forms and taking it on themselves permanently. From then on, this is the character's natural shape

for all intents and purposes. Any other Ideal Forms that the character possess can be activated on top of this new nature. The character can take their old form temporarily by using Self-Perfection at the same costs that they used to pay for their new form.

Above the Rising Beast

Cost: - ; *Mins:* Essence 4; *Type:* Permanent

Keywords: None

Duration: Permanent

Prerequisites: Self-Perfection

The world contains far more than mortal creatures; all manner of spirits and other supernatural entities dwell in Creation, and Gaia's spirit touches them all. The most magical creatures and the strangest manifestations of elemental energy are born from her; not just things of flesh and blood; the path of essence is a well-trod and worthy way to reach the next level of evolution.

This Charm permanently enhances its prerequisite, allowing supernatural Merits and mutations to be purchased; the character receives a one-time opportunity to rearrange all Ideal Forms they possess in order to include these if they wish. The control that this Charm represents over body and essence also allows a greater measure of power, at a balancing price; the character can now add negative mutations and Flaws to their Ideal Forms, so long as they are in line with the Form's concept. This does not provide free points, but increases the maximum amount of alterations by an amount equal to the mutation or Flaw's value.

Blood-Spiral Forge

Cost: 5m; *Mins:* Essence 5; *Type:* Supplemental

Keywords: Critical, Obvious, Combo-Ok

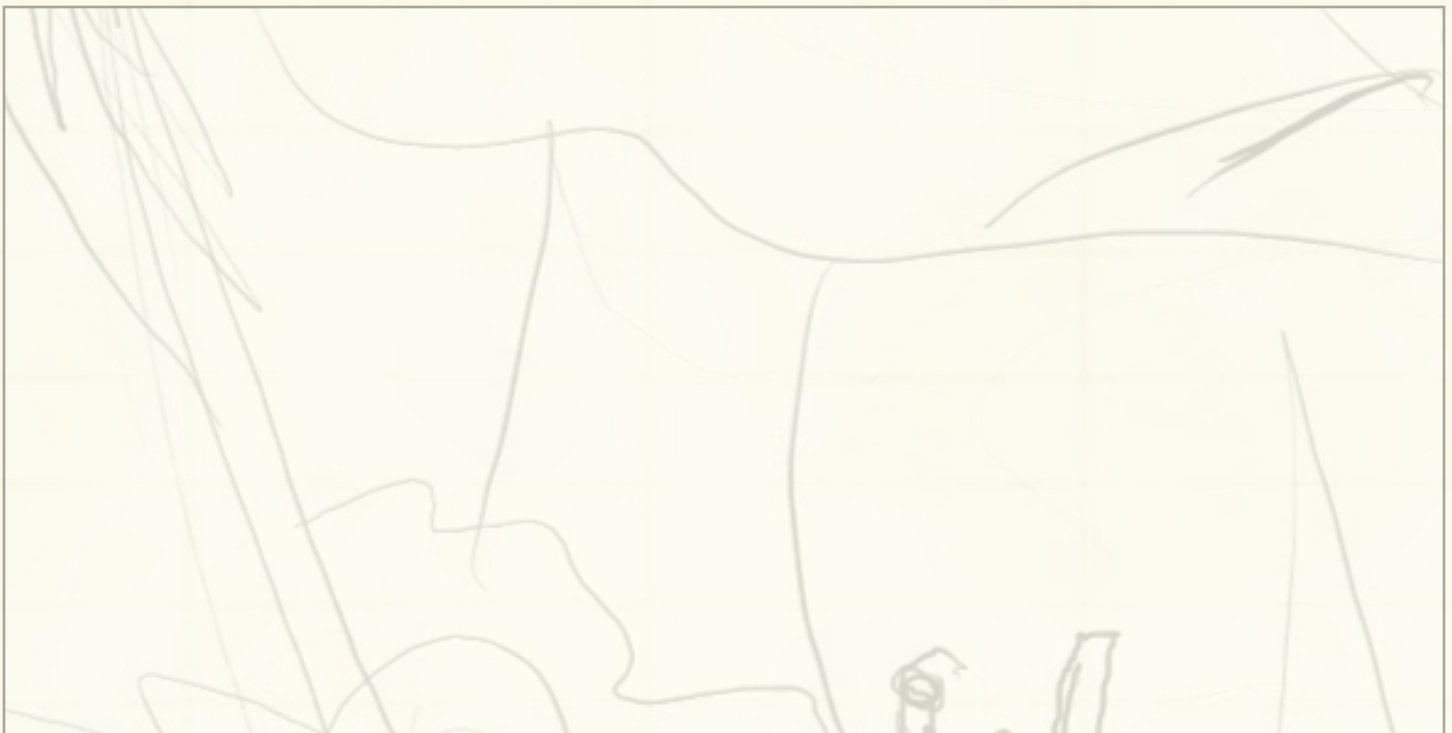
Duration: Special

Prerequisites: Selection of Nature, Above the Rising Beast

Locked into the blood of every living creature is a basic pattern which guides their growth and defines their nature. Formed of two threads joined together, twisting ever upwards, this pattern is born ultimately from Gaia and symbolizes her nature: the foundation of all mortal life, bound inextricably to Creation and its inhabitants, ever reaching to greater heights. These blood-spirals contain the secrets of shape that inform the abilities of the Lunar Exalted, and hold the life essence that feeds the dead. The Wyld taints them to twist a creature's form, and the vengeful essence of Malfeas breaks them apart to bring the fearful Green Sun Wasting. But Gaia is their creator, and ultimately, their mistress.

With this Charm, a character in dire need can directly wield the essence of the Emerald Mother to temporarily reweave their own blood-pattern. Spiraling streamers of essence burst from their anima and reconvene about their body, forming into new shapes that better serve their needs. The player declares an immediate, in-scene goal (to kill a particular enemy, for example, or to escape a falling airship, or to rescue their lover from a stormy sea) and instantly develops up to [Essence] points of mutations or increased Attributes (priced as for purchase with bonus points) that will aid them in that purpose. The improvements last until they complete their stated goal, or until they are persuaded that it has become impossible to complete within the scene. If the stated goal is directly related to the character's Motivation, their allowance of points is doubled. The number of points can also be increased by spending willpower (point for point) or by activating the Charm with a stunt that resonates with Gaia's values, as described under her Excellency; this increases the points allowed by twice the stunt's value.

Dice pool increases earned this way do not count towards the limit on dice gained through Charms.



Danger

Death-Watching Aura

Cost: - ; *Mins:* Essence 2; *Type:* Permanent

Keywords: None

Duration: Permanent

Prerequisites: None

Life exists on an edge; all natural beasts know that they face danger on all sides, and hold that tension in readiness to fight or flee at any moment. This Charm enhances that awareness in its user, allowing them to sense when mortal peril approaches.

A character with Death-Watching Aura becomes automatically aware whenever they enter a situation in which their life may be on the line. This is of limited use in some environments; being in Malfeas, the Labyrinth, the Deep Wyld or similarly hostile surroundings will constantly register as dangerous. The Aura should be interpreted generously, however; characters can roughly sense the level of danger they're in, which is modified based on their own capabilities. A Full Moon Lunar, for example, will feel no danger when faced with any mortal opponent.

In the case of sensing other creatures who are a danger, this Charm triggers when such a being comes within the distance from which they could strike a death blow. This aspect of the Charm identifies which character is dangerous and roughly how much of a threat they could be, but not anything else about them. At Essence 3, this Charm becomes capable of detecting threatening creatures even if the character's other senses have yet to perceive them, so long as they are concealed only by mortal means. At Essence 4, the owner of this Charm can detect the presence of supernaturally concealed threats, though it won't give them their precise location - only the sensation that something dangerous is present.

Finding the Edge

Cost: - ; *Mins:* Essence 3; *Type:* Permanent

Keywords: None

Duration: Permanent

Prerequisites: Death-Watching Aura

This Charm builds upon its prerequisite, enhancing the character's danger sense to the point that they can sense the precise moment when death brushes against them, whether it be the edge of a sword, a ton of falling rock or the presence of poison in their meal.

Whenever they're subject to a surprise attack or an unexpected lethal danger, they receive a reflexive [Perception + Essence] roll, on top of any other chance they get, to detect the threat and respond as if they had seen it coming. The difficulty of this roll is normally 1, but an enemy using supernatural stealth increases the roll to equal their Essence rating (or the rating of the Artifact they're using, if that's the source of the effect). This Charm can't detect threats that have no chance of killing the character.

Desperate Power

Cost: 1m per 2 dice; *Mins:* Essence 2; *Type:* Reflexive (Step 1 Attacker, Step 2 Defender)

Keywords: Combo-OK, Critical

Duration: Instant

Prerequisites: Death-Watching Aura

Mortal flesh and bone are stronger than most would give them credit for. Thousands of years of gods and Exalts have settled the idea that the bodies of mere men and beasts are frail and flimsy, but this is not true. What is true is that life limits its own power, holding back its strength to avoid doing damage to itself. In the face of death, however, the desire to live overpowers all else; Gaia knows this best.

This Charm can be used to purchase extra dice on Strength-, Dexterity- or Stamina-based rolls or static values, up to a maximum equal to that Attribute's rating. However, these dice do not count as dice gained through the use of Charms and can stack with any other dice-adding ability.

There is an extra price, however. When the scene is over, the character loses a dot of Strength, Dexterity or Stamina for each time this Charm was activated (this does not necessarily match the Attribute that was enhanced). If this puts the character to 0 or below in an Attribute, they fall unconscious. Attribute dots recover by one for each day of full rest for an Exalt, and one each week for an enlightened mortal.

Suggestion Refused

Cost: 4m, 1wp; *Mins:* Essence 3; *Type:* Reflexive

Keywords: Critical

Duration: One Scene

Prerequisites: Death-Watching Aura

The purpose of pain is to create fear, and fear is a ward against danger, meant to protect life. When pain and fear no longer serve their purpose, it serves life better to refuse their urgings. This Charm allows its user to overcome the fear of their own pain, allowing them to ignore all wound penalties for one scene. At Essence 4, the Charm evolves, allowing the user to overcome all mortal forms of fear while it is in effect. At Essence 5, it protects even against supernatural fear.

Symbiosis

Feeling for Another

Cost: 3m; *Mins:* Essence 2; *Type:* Reflexive

Keywords: Touch

Duration: Instant

Prerequisites: None

All living things in Creation are part of a greater whole. The grass that grows from the soil is devoured by cattle, who are in turn slain for the tables of humanity, who offer prayer to the gods, who serve the Unconquered Sun, whose light feeds the grass. Prey feed their predators, who prevent the prey from destroying themselves through overpopulation. Gaia herself takes strength from the wellbeing of Creation, and in turn, Creation draws its vitality from her. Through this spiritual commonality, one who has learned Gaia's ways can become as aware of others as they are of themselves - or even more.

Touching another creature (which must be a Creature of Gaia) and activating this Charm allows the character to instantly perceive the target's physical well-being. They detect any wounds, scars, mutations, diseases or poisons and learn their nature and effects. Characters with any dots in Medicine can

make instant, easy diagnosis and gain a bonus equal to half their Essence rating on any treatment rolls. When the user reaches Essence 4, the Charm becomes capable of divining a target's spiritual condition as well, revealing their nature (including Exalt type and Caste if applicable) as well as any ongoing supernatural effects. This Charm cannot defeat supernatural concealment, however, unless the user's Essence is higher than the source of the effect.

Sympathetic Penitence

Cost: 4m, 1wp; *Mins:* Essence 3; *Type:* Simple (Speed 6)

Keywords: Touch, Obvious

Duration: Instant

Prerequisites: Feeling for Another

The Emerald Mother loves the world, and all her children who dwell within it; and it is her nature to feel pain when they are harmed. When people are wracked by pain and death, she takes part of their hurt on her own flesh, and this is what causes shadowlands to form as wounds in the essence of Creation. Those who emulate her can perform such acts of martyrdom themselves, relieving the hurts of others by allowing their own flesh and soul to accept that pain.

This Charm can be used on creatures on whom the character has already used its prerequisite Charm, Feeling For Another. This allows them to transfer health levels of damage from their target to themselves: they roll their [Compassion + Essence] and suffer health levels of damage equal to the number of successes they achieve, curing their target by the same amount. Aggravated damage is taken first, followed by lethal and finally bashing damage. At Essence 4, the character can use this Charm to take malevolent supernatural effects onto themselves instead of physical injuries. To do this, their [Compassion + Essence] roll must score more successes than the Essence or Artifact Rating of the effect's source.

In either case, an unwilling (for whatever reason) target can resist the Charm if their MDV is higher than the roll's result, or by spending 2wp.

Shared Soul Blessing

Cost: 3m; *Mins:* Essence 3; *Type:* Simple (Speed 6)

Keywords: Touch

Duration: Indefinite

Prerequisites: Feeling for Another

Imitating the benevolence of Gaia, who gives of her soil and her waters to feed all mortal creatures, the user of this Charm can share their strength with others. Committing 3 motes of essence, the character transfers one beneficial supernatural effect from themselves to their target, on whom the character has already used its prerequisite Charm, Feeling For Another. This can be an effect caused by a non-Permanent Charm, a Spell or an activated Artifact. The effect lasts as long as it normally would, and the character themselves cannot benefit from the same effect so long as the Charm is active.

Twin-Heart Survival

Cost: 5m, 1wp; *Mins:* Essence 5; *Type:* Simple

Keywords: Touch

Duration: Indefinite

Prerequisites: Sympathetic Penitence, Shared Soul Blessing

Those who speak with Gaia's servants often may eventually discover an unlikely-sound belief about their Goddess: that alone of all the primordials, Gaia is free from the threat of true death, able to survive and recover from injuries such as those that cast many of her sibling Titans down to suffer in agony as the Neverborn. This, they say, is because Gaia has bound herself to Creation and to all mortal creatures, allowing her to survive so long as they do; in return, they may elaborate, Gaia herself can heal the world of its ills... and would, were it not for the foolishness of gods and Exalted. It is at this point that one may feel inclined to cease listening, but the fact is that there may be truth in this belief, for those who use Gaia's powers can learn this Charm, binding themselves to another living creature to ensure the survival of both.

Selecting a willing target, the character commits the mote cost of the Charm to them and expends a dot of willpower. So long as that essence remains to bind them together, each character feels the ills of the other; in recompense, they will also protect each other from permanent harm. They can suffer the most terrible injuries, be ravaged by the worst diseases and poisons and even be "killed"; the other character will feel the pain of such wounds, suffering all the same penalties, but will not actually be injured. And so long as that other character survives, their partner will heal as an Exalt does until their health matches, even from seeming death. The only way to kill either character, or cause them permanent physical harm at all, is to do so to both.

SORCERY

Granted authority, knowledge and power by their primordial goddess, the sorceresses who serve the Mother of all Life have access to spells and sorcerous techniques seen no-where else in Creation.

Co-operative Sorcery

Through methods passed down by Gaia, Co-operative Sorcery allows multiple casters to combine their power and skill into a single effort. It has been rare throughout Creation's history, however, for its essential nature is at odds with that of sorcery itself. Whereas spellcasting is an act of dominance and of asserting one's own will over essence, those who would work together must learn the difficult feat of both mastering the world with a Spell while at the same time submitting themselves to the control of another sorcerer. This essential sharing of power and will is only possible for Dragon-Blooded (or another Exalt who can somehow learn Terrestrial Charms, such as an Eclipse Caste Solar). A spell can be cast by up to six individuals: each Terrestrial Aspect, however, can only be represented once in such a group. Hence the full complement is very rare, as it requires an Aether Aspected Dragon-Blooded. Non-Terrestrials who learn the Charm, through whatever method, are counted

as being of whatever Aspect the character they learned it from was.

Benefits

When cast by multiple sorcerers, a spell becomes both more efficient and more powerful. To begin with, the essence cost of the spell is divided amongst all the casters (rounded up). Additional costs (such as motes spent to reduce dice pools when summoning) can be paid by any member of the group alone or be spread out in whatever way the principle caster decides. Then, if the spell calls for some form of dice pool, the highest ratings from the whole group are used together. To this, then, is added a number of additional dice equal to [number of casters - 1]. As an extra advantage, the secondary casters are allowed to activate Excellencies to gain more dice, but are restricted by the limits of whoever contributed the Ability. *Example: A group of three sorceresses cast Sworn Brother's Oath, intending to bind themselves to each other. This gives the spell a cost of 13m, and each caster pays 5m (4 and one-third motes rounded up). The spell also calls for an [Intelligence + Occult] roll. One of the three has an Intelligence of 4 and an Occult rating of 3, while another has Intelligence 3 and an Occult rating of 5. The pool used, then, is $4 + 5 + 2 = 11$ dice; the highest Intelligence plus the highest Occult, plus the number of additional casters. Either of those extra sorceresses can use an Occult Excellency to purchase up to five extra dice.*

Finally, a spell with four or more casters counts as being one Circle higher for the purposes of Countermagic.

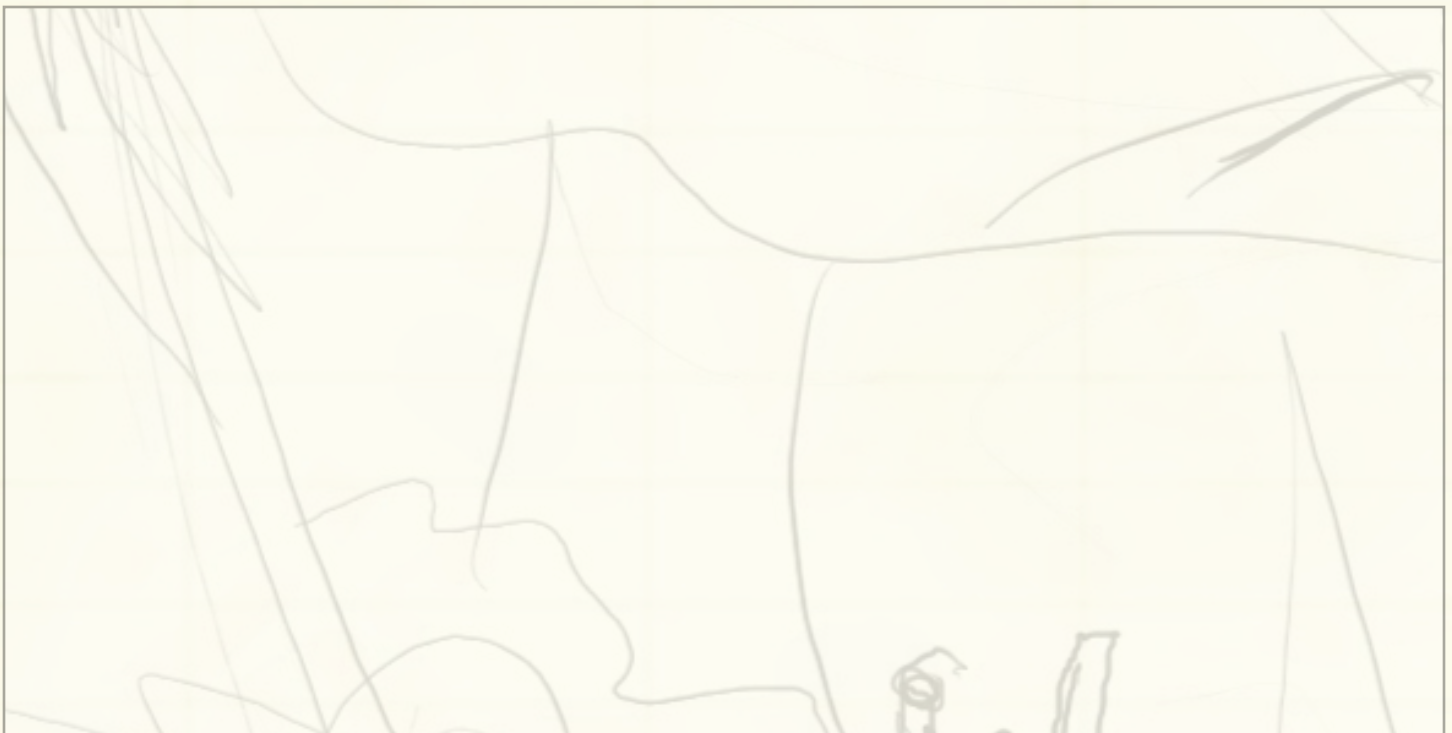
Some spells, particularly Providence spells, gain special benefits when cast co-operatively, and these are noted in their descriptions.

Requirements

To cast spells together, all participants must know the Co-operative Sorcery Charm (Occult 3, Essence 3, requires Terrestrial Circle Sorcery) and be capable of learning spells of the same Circle as the spell which is to be cast. Due to the nature of the Charm, this Charm can not be developed independently; however, it can be taught by anyone who knows it.

To commence casting together, one "leading" sorcerer (who must know the spell to be cast) activates the Charm by spending a number of motes equal to the number of other participants: each of them, in turn, spend a dot of willpower to submit themselves to the net of essence which will bind their minds together for the duration of the effort. Not all sorcerers involved need know the Spell that is to be cast.

The characters must all then synchronize their actions (waiting to act on the same Tick, if in combat); if any member attempts to escape the bond at this stage, it is broken and the previous expenditures wasted. Once every caster is ready, the leading character spends the willpower requirement of the sorcery and the spell is followed through as it would be if cast by a single person, with the benefits outlined above. Once the casting ends, the characters are free to act separately again.



The Tellurian School

The sorceresses of Faror almost all follow the Salinan school of sorcery. They refer to it as Tellurian sorcery, however, claiming both that their use of the techniques predates Salina and that Salina, in claiming a distinction from Gaia in her theories, was misunderstanding the nature of the Emerald Mother. Still, the basic philosophy of the school remains the same, though trussed up in the Faroran's religion, and spellcasters from that culture can develop the Salinan Absorption Charm. Some, however, take their dedication to these concepts much further. These women are known as Primevalists, and reject the notions of civilization completely, becoming wild and strange. The most extremist of them are rarely seen: reclusive figures, shadows in the forest, they go barefoot, barely speaking, covered only with swirls of painted mud and carrying nothing more complex than can be picked from the ground, plucked from a tree branch or torn from a dead beast. Reducing the ideas of the Salinan school to a more base, raw form, they seek to realize their nature as parts of Gaia's body, one with the elements and the wilderness. In doing so they may gain the benefits of the Tellurian Absorption.

Tellurian Absorption

Cost: -- ; Mins: Occult 5, Survival 3, Essence 5; Type: Permanent

Keywords: None

Duration: Permanent

Prerequisite Charms: Terrestrial Circle sorcery, 5+ spells

As for the other Absorptions, the player picks two of the powers below.

- As flesh draws strength from the blood, the soul draws power from the land. Whenever the Tellurian master enters an uncapped Demense, they automatically become attuned to it, and their effective Essence Rating is increased by the Demense's Rating. This effect lasts for up to a day after they leave. This can temporarily expand their peripheral essence pool, but not their personal pool.
- As a hand of Gaia, one may cleanse her body. A Tellurian master may employ Banishment spells on any creature that is not native to Creation, though this does not affect beings with an Essence Rating greater than 4.
- A Tellurian master is an extension of the world. The character is always considered to be in Creation for the purposes of effects that afflict those who travel to other worlds (for example: the inverted essence of the Underworld, the threat of mutation in the Wyld, or the corrosive atmosphere of Malfeas).

The benefits of Tellurian Absorption will be lost temporarily should the character spend too long in a city, equip themselves with magitech Artifacts or otherwise act contrary to the Absorption's philosophy, as dictated by the Storyteller. Aggressively shunning the trappings of civilization, such as by not speaking, not wearing clothes or not using tools, can prevent or cure this.

Co-operative Sorcery is more prone to being disrupted than normal spellcasting, as there are more casters to be interrupted; however, the dice pool to resist distraction is drawn from all casters, in the same manner as any used by the spell itself.

Alchemical Sorcery

Alchemy survives in Creation today as a part of thaumaturgy. It is useful, respected and valuable; and yet, like all the mortal magics, it is often not respected by the Exalted. It is beneath them, a waste of time and effort that can be easily foisted onto those who are less enlightened, while the Chosen dedicate themselves to more worthy things. Only the vaguest hints exist now, in the legacy of such things as the Crucible of Tarim, that alchemy was once known as a Higher Art.

In the time after the primordial war, the legacy of a now-forgotten race left the first secrets of alchemy to be

passed to Dragon King and human hands. At the dawn of the First Age, when there were resources and time enough to pursue all the paths of essence manipulation, Tarim himself pioneered Sorcerous Alchemy: the use of specially created Emerald, Sapphire and even Adamant Circle Spells to create potent ingredients, or to act as catalysts of transformation to turn a preparation of otherwise mortal substances into something far greater than could be achieved by lesser methods. However, it never came into great prominence. The substances created, though undeniably useful, were not as potent as pure spellcasting; and with the number of sorcerers in the Old Realm, it was never more than a convenience.

When the Usurpation hit, the highest powers of the Art were lost: the Solars were slain, and the Lunars scattered with naught but the clothes on their back and the swords in their hands. The Sidereals, on the other hand, had seldom wasted time learning what could be done by

others. Because Alchemy Spells, unlike other workings, required complex ingredients and methods, the practice of such magic was struck hardest of all by the loss of the First Age's infrastructure; particularly since the later Age saw the Solars restrict such techniques to secret libraries which were, in turn, lost in the destruction. Sorcerous Alchemy of the Emerald circle retained a place throughout the shogunate, particularly in the creation of consumable reagents for the Terrestrials' artifacts. With the Contagion, however, and the invasion of the Fair Folk, sorcerers survived better who had focused on learning more direct powers. Today, in the Age of Sorrows, the Art of Higher Alchemy survives only in single pages, in a few solitary spells passed from master to apprentice, with few of these scholars realizing that they hold the fragments of what was once a broad, versatile and well-understood discipline.

This tale is different, however, in Faror, where a large community of Dragon-Blooded sorceresses have lived since the First Age. Though their craft has not been completely spared, still they retain the knowledge and the use of High Alchemy, and a Celestial Exalt who studied their techniques may eventually be able to recreate the alchemical Spells of the higher Circles of Sorcery.

Storytellers should be careful when adding Alchemical Sorcery to their games: a character with more of a mercantile bent than the Farorans can make a lot of money. If someone were to gain the service of enough sorcerers that they could actually *mass-produce* magical substances, the balance of powers in Creation would surely begin to shift. But, of course... doesn't that happen anyway, when Exalted work their will?

The Method

An Alchemy Spell is essentially an alchemical procedure that involves the casting of a spell, either in order to provide an exotic ingredient or to spark a particular transformation. Alchemy spells list both an essence cost, as normal spells do, and the requirements they possess as an Alchemical Procedure; prospective casters must be accomplished alchemists as well as sorcerers. However, they require no more than the same experience points and training time as any spell of their level. Unlike mortal Alchemy, substances produced by the High Art do not have reduced effect against Exalted.

In general, effects achieved through Sorcerous Alchemy are less powerful and less esoteric than those brought by normal sorcery of their Circle, but are not affected by Countermagic save at the point of creation, and can be

used by non-sorcerers. The actual spell cast is, in effect, no more part of the final product than an oven is part of the bread, though it does benefit as normal from co-operative sorcery.

The following examples of Alchemy Spells are all of the Terrestrial Circle.

Alchemy Spells

Distant Faces Ink

Cost: 15m

Requirements: 3, Intelligence, 3, one hour

This deep dark liquid, bearing the same strangely bottomless quality as black jade, is an ink of different nature to that wrought from soot or squid; for rather than obscuring, it reveals. Bound through an arcane link to its target at the moment the spell is cast, this potion will, when poured into clear water, grow into a cloud that clings to itself, refusing to spread too far. The black surface it affords will then clear to reveal a vision of its target. For 23 minutes it will offer a window, hovering within a few yards of their person, and everything they do can be seen and heard (though images may ripple and distort, and sounds echo as if in a half-submerged cave). This point of view can be loosely guided by any essence channeller, but the target must always remain in centre view. After this time the ink will lose its cohesiveness and dissolve, becoming useless; however, if employed in a specially constructed basin (Resources 3), it may be distilled back into its original state before this happens. If two individuals both have a flask of ink bound to the other, they may time their use of the ink to coincide; this will allow them to communicate through the vision. Distant Faces Ink, if left unused, will last for decades.

Dreamer's Forge

Cost: 25m

Requirements: 3, Intelligence, 5, 6 hours

The classic image of the alchemist portrays them as searching for two treasures: infinite life, and infinite wealth. Neither of these are truly possible, but masters of the Art can make a few minor steps towards them. Most of those who have achieved such skills, however, recognize a prize that, though so seemingly close, has never been grasped: the method by which yellow jade can be created. Time and again, through accident and ignorance, alchemical mishaps have miraculously produced small quantities; but attempts to replicate the conditions of such events fail every time.

These unfortunate alchemists are victim of a gap in humanity's collective knowledge, deliberately perpetuated by agreement of Gaia and the gods: knowledge of the sixth Element of Creation, Aether, which the primordials refined from the Wyld and used to create reality itself. But secretly, Gaia revealed the First Element to her Exalted servants; and Aa, the Elemental Dragon of Aether, watches over and communicates with them to this day. She revealed to them the nature of yellow jade and how it can be formed.

The truth is that Aether, as the element of thought, emotion and dreams, responds to the passions of living beings. It is only when



a mixture of all five other forms of jade is exposed to strong, genuine emotion - such as the panic felt when an expensive experiment goes wrong - that it will consent to form itself into yellow jade. Since powerful passions do not normally have a place around alchemical procedures, attempts to copy such a success will miss out on a crucial ingredient. With the use of a sorcerous spell, however, a master of the High Art can draw some of the substance of their own dreams and desires from their soul and use it to catalyze the creation of yellow jade. However, the final output of jade will be a fifth of the total amount that goes into the process, so this procedure is best used only when there is a specific need for yellow jade.

Elixir of Affection

Cost: 20m

Requirements: 3, Intelligence, 4, one day

Made to an involved and complex formula, this glittering liquid possesses dangerous potential. Made with the blood, hair or tears of a single individual and worked with magic so that it will seep through the body and into the soul, the Elixir of Affection will create in those who drink it an abiding compassion for the one to whom it has been linked. Farorans use this potion in the more troubled cases of arranged marriages, creating an emotional bond where none - or an adverse one - exists already. It is generally taught only to the wisest and most trustworthy of sorceresses.

A character who drinks the Elixir receives one opportunity to resist its effect, reflexively rolling their [Stamina + Integrity] against a difficulty of [sorcerer's Essence + threshold successes on their alchemy roll]. If they succeed, they experience a vague sense of attachment to the Elixir's target, reducing their MDV against them by 1 for a week. If they fail, they immediately gain a magically enforced positive Intimacy for the target, which lasts for a month; at the end of this time it becomes a normal Intimacy.

The Elixir does not go off, rather becoming both stronger and more dangerous as it ages; past a month or so, it will engender progressively more overpowering feelings of overprotection, lust, possessiveness or other twisted forms of affection (as most suitable to the character). An Elixir more than a year old will cause madness similar to manifestations of the Great Curse. Fortunately, the effects of vintage Elixirs are also more unstable and will wear off quickly; a matter of weeks or days for those over a month and under a year, and hours for those over a year old.

Forceful Boar Tonic

Cost: 15m

Requirements: 1, Intelligence, 2, one hour

Perhaps simplest of all Alchemical Spells - in effect, if not in creation - a single helping of Forceful Boar Tonic will increase the imbiber's strength to five times its normal level for one minute. Requiring an odd mixture of ingredients, including mistletoe, beetroot juice and one whole lobster, the focal point of its production comes when the alchemist uses her sorcery to squeeze the blood from a stone and into her cauldron. Stowed in rounded leather bottles, the Tonic will last for five weeks. A single use of this spell creates enough for just one helping of the Tonic.

This potion works exactly as described: for a span of 60 Ticks (or one Long Tick, enough to benefit a single action), the character's Strength will be five times normal. Obviously, this means that characters who are already stronger will receive greater benefit, but note that, as with thaumaturgical alchemy, Charms cannot be used to add dice on top of this if doing so would exceed the character's dice bonus limits. Buyer beware: if an individual takes a dose of Forceful Boar Tonic within one week of a previous helping, their Strength will be reduced to an effective rating of 0 when the effect ends, due to the immense

strain, leaving them paralyzed; they will regain dots of Strength at the same rate as health levels of lethal damage.

If yet another dose of the Tonic is drunk during this period of recovery, the normal effect will become active; however, once it has passed, every muscle in the character's body will be violently ruptured, and - barring immediate, miraculous treatment - they will die.

Murky Waters of the Soul

Cost: 20m

Requirements: 3, Intelligence, 4, five hours

Unappealing though this dark, grey-brown liquid is, it is one of the most essential of the alchemical preparations that the Farorans have access to. Without it, they would not be able to conceal the marks of their supremely pure Breeding, and the observers and agents that they have spread through Creation would never be able to avoid attracting attention. Based on insights into Exaltation furnished upon them by Gaia herself, this potion dulls the transformations that being Chosen works on the body. And it does not only make Dragon-Blooded appear as normal humans; Sidereals find the starlight in their eyes dulled, the bronzed flesh of elder Solars turns pale, and even Abyssal Exalted will find their body returns to the full appearance of life. Unfortunately, though they lose secondary characteristics such as silver hair and pale skin, a Lunar's Tell resists being concealed by the Waters. Alchemicals are not affected the potion at all. Some god-blooded can also benefit, to conceal the marks of their ancestry and appear human.

The Waters' effect can last fifteen months or more if not strained, but seldom does. Extra successes on the roll to create the potion add one month each. Every time an Exalt under the Waters' effect reaches the 11-15 level of their anima display, the effect loses a month's duration; every time they reach 16+, they lose three months. In addition, every time a Dragon-Blooded flares to the 16+ level of anima display, the appearance of their Breeding returns by 1 level. The Murky Waters of the Soul, if suitably stored, can remain potent for twelve years.

The Murky Waters are spiritually unhealthy for normal mortals, who temporarily lose a dot in each of their Virtues if they drink a dose, with a corresponding drop in their Willpower. This lasts ten weeks, minus one week for each success they achieve on a [Stamina + Resistance] Roll. Exalted who take another dose of the potion while already under its effect will also suffer this, though they measure the duration in days.

Sample of Perfection

Cost: 10m

Requirements: 1, Intelligence, 3, two hours

One of the most basic and most common of sorcerous formulas, this potion provides a variety of relatively minor effects. The ingredients are easily found in natural areas throughout Creation; the most exotic of them is the reflection of the sun, which must be scooped from the surface of the mixture through sorcery and dissolved within it. This liquid is then distilled down to a minuscule amount of azure blue liquid - merely five drops worth - and typically stored in a particularly small glass bottle, where it will last for up to a year.

Small though it may be in quantity, this amount is more than enough to serve. One drop of the Sample in food will improve its flavour, lengthen its freshness and enhance its nutritive value to twice that it had before; three drops, and one meal will satisfy all man's hunger for a week. A drop added to water will make it so crisp and refreshing that to drink it will reduce any internal penalties from fatigue or sickness by 1 for a day. If this water is used to wash oneself, it will cleanse perfectly, removing all stains and cleaning wounds, and clothes washed in this fluid will resist wear and dirt and be particularly comfortable for three days. 2 drops in a bath or pool will, for the rest of the day, take all fatigue from anyone who bathes in it. Finally, if a full five drops are drunk, evaporated into noxious air or added to tainted food or water, the potion will instantly and completely neutralise any non-magical poison, and allow a fresh roll to resist supernatural toxins. The Storyteller should feel free to allow other uses of the Sample that are in line with its modest effects.

Self-Enforcing Pigment

Cost: 15m

Requirements: 1, Intelligence, 3, one hour (5 minutes to apply one batch's worth)

This formula produces a thick, earthy but not unpleasant-smelling white paint. When applied to the skin (causing a mild tingling sensation for a few minutes), or the surface of an object, it has the effect of enhancing and solidifying the essence of the form over which it has been smeared; however, this requires a [Dexterity + Occult] roll (for an object) or [Dexterity + Medicine] roll (for a living creature) at difficulty 2, to carefully render patterns in accordance with the target's internal essence flows. This renders the target immune to the ambient warping effect of the Wyld, and enhances any rolls to resist directed Shaping effects by 5 dice. One batch of Pigment is enough for an average-sized human, with a little left over for one or two of their possessions. Larger targets such as horses, buildings or warstriders will require the results of multiple efforts. The protective effects of the Pigment will last a little more than one day, so long as it is not washed off (not easy to do, as it requires significant scrubbing) but this period can be lengthened by an essence user committing five motes to its preservation. They need not be the target. Stored properly (usually in a small, stoppered clay jar), the pigment will last up to two months.

Wound-Closing Balm

Cost: 20m

Requirements: 2, Intelligence, 4, one hour

This smooth, thick green-yellow salve, enhanced by wood essence gathered and concentrated into its substance by sorcery, will accelerate the healing of wounds to an astonishing degree. The formula produces enough for three doses; each of these, when smeared over bruises, burns, cuts or other physical injuries, will not only cause that injury to resist bleeding and infection and to heal as if its victim were Exalted, but at 10 times even that accelerated pace. This speedy recovery is limited, however; once three health levels have been recovered, its potency is spent, and another helping of the Balm must be applied if additional wounds are to receive the same benefit. Sadly, Wound-Closing Balm is notoriously short-lived, and even if properly stored will keep its powers for only a week.

PROVIDENCE

One of the greatest weaknesses of the Dragon-Blooded is their profoundly limited ability to wield sorcery. The spark of primordial authority that allows reality to be reshaped is only slightly greater in them than in a mortal soul, despite the elemental essence that flows through their veins. Fortunately, like her primordial brothers and sisters, Gaia can bestow a portion of her own power to those that serve her most loyally.

To be a providentress - there are no men who do it - is to channel more power than any normal Dragon-Blood, power equivalent to the sorcerous works of Lunars or Sidereals. By combining their efforts, those to whom Gaia has allowed her power can even accomplish feats that are beyond Adamant Circle sorcery, though only with works that the primordial herself has the most aptitude in. One who uses Providence is, in truth, one who is used themselves, made fit to be a tool for Gaia's hands to wield. They pray to the Emerald Mother to act on their behalf, and open themselves to her that she might reach through them into the world and work her primordial will on its substance. Where sorcerers must develop the strength to impress their own desires on reality, the providentress trains to be a humble vessel for a greater being.

Learning Providence

Technically, Providence Spells are not learned, but granted. They can neither be invented nor discovered: they have only ever been passed down, either from Gaia herself or her Elemental Dragons. This is because it is the Emerald Mother who actually does the work of shaping the spell; what the Exalt on the other side of the process must learn is to shape their own spirit in such a way that will allow their body and soul to survive being a conduit for such power. This appears, from the outside, to be very similar to the casting of a sorcerous spell, but from an internal perspective it is a deadly struggle of thought,

emotion and essence, balancing the strength of identity needed to hold oneself together with the ability to submit entirely to Gaia's primordial will. Because each individual is different, the manifestation of each Spell varies from caster to caster: some need only stand and stretch their arms out to the sky whilst they beseech the Titan of Life with song, whilst others must move through the steps of an elaborate dance so that the essence surging through them can flow properly from their body.

So, a prospective providentress needs a teacher. They must have a connection to Gaia, in the form of a Communion track, and must also already be a sorcerer of at least the Emerald Circle, as initiation into those arts serves as the seed from which Providence can be grown. Providence does not require sacrifice from those permitted to use it, but it does require humility. Sorcerers, too, must have a taste of their true position in the enormity of Creation, but while they need only be humbled once, a providentress must fully accept servitude, relinquishing their own free will every time they wish to cast a Spell. Even for Gaia's Priestesses, who have already set their lives to accomplishing her goals, it can be extraordinarily difficult to give up the basic self-determination that is at the core of every human soul and allow themselves to be directly controlled, trusting their Goddess completely. Students of Providence are subjected to ordeals designed to teach them true humility; they might go for months doing nothing save what others ask of them, be made to work and live without basic abilities such as speech or sight or essence use, or be sent to infiltrate a mortal society and live in the lowliest positions thereof. They often suffer terribly, but a careful balance must be struck, pushing them as far as possible without actually breaking their spirit: that would make them useless. A providentress must also bare themselves completely before Gaia. Usually, this begins with their original initiation into Sorcery, as Faroran traditions call for an individual's secrets to be confessed to serve the need for sacrifice. With that done, induction into Providence needs only involve a few additional rituals of exposure.

Providence

Cost: -- ; *Mins:* Occult 5, Essence 4; *Type:* Permanent

Keywords: None

Duration: Instant

Prerequisite Charms: Terrestrial Circle Sorcery

The designated servants of Gaia can ask her to bless them with a titanic miracle. This Charm represents the ability to submit oneself completely to the Emerald Mother's will, allowing her to use the character's soul as conduit through which she can reach back into Creation and shape its substance. The influence she can wield in this way is not near the scope of her true powers, but it can do things far in excess of the rudimentary magic of Terrestrial Sorcery, particularly when dealing with matters to which Gaia's nature is especially suited.

In some cases, those of particular potential will be sent to the Elemental Pole of Wood to study under the Dragon himself, Sextes Jylis. This is done rarely, however, as there are other visitors to his domain, and no suspicions must be raised. The Dragon of Wood is the finest teacher of Providence available to the servants of Gaia; even Aa, who occasionally deigns to instruct through dreams, is not so accomplished at bringing a student's full potential to bloom. In any case, characters who learn Providence gain the Charm of the same name to represent their ability, as with the circles of sorcery, and can perform the Beseech Gaia and Channel Providence actions. Again as with sorcery, performing these actions drops a character from active participation in combat.

Beseech Gaia
(Speed 5, DV -3)

The character focuses inward, steadying the flows of essence in their body and calming their mind, then reaches through their internal connection to Gaia so that they might ask her to grant her a particular power that they have learned to channel. This costs 2wp. Gaia (or at least, that part of her that she dedicates to this purpose) gains understanding of the situation as the character has it and judges whether the request is appropriate. If she decides not to help her servant, nothing happens and a character surrounded by combat must roll to Join Battle again; if she wishes to help, the character gives up the essence the spell requires to her, spends an additional 1wp if they are outside Creation (including Yu-Shan, shadowlands and bordermarches) and must follow up with the Channel Providence action.

Channel Providence
(Speed 5, DV-3)

Gaia takes command of the character's essence and shapes the Spell to be cast, while the Exalt herself performs the exercises that that particular Spell needs to maintain the connection through which her power flows. If the character is interrupted during this action it can lead to catastrophic failure as for sorcery, though the consequences are themed according to Gaia's nature as the Titan of Life and the Elements. Some Providence Spells have Speeds measured in long ticks, while others have Speeds measured as a dramatic action; in both cases the Channel Providence action is the one extended to meet the stated length.

Cast Providence
(Varies, DV -0)

This action is identical to Cast Sorcery.



Spells

Amber Countermagic

Cost: 30m

Target: Caster or One Spell

This Spell functions as Sapphire Countermagic when in Creation (including Yu-Shan, shadowlands and bordermarches), plus the ability to counter Labyrinth Circle Necromancy with equal facility. Outside Creation, however, it can counter neither, though it remains capable of easily overpowering the least circles of both sorcery and necromancy.

Breath of the Wood Dragon

Cost: 60m

Target: Area [Essence] miles in radius.

Bringing life to the land is one of the simplest blessings that Gaia can provide for her followers. Upon channeling the Spell, the caster breathes deep before exhaling a massive fog of green essence, glittering with bright emerald lights like fireflies. The cloud sweeps outwards in a great haze, flooding over the area and illuminating it with a comfortable green glow, much as light one would find under a thick forest at noon; it settles over the land like sparkling dust before vanishing into the ground.

Any plant life in the area grows at twice its normal speed and health for a year; if there are no plants in the area, whatever plants would be appropriate will appear and grow as if they had been planted. Every additional caster of this spell adds another multiplier to the speed of this growth; two extra casters, for example, would cause existing plants to grow at four times their normal pace (or new plants to grow at three times what's natural). This can be disastrous if used in a settled area, as man-made walls and structures will be ruined by fast-growing fungus and the push of new trees against stone.

Casting this spell in a shadowland can cleanse it; as a matter of fact, plants affected by this Spell will grow even faster (add another multiplier as for an extra caster), as the essence of Wood feeds off the rot of the Underworld. However, a shadowland can only be fully cleansed by this spell if the growth it creates is uninterrupted for a year: any significant effort to wipe out the encroaching plant life will allow the shadowland to linger, though weakened. Casting this spell in the Underworld is less beneficial; doing so will actually create an "opposite" shadowland, as the surge of living essence drags the land upwards into Creation. If that shadowland is cleansed, however, the Underworld will be completely robbed of its substance, leaving only a blank nothingness where once there was shape and form.

Death-Stalling River

Cost: 50m

Target: Running water

The Elemental Dragon of Water faces dangers darker and more deadly than any other, and she does so alone. Hidden things that lie deep beneath the oceans, beyond the province of men or the gods of Heaven, are the foes she must contend with, away from the provinces of her siblings or their servants. Her domain continually faces incursion by the Wyld, just as it restrains the

old forgotten things that would devour the world. It is seldom that she faces against the forces of death, however, her Mother's greatest enemies; she regrets that the minions of the Neverborn do not pass beneath her waves, that she might bend her strength upon them and sweep them into the abyss they seem to crave. When called by this Spell, however, she will gladly focus a greater measure of her might into a portion of her being, creating a barrier that the dead dare not cross.

This spell may be cast on any flowing water, from the merest mountain stream to the broadest of rivers; as the providentress ceases to channel the spell, it will appear for a moment that some half-seen, glowing blue serpentine... something... passes under its surface. For a year and a day after this, along a length of up to [Essence] miles away from where the spell was cast, those waters will serve as an impassable ward to creatures of death. All manner of ghosts, as well as mindless undead such as zombies, will find themselves unable to cross; if forced, they will freeze at the point of moving over the water, unable to go any further regardless of what force is put upon them. Most intelligent undead will feel an aversion to the water's path and will refuse to even go near it. If a ghost is occupying an object or a creature that crosses the water's path, they are forced out. Even objects of soulsteel, if one attempts to bring them over (or under) the water, will inexplicably become heavier as one approaches, until they can be carried no further.

Only beings of death who yet live, namely the Abyssal Exalted and ghost-blooded mortals, can make an attempt to cross running water that has been affected by this Spell. Such characters be carried by others, or else must succeed at a Willpower roll (difficulty equal to their own Essence rating) to force themselves across. So long as they remain over the water, they suffer a -4 penalty to all actions as they feel their minds and bodies become sluggish and slow.

Form of the Firstborn

Cost: 50m

Target: caster

To live is to struggle. Death is easy; too much of any one thing, too far down any one path, and it will come. Life must fight to maintain balance, and all living things must war against the world to find the place where they can survive. Thus, though Gaia cares for all things, it is also in her nature to do battle. When the Emerald Mother calls her servants to fight in her name, they in turn may call upon her through this Spell, asking that she give them the weapons needed to be victorious. To Gaia's eyes, of course, the only true weapon in any fight is the self: one's own body, mind and essence. The Titan of Life answers this spell, therefore, by reshaping these things in the caster, calling back to a time before all history and bringing forth the form of a creature that existed at the dawn of time, when the world was young and vulnerable.

The providentress who channels this spell is engulfed in a swirling storm of all Creation's elements, terrestrial and celestial alike. Those who can sense such things will feel the presence of primordial essence as well, and if cast in Creation, there is a sense of answering in the world as it remembers its youth; air and water seem momentarily clearer, plants more vivid in their



verdancy, scents more compelling. The caster's body grows and twists, taking on a powerful predatory form reminiscent of cat, wolf and horse; hand and feet twist to better suit their new form, springing great metal claws, while their head is stretched and sharpened into fierce reptilian jaws with great horns sweeping back from their skull. Massive wings burst forth from their back, whilst a heavy tail lashes back from behind their body; thick scales and horn of living iron flow and harden over their whole body, whilst bright elemental essence begins to spill from their jaws with every breath they take.

The caster (or lead caster) is transformed into a Primordial Dragon. They grow to 14 feet when standing, or 20 feet from head to tail-tip. They can walk on four legs or two as they wish; staying upright allows them to use their hands, which remain capable of grasping objects (though they suffer a -4 penalty to all rolls for manual dexterity), while moving on all fours allows them to jump, move and Dash at four times their normal limits. Their Strength is increased by twice their Essence rating (this is considered natural and not as dice gained from Charms), and they gain claws and fangs with which they may make unarmed attacks with +2 Accuracy and +6L damage; they can also perform a Wing Buffet attack (+8B damage, otherwise as for a Kick) and a Tail Sweep (+6B damage, otherwise as Kick, normal human targets must roll [Stamina + Resistance] against user's Strength or be knocked over). Their claws and teeth are made of iron, as are their scales, which grant +10B/10L soak and hardness and protect them completely from the Wyld and the supernatural powers of the Fair Folk. If injured, they bleed a slick, flammable black fluid. They may use the Dragon's Suspire as if they were an elemental, as for the element to which they were Aspected: if this spell is somehow cast by someone who is not a Terrestrial Exalt, this ability becomes aspected towards their natural essence, which can have unusual effects. Their eyes also take on a strange supernatural power: any mortal that

meets their focused gaze must have an MDV of greater than 6 or spend a dot of willpower else be paralyzed, while any Fair Folk unfortunate enough to do the same must roll their [Essence + highest Virtue] against difficulty 4 or be turned to stone. Their wings allow them to fly at twice their (improved) movement speed, as for the Wings mutation, and they can easily carry up to three normal humans with no difficulty.

The character remains able to use all their Charms as normal, though mortal equipment is destroyed by the transformation and Artifacts are shifted Elsewhere.

While transformed, the character's peripheral essence is considered personal; they no longer produce an anima flare, as their essence is contained within their iron hide. It leaks from their mouth as they breathe, however, causing them to lose 5m an hour. They cannot recover essence normally (save through stunts and mote-restoring Charms), and if they run completely out of essence they will return to their normal form. However, they gain the ability to "drink" essence from demenses and Manses: they regain twice the amount of essence such places normally grant, and do not need to attune to them to do so. They can also consume hearthstones, gaining [hearthstone's Rating x 5] motes immediately by doing so. They also lose the ability to heal normally; instead, they must restore their bodies by spending essence, at 3m per bashing, 5m per lethal and 10m per aggravated HL.

Passage of Daana'd

Cost: 30m + 10m per person

Target: Any amount of water with a surface large enough for someone to pass through.

All water, by nature, is connected all other water. It flows from the highest peaks, down interrupted through rivers and lakes, moving over and under the earth until it reaches the sea, from

which it is taken up and moved again upon the motion of the air and the heat of the sun to begin the cycle again. This spell calls upon Daana'd to open a way through the depths of her elemental waters, allowing the passage of Gaia's servants from one end of Creation to the other.

In casting this Spell, the providentress specifies any place in Creation that she wishes to go, and transforms a body of water into a gateway to... somewhere else. Even a puddle of more than a few feet across will do, though it will only allow one person at a time to pass through. The appearance of the water itself changes, as whatever was visible within is obscured by a deep, abyssal black, the shade of the deepest ocean. Whoever steps into it is instantly dragged down by a powerful undertow, and finds themselves rushing through a roaring, lightless tunnel of water, as if caught in a terrible current far below the sea. Time passes strangely for them, but after an hour by Creation's time, they will find themselves thrown back up out of the nearest suitable body of water to the Spell's specified destination. If at least three casters channel this spell together through cooperative sorcery, they can spend 30m to allow a water-going ship to pass through the Dragon's road, with everything and everyone on board along for the ride. Travelers must, of course, have some means of breathing underwater if they wish to survive the journey.

The convenience of the spell depends on the destination. Characters traveling to the South, where bodies of water are rare, may find themselves yet far distant from where they ultimately want to be, whereas those who travel to the West may emerge in the midst of the ocean. Those who journey through the Spell must also trust completely to the Elemental Dragon of Water to take them where they wish to go; if they try to swim or otherwise guide their course while traveling, they may be put off course by hundreds of miles. Only relatively fresh and natural water can be used for the purposes of this Spell; water that has been stagnant for more than a few days, or the ghostly analogues for water found in the Underworld or other realms, will not serve.

Restoration of Nature

Cost: 40m

Target: One living creature

The proper shape of any living creature is written in their blood. From tiny variances such as the color of an eye or the length of a nose up to the placement of limbs and the formation of the inner organs are all encoded thus into these spiraling letters, carved into even the tiniest parts of mortal beings; it is according to such instructions that the body grows to adulthood or restores itself from injury. The servants of Gaia know this, for their primordial Goddess made it so when she created beings of flesh and blood. This spell, which is called upon by the Emerald Mother's priestesses to restore health to the injured, draws upon these patterns for its instruction. Such restoration is quite violent, often messy and always painful for the recipient, but it will almost instantly restore wholeness even to one whose body has been mangled beyond recognition, so long as the spark of life remains.

This Spell instantly heals its target of all health levels of damage

and any crippling effects, and eliminates all normal poisons and diseases; as it heals the physical body only, however, it cannot cure supernatural diseases or poisons that attack a creature's essence, though the progress and effects of the illness on the body will be "reset". However, if the target possesses any prosthetic implants or grafts (including those of necro- or hell-tech), these will be forcibly ejected from the body. Mutations from exposure to the wyld or an uncapped demense, however, as well as those granted by First Age Solar medicine, are not removed, as these become written into a character's blood-pattern. The Spell will also fail to cure injury, disease or other ills that are caused by or associated with the essence of Ligier, for the burn of his green light causes damage to those patterns. In addition to these drawbacks, the Spell takes a toll on the target's body: the pain of restoration causes a lingering discomfort and disorientation that causes a -2 penalty to all actions for a day, and as its elimination of all foreign bodies includes recently eaten food, the character will suffer additional penalties due to hunger, as if they had not eaten for three days.

Theoretically, if cast on plants or animals that are not yet fully grown, it will cause them to physically age into adulthood on the spot. No-one has ever tried this, however.

Two Hearts Met

Cost: 50m

Target: Two humans.

It's an unfortunate quality of human existence that it is difficult, no matter how well you know someone, to be completely trusting. Gaia can trust her Servants, however, and they her, for she has bound herself to them such that each has a part of the other. With this spell, Gaia can bring together two human souls in a similar manner, linking them together on the deepest spiritual level that is possible without actually merging two into one whole. In preparation, each of the two targets must cut themselves and press the wounds together so that their blood mingles, while the providentress gathers the runoff and guides each of them in painting essence-guiding patterns across the other's body. With the casting of the Spell, Gaia takes a sizable portion of each target's lower soul as well as a fraction of their higher and works them together in secret ways known only to herself. Enduring this is the most incredibly, terrifyingly intimate experience one human can have with another, as each target of the spell is momentarily exposed to every aspect of the other: every fear and every desire, every memory and every secret. Their souls swiftly adapt, allowing most of this knowledge to sink into their subconscious mind, but from then on each one of them will be able to sense the other's feelings wherever they go, and each will have a direct link to the essence of their partner.

This spell has a number of effects. First of all, the targets gain a supernatural positive Intimacy towards each other. With that, each gains an innate awareness of their heart-mate: they have an empathic sense of the other's physical and emotional state, and if separated, each can pinpoint the direction and distance of the other. If one goes to another reality such as the Underworld or Malfeas, the other remains aware of them but will no longer be able to tell where they are. Of greater importance than these effects, however, is that a portion of each target's essence begins

to bleed into the other, to the benefit of both - though the weaker partner profits more. If an unenlightened mortal is paired with an essence user, they gain an essence pool as if they had the Awakened Essence Merit (SoH pg. 59). If that essence user is an Exalt, their partner can learn their Charms as if they were a Half-Caste, but only if taught by their heart-mate; a mortal linked to an Exalt also gains their enhanced longevity and constitution. The spell does not allow different Exalt types to learn each other's Charms, as their own Exaltation dominates their own essence. However, if one target of the spell has the Aether Initiation Charm, the other does become capable of using Aether Charms suitable to their own nature, under similar restrictions.

There are drawbacks to being linked in this manner. The lesser of these is that each partner can serve as an arcane link to the other, allowing the targeting of Spells and other supernatural effects on them through their mate. The more dire of these two consequences is if either target of the spell dies before the other. The surviving partner loses a dot each in their permanent Essence and permanent Willpower due to the damage to their soul, and must succeed at a [Conviction + Integrity] roll at difficulty 5 or else gain the Depression Derangement (SoH pg. 69). They also, of course, lose all benefits of the Spell, including the ability to use essence or Aether (though knowledge of any learned Charms or Spells will remain, and can be used again if the character regains their enlightenment). Surviving mortals who lose their ability to sense and channel essence always gain Depression, and must make their roll instead to avoid becoming suicidal (this is difficulty 3); if they fail, they will seek to end their own lives whenever given the opportunity, and can only roll to shake off this impulse again once a year, though the difficulty is

lowered by 1 (to a minimum of 1) every time. Their player may choose the manner in which they seek death, however, particularly for the purposes of vengeance or martyrdom. This also affects characters who lose the ability to channel Aether; except their roll to avoid becoming suicidal is difficulty 6.

This Spell can be countered during casting but not at any point afterwards.

Wind and Water Arts

Cost: 60m

Target: Area [Essence] miles in radius per caster.

Across their history, humans have tried to master the sky; but the clouds are the domain of the elements, whose true masters are the Dragons of Gaia. This spell asks Gaia to reshape the weather as the caster needs it, creating any conditions which can naturally occur in Creation; the baking sun of the southeastern savannah and the refreshing rains that give land life are equally as possible as the fiercest tempest or the most blistering heat. Though the arts of men cannot do such things without damaging the world, however, the Emerald Mother's authority over her elements allows her to shape the heavens without any further consequence. Because she is limited somewhat by limitations of her loyal providentresses, however, she cannot alter the weather further than [Essence] miles away nor [Essence] hours in the future per caster.

In other worlds, this Spell still creates weather native to Creation. Rains of natural water or a gale of clean mountain air can be very disruptive to the denizens of places such as the Underworld or Malfeas.

Other Titans

Gaia is not, of course, the only primordial in existence. She is the only one that can grant a human being the ability to channel her power - adaptation and transformation are part of her nature - but there's nothing to say that a person who can channel her Providence couldn't also learn to do it for any of her brothers or sisters. Titans can bring forth a much greater portion of their power through Providence than they can through their lowest souls, or even through those who have learned to wield their own primordial Charms; the use of primordial power through the medium of a providentress is also concealed from the eyes of gods, disguised as sorcery just as Gaia intended it to be, and they have greater control over whether they allow their power to be used or not.

Gaia's Priestesses don't long tolerate thinking of this nature. They are loyal to the Emerald Mother above all others. It is true that, once in a great while, some women must leave Gaia's clergy for one reason or another, and it is also true that such Dragon-Blooded often feel the need to depart from Faror and make their way in the rest of Creation... but even such exiles as those would not throw in their lot with Autochthon, much less the insane and imprisoned Yozis or, worse still, the vile Neverborn...

...Would they?