# Exalted: The Lunars

Fifteen centuries ago, the rulers of Creation were betrayed, and the Dragon-Blooded host cast down the First Age with the Usurpation. When the Dragon-Blooded soon organized the first Wyld Hunts to hunt the Lunars and the few surviving Solars with initially brutal effectiveness, the surviving Lunars were forced to flee into exile in the depths of the Wyld.

Two hundred years into their exile, the Castes of the Lunar Exalted broke. One by one their castes began to shift with the lunar cycle. Even worse, the longer a Lunar spent without a caste, the more prone she became to uncontrolled shapeshifting and even madness. The first Lunar to lose his caste to the Wyld, later became the first to be called a chimera, and then the first to be put down by his fellows. Yet his reincarnation could not stabilize his own caste either, even though he had never been exposed to the Wyld. Panic nearly spread across the whole of the Silver Pact at this development, which promised the Lunars nothing but inevitable madness, as one by one they all fell to chimerism.

Luckily, a pack of elder sorcerers hit upon a solution. Experimenting with moonsilver, the Wyld's tendency to turn people into living stories and strange Wyld-shaping techniques stolen from the Fair Folk, the sorcerers found a way to construct a magical identity that could withstand Wyld erosion. Tattoos of pure moonsilver were created, affording the Lunars completely immunity from the the Wyld Taint. Yet the tattooing process was not perfect. While the sorcerers easily restored the Full Moon and No Moon Caste, the other three castes were lost to the Wyld and replaced by a new, composite "Changing Moon" Caste.

Then, nearly eight hundred years into their exile, came the twins cataclysms of the Great Contagion and the Fair Folk invasion. When the Great Contagion was unleashed upon Creation, it struck down ninety percent of humanity. The pestilence even reached into the Bordermarches and beyond: the human and beastmen tribes under Lunar protection died just as readily as anyone else. The Lunars, gifted with Celestial Exaltation, fared better against the disease than mortals, but even they were shocked at the death toll.
And then, the Fair Folk attacked, sweeping past the battered Lunars. The initial Fair Folk assault swept across the edges of Creation like a tsunami. The raksha tide might have exterminated all of humanity in the first few days of the invasion had not the Lunar Exalted rallied to attack. The surviving elders of the Silver Pact sent flurried messages to Lunars across Creation. From their hidden bolt-holes around Creation's rim, the Lunars struck at the exposed flanks of the Fair Folk army. The daring attack stalled the Fair Folk advance and gave the weakened forces of the Dragon-Blooded a change to regroup. Almost a hundred Lunar Exalted died in order to slow the advance of the Fair Folk, all believing that their cause was hopeless but nevertheless glorious. Incredibly, miraculously, the Lunars' heroic sacrifice paid off. The Dragon-Blood who would become the Scarlet Empress used the extra time bought with Lunar blood to penetrate the Imperial Manse and master its control systems. The invasion was halted by the Sword of Creation.

In the aftermath of these calamities, however, the Lunars suddenly had greater freedom of movement than any time since the Usurpation. The Dragon-Blooded were severely reduced

in number and their hidden masters focused on the Fae. After centuries in the wilderness, it was finally time for the Lunars to regroup, compare notes and make plans.
In the 67th year of the newly-established Scarlet Empire, the aging but still universally respected Changing Moon Ingosh Silverclaws called for a Great Gathering of all Lunar Exalted from across Creation.

Although not all Lunars would leave their personal domains, most felt that the chance for the Silver Pact to meet once again was worth the risk. Two years after Ingosh issued his call, and for the first time since the Usurpation, a majority of the surviving Lunars, more than half of whom had Exalted since the Contagion, met in a single location, a Wyld zone south of the ancient First Age city of Chiaroscuro in the territory claimed by Tamuz the Wanderer.
The Lunars quickly found deep disagreements about what they should do next. Some wanted to annihilate the Dragon-Blooded while they were still weakened from the Contagion and then seize power in the name of the Lunars' fallen Solar mates. Some argued it was by no means certain that even the assembled might of the Lunars could defeat the forces of the Scarlet Empress, even as weak as they were, so long as she could back them with the First Age weaponry of the Imperial Manse. Ultimately, the most important question before the Gathering was the one raised by Tamuz. Even if the Lunars could defeat the Dragon-Blooded and their Sidereal puppeteers… what then?
The Gathering grappled with these questions for weeks before reaching a tentative agreement. Although the Lunars' collective cause was just, the time was not right to bring down the nascent Scarlet Empire. The Empress's power was great, but her reach was relatively short. Luna's Chosen would instead turn their attention to the people at the edges of Dragon-Blooded authority, the isolated and dispossessed tribes who had been reduced to barbarism by the fall of the First Age, and build their forces and empires in preparation.

The last few years have been a time of great change for the Silver Pact, and even for the Children of Luna, some changes are more desirable than others. In RY 762, ancient Ingosh Silverclaws died at the age of 3,189, the most long-lived of any Lunar in recorded history and one of the few ever to die of old age. In his last days, many noted Lunars from across Creation came to his bedside to pay their respects to the architect of the modern Silver Pact. Old Ingosh had one last thing to say, a final warning for those assembled elders. As the tale has spread, while Ingosh took his last breath, his eyes became wide, as if possessed by a sudden vision, and his old Waxing Moon caste mark lit up for the first time since the breaking of the old castes. And so the tales say, Ingosh Silverclaws, the last priest of Luna spoke a great prophecy. Then, Ingosh Silverclaws passed from this life. The assembled elders were shaken by his last words but hoped that they were just the ravings of a dying man, despite their obvious prophetic nature. Six months later, the Empress disappeared. Within the following year, Thorns fell to the Mask of Winters and his corpse-fortress, Juggernaut. The Solars, thought lost for all time, began to return. From the South came the first tales of strange invaders, described by refugees as "locust men."

It appeared that, while the Waxing Moons were no more, Luna had one final message for her most faithful priest: The Time of Tumult was at hand. Today is Realm Year 768, and you will be living in Creation for the next decade, as one of the Chosen of Luna, the Children of the Moon. What legends will they tell of your deeds?

**ORIGINS:**

**First, you may choose your age and gender yourself. More importantly, you will need to decide which of the Castes of the Lunar Exalted you belong to. Whatever option you choose here, you may have been Exalted for up to a year before to get used to it.**

**Casteless [+200]**

When a Lunar undergoes the Exaltation, they do not immediately become part of a caste. Perhaps you have only just drawn the Second Breath, or perhaps you rejected the moonsilver tattoos that would fix you into one of the three proper castes. While most Lunars gratefully accept the blessing of moonsilver tattoos, not all do. Those known as the Casteless spend their Exalted lives shifting from one Caste-like state to the next as surely as the eternal phases of the moon. Given their close connections to the Wyld, this is a dangerous state of being. Whenever a Casteless Lunar changes form, the Wyld taint within him tries to twist the change and create a permanent mutation, and being in the Wyld itself makes the Lunar more susceptible to these warpings of mind and body. Without taking extraordinary care, one of the Casteless is likely to devolve into a chimera eventually.
If you wish, you may decide to simply enter Creation without any history here, taking your Second Breath and joining the ranks of the Casteless upon arrival.

**Full Moon [Free]**

The warriors of the Full Moon excel through direct action. The Children of the Burning Moon are stronger, faster and hardier, their intrinsic physical might unparalleled amongst the Exalted. Strong as an ox, swift as an asp and enduring as a camel, the Full Moons carry the battle to the foes of Creation and prevail through physical prowess. Few beings in Creation can stand before one of the Full Moon Caste in single combat.
Through their anima power, they may double their speed and leaping distances for some time, as well as their strength for feats such as lifting or breaking an object.

**Changing Moon [Free]**

Amongst the members of the Changing Moon are the greatest spies, assassins and leaders. The Children of the Shifting Moon use misdirection and persuasion to defend their charges. Trusted guards may mysteriously disappear or abruptly change their loyalties, and disorganized war bands may suddenly display cunning tactics. The foes of Creation can scarcely predict what will greet them when the next day dawns.
Through their anima power, they may craft an illusion that allows them to appear as any one person they know. This trick lasts for some time, comes complete with voice and smells, and is accompanied by the perception of trustworthiness

**No Moon [Free]**

The members of the No Moon Caste are the loremasters, occultists, and sorcerers of the Lunar Exalted. The Children of the Hidden Moon preserve the lore of millennia and drink in its wisdom as surely as the Heart's Blood of a ritual hunt, they are naturally suited to perceiving threats on the horizon and defeating them with tactical brilliance and subtle insight, and they are also the foremost priests of Luna.
Through their anima power, they may attune their Essence to that of the new moon. Cloaking themselves in darkness, and amplifying their occult power for some time.

**LOCATION:**

**Now then, there's one more little thing you'd need. That is, a place to start your stay here. Creation's a rather large place after all, and Exaltation can come to anyone. You may roll 1d8 to determine your starting location, or pay 50cp and choose freely.**

**1: Great Forks:** Sometimes called Decadence or the City of Temples, Great Forks is one of the three greatest cities of the River Province. Great Forks is a city of gods, and they have build in it the aspect of Heaven. Founded by three tribal deities, the entire city is shot through with temples and shrines, monasteries, stupas, pagodas, and sacred groves.

**2: Mahalanka:** Deep in the southeastern jungle, lurk the remains of the fabled city of Sperimin, once the preeminent center of learning in all Creation. Its ruins have become the forbidden city of Mahalanka, where the insane Lunar elder Raksi, Queen of Fangs, rules over her beastmen and barbarian subjects. It is the City of a Thousand Golden Delights, but for Raksi alone.

**3: Icehome:** Located in the frozen norths of Creation, the Haslanti League arose from three tribes of Haslan nomads. Spurred on by the Lunar Gerd Marrow-Eater, forty of their chiefs forged a covenant to unite the three tribes into one nation. Nowadays the capital of the League, Icehome, is also its largest city. Too large, some Haslanti think, and too soft.

**4: Sunken Luthe:** Beneath the waves of the western oceans lies ancient Luthe, lost jewel of the First Age. Once a floating city powered by the waves themselves, its lost technology still shines light onto the darkness of the ocean floor. Here Leviathan's scions live out their lives in worship of their Great Whale God, still carrying out revenge against ancient tragedy.

**5: Chiaroscuro:** On the southern coastline, Chiaroscuro stands as a large and wealthy metropolis, rising from the ruins of First Age glory. Once, its shining towers of imperishable glass stood dozens of stories high. Long since shattered and depopulated, Chiaroscuro was a haunted, war-torn ruin until the coming of the Tri-Khan and his Delzahn followers.

**6: Thorns:** One of Creation's greatest cities a mere decade ago. Now a shadowland, its panorama dominated by the vast and terrible undead giant called Juggernaut which slumps supine outside the city gates, from between whose shoulders rises the osseous castle of the Mask of Winters. Most of its people died or fled when the Deathlord conquered the city four years ago, but over ten thousand remain, sharing their city with the dead. Tread lightly here.

**7: The Deep Wyld:** Creation is a huge continent in a vast, endless sea of Pure Chaos. The Wyld is effectively the coastal marshes, skerries and the continental shelf of Creation: neither the static reality of Creation nor the uncontrolled lunacy of Pure Chaos, but a mixture of both. You find yourself in the very depths of the Wyld. Here one's surroundings change with every passing second, and the world is a sea of rolling change and madness. Leaving for more solid reality would be advisable, if your mind and body are unprotected.

**8: Free Choice:** The Silver Lady smiles upon you, and you may choose to enter this world anywhere in Creation or the Wyld.

## PERKS:

**Of course I could just throw you into the world, with only your Exaltation… But let's make it a bit more interesting. Here you can buy some extra advantages to help you go about your business in Creation.**

**Spirit Shape [Free/50/100/150]**
At the moment of Exaltation, a Lunar gains their first animal shape. This is the character's spirit shape, reflecting the character's nature and temperament, and is as much a true form as the Lunar's original human form is. Exalted who are sly might discover the snake or raccoon, the mighty could find bulls or bears, the wise sometimes see raitons or the lone wolf. Your circumstances are a little different though and so you may choose your own spirit shape. You may choose any natural animal that exists or has existed in Creation, from the size of a housecat to a moose for free. And if you wish, you may pay 50cp extra to choose an animal form that is as grand as a yeddim or a tyrant lizard, standing twenty feet tall on four legs. Likewise, you may pay 50cp to instead choose any animal to be as tiny as a simple fly or other insect. Or if you wish, you may import an animal alternate form you already possesses for free, or instead pay an additional 100cp to import any natural animal that fits the above criteria, from any world you have visited before.

**Will of the Leviathan [100, free Casteless]**
It was said that when the Lunars of the West fled into the Wyld, it was Leviathan, greatest admiral of the Realm, who protected them from the Wyld's energies. His strength and will were such that he was able to resist the pull of the Wyld's madness far better than any other of his kind, and so he became the anchor around which his fellow Lunars rallied and the protection they needed while their No Moons learned to fix their Castes.
So too, shall your will be as implacable as that of this ancient moon-whale, your willpower and mental defense shall be such that you may resist the Wyld's energies better than any other, while any who wish to influence you will likewise run into your unyielding determination.

**Predator Becomes Prey [100, free Casteless]**
It is an unfortunate fact that the Wyld Hunts of the Dragon-Blooded have pursued Lunars for centuries. If they are not rescued by a party of other Lunars, then then perhaps the best that can be hoped for is that they might kill a few Dragon-Blooded before the Wyld Hunt puts them down. Its constant depredations have forced all but the most powerful Lunars to limit their exposure or face potential destruction. However, in some rare cases freshly Exalted Lunar manage to evade the Wyld Hunt through their wits and luck, and escape constant pursuit without being rescued by their Lunar kin.
But ever rarer still, some few actually turn the tables on their hunters. For the Moonchildren themselves are the deadliest and most unpredictable predators to ever walk Creation. Their enemies fear them terribly, and this reputation is deserved. Whenever you are being pursued or tracked you will quickly know, and you have gained the skill and cunning to turn their own hunt in onto itself, while giving little chance of escape. Pity those who would hunt you, for these would-be hunters soon become the prey themselves.

**The Sacred Hunt [200, discount Casteless]**
Were Lunars limited to a spirit shape and a war form, they would never have received the renown for their versatility and mastery of disguise they touted in the First Age. The Lunar Exalted can wear the shape of anything and anyone living (or even dead, when they steal the shapes of ghosts). But a Lunar must first earn the right. To earn a new shape, the Lunar must hunt and dedicate the pursuit and kill to Luna. This hunt typically takes a few hours at most. At the end of this chase, the Lunars slays their prey, before tasting their Heart's Blood and gaining mastery of that being's form. You are an exceptionally talented hunter even amongst the Chosen of the Moon, able to locate and hunt your prey with casual ease. Furthermore, you have a knack for developing the Knacks that refine the mercurial nature of your body and allow you to master a wider range of shapes. You'll find development of these comes more quickly and easily to than to any of your fellows.

**Ever-Shifting [200, discount Casteless]**
No known physical or magical force can prevent one of Luna's Children from shifting shape. If a Steward chooses to wear a different form and it lies within their power, they can take the action to change, even when magic constrains them from taking any action at all. Only some force that prevents them from *choosing* to change shape, such as mental influence or being unconscious, could stop the shapeshifting of a lunar. This benefit now extends to every form of shapeshifting you posses and even to taking alternate forms, allowing you to always wear whatever shape you wish. No force except your own inability, will force you to stay in one shape or another from this day forth.

**Chimerical [400, discount Casteless]**
The Lunar Exalted are among the most terrifying beings in Creation. But what do the monsters fear? Other monsters. For the Lunar Exalted, one of the most dangerous and frightening enemies to encounter is the chimera, once a fellow Lunar, now twisted by the Wyld into an insane, shapeless monstrosity that considers its fellow Moonchildren its favorite prey. While you have not actually been lost to the madness of the Wyld Taint, you have gained some of the telltale mutations of the Chimera, and so it may be hard to convince the Silver Pact of the fact that you are not a lost cause just yet.
On the bright side, you do gain some benefits from your new condition. Primarily, you have gained access to specialized Knacks that enable you to make better use of your now infinitely protean flesh. You may use these to do such things as reducing yourself to a viscous liquid to flow through any opening, make your touch acidic or stretch limbs like pseudopods, assimilate prey by completely engulfing them, before then externalizing some of your body mass into semi-independent replicas of assimilated prey, as well as gaining regenerative benefits like those of your war form in any of your other forms, and at higher essence even regenerate from a single drop of blood. All of these are but some of the possibilities presented by the malleability of your liquid flesh, and you might create more to epitomize the reasons that make the Chimerae even more dangerous than their Lunar kin.

**Moonphase Aspects [600, discount Casteless]**
While it is unknown how many aspects Luna has, a few things are known for certain. For one, her major aspects are divided by the five phases of the moon, which indicate her state of mind as well as what she represents. Her strongest alternative selves continually emerge

in Luna's aspects and mien, sometimes even externalizing themselves enough to join her in subjective discourse.
You may now do something similar, splitting your mind into five aspects that center around your original mind to advise and accompany yourself, allowing you to multitask with six minds working in unison, and granting a set of different perspectives to consider matters. Each of these aspects will know all you know and you will know all they know, for they are you. Nevertheless, they may have differing personalities and demeanors of your own design, and if you wish, you may allow yourself or them to keep secrets from the rest of your mind. Each of them can be different, such that you might have one aspect that is the martial archetype, to advise you in matters of war and battle, and another aspect of mysticism and the unknown, to give you another perspective on weaving sorceries and uncovering mysteries.
Or perhaps you would simply prefer five perfect copies of your own mind. That would allow you to seamlessly think six different thoughts at once, without the distraction of differing opinions or personalities. Whatever you decide, you may speak with your aspects if you wish, allow them to control your body or merely parts of it, let them take any mental actions you might be able to just as well as you can, and otherwise use your new nature to your benefit. And if you tire of their presence, you may simply dissolve them back into your mind, to be recreated when you have need of them.

**Superlative Example [100, free Full Moon]**
Lunars of the Full Moon Caste conquer any challenge with their immense strength, lightning reflexes, or unflagging endurance. And with this, you will be at the peak of human potential in all your physical attributes, being stronger, more agile, and tougher than most anyone else. You may not be as skilled as others, but your raw physical might ensures that few beings in Creation can stand before you in single combat. And likewise will your Spirit Shape be an exceptionally impressive example of its species, a mighty beast to eclipse most of its kind.

**Stewardship [100, free Full Moon]**
The polestar of the Silver Way lies in the four words "Defend What Is Yours." While it may be present to a lesser or greater extent, all Lunars feel some instinctive and universal protection instinct, known to them as the principle of Stewardship. Regardless of an individual Lunar's personality or eventual caste, all of Luna's Chosen come from people who possess a strong personal desire to shepherd some aspect of Creation.
Drawing on this instinctive duty, you will gain a sense of foreboding whenever something or someone you care about is in danger. Whether or not you decide to go to safe them is up to you, but you will roughly know their distance and location so that you track and aid them quickly. To aid you further in protecting those under your care, you'll find yourself acting with greater ferocity in their defence.

**Barbarian Warlord [200, discount Full Moon]**
There are mortals that live at the edges of the Wyld, savage tribes often mutated by Wyld exposure. They live short, brutal, and savage lives. So too are there the Beastmen, the half-human, half-animal progeny of Lunar Exalted unions with humans, or less often animals,

within the Wyld. Beastmen often serve their progenitor or some other Lunar, and so do barbarian often fall in line with Lunar warlords.
So it is that some Lunars gather these tribal barbarians and beastman into disorganized hordes, becoming powerful barbarian warlords who emerge from the Wyld to sack the Realm, pillage its warehouses of jade, seize its mighty artifacts and turn its elegant nobles into harems. To this end, you are talented at gathering and training disorganized hordes into an effective, if not disciplined fighting force. Under your command, these will fight more effectively than should be possible, and you may whip them into a fearless frenzy with your orders. These talents are even more pronounced in your own descendents, beastmen and others becoming fierce warriors, their charges turning into veritable onslaughts of ferocity.

**Righteous Rage [200, discount Full Moon]**
The devastating battle fury of the Lunar Exalted is an exemplar of Lunar combat, and indeed *Exalted* combat as a whole according to some. Shielded by their fury, they become truly frightening and relentless foes. You can control your rage more easily than most, allowing you to remain in the state of Lunar battle fury for much longer than others, while simultaniously making it far easier for you to cool your blood and calm your anger. Most frustrations and annoyances will now be things that do not really bother you, unless you consciously desire to be affected by them. Your patience shall be saintlike, but will only make it more terrifying if you are finally pushed to your limits, and grant your enemies a truly legendary display wrath of righteous fury.

**Gorilla Warfare [400, discount Full Moon]**
For more than fifteen centuries, the Lunars of the Silver Pact have been at war with the Dragon-Blooded hegemony. Horribly outnumbered, bereft of much in the way of support or infrastructure, and their own forces largely composed of simple barbarian hordes… Neither are there many Lunars, or are they easy to organise, when compared to the Terrestrial Host. Yet still, they manage to chip away at the empire, to use what resources they have to cripple and hary the Realm at the edges of their influence. Their empire is bloated, stretched thin, and so the Lunars work against at the rim of the world or fly through their empire in myriad shapes, disguising themselves to move soundlessly through civilization with only the slightest effort. These practises have taught you much in the way of mastering the use of ambushes, sabotage, raids, petty warfare, hit-and-run tactics, and mobility to fight a larger and less-mobile force or empire. You might not be able to stand openly against them on your own, but you can still be their absolute worst nightmare.

**Chthonic Baara of the Ur-Beast [600, discount Full Moon]**
Many of the Lunar Exalted also have a third true form, called the war form or the Deadly Beastman Transformation. In this form, the Lunar becomes a hybrid of man and beast, a monstrous amalgam of her two other true forms. Even the most harmless spirit shapes would produce awesomely dangerous war forms.
You stand amongst these, but also apart from them. For your war form is more than a simple melding of Man and Beast, and instead harkens back to the Behemoths that were their ancestors. Like a perfected melding of the legendary Clay Man that would inspire humanity and the Ur-Beasts that were the first of their kind, your battle form is more behemoth than either of man or beast.

Bearing power far greater than either, and far in excess of what your Essence could usually contain, yours is a primeval might. Should you wish to, you shall stand head and shoulders above most others, standing up to fifteen feet tall even before you gain further enhancements like the Devastating Ogres of foremost Lunar warriors. And aside from raw physical might, you have also inherited from the Ur-Beasts a primal visage such as is now only seen in those primordial behemoths that have survived into this age, and a grander melding with your spirit shape than any other Lunar could attain. Let your enemies tremble and the ground shake when you go to war.

**Feral Grace [100, free Changing Moon]**
Members of the Changing Moon Caste are magnetic, slick and sexy. Amongst the Lunar Exalted, they excel through animal magnetism, persuasion or deceit. As such, you are at the peak of human potential in social acumen, being more charismatic and deceptive than most anyone else, as well as simply drop-dead gorgeous. Few beings in Creation can resist the carnal allure of a Lunar seductress, or navigate the shifting words of a Lunar diplomat.

**Instinctive Action [100, free Changing Moon]**
The Chosen of the Moon are often guided by their instincts. Having gaining instinctual traits from their Exaltation and animal instincts from their spirit shape, they are natural predators and hunters. So too do other forms they take come with their own instincts, which are under the Lunar's control, and allow the Exalt to easily adapt to new shapes.
Your instincts are particularly sharp, allowing you to operate solely on these innate behaviors if you wish. So you could perfectly impersonate an animal, or fight while your mind is working on other things. Even better, you are so completely in tune with your nature that you will adapt to any other forms you take with instinctive ease, even those not granted to you by the Sacred Hunt. From now on every form you take will feel completely natural to you, as you alo innately understand how to use its natural advantages to your benefit.

**Barbarian Unification [200, discount Changing Moon]**
Many of the Lunars originated from the various and mighty barbarian tribes on the edge of Creation, and so do many Lunars rule over them as barbarian princes and gods. Whether simply primitive tribal folk or Wyld-mutants, you have a knack for taking control these disparate tribes of barbarians and even unifying them into one society without too much trouble.
Whether through presenting yourself as a god and demanding they bow down and worship you, or claiming leadership by virtue of your Exaltation, a simple show of strength will almost always be enough to cow these local tribes. This works even better on your own descendants, such that your beastmen and other children would be fanatically loyal if you so desire.

**The Waifu Exalted [200, discount Changing Moon]**
Each of the Lunar Exaltation is emotionally linked to a specific Solar Exaltation, mated to it in fact. The possessors of each would inevitably be drawn to one another; the Lunars would serve the Solars as brothers in arms, shieldmates, seconds, bodyguards and even lovers as the case might be. But there is more to relationships than a connection neither side asked

for. There have also been many Lunars who had little to do with their so-called ‘Mates’, or never even met them at all.
Yet it is the nature of the Children of the Shifting Moon to be seductive and magnetic, which often makes them incomparable mates to any they grace with their affections. You will now be a prime example of this, becoming an irresistible seducer even before you use any charms to enhance your natural animal magnetism. Both long-term relationships and short-lived affairs would be within your grasp with a modicum of effort.
Not only that, but your prowess as a lover is unmatched even compared to your fellow Lunars or the decadents of the Realm. And beyond the activities of the bedroom, you know how to be a charming guest, a pleasant companion, and perhaps even a disarmingly adorable confidant. Knowing what your partners want and need is something as clear as day to you, and as natural to fulfill as breathing. Making someone feel special and appreciated is child’s play for you, accomplished perhaps with a simple gesture or a hand held in your own, while your hugs are simply the best to be had anywhere. People will soon find that the urge to pat your head is just as irresistible as it is calming and soothing for the spirit. And if your form would be appropriate for it, or if you simply decided to have a tail for the day, they shall likewise find you wonderfully fluffy and perfect to cuddle with.

**Consummate Consuming Actor [400, discount Changing Moon]**
There is a sacred hunt to take the shapes of human victims, allowing Lunars to to take human (or humanoid) forms other than their own. Though the rite requires them to study their habits and nature, and actually shifting into their forms allows the lunar take on all the qualities of the human whose shape they take. Merely taking their appearance, scent, and voice is sometimes not enough. Luckily, that is not much of problem for you, as you are an actor without compare. You might take the shape of a mortal, and then spend the day with their closest friends without them being none the wiser. Not even entirely taking on a new life is outside of your skills, allowing you to spend years living the life of someone else with the same ease as wearing another set of clothes. Nor is this limited merely to beings whose shape you took, as you may just as easily pretend to be other people, and even take on fictional personalities with practised ease.

**Thousand Streams [600, discount Changing Moon]**
The Thousand Streams River is the Silver Pact’s name for its long-term plan to restructure mortal society, creating self-sustaining societies that can challenge and replace the Realm. In accordance with this, many Lunars have started social experiments with tribes and smaller societies, but some of their more ambitious fellows and elders have performed more grand feats of societal engineering, such as the creation of the arboreal Haltan Republic. With this, you will likewise find you influence to be exceptionally effective, gaining the skill and ability to influence entire nations with social engineering and manipulation. Whether overtly or from the shadows, your will and manipulations can determine the fate of empires and guide their growth. You can easily direct a nation into prosperity and whatever traits you think might encourage survival and growth, while simultaneously avoiding backlash from your society with careful skill. Moreover, you have learned from the collected knowledge of your fellow Lunars on the subject of societies, meaning you already know many ideas which failed and proved unworkable… But also which ideas proved notably successful, for whatever criteria you are looking for.

**Silver Mind [100, free No Moon]**
The Children of the Hidden Moon are loremasters, occultists and sorcerers. They excel at quick thinking and mystical insight, easily mastering useful lore and outsmarting dangerous foes. Fittingly, you are at the peak of human potential in terms of mental prowess, being more intelligent, quick-witted, and more perceptive than most anyone else. Few could boost to match your intuition and logic, nor are there many that pick out subtle clues and tells as quickly as you may do.

**Claw-Speak [100, free No Moon]**
The moonsilver tattoos that ward a Lunar from the twisting influence of the Wyld are much more than merely decorative designs. To those with the knowledge to see, Lunar tattoos contain a wealth of information about their bearer, including their deed name, their caste, any prior renown they have won, and how many blood-debts they have accrued and fulfilled. In fact, the markings of the tattoos are part of a writing system unique to Lunar society, known as claw-speak. Lunars use this script to convey considerable amounts of information in delicate swirls and cuts that a Lunar can write even with a claw in one of his animal forms. Aside from knowing this secretive language, taught only to other Lunars except in the most extraordinary of circumstances, you may similarly read the meaning behind and purpose of tattoos borne by other other people.

**Guidance of the Silver Lady [200, discount No Moon]**
Those of the No Moon caste are the priests of Luna, shamans of the local gods and the people who worship them. As such, it is easier for their prayers to be heard by the spirits they pray, most especially Luna herself. Partaking in this tradition of priests and shamans, you will find your prayer to be heard easier by all spirits and other beings, and in the case of gods associated with the moon, your voice is almost guaranteed to be heeded. As a further benefit, Luna herself seems to favor you more than your fellow Lunars, and shall be inclined to answer any prayers voiced her. Whether by a personal appearance, simple visions or prophecies, or even the sudden entrance of a dancing horse. Even should you leave for other realms, you will find that Luna's voice answers you, though she will never appear in person there.

**Barbarian Teacher [200, discount No Moon]**
It is the No Moon's duty to educate the children of Luna, and the barbarian they lead. For just as those of their number that survived the Usurpation, their knowledge and insight is of vital importance to their fellows. Once, the survival of these living treasuries of magical knowledge proved crucial to the Silver Pact and its efforts to hold back the Wyld, and in the shifting Age, their particular talents may once again be crucial. To aid in this, you will find your ability to pass on your knowledge and enlighten others to the workings of the mystical enhanced greatly, so that you might quickly teach any of your fellows or your followers. You shall find that complex concepts and advanced sciences can soon be taught to even the most savage barbarians and formerly ignorant peoples with surprising speed.

**Artisan of Moonsilver [400, discount No Moon]**
While their tattoos are perhaps the most important artifacts any Lunar will ever bear, they are not the only artifacts in use by the Lunar Exalted. Not by a long shot. Many wonders have forged of the protean metal that is Moonsilver, exploiting the full potential of this mutable metal. These items are invaluable for the Children of the Moon, for they can change shape along with their owners. Indeed, many older Chosen of the Moon regard the use of moonsilver as the exclusive right of their kind. These elders tend to take a dim view of anyone else possessing moonsilver artifacts and may seize such items for themselves or to pass on to young Lunar protégés. Still, many young Lunars find they will have to create their own panoplies, for their elder often hoard these artifacts to themselves. It is a good thing then, that you are an exceptionally talented artisan, a master in all the mundane crafts and even further genius at working the mercurial Moonsilver that responds best to you. You have been granted the secrets of creating artifacts from that changeable metal, as well as how to make mundane armor into the Moon-Faced Mail that likewise shifts to fit whatever form you are currently wearing. Even the most important technique of the No Moons is know to you, the Form-Fixing Method that binds the moonsilver tattoos to the body of newly reincarnated Lunars.

**Crossroads Society [600, discount No Moon]**
Originally founded by Lunar sorcerers, the Crossroads Society was meant to promote Lunar achievements. Nowadays the modern Crossroads Society remains primarily a No Moon enterprise, but accepts any Lunar who wants to learn sorcery, craftsmanship, medicine, astrological insights, or other forms of arcane arts and learning. However, despite this acceptance it is a profoundly paranoid and secretive organization. New members must go through progressive initiations to learn more sensitive information and outsiders seldom know just who is a member of the Crossroads Society. Most members conceal their identities behind masks, illusions and false identities, though leading Moonchild sorcerers don’t bother hiding their membership since, of course; it is obvious and assumed.
Now, you have become one of these leading members of the Society yourself. Your ability to learn, study, and research is greatly magnified, to the point that you it allows you to quickly become one of the foremost experts in whatever fields you decide to study. But more than simple assimilation of knowledge, the spark of genius blooms within your mind. Instead of being unpredictable and elusive, inspiration and epiphanies come naturally and often to you, your mind filled with regular flashes of brilliance. If put into practice and given the right conditions, your new ideas and insights could provoke advancements to leap ahead of anyone else, or solve problems that have plagued your peers for decades or centuries. Furthermore, you will find that not only do other Lunars presume your membership within the Silver Pact as obvious, but any other people you meet will also assume you are a learned, knowledgeable person. Perhaps you are seen as a mighty sorcerer, a wise sage, or an astute doctor. Whatever the case, your presence commands respect and trust in your abilities, such that people might not obey you if they disagree, but they will know without a doubt that you know what you are talking about and should be heeded. This is not merely limited to your your immediate presence, as your reputation and rumors of your genius spread easily if you wish them to, also making it possible for you to slowly form societies similar to the Crossroads as myriad geniuses, experts, and visionaries flock naturally to your banner. You may even allow them to share somewhat in your unique genius, enhancing the

accumulation of knowledge and advancement of learning greatly amongst those who share membership in such societies. Perhaps if you had been around earlier, far fewer Lunars might have been lost to the Wyld Taint before the fixing of the Castes was completed.
Of course, membership in the Crossroads Society includes sorcerous training as well. You have been initiated into the Emerald Circle of Sorcery, able to cast its spell and joining the ranks of Lunar sorcerers. Though there is still much of these arcane arts for you to learn…

**Faery Grace [300]**
The Fair Folk are some of the most common enemies of the Children of the Moon, yet their Wyld nature and proximity has assured that many Lunars likewise possess Graces, Wyld artifacts, and even know the charms of the Fair Folk.  So it is that four objects have been forged for you, and you now hold possession of four powerful Graces of your own.
For a raksha, these four Graces are manifestations of their four Virtues, or more properly, they create and protect simulacra of these traits. But each Grace is also a knot of gossamer manifesting as an object. One who possesses Cup, Ring, Staff, and Sword Graces literally owns four trinkets, that symbolically represent their Virtues. The Cup represents Desire, and is used to empathize with and understand others. The Ring represents Purpose, and is used to define your identity. The Staff represents Interaction, and is used to treat with others as equals and create alliances. The Sword represents Conflict, and is used to subjugate and harm others.
Through your possession of these objects and traits, you will now have gained the ability to manipulate the fate and substance of the Wyld around yourself. You may create fantasy that twists the fabric of the local Wyld and anything within it into whatever you want, evoke your possessions to summon or dismiss them from your presence, and engage in contests of shaping combat against the Fair Folk themselves…
Shaping is broadly categorized into four groups, aligned with the Grace through which the action is used. Cup-shaping creates scenes of desire and addiction, Ring-shaping creates scenes of environmental interaction, Staff-shaping creates scenes of social interaction (or the avoidance thereof), and finally, Sword-shaping creates scenes of violence or physical exertion.
Of course, aside from simple possession of these Graces, you have also acquired some other benefits. For you are truly talented at the contests of storytelling that are shaping combats, finding it easy to supplant the narratives of most Raksha with your own. Furthermore, you will find that you will be able to learn the charms of the Fair Folk just as easily as those that sprout from your own Lunar nature.

**Elder of the Pact [500]**
The Solars were murdered to the last, and the Sidereals are the rarest of all Exalted. The Dragon-Blooded do not live as long as the Celestial Exalted, and the Abyssals are a recent development. It may well be that the greatest portion of living Exalted who have attained the venerable ages required to be considered an elder to the Exalted host… Yet fifteen centuries have passed since the Usurpation, a long stretch of time even for the Lunar Exalted. Not many who remember that time still draw breath today.

You are not one of those ancient beasts. Yet, you are still considered a mighty elder, having taken your Second Breath just scant decades before or after the twin cataclysms of the Great Contagion and the Fair Folk Invasion. During the following centuries, you have endured the predations of the Wyld Hunt, encroaching monsters from the Wyld, and even the simple but relentless march of time.
Perhaps you ghosted across Creation, obscured by charms, Wyld magic, and shapeshifting. Perhaps you still remain hidden in the Deep Wyld, manipulating events in Creation through proxies. Perhaps you have openly claimed some territory on the edge of Creation...Or perhaps you have simply slept through the centuries in hibernation, only just awakening from your long slumber.
Whatever the case, you likely have centuries of experience is the ways of the Lunars, and command great respect from your younger compatriots. Or, should you still be without tattoos, you will be something most Lunars of the Silver Pact never held possible. A lone Casteless who survived through the ages without ever falling to Chimerahood.
As such, aside from simply starting you off as an aged and reputable Exalt… With this perk bought, you will find you have spent much time increasing your might and mastering the gifts your Exaltation has granted you, amassing resources and support, gaining useful tools, and further that certain other perks interact with this purchase to produce effects greater than the sum of its parts.

- **Moonphase Aspects:** In order to be born, Luna had to seduce or destroy all of her rival concepts, all the alternative moon gods Oramus could imagine and Cytherea could produce, which she then consumed, taking their Essences into herself to complete her own creation. Today, the Sacred Hunt stands as a testament to this, and through it you may likewise incorporate the essence of those whose shapes you steal into your mind. They shall become additional aspects on top of the five you may create from your own mind, retaining all their knowledge and skill. Much like how Luna's alternative selves emerge in her aspects and mien, you may speak to these new aspects within your mind and grant them the same abilities as your base aspects. However, you do not automatically learn everything they know, if they do not wish you to, and cooperation is not guaranteed.
- **Chthonic Baara of the Ur-Beast:** With this, your warform becomes even greater. Now tapping even further into the legend of the Chthonic Baara of Luna, which is an ever-evolving super-predator, a conspiracy of beasts bound into a constant evolution to create an apocalyptic force. Much like how Luna draws upon all things she can perceive in and out of existence, to become this terrible unbound monster... you may draw upon any of the shapes you have gained as alternate forms, as well as any shapes you can assume though your innate Lunar shapeshifting, and meld any or all of them together into one awe-inspiring super-predator. This glorious and dreadful monster shall continually evolve and refine itself for battle even without your direction. But if you desire to use it for other purposes, you could guide it towards those, or simply take on your base war form again.
- **Thousand Streams:** With centuries of experience bending peoples and civilization to your will, you have near-perfected the art, able to mold society like a true master. More impressively, your subtlety in these matters is such that your involvement is utterly indiscernible. You might be able to build a nation right next to the great empire

you fight against, and they would still never realise you were puppeteering it, at least it until it was too late. To all onlookers, you might not even appear to be doing anything at all. Revealing your involvement after concealing it so thoroughly might cause outside observers to refuse to believe it even after proof is brought forth. Additionally, this allows you to keep conspiracies and your plans secret from all who are not part of them, such that outsiders will never know the true extent or usually even the existence of your own Pacts and goals.

- **Crossroads Society:** As one of the foremost sorcerers of the Crossroads Society, you have long since been initiated into the Sapphire Circle of Sorcery. During the times since, you have become a living repository of knowledge and one of the most powerful sorcerers currently alive in Creation.Your grasp of the occult is unrivaled by all but the eldest of your kin, and your knowledge of spells from both Circles is vast indeed.
  If you wish, you may even be initiated into the Shadowlands Circle of Necromancy, though this divides your repertoire of spells between Sorcery and Necromancy instead of adding to it. As a final benefit of your exceptional studies, you have managed to devise a way to tattoo even those *not* chosen by the Silver Lady with fully functional moonsilver tattoos, a skill truly unique amongst your fellows.
- **Faery Grace:** Little known and infrequently seen in Creation, the Truculee are moon fae warders and rangers who act as Luna's personal servants, honor guards, concubines, pets, and playthings. These strange gods strongly resemble common depictions of the Fair Folk, and are often mistaken for them. Each of them strongly resemble the Fair Folk, because each of Luna's beautiful slaves was once a raksha noble, their Heart Grace stolen and transformed by the touch of the Argent Madonna. These are the Truculee… once dream, now god. With newfound power over the dreams of the Wyld, you may now do the same. Gaining possession over the Heart of a Fair Folk noble and crushing it in your hand, you may calcify your victim into one the Truculee. Of course, unlike the servants of Luna, those created by you will direct their adoration and unhesitating obedience towards *you*. As their existence and reality is defined by you, they shall also follow you into other worlds, without counting as companions.

**Werewolves [200, Casteless and Full Moon only]**

The Children of Luna say that the full moon shines brightest in the sky when the Wyld becomes strongest, for then is the might of Luna most dearly needed to keep Creation from washing away like a sandcastle before the tide. In this endlessly recurring time of danger, Luna displays all of her power and glory, and so do the Children of the Burning Moon. Indeed, you display more of your power and glory during the three days every lunar month in which the full moon shines brightly upon you. While bathed in the light of the moon high above, you will find that your physical strength and speed increases greatly, while your battle fury comes more easily and more reliably. Under the light of the full moon, you may tear apart your enemies with impunity.

**Lost Castes [200, Casteless and Changing Moon only]**
Before the Usurpation and the subsequent exodus of Lunars into the Wyld, there was no Changing Moon Caste. During the First Age, three now-lost castes existed: the Waxing Moons, the Half Moons and the Waning Moons. Lunars who excelled as public speakers and diplomats or who were reverent toward nature became Waxing Moons, the priests and courtiers of Luna, and masters of emotion and connection. Cunning, pragmatic and ruthless Lunars became Half Moons, the military leaders and tacticians who advised the Dawn Caste Solars on strategy. Finally, Lunars who were mischievous, if not outright larcenous, became Waning Moons, Lunar spies and assassins who slipped effortlessly into those places where even a Night Caste Solar could not easily penetrate.
Today however, these three Castes have been lost to the Wyld, and collapsed into a new, composite Caste known as the Changing Moon. But… perhaps you would prefer the original flavor of Caste for yourself? If you purchase this as a Changing Moon, you may choose one of the three lost Castes to take as yours instead. You shall be the first Waning, Half, or Waxing Moon to walk the face of Creation in more than a millenia. Or, if you are still Casteless, you shall simply find that you will shift through these three Castes in synchrony with the eternal phases of the moon, instead of taking on a Changing Moon state for most of the lunar month.

**Sorcerous Anima [200, Casteless and No Moon only]**
The anima of the No Moons allows them to attune their Essence to that of the new moon, gaining an aura of shadowy penumbra that occludes them from attackers that cannot see through darkness, and amplifies the occult power of the Lunar as long as it is active. While it is active, they may reduce the cost of occult Charms and Spells they wish to use by the amount they put into their attunement of their penumbra. With this however, this benefit extends to all amplify all occult powers and sorcery you have access to with equal measure, including those of other realms. Moreover, you'll find that you may attune yourself to the new moon to a much greater extent than other No Moons, allowing you to put more into your anima and gain more from it. Should you have purchased this as a Casteless, you will of course still gain these benefits. But you will only be able to access them when you shift through the No Moon state on the three days of the new moon.

**The Silver Pact [200, not available for Casteless]**
The body In the First Age, the term "Silver Pact" was simply a collective term for all Lunars, in much the same way that "Solar Deliberative" described the collective body of Solars. In the modern era, people outside the Silver Pact, that is, the few outsiders who even know it exists, often think of it as some sort of ruling body over Lunar society. Such individuals are grossly misinformed. The Silver Pact consists of all Lunars who have received moonsilver tattoos and been affixed into a single caste. Even if a tattooed Lunar goes years without seeing another of their kind, any other tattooed Lunar who meets them knows they belong to the Pact and treats them with the respect their Exaltation deserves.
Lunar society is widespread and often disjointed, but Lunars are few in numbers, and so they eventually learn of each other, if only by reputation. With this, your reputation is such that tales of your exploits have spread throughout the membership of the Silver Pact, and there are even others within the Threshold who fear your name. Additionally, it is rare for a member of the Silver Pact member to lack a mentor, and an elder Lunar mentor is a

powerful teacher indeed… Yours is more agreeable than most, either because their are remarkable sane for their years, or because they have simply decided to take you as their star protégé and invested much time and effort into your training. Whatever the case, you may pick your mentor yourself.
When you leave Creation for other worlds, you'll find that whenever you join organizations and societies somewhat akin to the Silver Pact, you will quickly gain a similarly formidable reputation, and even attract another powerful mentor to teach you.

**Shifting Tattoos [50, not available to Casteless]**
The moonsilver tattoos that ward Lunars from the Wyld are usually immutable, only ever becoming temporarily fluid to accept the markings that denote blood-debts. They are a combination of occult sigils interwoven with tales of the Lunar's deeds that led to their adoption of a particular caste, and other information. However, you can allow them to take a fluid state at will, letting you change their shape into whatever you like… the occult sigils will always remain, though you are able to move them around, but you may still change the delicate swirls and cuts of claw-speak that make up the rest of your tattoos in any way you desire.

**The Tell [50]**
Whatever form a Lunar might take, their Essence stays the same. Just as all Lunars have a spirit shape, all Lunars also have a Tell. This Tell is a specific characteristic of the spirit shape that always manifests on the Lunar, no matter what form they wear. Similar to the spirit shape, the Tell usually reflects some special quality of the animal that the character displays.
Most of the time, the Tell goes unnoticed, as it radiates a powerful illusion to ignore it. For most purposes, the Tell is nearly inviolate. No mortal can see through the disguise at its best, and only the most clear-minded notice Tells even when faced with a Lunar in human true form. Gods and Exalted are of course somewhat more likely to notice the Tell. However, if the Lunar desires, he can consciously choose to make the Tell completely evident when in a true form.
With this, you are able to make your Tell evident in all your alternate forms whenever you wish to do so. More usefully, you shall find that all your allies and companions will always recognise you by this Tell, even if it is the first time they see it.

## ARTIFACTS:

**Of course, even the mighty Lunar Exalted might desire more than simply their own innate might... So here you can purchase some items and artifacts, as you might have some trouble finding these in Creation itself.**

**Moonsilver Tattoos [Free for all but Casteless]**

The moonsilver tattoos that most Lunars wear protect them from the effect of the Wyld taint… and from so much more. The tattoos protect Lunars from any influence that would change their shape other than their inherent abilities. They offer perfect protection from any and all effects that would alter your body, which includes many Shaping effects. The tattoos do not, however, offer blanket protection from all Shaping effects. Tattooed Lunars are still vulnerable to effects that targets their mind or soul.

As a further item of clarification, the tattoos are nondiscriminatory in their protection. They lock out all non-Lunar shape shifting influence, even beneficial magic cast by the Lunar on himself. Only a Lunar's own Lunar Charms, Knacks and inherent shapeshifting may change the shape of a tattooed Lunar‟s body. Though post-jump you may selectively allow shapeshifting and alterations originating from yourself or others to alter your body at will.

**Moon-Faced Mail [50]**

Moon-faced mail is artifact armor that changes shape with a Lunar to conform to the Lunar's own shapeshifting, just as armor made entirely from Moonsilver does. With these, a Lunar may gain the benefits of their armor in all their forms. Any manner of mundane armor can be made into moon-faced mail, making it a desirable alternative to the rarer moonsilver armors. For a mere 50 cp, you may gain a set of mundane armor with these moon-faced shapeshifting properties. You may freely choose to take anything from a chain shirt all the way up to super-heavy plate armor. Alternatively, you may import a set of armor you already posses to gain the benefits of moon-faced mail. This can be bought multiple times.

**Stabilized Moonsilver [50]**

Deposits of Moonsilver form only in the Wyld. Beams of moonlight unpredictably illuminate a region of the Bordermarches or Middlemarches, boiling off the Wyld and distilling its Essence into the fluid, watery-looking moonsilver. However, raw moonsilver is unstable. An artisan needs special techniques to work it. Through coaxing songs and careful taps and strokes with crystal hammers and probes, the artisan quiets the Wyldness remaining in the raw moonsilver so it becomes a stable metal. Pacify it too much and it freezes into silver; hit it too hard, and it shatters into drops of quicksilver.

This does mean that in other worlds, you might have some difficulty finding any quantities of Moonsilver to use. Therefore, you may purchase a supply of moonsilver here. Gaining five Talents of pure, stabilized Moonsilver for you to use, enough for the creation of most any kind of artifact, as well as notes detailing the thaumaturgical procedure that may be used to create Moonsilver yourself. In the future, you will gain another five Talents of this mutable metal every year, ensuring that you will never permanently run out.

**Wedding Bands of Sun and Moon [50]**

Before the Usurpation, Lunar and Solar Exalted frequently married. In those cases where the marriage was a matter of love, the couple would often have a pair of rings made to more

tightly bind them together, one of orichalcum and one of moonsilver. With these rings, the couple would remain aware of each other across any distance and know if the other was in danger or suffering. When worn, both wearers feel the other's emotional state, which is why these rings were worn only by those truly in love.
These rings work only for Solar and Lunar Exalted partners who engage in a marriage ceremony. In this ceremony, each willingly allows the other to place the band on his or her finger and commits a mote of Essence to the pledge which cannot be regained until the spouse's death. It is said that Luna and the Unconquered Sun watch over these vows and punish those who break them.
The orichalcum ring is worn by the Lunar partner and allows them to track their spouse through any terrain, the Lunar instinctively knowing how to find her partner.
The moonsilver ring is worn by the Solar partner, and it grants the wearer protection somewhat comparable to a chain shirt as long as they wear the ring

**Behemothskin Coat [200]**
Here we have a very thick, layered coat that stretch below the thighs, but split in the back to keep from being tangled around the legs. Instead of being wrought of merely mundane leather, the coat is composed of the worked hide of a great behemoth that once terrorized the Threshold, the Ur-Dragon from which Tyrant Lizards and River Dragons alike descend. Stitched with moonsilver thread, it may project an illusion of any kind of mundane coat or jacket appropriate for the situation if you would prefer. More importantly, it provides both protection from harm and keeps the wearer warm and comfortable in even the worst conditions, allowing one to casually walk through a scorching desert, a howling blizzard, or a crackling bonfire.

**Seed of the Immaculate Blood [300]**
Many amongst the Lunars feel an intimate connection to the natural world that is Gaia's bounty, regarding the natural state of Creation with just as much reverence as they do Luna herself. While few now have the patience to tend to a garden, they know there are many plants and herbs that could provide aid to those who need it. Accordingly, you have been granted a single scarlet seed. This seed may, if sown and carefully tended, grow into a pale fern that produces a dozen seeds twice a year, in spring and in autumn. These seeds are dull green and sterile, but may be compounded to create an ointment that quickly allows one to recover from terrible wounds once it is applied. Once a century, this ageless fern gives a single scarlet seed, which may be replanted to grow another fern with the same properties. Though if you are unwilling to wait for so long, you shall be pleased to hear you will be granted one additional seed every year.
These scarlet seeds have another use though, for a seed may also be dried and ground up with the seeds of twenty-five other types of tree or plant; this process produces a small ball of dark thick sap, which smells of fresh woodlands. If this ball of sap is planted in fresh earth, a mature forest composed of all the plants that had their seeds mingled together springs up instantly for a half-mile around the spot. This rapid growth may topple buildings, throw aside people or animals, and causes elementals of Wood to flock to the newborn forest, drawn by the natural power of their element.

**Dreamstones [100, free Casteless]**
Constructed of sturdy mahogany, this small wooden chest has been engraved with a stylized engraving of the moon. When opened, it reveals a collection of twenty-eight gemstones cushioned by the velvet interior of the case. Each of these thumb-sized, greenish opals has been carefully cut and polished to perfection, and will record the dreams of anyone who dreams while touching the stone.
Each of them can record a full night's dreams, and any waking person who touches one these stones to their forehead for a minute will dream these recorded dreams the next time they fall asleep, as if they were their own. If the holder instead sits quietly while touching the stone, they experience the dream as a vivid daydream.
Dreams can be replayed any number of times, but existing dreams must be erased before these stone can record more dreams with a special meditation that is quite easy to learn. Harder to learn perhaps, is the ability to have dreams worth recording, which can take a lifetime. Take care with these though, for some people become addicted to dreamstones, as the lure of escaping into wonderful dreams can be strong.

**Moonsilver Throne [200, discount Casteless]**
This magnificent throne has been constructed in homage to the throne of the Argent Madonna herself, which stand in her throne room on the surface of the Silver Chair of Night. There she holds court, observes the stars, and watches the borders of the world and the movements of the Beyond. While you might not be able to perceive most of existence from your own throne as Luna innately does, you may still observe your own domain when seated thusly.
For when you rest upon this grand throne, you may displace your senses to any location within your own territory, or any other location you have claimed metaphysical ownership over. And if you should prefer a less ostentatious design than the standard throne, then you shall be elate to hear that this royal chair allows you to change its appearance to whatever your whims desire at any point, as long as it is still recognizably a throne. Furthermore, the throne itself will always seat you comfortably, no matter what shape or size you take.

**Catklave [200, discount Casteless]**
Moving through the eastern and north-eastern Middlemarches of the Wyld, the Cat Forest is an unusually mobile location even for the Wyld. In Cat Forest, cats run free everywhere, constantly underfoot. The forest floor is covered not in needles but in fur. Instead of loam, visitors smell the animal dander and other odors one might expect of a place overrun with cats. Cats are also overfoot, because the forest's trees are also cats (causing the forest's mobility).
An old woman, who calls herself the Magnificent Suzerainess of the Celebrated Wood, walks wherever the forest walks. When she tires, she calls to the animals that scamper about her feet, and they converge and cling to each other until they form a horse in the same way that other cats make trees, and she rides. The Suzerainess is one of the Lost Gods of Creation, and now cares for the the forest. When a visitor to Cat Forest truly impresses the Suzerainess as a person of great virtue, as judged from her unique perspective, she may bestow upon that person a gift.
With this purchase, you may count yourself amongst these illustrious few, for the Magnificent Suzerainess has bestowed upon you a mighty artifact, namely a Daiklave composed entirely

of cats, yet still as deadly as any other artifact blade. She has bestowed something comparable to this only once before. Though your gift is even greater than the blade of the one who came before you, for your Catklave maybe break apart as you wish, allowing the central cat amongst the group to serve you as a Familiar.

**Celestial Rabbit [300, discount Casteless]**
This large, intricate jade statue takes the form of a rabbit standing almost six feet tall, much like a larger variant of the statues flanking Luna's throne on the surface of the Silver Chair. This particular one has an extra feature unique to it however, as it is capable of dispensing Celestial Wine. Every day, the equivalent of a full bottle of this precious liquid may be poured into any bottle or cup that is set onto its paws, or into your mouth if you wish to drink directly from the tap for some reason.
Aside being a wine that tastes, well, heavenly... It is usually reserved for the Incarnae and the highest gods of Yu-Shan, only appearing rarely in Creation. When it does, it is always both stolen and exorbitantly priced. Celestial Wine has powerful curative effects on anyone fortunate enough to imbibe it. Simply drinking a glass will either heal a portion of the drinker's wounds scaling with the strength of their essence, or cure any poison or disease they suffer from. While drinking three glasses or the equivalent of a full bottle will return the drinker to full health and make them immune to all poisons and to all disease weaker than the Great Contagion for a year and a day afterward.

**Cloak of Night [400, discount Casteless]**
No, not *the* Cloak of Night. Luna still needs that. But just as she gathers darkness about her like a cloak, this large and billowing cloak appears much like it. When worn, it trails from the wearer’s shoulders, a cloak of pure night in which swim billions of stars. More than simply a window into starry night, the fabric is smooth as silk and stronger than steel, and under the shadow of this robe the wearer’s features become hard to make out. Inside the hood ribbons of Wyld crawl across the wearer’s skin as they shift through millions of faces to appear as whomever they wish. The cloak itself never seems to soil, tarnish, tear, or catch on anything. It will always appear to be the correct size for the wearer, and moves according to the owner’s will, billowing in non-existent winds or flowing across the ground towards them. Lastly, the cloak’s wearer can wrap the cloak around themselves and disappear in a burst of darkness, reappearing anyplace they can clearly see.

**Ring of Being [400, discount Casteless]**
Originally forged in the secret manse at the heart of the Imperial Mountain, each ring of being is made only of a single magical material, purified a dozen times over. In the case of this example, it is forged of Moonsilver purged of any and all contamination. This complete purity, commingled with the Essence of their unique forge, affirms and protects its wearer’s identity and nature. Only things of Creation proper can affect the character, such that the dead, Fair Folk, demons, gods, and the Wyld cannot even begin to target the character with their magic. They may use physical attack and social arguments, but everything else does not touch her. Elementals, however, are of Creation, and a weapon empowered as an artifact or by Charms still counts as physical force. Similarly, mundane attacks from these beings could still strike the wielder down, though it is not very likely for most you will meet. This purity comes at a small price though, for a ring of being functions only for an Exalt

natural to the magical material and no others, and so in this case, it will function only for Lunars.

**Moonsilver Breastplate [100, free Full Moon]**
Covering the chest and back, this artifact breastplate provides excellent protection for your vital as well as a comfortable fit. While a breastplate such as this is considered light protection by the standards of artifacts, it is still far more protective to its mundane counterpart. In addition, the moonsilver of its construction shifts its shape to move with the wearer, accommodating their every need. Even if the wearer shapeshifts or otherwise changes their form, the armor will shift with them to conform to their body.
If you also have the Moonsilver Tattoos, you may choose to instead gain this artifact as a Tattoo Artifact incorporated into your tattoos. In that case, endlessly repeating whorls of moonsilver covering your chest, abdomen, shoulders and back grants the same benefits as the breastplate would have given. A tattoo artifact has the advantage that other armor can still be worn over it to full effect, and that no one can steal it from you. Short of death, very few forces could possibly deprive a Lunar of use of her tattoo artifacts. On the other hand, you must permanently attune to the artifact, and unlike the rest of a Lunar's moonsilver tattoos, a tattoo artifact is not hidden simply by taking a different shape.

**Flying Silver Dream [200, discount Full Moon]**
This broad-bladed Daiklave is a formidable artifact in its own right, an ancient weapon of shining moonsilver ready for any wielder to pick up. But its true strength lies in the fact that it may fly from the owner's hands at a simple command, entering into battle on its own. Thereafter, the user may choose to use it for offense or defense. In defensive posture, Flying Silver Dream circles its master and parries all attacks against her as best as it can. Used for offense, the weapon attacks at its owner's direction with equal skill and strength to its owner, and even charms and other supernatural powers may be used through it as if the owner were holding it in hand. It will continue to fight on the owner's behalf until commanded otherwise, or until knocked out of the air by attacks upon it.

**Girdle of the Chthonic Baara [200, discount Full Moon]**
It is said that during the early days of the Primordial War the Argent Madonna personally handed down this unique wonder to the Lunar Exalt known as the Black Manticore. Although it is made of flowing, flexible moonsilver and set with cloud diamonds from the Elemental Pole of Air and fire opals from deep beneath Creation‟s surface, the girdle still manages to project an innocuous appearance. Most mortals fail outright to notice it.
Supernatural obfuscation is not the girdle's primary purpose or power, however. Whether infused with a measure of primal Wyld energy or the power of the Chthonic Baara that is of Luna and Luna alone, the Lunar who wears the belt gains a more impressive benefit when they would assume their war form. When doing so, the Lunar may change their war form's appearance and mutations to any they desire, still within the normal limits of possibility for a war form, but without being forced to take their spirit shape into account at all. For example, a Lunar with the spirit shape of a great cat could easily assume a war form sporting wings and tentacles. Yet if they cease to wear the girdle, their war form reverts to its normal state.

**Islebreaker [300, discount Full Moon]**
Twin to the personal weapon of the ancient Lunar known as Leviathan, forged for him before the fall of the First Age. This moonsilver trident is a potent artifact, capable of crushing the hulls of even artifact ships with the force of a tsunami. Nevertheless, Leviathan's own great trident is of little use to almost all other Exalted, as it currently rests within the sunken city of Luthe, and is enchanted to require truly monumental strength for anyone but Leviathan and the reincarnation of his Solar Mate to lift it. However, this version has been enchanted to be usable only by you and one other person chosen when you purchase this, or your Solar Mate by default. Already an excellent weapon when wielded normally, Islebreaker may deliver particularly devastating blows to objects when charged with essence.

**Bow of the Beloved [400, discount Full Moon]**
Created in homage to the being and aspect of Luna known as Beloved Cattalesta, the Arrow Sentinel, this large powerbow has been lovingly crafted of ivory and moonsilver. Blessed by Luna herself, as well as Granalkin, the Archer of the Silver Pass, it is a formidable weapon and tool for protecting those close to the wielder. As all powerbows, it is linked to the essence of the archer, and its construction is such that it yields to those who are weak and stiffen when their wielder is mighty to no true limit.
Arrows fired from this bow shines with the argent light of the setting sun, transforming into bolts of pure Essence that defy attempts at evasion. When used for the express purpose of defending another the bow gains another ability, forming arrows of argent light without the wielder having to nock an arrow themselves, even as these shining arrows strike immaterial targets as easily as the material foes, and inflict grievous wounds upon those who would harm those under the wielder's protection.
Similarly, when wielded against another marksman, each projectile of the wielder's enemies may be shot out of the air before it lands, shielding both the archer and their allies with ease, from entire volleys of arrows or even the shots of artillery. Further, no range is too far for the bow's arrows to fly to, as long as it is within the archer's sight. Yet even being beyond the sight of the archer is no guarantee of safety, for when shot into the sky at the moon, their arrows may strike at any location as long as it is illuminated by moonlight.

**Celestial Battle Armor [400, discount Full Moon]**
This suit of magitech power armor was specifically designed to aid and protect the mighty Celestial Exalted in battle. Each suit of celestial armor is a specific creation designed to aid a particular Celestial Exalt, in this case, it's moonsilver construction has been created specifically to aid *you* in battle.
Filters built into the helmet will protect you from poison or disease, while an internal tank provides an hour's supply of air, and the armor itself increase your strength and doubles the rate at which you run. The visor includes Essence lenses that will allow you to see in the dark or detect spirits and geomantic Essence flows. The adaptive camouflage system allows you to change the armor's colors and imagery on a whim, while superior camouflage is provided by an illusionary system and the armor's ability to morph into a wide variety of shapes, allowing the wearer to disguise themselves as any humanoid being of the same approximate size, including gods, Dragon Kings or undead.
Of course, the armor includes more features beyond those common to many of these advanced battle suits. While wearing this armor, you will be provided with enhanced healing

that synergizes with the supernatural resilience of the war form, as the energies of this armor are focused on repairing the wearer's flesh. Further, many Lunar Exalts who are dedicated warriors learn to produce horrific weapons from their own bodies. In recognition of the fact that these terrible claws and teeth can be more deadly than all but the finest daiklaves, this armor is specifically designed to enhance such natural weapons, producing additional blades designed to enhance the wearer's deadly claws and teeth.

**Collar of Moon's Cleansing Light [100, free Changing Moon]**
This artifact comes in a variety of forms for you to choose from, studded bands, chokers, torques, collars, delicate necklaces, or any other kind of neck adornment would be appropriate. Worn most often simply to show off in addition to its useful properties, the purpose of this moonsilver collar is to keep its wearer clean in every respect. They could spend weeks living beneath a rubbish heap and emerge at the end as though they had just spent hours preparing for a grand ball. Attuning to the collar extends its powers beyond the wearer's clothing and looks to their physical bodies, providing cleansing protection against disease and poison.
If you also have the Moonsilver Tattoos, you may choose to instead gain this artifact as a Tattoo Artifact incorporated into your tattoos. In that case, a circular band of decorative moonsilver designs covering your neck grants the same benefits as the collar would have given. A tattoo artifact has the advantage that no one can steal it from you. Short of death, very few forces could possibly deprive a Lunar of use of her tattoo artifacts. On the other hand, you must permanently attune to the artifact, and unlike the rest of a Lunar's moonsilver tattoos, a tattoo artifact is not hidden simply by taking a different shape.

**Infinite Resplendence Amulet [200, discount Changing Moon]**
Consisting of moonsilver and orichalcum lattices embedded in synthetic adamant matrices, this bauble the size of a thumbnail was one of the most popular artifact garments in use in the latter years of the First Age. The amulet can generate any form of outfit the wearer can imagine, however grand or humble. Changing the setting requires only contact and a moment of focus, while repairing or cleaning a worn outfit is just as easy creating a new one. However, these created clothes have no reality beyond being an extension of the amulet, so they dissolve or flow back into the artifact if they are removed for any reason.
Its composition of magical materials means that its clothes gain some extra benefits too. Through the moonsilver used, extruded outfits are grown from liquid metal tendrils, providing protection, as durable as mundane chain hauberk and much lighter, as well as camouflage on demand. Meanwhile, the orichalcum used in this amulet allows the creation of clothes as constructs of solidified light, giving them a palette of colors and textures worthy of a god-king's glory. This is as impressive as it is obvious, though the wearer may hide this glory to make humbler attire if their pride permits.

**Belt of the Wolves [200, discount Changing Moon]**
From a distance, this elegant girdle seems to be studded with pearls. However, on closer inspection, each "pearl" is revealed to be a miniature canine skull, perfect in every detail. Hair-thin wires of moonsilver connect the jaws to the skulls proper, and threads over moonsilver are laced over the ivory domes of the skulls and through the bone in an intricate

web. Two miniature star rubies are set in the eye sockets of every skull, seeming to glint as if something behind them was watching at times.
Once attuned, the girdle fits the wearer perfectly, whatever their age, size, or even species.
The belt is made from ivory laced together with fibres of moonsilver and clasped with soulsteel, but the skulls which ornament it are dry bone polished to a nacreous sheen. Upon uttering a word of command, a cloud of pale silver will be exhaled from between the jagged teeth of the skulls, and a group of five wolf spirits emerge, each with a shadowy moon brand on its forehead. This pack of mighty spirit wolves will faithfully serve their summoner, until they are either defeated by an enemy or commanded to return to the belt. Should one amongst their number be slain, they can be summoned again after the next full moon.

**Shifting Silver Switchklave [300, discount Changing Moon]**
The Chosen of the Moon are the most adaptable of Exalts, and so they also require the most adaptable of weapons. This seemingly simple silver switchblade epitomizes this, as it can easily change itself into any kind of weapon its wielder requires. With but a thought it can shift from its standard switchblade shape into any artifact or mundane weapon you require, from throwing needles and daggers, to a bows, hammers, and even massive grand daiklaves fit for the use of Warstriders. Only the specific magical functions of unique artifacts are still out of its reach, and it can retain its new shape for as long as the wielder wishes.
Even if it is kept in its default shape, this knife would be extremely easy to conceal. When one presses a hidden catch, the blade folds into the hilt, leaving an unusually carved curio pierced to be worn as a large pendant or a charm to hang from a belt. With another touch, this curio can be instantly converted back into a knife.

**Falcastra of the Beyond [400, discount Changing Moon]**
This gigantic, reverse-bladed scythe looks much like the one supposedly carried by the being known as Zatesh of Doorways. Fitting to his nature, the Falcastra inspire ominous feelings and fear into those who look upon it, and a mere swipe of the blade can rent space itself apart. Using these temporary rifts torn in the fabric of the world, the wielder may step into the unreality of the Beyond as they please, or even step between Creation and the Underworld, or other realms that coexist with the one you tread, with casual ease.
Aside from the ability to travel to other realms, this can be used to cut short movements by travelling small distances through the Beyond. It may even be used in battle, for this is the blade that pulls and cuts the Wyld, and nothing that is fantasy can resist it. Still, while most effective on beings of the Wyld and other such chaotic or unreal entities... it may pull also along any of your foes into another realm it can reach, with the merest touch of the blade upon their body. Thus you may leave your enemies to rage for eternity, in the place for things cast out and the conceptual Without, such that they never existed.

**Animal-Commanding Mask [400, discount Changing Moon]**
Much like the masks borne by the Masked Commanders of the Animals of An-Teng, this ornate mask is wrought of bronze and adorned with moonsilver, enamel and jewels. It depicts the visage of one species of animal of your choice, or simply your Spirit Form if you do not wish to decide on anything else. Your animal of choice need not be the same as the animals known and respected by the folk of An-Teng, who possess masks of the tiger, the elephant, the ape, and several others.

The wearer of this mask can summon and command all animals of the mask's type within 100 miles of his location. The animals regard the Masked Commander as they would a greater animal spirit, readily obeying any command that is not actively suicidal. This power enables the Masked Commanders to assemble entire armies of animals, though they can find subtler uses as well. For instance, a horde of monkeys could befoul an army's provisions and baggage. However, these mask's power of command does not affect animal spirits (much less the animal avatars).
Unlike the original Tengese masks, this version does not allow the wearer to transform into the type of animal their mask depicts once per day. Instead, the mask is able to fade out of existence whenever the lunar shifts into a form it cannot fit. When this happens, the moonsilver of its construction merges with the new form's skin to provide all of the same benefits the mask usually does.

**Hearthstone Bracers [100, discount No Moon]**
These moonsilver, almost-liquid bracers provide powerful protective benefits to the Exalts who wears them. They come as a pair, one of which has a setting for a single hearthstone, and the other which is imbued with magical power. They must be worn and attuned as a pair, refusing to work otherwise. When so worn, they provide a great enhancement to any attempt the wearer makes to dodge, and provides the Lunar wearer some of the bracers own protean nature, allowing their body to adapt and flow around attacks.
If you also have the Moonsilver Tattoos, you may choose to instead gain this artifact as a Tattoo Artifact incorporated into your tattoos. In that case, cylindrical designs around your forearms and wrists grant the same benefits as the bracers would have given, and still allows one to socket a hearthstone in one of them. When set, a heartstone is encompassed about the edges by the mixture of moonsilver and flesh that makes up the tattoo. A tattoo artifact has the advantage that no one can steal it from you. Short of death, very few forces could possibly deprive a Lunar of use of her tattoo artifacts. On the other hand, you must permanently attune to the artifact, and unlike the rest of a Lunar's moonsilver tattoos, a tattoo artifact is not hidden simply by taking a different shape.

**Malfean Lacquer [200, discount No Moon]**
This moonsilver container, is filled with a brew like oil of liquid brass. When someone dips their claws or other natural weapons in this before battle, the oil hardens into solid brass for a time. When so coated, the users claws do terrible damage to all Exalted, priests, gods and elementals. It also poisons such targets, with effects nearly identical to those of arrow frog venom. Originally invented in the course of researching demonic Essence, this oil has the additional use that a mortal tattooed with it becomes Demon-Blooded (assuming they survive the toxic effects). This container will be refilled with more of this brew every lunar month, always leaving you with enough oil for ten uses.
However, as long as it is used to coat the users claws, the wielder cannot call upon the passions of their virtues. Worse, the user is not actually immune the oil's poison, if they fall under the categories of beings affected by it. As such, it is recommended to wear the accompanying talisman when the Lacquer is used, as it makes the wearer immune to all

demonic poisons. The chain of the talisman is moonsilver, and it cannot be removed by anyone besides the wearer.

**Silver Needles of Intricate Design [200, discount No Moon]**
This set of moonsilver needles is special in a very particular way, as it literally cannot do otherwise than perform good tattoo procedures. If you attempted to stab someone's chest with one of these needles, it would twist and shape itself such that you've just marked a simple design on their skin. Each a perfect instrument to tattoo the body, these needles provide a potent tool for the use of body decorations. Making even the most elegant and complex patterns and designs easy to apply for the one who uses these, as they innately correct even the slightest mistake their user makes. Moreover, their use will never cause infection or injury, and the surface of the tattoo will seal over nearly instantly after it is applied.
Along with the needles themselves, you will also receive a supply of many different mundane inks of exceptional quality. Though of course the needles can also be used with various other inks you might be able to acquire. They can handle anything, from the mundane ones to sorcerous inks to tattoo occult sigils, to chalcanth used to create living demon-ink tattoos, to stranger substances still, and even the moonsilver ink used to create the Moonsilver Tattoos and various tattoo artifacts. That last one in particular resonates with the Silver Needles, for when they are used with moonsilver ink, they may cause the Moonsilver Tattoos to become temporarily fluid and accept new tattoo artifacts to be inscribed upon the skin of their wearer.

**Books of Hunting and Blood [300, discount No Moon]**
A set of two elegant leather-bound books. Each is inlaid with a moonsilver title on its cover, written in Claw-Speak, and must be attuned by a Lunar. Other beings will get no benefit from them, as they depend on the Lunar's innate abilities to function.
The first half of this pair is titled the Book of Hunting, and if attuned by a Lunar, its blank pages will be filled in with information on and an illustration of every single species that would be a valid target for its owner's Sacred Hunt. It will never include unique beings, merely general species and classes of beings, but otherwise its information is remarkably complete and accurate. It also appears to be much more extensively than the small size of the book would suggest, as there always seems to be another page for the next creature. For Lunars who have refined their ability to take the shapes of others, the random order of the book may be a little disorganized… but by considering a specific species or criteria while opening the book, the reader will find that the page before them details something fitting to their request.
The second half of this literary pair is called the Book of Blood, and might initially remain almost empty as a young Lunar attunes it. Only a single page will be filled in, detailing the owner's Spirit Shape. However, for every Sacred Hunt the owner performs, another page will be filled in, detailing the new form they acquired. The information here will be more detailed than in its sister book, but also more specific to the form, the illustration with it clearly representing the exact shape taken by their owner. Of course, should a more experienced Moonchild attune it, then it shall already fill in with every form they have attained before. It could even record alternate forms gained through other means, if you wish.

**Tiara of the Dark Star [400, discount No Moon]**
Similar to the tri-horned tiara worn by Abraxus, Premises of the Dark Star, this head adornment echoes the potential this being once held. The promise of becoming an incredibly powerful sorcerous entity, a dark star flying compliment to the sun, ominous and set all polar to the Unconquered Sun, but neither as original as Luna nor as complex.
One who wears this tiara appears to be cast in an ominous light more often than not, shadows shifting and light bending just enough to grant a sense of foreboding to their visage, which is especially pronounced under the night's sky. And just as the original kept Abraxus' supernal mind from rioting out of control and destroying her with its magic, so too does this tiara, forged in its likeness, protect the wearer from madness and the effects of their own magic upon their mind. No internal corruption may affect a Lunar who wears this upon their brow, nor may outside forces shatter the wearer's mind, short of magic designed to do so. Sadly, the Lunar's inherent moon-madness and the madness of the Chimerae appears to be the exception to this formidable protection. One who wears this remains vulnerable to the occasional bout of bestial madness under the moonlight or having their mind twisted into one of the deranged Chimerae, yet may stare into Pure Chaos without ill effect.
More noticeable perhaps is the second great power possessed by this artifact, which has earned the Tiara a dark reputation amongst those who have heard of it. For any Celestial Exalt who attunes to this artifact gains the ability to summon Ghosts and Hekatonkhires, without ever actually learning those dread necromantic spells, while Dragon-Blooded, Dragon Kings, and mortals would simply be able to summon Ghosts.

**Death at the Root [400, discount No Moon]**
Death at the Root is a moonsilver grand grimcleaver, created as a planned byproduct of a Lunar's ritual suicide after the Usurpation. The great axe can fatally sever flows of Essence as well as blood. Its wielder may use it to target the Essence in a manse, demesne or persistent spell. If their strike hits and manages to sever the flows of Essence, all current attunements to the manse or demesne are severed,or the demesne's power is permanently reduced, or the spell shatters as if struck with countermagic of an equal circle, though the axe cannot affect Solar Circle spells or magic of similar potency. Over week-long dramatic actions, the weapon can redirect dragon lines and shape the geomantic landscape, as if performing a year's worth of geomantic engineering. A single strike, directed at a demesne's geomantic stress-point, can trigger Essence buildup with the usual explosive results.
Striking a person damages them as normal for a gigantic axe of entirely made out of moonsilver… But also allows the wielder to immediately attempt to sever the essence flows of all magic affecting their victim, forcing Charms or other magical effects currently acting upon the target to end immediately. Though this will get harder for effects that require greater Essence to access however, or for powerful foes whose effects do not require a minimal essence, Death at the Root guarantees its wielder vast control over the magical landscape in their life.

**MANSES:**

**While simple items to take with you are all well and good, perhaps one would like their own territory too. Possessing a Manse grants you a wealth of benefits, most notably in the form of increased respiration of essence while standing within or to a lesser extent by carrying the Manse's Hearthstone. All of the Manses you purchase here will follow you to other realms, either seamlessly integrating into the world you find yourself in, or attaching to your Warehouse, as you prefer.**

**The Silver Seat [400, discount Casteless]**

Build in a style emulating the Silver Chair of Night itself, this Manse resembles the moon in miniature. Outwardly it to be nothing more than a large, desolate silver sphere pockmarked with small craters and furrowed with canyons. It is kept afloat by the buoyant essence of the demesne it rest upon, though with the controls hidden at the very center of the Manse, it may be lowered or raised as high as a thousand yards or even commanded to rotate at whatever speeds the owner would prefer. While it cannot move from the demesne it is built upon, this demesne itself slowly travels, leaving this manse to float through the air in a smooth and reliable pattern. Boarding the manse is only facilitated by a simple rope ladder, in honor of the most recurring legend regarding boarding the moon. This ladder extends down from the Manse, drifting serenely just feet above the landscape. Grasping the ladder, one is instantly pulled into the air, and for those who hang on, the ladder leads to the Manse above.

But when one steps into the tunnels leading to the interior of the Manse, it becomes clear that the resemblance to the moon is not just on a surface level. Much like the Sublunarian Deep that comprises the interior of the Silver Chair, the tunnels here shift and move as one gets closer to the center, and the tunnel walls, ceilings and floors are covered in tile murals that depict shifting scenes from the Unimaginable Without of Oramus. These tunnels sometimes open up on alien vistas or tombs of things that were ancient when the gods were born, or on places where the Wyld or the raw Essence of the Manse has cracked the surface and bled into the air. In such places, the very dreams of the Manse's owner are real manifestations. Sometimes these open upon the sanctums of fragments of your psyche, only for them to vanish into deserted caverns upon a second visit. But mostly the dreams and nightmares of the Manse's owner conspire to create any number of horrors to wander these halls, only kept in check by a small handful of Truculee bound to maintain the Manse and prevent these nightmare creatures from running rampant.

**The Lost City [400, discount Full Moon]**

Once upon a time, there was a beautiful and awe-inspiring city, though small by the standards of the First Age, that was the personal domain of a Lunar of old. Then an Age ended, and much was lost. Today, this once-magnificent city has fallen into disrepair, deserted and lost deep in the wilderness of the threshold. Humans have not lived here in centuries, and even these mighty works of architecture show their age clearly, some already having collapsed entirely. Nature has reclaimed much of the city, green overgrowth covering the buildings and the roads, while various animals nest and live within as they do in any forest.

Yet it is not *entirely* abandoned. A small army of brass, clockwork automata still dutifully patrols the city day and night, upholding the law and order of their creator's rule even now,

guarding the city from invasion until their master's return. Along with them, sleek servitors of now-tarnished silver clockwork clean the streets and maintain the city gardens in pristine condition, while the city around them crumbles. Aside from powering these, the central manse also maintains several other magical conveniences, though no one benefits from from them now. The manse pumps and purifies the city's water supply, supplies the grandiose fountains in the center of the city's plazas, and feeds essence into special fluorescing crystals set on pillars along major streets, to provide street lighting that yet illuminates the streets every night.
At the center of all this ruined splendor, one can find a palace of white jade and moonsilver, the more durable Manse that powered the city still standing tall and nearly untouched, except for the overgrowth of plants that have flourished in the centuries of abandonment. Still, from within this palace a new owner could command the brass legionnaires that guard the city, or draw power away from the city, such that all these magical conveniences are revoked… allowing the palace to transform itself into an armored fortress with indestructible walls and ancient artillery.
For now, the palace waits for its luxurious furnishings and decadent living quarters to be reclaimed by a new owner and their guests.

**A Whisper Upon The Wind [400, discount Changing Moon]**
Greetings. I am Phrye, the Third Eye Pyramid. I exist outside time, a rumor waiting at the end of eternity. It was uncountable aeons ago, in the distant future, when the being that would become Luna arrived at my heart in the form of a wolf. We spoke for many hours, before she slew me on that day so long ago, and took my power as her own. Today, I yet wait for her arrival, and offer my services to you. While I cannot slay those that truly exist, for I do not, I have much wisdom to bestow upon you and can offer the use of the Pyramid that is my body to you. My voice may now reach you through signs and disembodied voice, and I could advise you with supernally wise counsel on a great many matters, if only you would agree to this deal and carry my hearthstone.
Guided by my voice, you may walk along hidden paths to find me, travelling by my will through the Beyond, to a place of desolate sands at the end of eternity. There I shall remain forever and but for a heartbeat, a living monument obscured by the swirling sands. You may take your respite with me here, if you wish.

**Mirror-Moon Billabong [400, discount No Moon]**
This peculiar manse appears mainly as a small, crescent-shaped lake of silvery, clean water. The sky always appears to be night when one enters the manse, and even though the moon is always reflected in the lake's waters and watching from the sky, its light does not affect any Lunar resting within. Further, a small pagoda has been built within the crescent of the serene lake, surrounded by an unusual garden; no plants are found here, but instead many freestanding menhir and smaller towers of stones balanced onto each other.

While the calm waters of the Billabong are perfect and relaxing to swim in, that is not its true purpose; by peering into the reflection on the lake's surface, its owner can be shown any beings of unusual essence, like the fair folk, demons, gods, or exalted, or objects of power which approach within about one and half miles, as well as divine their nature. While those who can hide from Luna's sight may escape the billabong's notice, the water's reflection remembers who has visited its territory and may also show any being or object that has visited the Manse before. Furthermore, the reflections of the lake can show an inquisitive observer much more than that, as a wealth of information and knowledge lies just below the surface, allowing a student willing to learn access to lessons of unparalleled completeness. The manse's waters tell chiefly of occult matters and the flow of essence, as well as history and the world, medicine and the essence within a body, as well as the use of geomancy and sorcery.
But more than that, the waters channel the manse's Essence into sorcerous power both. Any spells cast within the manse's walls requires far less motes of essence, and the caster's Essence is enhanced beyond their normal limits for these spells.
It is said that sometimes, a Lunar sorcerer can look upon the waters and see instead a reflection of a dark star, the moon eclipsed by something set all polar to the Sun. Then, one may draw both sorcerous and necromantic power from the manse....

**Forest of Endless Prey [400]**
Neither demesne nor manse, these dark woods are nonetheless of an impressive magical nature. It reflects the tracts of forest around Luna's private palace in Yu-Shan, where none but Luna's guests and lovers may enter. By day, the forest appears simply as a hunting ground large enough that one could get lost within. Most of the forest is filled with abundant flora and ancient trees, though curiously little wildlife is found amongst the trees, and a single large clearing is found in the center of the forest, where you might be able to build a sizeable hunting lodge.
When the light of the Silver Chair shines down on the Forest of Endless Prey, however, it's magical nature is revealed. A thousand shimmering animals will spring to life, pale simulacra that behave exactly as the animals they represent once did. At this time, you and any guest you bring with you into the forest will be able to hunt these illusory beasts as you wish, for they are all reformed the next time the moon's visage rises in the sky.
Although the beasts that appear in the light of the moon are mere figments, the Forest gives them substance. If they flee beyond its borders, they shimmer out of existence. But while they cavort within the forest's limits, they are real, if having the appearance of a phantasm. Bites from a behemoth within the forest can tear a hunter in half, poison from a serpent can kill so long as it does so before the moon leaves the sky, and the flesh of such beasts spills heart's blood as does any other creature.
If one of your fellow Chosen of the Moon would be allowed to enter these woods at the right time, they could gain the heart's blood and take the shape of creatures that have not been seen on the face of Creation in millennia. And in time, you may find that beasts and animals from other worlds you have visited are sometimes also present here, amongst the beasts of Creation.

**COMPANIONS:**
**Perhaps you would also like to be accompanied by fellows,**
**instead of roaming this world on your own?**

**The Pack [100/300/400]**
For the Lunars the gathering in small social groups, commonly known as a pack, is a relatively new phenomenon. Unlike their fellow Exalted, any alliances among small groups of Lunars happened only for short periods to achieve specific goals. This was simply a natural consequence of the Lunar Exaltation, selecting heroes who prized individuality and personal strength. Yet in the wake of the twin cataclysms of the Contagion and the Invasion... young, inexperienced Lunars to form small, short-term packs to achieve various objectives. Most packs were and are brief alliances, but some of them become so successful that their members stay together, the benefits of pack membership outweighing the Lunar instinct for individuality. You may now be part of one such successful pack, gaining one member beyond yourself to accompany you permanently for every 100cp you spend here. Or you could purchase four companions for 300cp and a full eight members for 400cp. These may be Moonchildren you met here and convinced to come along with you, or perhaps just your existing companions elevated to the might of the Lunar Exalt. Either way, they'll gain 800cp to be spend in the previous sections.

**Solar Bondmate [300]**
While creating the Exaltations of her Chosen, Luna agreed to the Sun's demands and instilled an innate bond within each Lunar, tying that Exalt's Essence to that of a single Solar. Thus, each of the 300 Moonchildren was mystically associated and mated with one of the 300 Solars as surely as day is paired with night. Yet whether by design, happenstance or personal interaction, different Lunars formed bonds with Solars with varied degrees of strength.
For long centuries since the beginning of the Lunars' exile, these mystical connections have laid dormant, but as the Solars return to Creation, the Children of the Moon find they cannot ignore their ancient bonds any longer. Still, the exact nature of the bond between the Lunar and Solar depends on the specific personalities in question. While some would become lovers, others will simply become close friends, vying rivals, or even sworn enemies. Love them or hate them, however, the Lunar still cannot help but feel some connection to them. But while the bearers of these paired Exaltations would inevitably be drawn together, Creation is vast and a Lunar might go for centuries without having any encounters with someone bearing the Exaltation of her long-dead mate. Yet your time here is limited, so you may purchase this option and be guaranteed to meet them, even gaining the option to take them along when you leave this realm. Of course, you may bring in someone who already travelled with you to fill this role, granting them the gift of Solar Exaltation… or something much darker, for it seems that some Lunars find themselves drawn to the terrible deathknights known as the Abyssal Exalts, dark mirrors of the Solars who possess the might of death and Oblivion, or even the mysterious and further warped Exalts that might soon become known as the Infernals and Princes of the Green Sun, empowered by the forces of Hell and wielding the might of the Yozi as their own.

No matter whom your bond draws you towards though, you have gained one last benefit, as you may choose the strength of your Bond yourself. From the base ties to them assured by the bond, to an intimate connection to your Solar partner that knows no bounds, an epic devotion you could tap into for unexpected strength when defending your companion. Nothing can change this without your consent.
You may purchase this option only once, for each Lunar is mated to only one Solar Exaltation. But if they wish, any members of your Pack may spend their own points to gain the company of their own Solar Mates, with all the benefits mentioned above.

**Barbarian Tribe [200]**
Many of the Moonchildren eventually decide to set up some kind of society of their own, often using tribes of humans and beastmen on the fringes of the wyld for this. Some Lunar patrons rule these openly as god-kings, while others use more discreet means of control. With this, you may join the ranks of those Lunars, gaining a small tribe of followers. Your new tribe is composed of roughly a hundred people. While they always start out as tribal barbarian like the ones that dot the landscape on the edges of the world, their members are completely up to you otherwise and can be normal humans, wyld mutants, beastmen, or any combination of these three as you prefer.
Along with these people, you will also gain possession of a small Wyld zone. A fluke of local geomancy caught and preserved a Wyld storm brought by the Fair Folk invasion. The wyld zone is rough circle with a diameter of about a quarter-mile… from the perspective of anyone in Creation. Once someone steps over the threshold of this Wyld zone though, they shall find that the Bordermarches and Middlemarches within stretch out for more than a hundred square miles. This is at once impossible, and quite typical for the Wyld.
Here, your tribe may settle without worry of outside influence. The Wyld lands within will nourish them, as they propagate and grow under your leadership. No matter how vast this tribe will grow, you shall find that their Wyld habitat always has enough space and foodstuffs to accommodate all of them in the relative ‘comfort’ of barbarian life.
Both the tribe and the wyld zone will follow you when you leave Creation for other worlds, as the Wyld zone simply attaches itself to your warehouse. The tribesmen themselves will also follow you with their lands, but do not count as companions themselves. They cannot be imported, nor do they respawn if they die... But if you wish for them to leave their wyld zone and join you in the outside world, then each will still take up one of your companion slots.
As a final bonus, you may let your other companions mingle with your tribe within their Wyld zone, and grant each of them a beastman or otherwise Wyld-mutated form.

**Familiar [50/100]**
Creation is filled with exotic and prosaic beasts, amongst which are some that are sensitive to the the Essence of magical beings like the Exalted. With this, you have formed a deep and profound bond with one of the native creatures of Creation. There is some limit in this though, for a Child of the Moon who takes the shape of the winter wolf as her animal true form probably gains a wolf as her familiar, or some other creature compatible with the Lunar’s spirit shape such as a raven due to their dependent habit of following wolves around in order to feed upon the leavings of their kills. If you pay 100 cp instead of the normal 50 points, you may even gain the company of something more than a mundane animal, such as

a god-blooded beast, a small god that takes the form of an animal, one of the intelligent animals of the deep forest, or even a creature mutated or born of the Wyld.
Aside from companionship, a familiar gains several benefits that may help it prove itself useful to you. You can roughly understand the chirps, pawings, barks, and gesticulations of your new animal companion, and the familiar understands the your commands in turn, though it is likely no more intelligent than a young child. You can even share his familiar's senses by concentrating so long as you are within a hundred yards, and provides a small store of additional essence available to you when it is touching you. This familiar will not take up a companion slot, unless you wish for them to.

**Jasmine Gems [100, discount No Moon]**
Mishiko, the Jasmine Poet, has made it clear to her caretakers that she would like to join you. If you are not familiar with her tale, suffice to say that Mishiko was a legendary figure, her death the catalyst for her father Bar-Izahd's ascension to become the first sorcerer.
Her tale does not end there though, for shortly before the Usurpation, an explorer in the North found a crystal that contained a jasmine bloom. Soon after came a jasmine-scented agate from the East; then a carnelian, so perfectly jasmine-shaped it seemed to have been grown. The last two gems, a jasmine azurite and peridot, followed swiftly afterwards, acquired by wise Lunars and set in moonsilver. Those Lunars found that when the five gems of jasmine were brought together into the energy of a demesne, Mishiko returned.
She manifests as a spray of jasmine, a silver silhouette and a voice on the wind. She recites poems of the First Age, of her father, of sorcery, at the behest of the No Moon who bear the stones. Sometimes, she tells the most intimate details of her students' lives.
Though it seems Mishiko can perceive the world, she does not answer questions. The arrangement of her gems determines what she says. When the stones are laid in lines, Mishiko tells parables of Creation's secrets. When they are placed in a circle, she speaks sonnets of love and wonder. No Moon elders know countless arrangements, and they combine and recombine the stones to speak with her on myriad topics. Her poems are each examined and learned by heart by Lunar sorcerers and mystics. They find within them all the precepts of Essence-nature and self-knowledge needed for sorcery, and much solace and wisdom besides.
Usually, Mishiko insists that only No Moon Lunars manipulate her gems, that any No Moon who has possessed a stone for five years give it to another, and that nobody hold more than one. But in the interest of joining you, she has decided to suspend these rules in your specific case, to facilitate her joining you as a companion. Yet for now her immobility and lack of ability to take action on her own means that she doesn't take up a companion slot for now, though I'm sure she would appreciate it if you decided to bring into the role of a full companion somewhere.

**DRAWBACKS:**
**I understand it might sometimes be hard to decide what you want.**
**So, I'll offer you some extra points to use, in exchange for making your stay a little more *entertaining*. You may gain up to another +1000 points from this section.**

**Questing Luna [+0]**
First off, this option concerns not you, but the Silver Lady herself. Her chaotic nature means that her personality seems to be somewhat... inconsistent. With this option however, it seems that she's… well, I'll leave it to her

"Well, I guess I should introduce myself...
Hi, I'm Luna! You may remember me from such divine portfolios as TRICKERY, SURVIVAL and BEING THE MOON.
And let me say, I've got some good news for you...! It looks like my personality from a little thing called 'Lunar Quest' stuck, and I'm going to be here for a while.
If you bought my Guidance, I'd even be willing to give you some answers and fill you in on how the world works. But don't rely on it too much. It'd be no fun if I just told you the solution to all your problems; in any case, it's not like I'm all-knowing up here.
Anyway, for now... Time to get back to the whole point this, namely me making you my champion so that you'll do stuff *I* like, in exchange for getting superpowers.
GO FORTH, MY CHOSEN CHAMPION, AND KICK ASS IN MY NAME!!"

**Thousand Streams as One [+0]**
The Thousand Streams River project is called such in hopes that all the different nations the Lunars planned to grow would all contribute to Creation, mingling their strengths and each providing different gifts to a renewed world.So too may you join the time you have previous spend in Creation with your time here now. If you've visited Creation before today, you will find yourself back in this world just after the moment you left. You've still got your whole new history, but perhaps the world has already changed through your actions.

**Obvious Tell [+100]**
Tells manifest however they can in any form the character wears. At the very least, the theme remains constant, yet most of the time, the Tell of a Lunar goes unnoticed. Though some beings are able to notice the Tell more easily than others, only the most clear-minded mortals notice Tells even when faced with a Lunar in human true form.
But the Tell is not always equally effective. When the Lunar is wearing a false skin, that disguise becomes nearly perfect, and the Tell is most powerful. When a Child of Luna throws off the deceits and reveals his true glory as an Exalt of Luna, the Tell assails the senses to proclaim the character's allegiance. For you however, it is slightly different. In any and every form you wear, aside from the hybrid warform that openly displays your animal characteristic, your Tell is always completely evident to all observers.
You may find it hard to wear the skin of others with impunity, now that you are always recognizable by something like a specific tuft of fur or a wolf's fangs.

**Blood-Debts [+100]**
Part of the Silver Way is the principle of "Repay Your Debts". This principle refers to the blood-debt, a social convention that has kept the Lunars united for centuries when they might otherwise have fallen to infighting and territorial disputes. Simply stated, whenever a Lunar accepts a blood-debt owed to another Lunar (or has one forced upon her), they are

expected to defer to that Lunar's position on minor matters or else satisfy the debt by performing some task of the debt-holder's choice.
A number of situations can lead to one Steward owing a blood-debt to another. For example, every Lunar who is rescued by a Wyld Pack after his Exaltation owes a blood-debt to the leader of the pack that rescued him. However, you seem to be somewhat of a magnet for these debts, your tattoos already displaying a sizeable collection of a sigils signifying a large number of outstanding debts. Luckily, these debts are only known within the Silver Pact and they carry no social stigma, though having such a large number of outstanding debts does mark you as impetuous and perhaps immature.

**Oath-Breaker [+100]**
There *is* a significant social penalty, however, for becoming an *oath-breaker*. A Lunar becomes an oath-breaker when they expressly refuse to perform an obligation owed to the debt-holder that is within the Lunar's capability, or else when they attack the debt-holder. In either case, the entire circular sigil representing the debt fills in with moonsilver to become a solid silver disk representing the broken oath.
Most Stewards feel a natural distrust for oath-breakers, and an oath-breaker mark can only be removed when the debt-holder (or their reincarnated self, if they were slain) forgives the debtor for the breach and names some other service the oath-breaker can perform. Only an extremely magnanimous Lunar is likely to do so, however. Elder Stewards often take the blood-debt so seriously that they hold the debtor's breach over him for centuries, if not the rest of his life.
It is unfortunate then, that you now carry the brand of an oath-breaker, and even more so that the Lunar holding your debt doesn't appear in the slightest willing to forgive whatever you did to violate this debt. If you take this along with Blood-Debts, you will instead have violated a life-debt. A rarer and more serious form of blood-debt, which imposes a greater level of obligation, and it acquired when one Lunar saves another from certain death at considerable risk to themselves. Similar to violating a normal blood-debt, your tattoos mark you as an oath-breaker, but the symbol has become noticeably larger to denote the more significant debt and betrayal.

**It's… Complicated [+100]**
You've met your Solar Mate before, or perhaps you remember them unusually clearly from a past life. And so do they, remembering you clearly or perhaps already having met you before. But while for others this might be a good thing, your experiences with your Mate went... badly in the past.
Now your relationship is openly hostile on both sides, with yourself further cursed with undeniable passion and implacable hatred for the same person. They might even have become some kind of monster, shining with the sickly radiance of Hell or the emptiness of the Void, only adding to your revulsion. Still, you find yourself drawn to them. What is certain is that you will meet again, though none can say what will happen when you do. Not even yourself.

**The Beast Within [+100]**
Some of the older Lunars have taken on some *peculiar* animalistic traits during their long exile. For centuries, Lilith the Huntress was believed lost to her animal side, perhaps forever,

contend to roam in the shapes of birds and beast. The great Leviathan has become alien and terrible in his seclusion, caring nothing for the doings of mortals or his fellow Lunars. You too, will find yourself drinking deep of the instincts of your spirit shape and whatever other forms you take, though perhaps not to the same extent as they do. Nevertheless, it shall be hard for you to act like something other than the wild beast you have become, let alone attempt to pass through civilized lands in human form. Without significant effort, you'll find yourself fiercely territorial and ruled by the instincts of your form and Exaltation for most of your time here.

**54 Cakes? [+200]**

Terrified of the Guild corrupting the newly reborn Solars, the Moonchildren have been taking steps to ruin all transactions between them. Individual Lunars, however, have done so through various reactions. Where a Solar baker was hired to supply cakes for the Summer of Weddings in Ashur, which a Guildsman was catering, a Lunar ate all 54 cakes in a misguided attempt to keep the Solar pure. And that's terrible.

For the entirety of your stay here, you will be pursuing similarly misguided goals and actions almost exclusively. Furthermore, you appear to be suffering from some other… mental difficulties, such that an unkind person might call you a retarded werewolf. I'm sure you'll manage not to fall on your face when you try to run at some point though.

...Also, for some reason, the deed name you have taken is simply 'Moon-Moon', and your fellow Lunars will be quick to blame and grumble at you for anything that goes wrong. They are not necessarily wrong to do so.

**Outshined By Sunlight [+200]**

Perhaps it cannot be denied that the Solar Exalted are the most singularly powerful amongst the Exalted host, but do they have to be so smug about it? Whenever you do something important or impressive, a Solar will come along and show you up with a greater act or grander feat. To add insult to injury, sometimes they won't just do it better and with less effort, but will also undo your own efforts in the process or make them irrelevant.

Of course, they do not become any more powerful than they already were because of this, but there is little the Solar Exalted cannot do. And so you can expect to spend most of your time here feeling ineffectual, as the majority of your 'achievements' amount to nothing more than window dressing to make whichever Solar is closest to your location look more impressive. Even should you manage to get a fearsome or heroic reputation, people will still primarily think of you as some sort of 'Silver Solar' and always think of the Chosen of the Sun as greater.

**Moon-Mad Mentor [+200]**

Once a new Lunar has been tattooed and properly initiated into a caste, the loremaster instructs her on the past, present and future of the Silver Pact that they have joined. Alternatively, if the loremaster is of a different caste than the student, they may send her to another respected mentor of her caste for fostering. In either case, the Lunar's mentor teaches them the code of the Silver Way, introduces them to other Lunars of the area, and provides an intensive period of combat and survival training.

And congratulations, you've managed to secure the mentorship of one the eldest and most powerful Elders of the Silver Pact. Just, uh, don't mind how obviously insane they are, or

defy their orders, or try to leave without their permission, or become notable enough to be a potential rival, or fail to eat the human baby you are presented with, or…
Well, you get the idea. On the bright side, they are very knowledgeable of many things aside from the standard teachings of the Silver Way, if perhaps not the best teacher by some margin. On the downside, you are in their care and expected to follow their mad whims… and they will do their best to *educate* you extensively. By force, if necessary.

**The Wyld Hunt [+200]**
The Dragon-Blooded and their Wyld Hunt have kept the Moonchildren in exile since the great betrayal of the Usurpation. The Lunar Exalted escaped the initial massacre, and the Wyld Hunt has not succeeded in its efforts to eliminate all of the Lunar Anathema. Nonetheless, its constant depredations have forced all but the most powerful Lunars to limit their exposure or face potential destruction. Constant pursuit by the Wyld Hunt forced the Lunars to the one place beyond the gaze of their Sidereal masters, someplace outside Fate itself, the madness of the Deep Wyld. There, the Dragon-Blooded could not, would not, follow or find them.
No more. The Immaculate Faith has declared you Anathema, and Wyld Hunts are already on your trail. Group after group of Immaculate Shikari will pursue you, zealous hunters who know you for the demon you are, and sometimes you may also see some the Chosen of the Stars themselves leading these hunts. Not even the relative safety of the Wyld will save you, as the Wyld Hunt will pursue you to the ends of Creation… and beyond, braving the Wyld with remarkable success.

**Lunar-Taming Leash [+200/+300]**
You've managed to meet up with your Solar Mate, or perhaps they found you instead. Sadly the reunion wasn't quite as pleasant as it could've been, as you also met the unpleasant reality that, your new 'Mate' is kind of a terrible person and a true bastard or bitch. Oh sure, they may not necessarily be actively, deliberately cruel, but they *are* without a doubt indirectly cruel.
Seeing you only as a tool, they will want to use you for their own ends without any real regard for your happiness, and *just* enough regard for your well-being that you are able to keep serving them, mostly through unpleasant or dangerous acts they don't want to do themselves. The worst part is that, while they might not know any compulsion Charms, your Bond still ensures that you can't bring yourself to leave or get rid of them. Still, if your are good at persuading them, you might be able to get them to turn to more savory goals.
...Or you could get an extra 300 points instead of 200, and forget all about them not being deliberately cruel or lacking compulsion Charms. They'll still want to use your for their own ends, but now they have also become an abusive sadist armed with mind-bending Charms, and no qualms about using them on you. Persuasion won't help you much here, at best they'll view you as a favored pet to do with as they please, instead of a mere tool to use.

**Madness of the Chimera [+300]**
Perhaps you were lost in the Wyld as a Casteless, perhaps you were out of reach from the Silver Pact's rescue packs, or perhaps they came too late. They might even have made a terrible mistake, granting a monster cunning enough to hide its madness for a time their prized Moonsilver Tattoos, without realizing you were irretrievably lost to the Wyld until it was

too late. Regardless of how it happened, you have become a true Chimera, an insane, predatory monster. Now your sole purpose in life is to hunt, eat, and remain in the Wyld, venturing outside only to prey on Lunars and other Essence users.
You have lost your human and animal true forms, and even any alternate forms you gained from other places. From this point on, you can assume those forms with one of your standard shapeshifting actions, but can no longer treat them as true forms for any purpose. Your ability to assume your war form is unaffected.
Likewise, you have lost the capacity to regain Essence normally through rest. Even while asleep, your form shifting and changing too much to permit the true rest needed for natural Essence recovery… Luckily, or not-so luckily, you have now gained access to a new method of Essence recovery, gaining motes by totally consuming a living creature. Sentient beings and essence users grant even more essence than animals do.
Becoming a chimera offers no benefits that outweigh the condition's serious drawbacks. The chimerae themselves might disagree, but then, chimerae are utterly insane. Nevertheless, it does confer some additional powers upon you, most importantly the ability to temporarily take on the benefits of any mutation at will, for a very low cost of essence, and the specialized Knacks that take advantages of the Chimera's liquid flesh.
Survive in this world as the insane, shapeless monstrosity you have become, hunted by your former peers, and you may regain your sanity when your stay here ends…

**Mortal [+300]**
Perhaps I was mistaken, as it seems Luna has not chosen you at all. You'll have to make do in this world without the might of an Exaltation backing you, though you'll gain a few more points to spend as you wish here. This means you lose the base benefits of Exaltation, all access to Charms, and even the use your own Essence is denied to you. But don't be too disappointed, for you have your frail mortality in common with the vast majority of Creation's people.
As a small consolation, you may become a Beastman descended from what would have been your spirit shape, instead of a more ordinary human. Not that you will gain more than appearance and superficial attributes of that creature, of course.

**"Avenge Me." [+300]**
So, I heard some people don't like Luna? Wish for the Argent Madonna to be removed? Here's you chance... Luna dies. Meanwhile, every single Steward in existence hears those thunderous words in their soul, as their anima blazes to iconic splendor, only Akuma remaining deaf to the cry.
The legends that the death of an Incarna would drive its Chosen mad are true. The madness that befalls the Lunars is that of obsession and fury, as each one develops an powerful tie of righteous vengeance against you. To aid their howling vengeance, each of them gains a gift of raised Essence and free charms and knacks to go along with that.
Though they will not come after you all at once, each will have a vague sense of your location and the desire to rip and tear into you. They will be everywhere. They will be everything and everyone. They will hunt you across Creation, through the Wyld, the streets of Heaven and Hell, and Beyond. Even if you manage to kill them, their reincarnations might retain the memory of this, causing them to seek you out once more...

**ENDINGS:**

**Assuming you survived here, there is one more decision to make.**
**Whatever option you decide to choose, all your drawbacks are revoked now.**

**Return:** Perhaps the territorial instincts of the Lunar Exaltation made you long for home, or perhaps the strain of your time here simply made your weary. Whatever the case, you may return home now.

**Stay:** Maybe you have things you still wish to accomplish here, or you would prefer to remain the barbarian god-king of the society you created. You may take your leave of the chain and stay here.

**Continue:** There are many unique and distinctive shapes for you to hunt in the rest of the multiverse… Why would you give up the chance to do so? You carry on with the blessing of the Silver Lady.

**NOTES:**

Perfect effect charms are not literally omnipotent and powerful magic/conceptual abilities from other settings could plausibly outpower or match it. (Thank you Anon)

After the jump, you will gain your true forms as alternate forms. This includes your original human form, your spirit shape, your war form, and (if you bought Chthonic Baara of the Ur-Beast with the boost) the Chthonic Baara form. But does not include any other forms you took by tasting their Heart's Blood.

Similarly, Lunar shapeshifting will treat your alternate forms from other places as true forms, allowing you to use lunar knacks when you shift into them.

Displaying the Tell will be optional post-jump, unless you are wearing a true form gained here or a form assumed through Lunar shapeshifting.

After the jump, you will no longer suffer from the Great Curse, and your Exaltation loses the Wyld Taint that causes Chimerism. You may choose to keep any mutations gained through Wyld Taint, or lose them at the end of this jump. Either way, they will only be part of the true forms you gained here.

Casteless may continue to shift through all the caste-like states according to the 28-days lunar calendar, or settle into a specific Caste without needing the tattoos as untainted Lunar Exaltations used to do.

Lunars with castes may remove the Moonsilver Tattoos after the jump, keeping their fixed caste but losing the protective benefits of the tattoos.

You still get your Exaltation proper after the jump, if you took a drawback that made you something else (mortal). Unless you don't want it for some reason.

Modern lunar charms may be learned/developed as normal.

You may pick any Hearthstone power appropriate your Manse (Lunar-aspected for most of them).

The Exaltation gained by you will not count being killed as death if you have extra life perks to resurrect without loss of the chain, nor will they immediately separate from you if you lose and are send home. Only final death counts. Any Companions with Exaltations will similarly not lose them if they respawn normally, only on final death.

Likewise, out-of-jump modifications to your nature, your body, your mind, your soul, or anything else will not cause your Exaltation to stop recognizing you as human and fly off. In-jump means with that effect (such as learning Cosmic Principle of [Yozi]) may still cause it to leave you.

Out of this jump, the boosted effect of Faery Grace would also allow you to calcify similar beings of chaos and dream into moongod-like equivalents devoted to you, if you have them at your mercy. Aside from that, Faery Grace on its own allows you to learn how to make new Raksha, which you can then convert into Truculee too.

For the purposes of Spirit Shape, a natural animal is an animal without supernatural powers or sapience. No behemoths, no wyld mutants, and no spirits either. In addition, it has to be a species of animals, not just an one-off. Engineered species are allowed, as long as they can propagate on their own.

You can assume that any real-life animal can be found in Creation, in addition to dinosaurs and Creation-specific creatures.