Exalted: The Mountain Folk



The Mountain Folk, Jadeborn, Children of The Great Maker. Trapped in an endless war, mired in politics, shackled by geas and with their very forms fractured and marred…and yet they are the wealthiest and most magitechnologically advanced civilization remaining in this fallen age.

You will spend the next decade as one of the Jadeborn, take these **1000cp** to spend.

History

Before Creation, there existed only the primal chaos, the Wyld, and the formless Fair Folk who dwelt within it. When the mighty Primordials imposed fixed substance and time upon the Wyld to form Creation some Fair Folk were caught in this expanding stability becoming entombed in nodules of jade below its surface. In time the Primordial Autochthon, known as The Great Maker, came upon these jade deposits and after much study shaped a rough-hewn humanoid figure from it, the First Jadeborn. His work complete and his interest waned, Autochthon moved on. The First languished alone for centuries until The Great Maker chanced upon it and, with renewed interest, instilled the First with a need to create and a fraction of his own talent at the art, commanded he free the others of his kind, and turned again to other projects. The First soon freed many of his kin and built a civilization. The greatest of his people, he became their undying emperor, ruling for centuries and building great city-states belowground. The Jadeborn people upon completing Autochthon's task of freeing all their kind prayed to him for new guidance, but never received an answer. In response the First stepped down to seek out The Great Maker, forming an elected Conclave of the wisest to rule in his stead. In time, he succeeded and spoke with his creator. None know what was said, but afterwards Autochthon spoke to the souls of Jadeborn and caused them to find fulfillment in creation as he did. Later, while wandering Creation the First was found and vivisected by the other Primordials who used their findings to create humans. Being truly immortal the First recovered in time and continued his wandering, never returning to his people.

During the Primordial War Autochthon called upon the Jadeborn to supply the Exalted war machine with arms and armor. The Mountain Folk survived the war in good condition unlike most other primordial races which were decimated if not driven extinct outright. The Solar Exalted, fearing the Jadeborn turning against them, prayed to the Unconquered Sun for protection. He in turn ordered Autochthon to bind his children to their underground realm and to serve the Exalted. Reluctantly Autochthon laid the Great Geas on his people, but this act confirmed Autochthon's fear of the Exalted. He gathered his followers into his vast form, fled from Creation and has not been heard of since. For the Jadeborn, the Great Geas seemed of little consequence at first. They already preferred to live underground and few Exalted had much interest in them now that they were bound and forced to give a yearly tribute of magical materials and artifacts. It was only when they began to die of old age did the full impact of the geas become apparent. Before, when their body expired their spirit merely re-entered nearby jade nodules until they could be cut free and start a new life, but now their souls fractured into five upon death. These fractured Jadeborn lacked the genius and superior physical prowess their kind possessed, being barely better than an enlightened mortal human.

White Shale, one of their greatest heroes, vowed to find a way to restore her people. After many years searching the underground, she found a crystal cave strewn with tools located far deeper than any of her people had traveled before. Out of a pit of white clay a man arose, proclaimed himself an avatar of Autochthon and then knocked White Shale unconscious with a single blow. Upon waking she understood how to save her people. Returning to them, she took one of the jade nodules and cut loose a rough-hewn creature she named Uklem, first of the Worker caste. Then she carved free a jagged and gnarled person she named Naxok, first of the Warrior caste. Finally she found a nodule rarer and more precious than the others and carefully sculpted out a tall and beautiful figure she named Eryan, first of the Artisan caste. The Workers and Warriors regained little of the Jadeborn's former abilities and became the undercastes while the Artisans who regained much became the new ruling caste. However, a tiny percentage of Workers and Warriors were simply *more* than their fellows, reaching heights of ability and spiritual pussiance their fellows lacked. These rare individuals became known as the Enlightened. Artisans assigned these discomforting oddities to positions of intermediate power within Jadeborn civilization.

Over the course of the First Age the renewed Mountain Folk spread across Creation's underground, creating numerous city-states and a vast tunnel-car network to link them. While mostly free of the troubles that plagued the surface during that time they were under continuous threat by the Nameless Horde– buried behemoths, Primordial experiments, forbidden gods, the Darkbrood (Primordial created races rejected by their creator or exiled underground following the war), and grotesque creatures twisted by the energy of deep and powerful demesnes. They call this conflict the Endless War and it is fought to this very day.

The Usurpation had little impact on the Mountain Folk, but the Great Contagion was every bit as devastating to them as it was to those on the surface. The plague hit the Darkbrood first and hardest of all then quickly spread to the city-states. Thanks to the Jadeborn Echo Jewel communications network a warning was able to be sent to the other cities. The Conclave acted with uncommon swiftness and unanimity to isolate city-states not yet touched by the plague. All entrances were sealed and warded with huge slabs of enchanted jade as the city-states prepared to wait out the contagion for years. Then the Fair Folk began the Balorian Crusade, an all-out invasion aimed at destroying Creation. Multiple outlying city-states were entirely consumed by the Wyld while communication between those that remained was cut off as the attack disrupted Essence flows used by the network. The Scarlet Empress' activation of the Sword of Creation turned back the crusade, but its vast power also unleashed tremendous earthquakes throughout creation. Only 1 in 100 Jadeborn survived through the plague, Fair Folk invasion, and earthquakes. As devastating as these events were to the Mountain Folk, there was at least consolation in that the Darkbrood were hit far worse. This lull in their constant threat allowed for recovery.

Today, after seven centuries the Mountain Folk have managed to rebuild their empire and even expanded somewhat. The elimination of several of the more common types of Darkbrood have caused a shift in the politics of their more intelligent races. They no longer act as a single loose alliance, but instead an ever-shifting network of deals and betrayals. Several breeds have become bitter rivals for resources, while a rare few others have made tentative treaties with some Jadeborn settlements. The Endless War continues, but there are relatively fewer massed assaults and more secretive raids, assassinations and covert actions. The Scarlet Empress has disappeared, but the Jadeborn have little connection to the Realm beside geas mandated tribute and mercenaries and thus are little affected by the growing instability. However, word will soon reach the Jadeborn that the Solar Exalted have returned…

Location

The Jadeborn Empire consists of seven large city-states and a dozen or so smaller outposts and colonies spread across Creation. Each city-state is made of multiple cavern cities linked by a web of tunnels and surrounded by farming plantations–loam packed caves with crops of mushrooms and bizarre plants that thrive on essence, heat, or the light of glowing crystals. All sit atop large quarries and have a defensive buffer of mostly uninhabited caverns and tunnels containing Warrior caste outposts and fortresses. While each is largely independent, all are bound by a pact of mutual aid and alliance. Each city-state is ruled by the Conclave, a democratic body made of all adult Artisans. The Great Conclave in the capital of Urvar directs the empire as a whole. Tunnel cars allow travel between adjacent city-states in less than a day.

*To decide where your journey will begin, roll **1d10** or pay **50cp** to choose.*

1. Urvar – The capital and largest city-state of the Jadeborn Empire. Located beneath the Imperial Mountain it is home to a quarter of the entire Jadeborn population with 2.5 million residents. It sits atop a near bottomless jade mine much larger than any other in Creation. The Endless War rages on as it ever has near Urvar, as more Darkbrood survived the Great Contagion and Balorian Crusade than did elsewhere.

2. Teffa – The northernmost city-state, Teffa is a rare source of surface goods for the Jadeborn due to its limited trade with the nearby Haslanti city of Diamond Hearth. Teffa also repairs artifacts the Haslanti excavate from the First Age city of Tzatli and provides small companies of expensive mercenaries to the Haslanti League. It is also one of the few city-states that have a limited and fragile peace with some of the surrounding Darkbrood. Extremely limited trade with them exists, primarily with the glowing-eyed underpeople north and south of Gethamane.

3. Rurk – One of the smallest city-states with a mere half-million residents, Rurk acts as a political buffer between Teffa and Urvar. It is also charged with regularly checking the wards restraining the behemoth Vodak buried beneath nearby Gethamane. Rurk has no formal treaties with the Darkbrood, but some of the more intelligent local species give them safe passage as none but the mindless or most hate-filled wish to see Vodak unleashed.

4. Lutar – Located nearby the eastern city of Great Forks, Lutar and its one million residents are one of Urvar's staunchest allies. They have limited trade with Great Forks' divine rulers and have recently started trading with Halta. The Far Eastern plants they obtain from Haltan traders has made Lutar wealthy and renowned as a premier center of alchemical research. They fight both the local Darkbrood and the undead that creep out from beneath Sijan and Thorns.

5. Dijak – The second largest city-state with a population of two million, Dijak is located beneath volcanic mountains in Creation's southeast near Kirighast. Beyond the city-state proper it controls tunnels and caverns that stretch the entire local mountain range, along with similarly extensive mines. Dijak has good relations with the Dragon Kings of nearby Mount Eledath. The Jadeborn find their crystal and vegetative technology both fascinating and useful. Due to this valued trading partner and its easy access to the wealth of the south, Dijak is the richest of jadeborn city-states. Much of their wealth ends up being used to fortify their vast territory against attacks by the Darkbrood.

6. Shining Kren – The southern city-state of Shining Kren gained its name due to the glowing yellow crystals that cover the walls of its caverns. Shining Kren is Teffa's closet ally and has loose ties to the

Lunar that control the mountain surface above it. They have an equally loose alliance with the Dragon-Blooded administrators of An-Teng that frequently hire Jadeborn as mercenaries. Like Teffa, Shining Kren has made tentative peace treaties with several local Darkbrood breeds.

7. Pless – The most remote of the city-states, built in the west under the volcanic island of Kerkeis in the Neck. Kerkeis itself is sparsely populated and is most notable for having a gateway to Yu-Shan that both gods and Jadeborn use for diplomacy and trade. As Yu-Shan is outside Creation the Great Geas does not punish Jadeborn who dwell there, but poor relations mean few do. Rarely gods will hire Workers for impressive projects or Warriors as ceremonial guards. Pless continues to fight the Darkbrood, but must also occasionally deal with Lintha attacks on Kerkeis.

8. Remote Outpost – You begin in one of the dozenish smaller outposts or colonies of the larger city-states. You may choose to start in any one of them or any other minor holding of the Jadeborn empire across Creation.

9. The Wild Depths – The empire has settled and controls only a tiny portion of Creation's depths. Your journey begins in one of the countless random and uncivilized caverns deep beneath the surface. Thankfully it has a passageway leading out and, with some exploring, you will eventually find your way to the surface and/or civilization. Beware, for there are dangers aplenty here. Dangerous environs, hordes of Darkbrood, slumbering Behemoths, and countless more unknown dangers lurk.

10. Free Choice – You may choose to begin in any well-known publicly accessible location in Creation.

Origins

Jadeborn are divided into three physically and socially distinct castes. Undercaste Workers and Warriors and ruling caste Artisans. Mountain Folk begin life as a pattern of essence entombed in jade nodules. Artisans free and shape newborns into their castes, full-grown but devoid of all knowledge and wisdom. Newborn Jadeborn are then taken to their caste's nursery, requiring only a year of basic training and three more of formal education before being considered a fully adult citizen. Assigned jobs befitting their education and specialty, the Jadeborn's life is then largely set. Jadeborn society is highly conformist, rigid, and hidebound. Artisans rule, Undercastes obey, and outliers are not tolerated. Fortunately, Undercastes are not mistreated and the sheer wealth of the Jadeborn means none need fear deprivation.

*You begin your time here as a freshly graduated **4 year old adult**, and may **freely choose your sex**. Any origin may be taken as with or without (**drop-in)** background memories.*

Worker Caste (free) – Miners, farmers, builders, crafters, and servants. Workers see to the routine labor necessary to Jadeborn society and make up almost 60% of its population. Physically they are the smallest of Mountain Folk standing between three and four feet tall. Their builds are compact, blocky, and covered in corded muscle. They have leathery skin, callused hands, and dense bones. It was the might of the Worker's which arms the Warriors and their labor which carved out the great city-states. Workers epitomize duty, discipline, and efficiency and derive power from their unity.

Warrior Caste (+200) – The bulwark against the Endless War. Warriors live a life of constant violent struggle. Standing up to five feet tall, they are built stout and powerful. They possess skin that resembles stone in texture with some having small crystals or stones embedded in their skin like humans have freckles or moles. Masters of underground combat, traps, and close quarters fighting, armed with potent artifacts and wielding powerful charms and still thousands die every day. Most live a few decades at best and a Warrior that manages to live for a century is considered a hero and a living talisman of good luck. Warriors are a caste of rigid discipline and have no room for individuality. Those that would balk order, usurp power, or flee duty are exiled or killed. Do not consider city-states that see less open warfare with the Darkbrood safe, as Warriors are sent where they are needed.

Artisan Caste (100) – Power, politics, and ennui. Rulers of Jadeborn society and the smallest portion of the population (1 in 10,000). Lithe and tall with elegant angular features and flawless skin like polished marble. Artisans are inhumanly beautiful, their grace and magnificence makes mankind look like dreadful mockeries in comparison. All Artisans are Enlightened making them physically, mentally, and spiritually greater in every way than the Unenlightened masses. Yet for all their power, privilege and wealth they are achingly aware that they are mere shadows of their predecessors. Inability to restore themselves has driven most to caustic bitterness and melancholy. They have lost all trust in their peers to the point of paranoia and have become collectively trapped in their own petty politics. They see the society they have created, one of endless toil and petty politics, and despair at their failure to make something better. For all their ability and genius they are destined to live, work, and plan alone until dying at the end of their dismal lives of enlightened mediocrity.

Perks

Perks are discounted by 50% for their respective origin, discounted 100s are free.

Race

Jadeborn Physiology (free) – Aside from the warping of features the Great Geas caused, Mountain Folk resemble humans in appearance. Unenlightened Jadeborn are roughly equal to humans in physical ability, but only the smartest amongst them even reach average human intelligence. Enlightened are superior across the board. Compared to humans, all Jadeborn are born fully grown, live for several centuries, and need only six hours of sleep a day. The most important difference from humanity is that all Jadeborn are able to wield Essence from birth. Essence is the energy which makes up all things in Creation and the source of local supernatural power. It resembles both chi and spiritual power and its potency can be increased with time and training up to a fixed point. Essence is subdivided into motes which are spent to fuel powers and artifacts and which recover over time. Mountain Folk also possess several innate abilities humans lack:

- As children of Autochthon they have innate talent at any form of craft, learning and improving in half the time a human would.
- Due to a protective pattern stamped on their essence, Jadeborn have an innate resistance to the deleterious effects of chaotic realms such as the Wyld.
- Mountain Folk can spend essence to sense jade in their immediate surroundings.
- Upon death a Jadeborn's corpse transforms into earth or stone while their soul returns to a jade nodule to be reborn. As this method of reincarnation does not preserve memories, it will still count as death for jump purposes. Post-Spark you will retain memories through this process, though will need someone to carve you free.

The Great Geas (Mandatory, removed at jump's end) – A curse laid upon his people by Autochthon at the demand of the Exalted, the Great Geas punishes the Jadeborn for acting against the Exalted and bids them build artifacts or manses at Exalted command. Some examples of acts that invoke the geas are: breaking a sworn oath, attacking or killing an Exalt, aiding or associating with Creation's enemies, accepting mortal worship or ruling over mortals, or spending long periods of time aboveground when not serving an Exalt. Luckily the command to build an artifact or manse for an Exalt must be given in Rocktongue to trigger the geas and few remain in this fallen era who remember this power they hold over the Mountain Folk. As enemies of Creation, Infernal and Abyssal Exalted are not protected by the Great Geas. Violating the Great Geas inflicts Divergence and when it reaches a certain limit will cause great misfortune for the offender at the most inopportune moment. As a kindness, Divergence slowly fades over the course of months for a Jadeborn who remains underground and commits no further transgressions.

The Great Geas was also responsible for splintering Jadeborn souls when they died and ultimately led to the three lessened castes that exist today. As an already splintered soul, the removal of the Great Geas at jump's end will not be enough to elevate you to the former heights of the Mountain Folk, but it certainly removes one obstacle on that path if you wish to pursue it.

Enlightened (free) – To be an Enlightened Jadeborn is to be *more* – to be one step closer to regaining the race's former glory and power. Enlightened Jadeborn are uniformly above human average mentally and physically and can reach heights only elder Exalts normally see. They can reach levels of skill impossible for humans and may learn the charms of any Jadeborn caste instead of being limited to their own.

While all Artisans are Enlightened, only a small fraction of Workers and Warriors are. Enlightened Undercastes are seen as above their fellows and given better education, higher positions,

more free time and are allowed to set their own hours (Unenlightened work 14 hour shifts every day). While an Unenlightened Warrior will start their career as a footsoldier and have little chance for promotion, an Enlightened would start as a junior officer and have a much easier time rising through the ranks. Enlightened Undercastes are still below Artisans and lack political power however.

Jadeborn Charms (free) – Charms are supernatural abilities fueled by essence capable of effects such as throwing fireballs, launching supernatural combat techniques and even permanent self-alterations. Jadeborn charms are weaker than those of the Exalted, but are extremely efficient and uniquely have enchantment charms which blur the line between charms and spells. Their charms rarely improve performance directly, but instead grant abilities they do not have within certain themes or improve based on the presence of their brethren. The Jadeborn divide their charms into five patterns: one for each caste, one shared between the Enlightened, and a final pattern, the Foundation pattern, of miscellaneous powers shared amongst all. Unenlightened can only learn charms of the Foundation pattern and their caste-specific pattern. Enlightened can learn charms from any pattern. After learning all the charms of a pattern it is mastered and new custom charms fitting that pattern's themes can be created.

Jadeborn charms may only be learned by/taught to Jadeborn. Uniquely, they <u>cannot</u> learn any level of sorcery or supernatural martial arts. They can replicate the effects of Terrestrial/Celestial martial arts with custom Warrior pattern charms and Sapphire/Emerald Circle spells with custom Artisan charms though.

You can learn and master these patterns on your own, but if you wish to start your journey with one mastered you may pay **100cp** per pattern to do so.

- Foundation Pattern – A small collection of charms available to all Jadeborn. Unlike the other patterns it lacks a theme and can not be mastered and thus no new charms can be added to it. Notably it has a line of charms that make the user permanently tougher and no longer need food, drink, air, or sleep.

- Enlightened Pattern – Comprised mostly of social and mental charms, this pattern is available to all Enlightened Jadeborn. It has charms to improve social ability, enhance or speed up learning, and a few mental abilities like telepathy as well. The Enlightened Pattern is a favored tool in Artisan's neverending politics.

- Worker Pattern – The smallest and humblest of the three caste patterns, it contains mostly practical and utilitarian charms that take day-to-day work (raising crops and livestock, toiling in a forge, construction, servant work, etc) to a supernatural level of ability.

- Warrior Pattern – Developed over centuries of warfare, this pattern covers not only individual offense and defense, but also broader military needs such as martial training, tactics, strategy, and leadership.

- Artisan Pattern – The largest and most esoteric pattern. Its charms are largely centered around magical or occult type effects, including artifice. Mastery, in addition to its normal benefits, allows for the creation of non-living matter from essence alone. This can make extremely intricate designs with complex mechanisms or even raw adamant, jade, orichalcum, or moonsilver. It cannot create starmetal or soulsteel.

Chaos Pattern (200) – Unknown to most Jadeborn and strictly forbidden to all there exists a sixth pattern. The Chaos Pattern, brought about due to a sympathetic resonance with the Pattern Spiders (another of the Great Maker's works). It is the smallest of all patterns with only seven charms, but they are quite powerful. Glimpsing the near future with hints at the best course of action. Divining the correct option of a binary decision. Mad charisma that slowly saps another's willpower and makes them obey your orders. Imparting knowledge and training to another without their awareness, while drawing knowledge or training from them in kind. Manipulating fate to land two simultaneous blows that appear as one upon a foe. Severing strands of essence to disintegrate a target into motes of dust. Scrying the present or far future. These are the only powers known at present, but none know if there are yet more to be uncovered with further study.

Learning and using this pattern comes at a great cost as its use normally drains compassion until the user is a heartless sociopath. Of course, as you are paying a premium you and any you teach are immune to the insanity this pattern causes.

Dreamlike Craftsman Atavism (300) – The essence of Mountain Folk normally bears no trace of their fae ancestry, but due to some strange throwback to your pre-Creation state you have gained the ability to crystallize dreams into tokens of Gossamer. Gossamer may be crafted into any physical item you can dream of. Swords, palaces, living beings, or even entire worlds with a staggering amount of tokens. As items formed of dream-stuff, anything made of gossamer is never less than a masterpiece. The more esoteric and/or powerful the item, the more powerful the dream(s) needed. However gossamer items are not quite real and may not affect those with the strength to deny their quasi-reality.

Worker

Working Forever Mien (100) – Workers possess incredible patience and are innately built to withstand long hours of physically demanding work. You exemplify these traits in general and are completely tireless and immune to boredom while performing tedious work of any kind. Such work actually rejuvenates you, satisfies any biological needs, and leaves you mentally refreshed.

Union of Hammer and Quill (200) – It is easy to think of Workers as the lowest and least significant caste of Jadeborn society, but without them there would be no food, no infrastructure, no foundation for a greater society to be built. They are needed just as they need Warriors and Artisans. You have an enlightened understanding of the importance and role that individuals and groups fill in an organization and can extend this understanding to other members of any organization you are a part of. When applied to an organization a sense of harmony and camaraderie in labor will soon develop. Discontentment, strife and mistreatment will quickly fade as unity takes their place.

Great Maker's Touch (400) – The average Worker is trained only for the specialty they show the most aptitude in and then spend the rest of their lives working exclusively within it. You, on the other hand, possess an aptitude for all forms of crafting and have been trained to the peak of Jadeborn skill in all of them. Both the mundane like calligraphy, architecture, smithing, carpentry, cooking, etc as well as the magical such as alchemy and magitech.

Well-Worn Hands (600) – You are no longer a freshly sculpted child, having toiled for nearly a century now. Your experience has given you a gift for finding crafting shortcuts and tricks to simplify projects or to stretch your skills further so that, in your hands, what was once out of reach is now merely difficult. The outright impossible remains so, for you are no Solar, but you will otherwise always be able to find ways that make crafting tasks significantly less difficult. You also seem to have an odd sort of luck for

finding the most exotic of crafting components. Whether it's bottled lightning, the first flower of spring, or a drop of hope, you always find what you need eventually.

Warrior

Blood and Jade Crucible (100) – A good soldier is disciplined, fearless, and carries enough firepower to bring down a warstrider. You have the self-discipline to follow through on your pursuits despite hardships, the willpower to not let pain or fear hamper you, can attune to artifacts for half the usual cost, and reduce any essence costs artifacts may have (for recharging, generating ammo, etc) by half.

God-Monster Slaying Stratagem (200) – Warrior's face an eternal war against endless foes so varied in composition they could fight underpeople one day, specters the next, and a behemoth the day after. To survive against such odds they have spent generations mastering every aspect of underground combat and refining their strategies to respond to any possible threat. You have an encyclopedic knowledge of Jadeborn combat doctrine as well as a truly outstanding talent for tactics, strategy, and military command. Your instincts also tend to be uncannily accurate when predicting your opponents moves.

Veteran's Peerless March (400) – When a Jadeborn reincarnates, nothing is supposed to carry over. Yet somehow your previous incarnation's skills impressed upon their essence so deeply it has carried on to you. They were one of the most decorated Warriors in Jadeborn history, even accomplishing the nearly unheard of feat of dying of old age as a frontline combatant. This has gifted you an exceptional talent in all aspects of combat, multiple centuries worth of experience across every field of soldiery, and mastery of every weapon in Creation. Their vast experience has also given you a talent for accurately appraising enemies – how dangerous they are, their strengths, their weaknesses, and even hints at their abilities.

Jade Lotus Matrix (600) – Unsatisfied with Mountain Folk's inability to touch the Perfected Lotus of martial arts, an Artisan once went on a journey to find a solution. After traveling the length and breadth of Creation he eventually came across the Eye of Autochthon. What happened then is unknown, but soon after he frantically gathered components and began work on a strange artifact. On the last day of his work, he placed his creation in a Warrior (you) before sacrificing his life as the last component to complete his masterpiece.

Implanted at the base of your skull, this nameless artifact resembles a small wheel of crystals and allows you to learn Terrestrial and, eventually, Celestial Martial Arts. With its installation you have also learned a curious style, unheard of before in Creation, The Jadeborn Hero Style. Its teachings impart the understanding that combat is simply a matter of using all the tools at hand to shape victory. Where most only think to wield their fists or a sword, the Jadeborn Hero also wields the objects around them, the allies at their side, and the terrain they stand upon. A master of Jadeborn Hero style can pierce through armor with a jade-hard fist, block a daiklaive with a table, convey a complex plan to allies without saying a word, and maneuver even the nimblest enemy to trip over obstacles. While most martial art styles work best while unarmed or with weapons that lend themselves to the style, Jadeborn Hero Style actually works best when armed and armored and is not picky about their type, even working with improvised ones.

Artisan

Resplendent Jewel Visage (100) – Artisans are renowned for their indescribably beautiful figures, but you manage to make them look plain. Your beauty is nigh unparalleled, matched only by gods of beauty or the eldest of the Exalted. I pray you do not find this more curse than blessing.

Forge Fires Relit (200) – Most Artisans are consumed in a spiral of despair and ennui. Few have the resilience to blindly struggle on in the face of the seemingly hopeless issues they face. You are one of the few who will not give up. You will never fall to despair, never lose your ability to trust in others, and will always be able to find the motivation to keep going no matter how hopeless or how long it takes. Your inner fire burns so bright your mere presence renews other's hope, faith in their fellows, and drive.

Adamant Comportment Method (400) – Masterful skills in etiquette, oration, debate, and socializing are the bare minimum needed to enter Artisan politics. All of which you now possess in excess. You are set to storm the political arena with your moonsilver tongue, overflowing charisma, and superhuman social skills. You could hob-nob with blood apes, deliver off-the-cuff speeches that will be quoted for centuries, or even persuade a V'Neef to embrace sobriety (...for a while at least). Of lesser importance to your political career, you are also a similarly skilled leader, administrator, and bureaucrat. Able to band people together, steer the ship of state, solve problems before they begin, and craft the finest of bureaucracies. You have also undergone training to make you more resistant to supernatural charisma and mind altering abilities.

Jade Shaping Engine (600) – The Salinan working, a grand ritual of the First Age, reshaped all of existence to allow anyone to self-initiate into sorcery. So why are the Jadeborn so uniquely incapable? Is their essence somehow incompatible with its mysteries? Were the Mountain Folk specifically excluded from the working? Or perhaps the Great Geas prevents them from grasping a power the Exalted have made their own? You decided to find out. Yet, after years spent pouring through endless tomes and performing countless experiments you were no closer to an answer. In a fit of drunken frustration you decided to try summoning gods to see if they could help. You woke up the next day with two forge gods, a drug goddess, a half empty sack of Celestial Cocaine, and the worst headache of your life.

Now implanted on your forehead is an oval of jade ringed in adamant and inscribed with hundreds of Old Realm glyphs. It allows you to use Terrestrial and Celestial Circle Sorcery. Thanks to your studies you have also become an expert in obscure lore and occult knowledge and have even developed a unique charm to create starmetal and soulsteel out of raw essence. Oh, and you may also keep the remaining Celestial Cocaine.

Items

*The wealth of the Mountain Folk affords you a stipend of **400cp** to be used for items and manses. Any items lost or destroyed will be replaced in a month while retaining any modifications or upgrades you've made. You may import items you own into any similar items here to gain their qualities. Properties may either be found in appropriate locations in future jumps or attached to your Warehouse.*

Artifacts

The magical artifacts and manses of Creation normally must be attuned to the user to function, a process which requires time and a commitment of their essence to keep it functional. Purchases here however are always attuned for your use and require no commitment of essence.

All artifacts share certain traits. Most obviously, artifacts are magical and can be detected as such. They are also always superlative examples of their mundane counterparts. Artifacts do not wear out, require maintenance, or break accidentally (save a scant few whose fragility is necessary for its function). They are much harder to purposefully break than normal objects of their kind with artifact weapons and armor being nigh indestructible. Lastly, attuned artifacts are easier to wield for their owner as they become light when carried or wielded, yet still strike with the force of their full weight (which has made oversized weaponry very popular among the Exalted). Many, but not all, worn artifacts also have sockets for hearthstones (magic rocks formed by manses) which either convey their special properties to the owner when socketed or fuel the artifacts abilities.

Wealth of the Underworld (100/200) – Enlightened Undercastes possess wealth and wonders similar to that of many Dragon-Blooded in the Threshold, while Artisans enjoy such riches that even the wealthiest Dynasts would envy. If you wish to maintain such wealth in the future, 100cp will see you maintain a level of wealth similar to that of Enlightened Undercastes in future worlds, enough to rival a merchant prince. For 200 you would be as wealthy as an Artisan, a peer to even the wealthiest emperor.

Caste Attire (free/50)- For free you receive a wardrobe of clothes appropriate to your caste. For 50cp you instead receive a wardrobe with clothing for every caste.

- Workers wear durable belted tunics of drab earth tones and synthetic leather boots color-coded so others can determine their specific duties at a glance.
- Warriors wear black artificial leather tunics, pants, and high boots under their armor. They usually wear armor even when off-duty.
- Artisans at work wear functional, comely clothes of synthetic black silk bedecked with small jewels to mimic the appearance of the night sky and which are enchanted to be self-repairing and cleaning. When not at work they favor flowing robes of spun diamonds and precious metals.

A Home (50, free Enlightened) – A private dwelling of your choice from an apartment to a mansion. Luxurious, fully furnished, and comes with minor magitech trinkets that give it all the comforts of a modern home. You may upgrade this to a downright decadent palatial estate with full staff complement for an additional 50cp.

Minor Artifact (50, three free) – While the most powerful of artifacts are seldom made or used by the Jadeborn, most Enlightened own a number of minor utility artifacts. With each purchase you receive one such artifact of your choice. As the Jadeborn manufacture a great number of such artifacts to aid in all aspects of their lives you may either choose a canon artifact or design your own so long as it could

reasonably be expected to exist in great numbers among the Mountain Folk *(i.e. most any extremely common 1- or 2-dot utility artifacts suited for underground life).* Some examples:

- Echo Jewels – A set of ten 1-inch diameter crystal disks. They can stick to skin and transmit anything the user says to all other linked echo jewels with a range of five miles underground, but only 300 yards above. Or alternatively a pair of the larger 2-yard wide versions which work at any range and also transmit image.
- Essence-Scrying Visor – Translucent crystal goggles which allows the user to see patterns of essence. In addition to allowing you to see the immaterial and the influence of charms they also allow for a form of sight in total darkness, fog, smoke, thick underbrush or other non-solid obstructions to vision.
- Mask of Pure Breath – A blue jade facemask with seashell styling. It can affix to the face and cleanse any air the wearer breathes. In environments with no air it can synthesize breathable air with hourly cost of a mote of essence. A side effect distorts the wearer's voice, making it deeper and adding a menacing resonance.
- Cleansing Necklace – One of the more ubiquitous artifacts amongst Artisans and Exalted politicians. While it can take a variety of forms, the current fashion is delicate jade chain necklace with an adamant gear pendant. It keeps the wearer's clothes and body completely clean. It is comprehensive enough to somewhat weaken poison and disease, but not able to fully eliminate them.
- Resplendent Personal Assistant – Multifunction bracelet made of all five magical materials. It has a timekeeper, tracks the phase of the moon and time until sunrise/sunset, contains a small jade compass that points to the Pole of Earth, shows the wearer's distance from it and their depth/height from sea level. It can display this information on a tiny panel or whisper it to the wearer. Comes with a Recorder of Everlasting Glories*,* a small crystal disk designed to attach to a Resplendent Personal Assistant. It automatically records all sights and sounds within five yards and stores all that occurred in the last two days. On request it can replay any recorded scene as a holographic projection. Playback can be frozen, slowed down, sped up, or rewound. Desired scenes, still images, or audio recordings may be stored indefinitely.
- Transformative Clothing – Resembling a finely made synthetic silk tunic, with a mote of essence this artifact can rapidly change shape, texture, and color to become any garment or outfit the wearer desires, from a single glove to an elaborate ball gown. A mote of essence can also be used to clean and repair it. Purchased twice it will also act as full-body light armor, no matter its form or coverage.
- Hearthstone Amulet – A simple jade amulet with a socket for a single hearthstone. Wearing it confers the benefit of the hearthstone and, thanks to its jade construction, an additional mote of essence per hour.

Alchemical Goods (50) – The Manufactories of the Jadeborn create works of thaumaturgical alchemy in large numbers and varieties. These alchemical goods, while weaker than artifacts, are still works of magic with countless uses. With each purchase you will receive a large crate filled with random alchemical goods each week. The bulk being more common goods (superior cleaning agents, fade resistant dyes, hangover cures, narcotics, etc, anything chemistry can make but better), but a good amount of more valuable and powerful items will also be included. Examples: Pyromantic Gel which can be used as an explosive incendiary or fuel for certain weapons, Alchemical Touchstones which identify substances on contact, Heavenly Transmutation Oil which turns base materials into nobler ones, Synthetic Leather is a liquid which turns into glossy material as tough as leather, Seven Bounties Paste which can cure any illness short of leprosy, Munificent Antivenin which purges all poison from the body, Blood-Staunching Compress' which can instantly stop bleeding, Godstrike Oil which glows in the presence of spirits and allows coated weapons to strike them, Eagle's Eye which can temporarily

enhance the senses, Tiger's Heart Elixir which temporarily improves the imbiber's four virtues, 8-Scream Devil Powder which turns into a dustdevil and inflicts intense pain, Age-Staving Cordial which can increase lifespan by a quarter if taken regularly, and many more.

Cache Egg (50/100) – With an abundance of wealth comes an abundance of valuable possessions. A Cache Egg is a large, hollow jade egg that can be banished or summoned from Elsewhere for the hefty fee of 20 motes of essence. Elsewhere is a rather literally named place where things exist, but do not interact or decay and was considered safe enough for First Age Solars to use for storage. Half of the shell may be opened from any point of its surface and inanimate cargo may be stored inside. This particular egg has a storage volume of one cubic yard, but you may pay 50cp to upgrade it to ten cubic yards.

Skin-Like-The-Mountains Oil (100) – One of the rarest and most difficult to produce works of alchemy, this oil can be rubbed into skin to make the body as tough and resilient as stone for several hours. Unlike the now lost similar oil made aboveground in the First Age, the Jadeborn version of this oil does not have any obvious signs of its use. You receive one bottle a day.

Perfected Boots (100) – One of the most common artifacts in Creation, both above- and underground, these knee-high leather boots reinforced with segmented jade plates are a soldier's best friend. They are supernaturally comfortable, can keep your feet cool and dry in all conditions, and even prevent blisters. They allow for marching at high speeds (roughly ten miles per hour) over long distances, allowing troops equipped with them to keep up with or even overtake cavalry. Over short distances they can add this speed on top of the wearer's own.

Onslaught Crossbow (100) – Crossbows are the primary long-distance weapon of Unenlightened Warriors. This rugged jade artifact is a self-winding semi-automatic mechanized crossbow firing crystal-tipped armor-piercing bolts with a 10 bolt magazine. With a hearthstone socketed it can freely create its own ammunition.

Essence Pulse Grenades (100) – Fist-sized reusable grenades made of jade and crystal that store a charge of essence and release it explosively without damaging the grenade itself. Buttons allow the user to activate the device and set the timer for up to an hour before it discharges. The type of jade used determines its effect: Red produces a blast of fire, blue electricity, white concussive force, black cold, and green a short-lived poison gas. Recharging a grenade costs six motes. You receive 5 grenades in any combination of colors desired.

Crafting Crate Subscription (100) – A weekly delivery of a large crate filled with an assortment of Creation-specific materials, bars of the magical materials, and a small number of exotic, storied ingredients appropriate for artifact work.

Toolbox (100) – A hand-carry toolbox containing numerous masterfully wrought jade tools. Despite its small size it includes a complete set of standard hand-tools needed for all common crafts known to Creation. This toolset is especially durable even by artifact standards and the toolbox cleans and repairs any tools left in it overnight.

Authoritative Seal (100) – When used to seal a letter or other document this jade and adamant signet ring secures it from prying eyes. If anyone but the intended recipient or the author opens it the writing instantly disappears. Chance will conspire to make its delivery far more likely and it conveys a sense of legitimacy to remove all doubt of its authenticity.

Clockwork Efficacy Servitors (100) – A set of 12 humanoid clockwork servants, personalized to your taste. Whether out of paranoia or dislike of Workers, some Artisans prefer to use these clockwork servants. They are perfectly loyal, extremely durable, and are as skilled as mortals can be in all areas expected of servants except combat. They are capable of slowly learning new things. They can remain active for up to 100 hours at a time and recharge passively when resting.

Shieldstone Gauntlet (200) – A single fingerless glove made of flexible articulated plates with a ruby disk set on the palm and a hearthstone socket on the back. It can project a nearly indestructible shield made of luminous force simply by holding out your hand. By focusing and channeling essence into the gauntlet it can instead create a small immovable force construct. Unlike the shield, its durability is dependent on how much essence is spent in its construction and will degrade over the course of a few hours.

Torc of Unified Action (200) – Set of 9. Occasionally used by squads of elite Warriors, this unassuming looking torc has only a single hearthstone socket and no other effect when worn by itself. When two or more wearers hold hands and activate the torcs though, they are magically synchronized. All wearers are then aware of each other's movements, emotions, and thoughts on a subconscious level, allowing them perfect battlefield coordination. At will they can share messages, sensory impressions, or even memories amongst each other across any distance.

Enlightened Soldiers' Armaments (200) – Enlightened Warriors are among the most well-armed and equipped soldiers in the Second Age. This is a full set of their typical weapons:

- Skirmish Pike – A jade and adamant spear, four feet long with a 15-inch spike. It can magically collapse into a baton, fire bolts of glowing essence, or sheath its spike in a field which stuns those hit. It has a small essence battery which can be used to power its other features or to make the pike glow brightly for a short while.
- Power Mace – A versatile two foot long mace with a socket for a hearthstone at the bottom. Its already deadly blows can be augmented by channeling essence into it during combat and a incorporated essence cannon allows it to fire essence bolts. The mace's magic allows the wielder to strike with lethal or non-lethal force at will.
- Dragon Sigh Wand – A two foot long firewand carved from red jade in the likeness of a roaring dragon, it can channel the user's essence into a powerful torrent of flame out to 30' and can store a small amount of essence for that purpose.

Forge-Hand Gauntlets (200) – These scaled red leather gloves with articulated red jade plates and orichalcum inlay can heat up at will, reaching temperatures hot enough to melt stone or steel (or any lower desired temperature) in an instant. They are impervious to heat and protect a wearer's arms likewise. When used for crafting they can transfer heat to just part of an item or evenly to the whole. Quite useful for replacing a traditional forge and conducting on-site repairs. A more brutish wielder may also find use for them in combat.

Chthonic Phoenix Cauldron (200) – A large jade cauldron three feet in diameter and five feet tall. Immune to both acid and heat, it can brew any potion it has been programmed for automatically. A user need only place the ingredients inside and channel essence into it and the cauldron will take care of the rest. It comes pre-programmed with a library of Creation's more popular alchemical products and new recipes can be added to its programming. Unfortunately it lacks documentation, so knowing those recipes is up to the user as is discovering how to program in new ones.

Quill of Refinement (200) – This elegant quill made from blue jade and the feather of a thunderbird improves its users writing ability in all aspects. Handwriting becomes more beautiful, prose more captivating, poetry more refined, essays more persuasive, stories gain depth, etc. Any work involving writing is improved and refined.

Dragon Tear Tiara (200) – A scale patterned jade tiara with gear shaped adamant adornment. This artifact has a single hearthstone socket and increases the wearers alertness and comprehension of their surroundings by a fair amount. When used for geomancy, astrology, to detect spirits or for other tasks that require occult sensitivity it increases them even further.

Tunnel Car Network (200) – The Jadeborn's largest infrastructure project. The Tunnel Car Network is made of circular passageways four yards in diameter stretching the length and breadth of Creation. Cars, three yards wide and ten yards long, made of steel, adamant, and jade can traverse them at up to 300 miles per hour. Their interiors are luxurious, with seats that can act as beds while an essence engine provides food and drink for passengers. If an obstacle is encountered the cars can dematerialize themselves and their contents for up to a second at a time. They can instantly stop while barely jostling their passengers thanks to interior essence dampers and are configured to do so automatically when encountering obstacles they cannot dematerialize through. Pacts with minor earth elementals see to the upkeep of the tunnels themselves, although wholesale destruction will require a day or so to repair. Here and in future worlds you and anyone you allow access to will find a similar underground network with entrances and exits always conveniently nearby when you need them. Any upgrades or customizations are retained between worlds.

Myrmidon Carapace (300) – This suit of articulated jade-alloy armor bears a faint resemblance to a beetle's carapace and is highly favored amongst Enlightened Warriors. It boasts an astonishingly formidable defense, increases the wearer's strength and speed substantially without hindering their movement in the slightest, sizes to fit and has a built-in Echo Jewel, Essence-Scrying Visor, and Mask of Pure Breath all permanently activated with no additional cost in essence. This model also has a pair of hearthstone sockets.

Resplendent Satchel of Healing (300) – An rare but invaluable healing tool, this foot-long green jade case is a collection of several healing items bound into a singular artifact. It includes:

- A set of jade medical implements that drastically improve a practitioner's attempts at diagnosis and treatment.
- A Rod of Cleansing the Body which can instantly stop bleeding on touch and allows those skilled in medicine to expend essence to more easily treat disease in a matter of minutes.
- Wound Mending Needles which channel the user's essence to stabilize dying patients, eliminate pain, instantly halt the effects of poison, and rapidly heal wounds (minor ones in a minute for one mote each, lethal ones in 15 for three each, and even supernaturally lingering wounds after a few hours for five each).
- An Instrument of Regrowth which can put a patient into a days long trance to regenerate any crippled or missing body parts.

Alchemist's Fury (300) – A curious variant of the firewand, instead of spraying flames it fires bullets of hardened pyromantic gel. Sized to be held in a single hand, it has a red jade barrel, a wooden grip with hearthstone socket on the bottom, a curious rotating cylinder set above the trigger, and is absolutely covered in orichalcum filigree. Its magic propels fired bullets at incredible speeds and keeps them from combusting until they have penetrated their target, whereupon they explode into clinging flames. These alchemical flames burn hot enough to melt stone and cannot be put out by water or smothering. It can

be fired as fast as you can pull the trigger, holds six bullets at a time and can generate additional ammo for a mote of essence per reload or for free with a hearthstone socketed. Arguably its most impressive feature is its range, capable of striking targets at 300 yards with lethal force, more than ten times that of most firewands.

Minutia Lenses (300) – A pair of ornate glasses with several magnifying lenses that can be rotated into place. This artifact functions like normal loupe glasses, but magnifies objects enough to see clearly at any scale no matter how small. The glasses also increase the wearer's fine dexterity, allowing them to perform detailed work at half the scale they previously could.

Manufactory (300) – This enormous brick building is one of the cornerstones of Jadeborn industry. Powered by the heat and essence flows of volcanoes, these factories produce the vast quantities of goods and materials needed to keep society running. Not only can they manufacture mundane products, but also alchemical goods, thaumaturgical materials, and even synthetic versions of natural materials abundant on the surface. Wonders such as artifacts are beyond this facility's capabilities, but any lesser works a mortal can make may be produced in large quantities here. Your factory comes complete with a full staff of Unenlightened Workers and will regularly receive shipments of any common supplies or materials it needs. Upgrades and staff training will be retained between jumps.

Sorcery-Capturing Cord (300) – This two foot long cord, made of threads woven from each color of jade, can be used to capture a Terrestrial Circle spell (mortal level magic in future worlds) by placing it in the path of a spell. It can hold up to a maximum of three spells at a time with each forming a knot in the cord. Untying a knot releases the spell, allowing the bearer to effectively cast it at a new target.

Stone-God's Ear and Crystal Eyes (300) – Popular amongst both Warriors and Artisans, this set of two unrelated but oft-paired artifacts is highly useful for spying on your enemies. The first is a Stone-God's Ear, an elaborate jade earring which can command the Least God of any single stone within 500 yards to relay what it hears to the wearer. The wearer may choose a specific stone they are aware of, even if they cannot currently see it, or they may cast a request out in a general direction such as '350 yards east'. In payment, the wearer must give the Least God three motes of essence per minute. The second artifact is a set of Crystal Eyes, a pair of adamant orbs with numerous engraved eyes covering them. By placing one of the eyes to their forehead its owner can see through the other as long as it is within 5 miles, costing a mote of essence per minute.

Crown of Magnificent Speeches (300) – This delicate-seeming jade and orichalcum crown modulates and alters the wearer's voice, subtly adjusts their posture, and guides their essence flows to enhance their presence and oratory/vocal performances to an astounding degree. To further aid its wearer it can selectively amplify or dampen any and all sounds within a half-mile with enough finesse to carry their words clearly to everyone on a pitched battlefield at a pleasant conversational level. Its decorative design also cleverly conceals a single hearthstone socket.

Perfected Kata Bracers (400) – Originally ordered by a Dragon-Blooded shortly before they died during the Usurpation, these jade bracers with starmetal inlaid sutras have spent the last age sitting in a dusty warehouse. For those capable of using martial arts charms it increases the accuracy, damage, and defense of their martial arts, allows them to deal lethal or non-lethal damage with their attacks (even when using an armed martial art), and parry weapons with their bare hands without injury. Sadly the Mountain Folk can not use martial arts charms, but if they could they would also find that even the bulkiest equipment and armor wouldn't hamper their martial arts while wearing these bracers.

Talisman of Suspended Evocation (400) – This icosahedral artificial gem resembles a fusion of diamond and opal with iridescent motes of shifting colors at its core. It allows its owner to store the usage of some of their charms for later by simply activating and paying for a charm as normal while using their willpower to place it in the gem. The number of charms it can hold depends on their strength, being able to hold up to ten uses of the weakest charms but only two of the strongest. If the gem is in physical contact with the user or one of their attuned artifacts they can activate stored charms with but a thought. While ordinary models can only be used by Jadeborn and store Jadeborn charms this one can store any type of charm and be used by any attuned to it.

Mountain Folk Workshop (400) – A large white stone building covered in detailed carvings and murals depicting famous moments in Jadeborn history. Every part of it is crafted with utmost attention to detail, down to ensuring the wood grain is aligned with the essence flows of the building. Inside is one of the Jadeborn's finest crafting workshops, equipped with everything a master crafter could possibly need to create their masterpieces from tools matching those of the First Age in quality to replenishing stocks of every mundane ingredient found in Creation. Its design carefully balances efficiency, utility, and aesthetics in a manner which enhances each in turn. The workshop's essence has been calibrated with the concept of creation so well that at times it feels like an invisible assistant. Desired tools are always at hand, the light strikes just so to point out overlooked details, and occasionally strange intuition guides the hand. The building may not be a manse or supernatural in itself, but its design is of such superhuman quality that even a novice craftsman could create works befitting a master here.

Infinite Resplendence Amulet (400) – Popular amongst the decadent First Age Solars, this thumbnail sized bauble of adamant contains intricate lattices of four magical materials embedded inside. Similar to Transformative Clothing this amulet can generate any outfit its owner imagines, but it is far superior in all regards. Generating, repairing, or cleaning an outfit takes but a moment and does not cost essence. Clothing dissolves if removed, but damage to them does not affect the amulet. Optionally, clothing can be created as constructs of solidified radiant light which amplify the wearer's beauty and presence. The amulet provides full-body protection equivalent to heavy armor without any weight or hindrance and does not count as armor for magical effects that care about such things (such as many martial art charms). Numerous concealed elsewhere-pockets allow for carrying up to one tons worth of assorted objects (provided they fit through the pocket openings) which only the wearer can access. Additional enchantments help safeguard the wearer against environmental damages, toxins, and diseases, increase their stealth and disguise abilities, help convey the wearer's orders in battle and bolster their troops morale.

Aria of Castigation, Mark V Light Sonic Cannon (600) – A mighty weapon forged by the People of Adamant during the Primordial War, the Aria of Castigation was famously used by a Solar to single-handedly slay an army of demons before falling to Liger. Since then Aria has traded hands countless times until its last owner, a Lunar who fled underground during the Usurpation, traded it away for more subtle armaments. The Aria is a Mark V Light Sonic Cannon, a downscaled man-portable version of the (in)famous Mark IV Heavy Sonic Cannon which could vaporize an entire village in a single shot. Its orichalcum barrel is decorated with precious jewels and inscribed with prayers to the Unconquered Sun and it features numerous magitech components made of every magical material.

While lacking the sheer power of the Mark IV, this shoulder-fired weapon is still capable of destroying a house in a single blast. Adjustable yield allows for blasts of lesser power as well, down to levels that would only give mortals debilitating pain, disorientation, and vertigo without permanent hearing damage. It is also capable of accepting any extra energy channeled into it by the wielder to improve its firepower. At full power blasts cost a staggering 20 motes (with lower power shots costing proportionally less), but built in essence batteries store enough power for a dozen such shots and

passively recharge over the course of an hour. Despite its size Aria is no unwieldy or indiscriminate weapon as, thanks to advanced targeting systems, it can even precisely strike foes engaged in high-speed melee combat without endangering allies. In a pinch, a deployable handle also allows it to be wielded as a kanabo. When not in use, Aria can collapse into a foot long cylinder sized to be comfortably carried in a single hand. Aria has three hearthstone sockets and each socket filled doubles its recharge rate.

The Armor of Flawless Adamant (600) – During the Primordial War Autochthon crafted the first set of Celestial Battle Armor for the Solar Exalted. They would go on to create a lesser version for their Dragonblooded soldiers, the Armor of the Immaculate Dragon. Not wishing to be outdone, the People of Adamant studied Autochthon's work and created battle armor themselves. Only a single suit was completed before the Great Geas shattered the Jadeborn and the armor was lost. Sculpted to resemble a stag beetle, complete with magnificent horns, the armor is made of green jade covered in a layer of adamant with a slight iridescent finish. Its smooth armored plates have been fitted together so skillfully that only the slightest traces of moonsilver are needed to cover any gaps. The advanced lenses covering the eyes and modules of its magitech systems grouped around the waist betray that this is not merely highly-decorated platemail. Freshly rediscovered and in your hands, will this legacy of your people remain a footnote or will it give rise to a new legend?

The toughest armor the Jadeborn possess by far, its protections are augmented by magitech systems which further insulate the wearer from blows and a unique sub-system allows the wearer to channel additional energy to the armor to further boost its toughness and the effectiveness of its protective systems. The armor has all the features of Myrmidon Carapace and several more besides. Its Earthphase Generator allows the wearer and everything they carry to become selectively immaterial to all forms of non-magical earth, including metals. They can walk through stone like it was air or allow a sword to pass through them harmlessly. The Radiant Deflection Shielding system grants full immunity to mundane heat and greatly protects from other forms of energy, magical or not. Retractable jade claws in the boots and gauntlets serve as both melee weapons and climbing aid. Lastly, its Adaptive Camouflage System can change the suit's color to mimic its surroundings, rendering it invisible to both conventional and essence sight. The system is not quite fast enough to keep up with movement though, leaving a blur that keen-eyed observers may notice. It may also simply be used to recolor and decorate the armor at will. The armor is fully powered by a self-charging essence capacitor and possesses a trio of hearthstone sockets. When not in use the armor can compact itself into an elaborate belt.

Fundament of Progress, Autochthon's Last Gift (600) – It is said that the night before the Great Maker fled Creation, he visited a young Jadeborn in a dream. In this dream Autochthon gifted him a hammer and urged him to create. When the young Jadeborn awoke the next morning he found a simple unadorned hammer next to his bed. In the years to come he quickly rose to become the greatest craftsman of his generation, hammer ever present at his side. Few believed his tale as to the hammer's origin, as it showed no special properties nor any signs of being an artifact. By his insistence the hammer, now named Fundament of Progress, was enshrined as a holy relic after his death and quickly forgotten. Then, to the shock of all, not even a century passed before the hammer's least god, Enduring Clarity of Purpose, manifested in the form of an ethereal clockwork Jadeborn and demanded the hammer be entrusted to a specific young Jadeborn of little renown. Hammer in hand, tool spirit by their side, they quickly went on to become the greatest craftsman of their generation. Since then the least god has chosen a new wielder every generation. They have chosen you.

Fundament of Progress is more than the simple tool it appears, it is an idea, that of the perfect tool, worked into material form. No matter how simple or complex the job, it is always the perfect tool for it. Hammering, sawing, heating or cooling, re-calibrating essence flows, working as a programming IDE,

chemical filter, or an subspace alternator – it can perform any existing tools function. Not merely mimicking them, but transcending and performing their functions beyond mundane limits. Even without the use of essence or charms it can achieve wondrous effects such as completing jobs in a fraction of normal time, using less material than should be required, driving nails without damaging the workpiece or the nail, un-sawing a plank back together, etc. Fundament is immutable to any change which would not make it a better tool, able to be upgraded but not damaged. However as it was made to create it refuses to be used as a weapon, simply failing to strike or do damage.

With Fundament comes its least god. Like all least gods, Enduring Clarity of Purpose has little interest in anything outside their domain and their sole motivation is to aid their wielder in becoming the best craftsman they can be. After so many lifetimes they have vast experience in all manners of crafting and have become a fantastic teacher and assistant. They also possess several crafting charms suitable to support and improve their wielder's efforts.

As to the truth of the hammer's origin? No one knows. Examinations have proven inconclusive and not even Enduring Clarity remembers.

On the Most Beneficent Workings of Thaumaturgy with Excerpts from The Procedures of Creation (600) – *"When a brickmaker places his wares in the kiln, the least god of that block of clay meets with the least god of the fire. The fire-god sings the Song of Ardent Unity, infusing its heat through all it touches. The clay-god responds with the Mudra of Isolate Stability, asserting its intent not to be consumed. Together, these divine procedures harden the clay and its least god changes nature to match. Clay becomes bricks." – Oadenal's Codex*

Physics is a lie, Creation actually runs on essence, gods, and thaumaturgy. The rather length-ily named *Workings* is a massive tome the size of a grown man's torso and nearly two feet thick. It contains the sum of Jadeborn thaumaturgical knowledge. Thaumaturgy is a form of ritual magic which even mortals may access and its rituals draw upon arcane truths embedded in the natural laws and principles of Creation to work wonders. Weaker than even the meagerest charm or sorcerous spell, but also far less demanding to learn and use. The *Workings* also contains many thousands of excerpts from one of Creation's most important documents, *The Procedures of Creation.* The *Procedures* are Yu-Shan's records of thaumaturgical rituals, stored in a massive collection of scrolls taking up an area larger than the Imperial City. The collection records every thaumaturgical procedure ever discovered within Creation in such detail that many of the scrolls are covered in thousands of years of commentary and footnotes layered on top of each such that artifacts or charms are required to read them. Even with millennia of effort the Jadeborn have made copies of but an infinitesimal fragment of the *Procedures*, as merely gaining access to them requires special permission. A major obstacle for those like the Jadeborn who have little favor in heaven.

The *Workings* is an artifact tome crafted to hold far more than even its grandiose size would imply and restore itself from anything short of utter annihilation. It is made to accept additional content and adding it is as simple as literally inserting material into the book, whereupon it will be transformed into new pages and sorted in an appropriate location. If the reader wishes to find anything specific they need only think about it and the book will turn to the most relevant page. It is filled with all the knowledge of thaumaturgy from dozens of First Age libraries, rituals gathered from shamans and savants across Creation, secrets dearly bargained for from gods, and the results of painstakingly methodical experimentation. With many years of study this material is more than enough to master the eleven thaumaturgical arts (alchemy, astrology, the dead, demon summoning, elemental summoning, enchantment, geomancy, husbandry, spirit beckoning, warding and exorcism, and weather working). The copied excerpts are what fill the majority of the *Workings* pages, most of which are on divine thaumaturgy – the ritual magic of gods from least to greatest used in running Creation. Despite being unusable by mortals, they are in many ways more valuable as they are the fundamentals of thaumaturgy, of Creation's natural laws, in its pure form rather than mortals' rough approximations. It

could take decades to study and learn from the excerpts, but the insight gained into Creation's working would be of immense use. The means to condense and store sorcery in physical formulas was developed due to a First Age Solar's surpassing mastery of alchemy for example. Sorcery or occult research, uncovering secrets of crafting, medicine, manse and artifact design, or delving the most esoteric of martial arts – its use is limited only by your intelligence and dedication.

In future worlds with less…insane metaphysics, additional study will reveal ways to translate this understanding of Creation's workings to future worlds.

Manses

Demesnes, locations where ley lines and geography cause essence to gather and overflow in abundance, can be harnessed through geomancy to create a form of supernatural architecture known as a Manse. As these locations vary in power and elemental aspect, so do manses built upon them. Manses are somewhat similar to artifacts in that they must be attuned to an owner for many of their abilities to function and can possess a large variety of effects and benefits. All manses speed essence recovery while inside them, the rate scaling with their strength, and produce an egg-sized crystal of pure magic called a Hearthstone. Hearthstones can grant half a manse's normal essence recovery speed at a distance and confer a special ability to their owner, the nature of which depends on the power, aspect, and specific construction of the manse.

However, to benefit from a hearthstone you need to be both attuned to the manse and socket the hearthstone into an attuned artifact worn or carried on your person. There is no limit to the number of hearthstones you may benefit from at a time.

Like artifacts any manses purchased here are <u>always attuned</u> for your use.

Weak Demesne (50) – This purchase gives you a weak Earth-aspected demesne, appearing as nothing more than simple caverns with some glowing crystals in them. While inside you recover eight motes an hour extra. The main benefit of this location is that a weak manse can be built here. If you are willing to put in very large amounts of time and effort there are ways to improve the power of a demesne or even change its aspect. Each additional purchase doubles the amount of demesnes you receive, which could be useful if you have any large scale geomantic project in mind.

The Resplendent Grotto (300) – This cavern is filled with countless pools reflecting a breathtaking array of stalactites flecked with iridescent crystals. A winding path leads to a mansion seemingly formed naturally from the cave's stalagmites and stalactites. This moderately powerful manse is a wonderfully luxurious mansion with amenities only supernatural architecture can provide. It is self-cleaning and repairing, its environment is magically comfortable for all who enter, lighting automatically adjusts for comfort and mood, doors will open and close by themselves for residents and guests, the kitchen can cook like a master chef if given ingredients, and has dozens other minor magical comforts besides. The Grotto can accommodate several dozen in decadent luxury and its master suite is roughly the size of a sports field with a pool-sized private bath. Naturally it has the full complement of rooms you'd expect in a large mansion, from a ballroom to a conservatory. The library is filled with a large selection of common works and a self-updating reference catalog, the training room is self-repairing, and the workshop never needs organizing. All its rooms are richly appointed and tastefully decorated to your tastes. A clockwork butler, bound to the manse, stands ready to see to any needs the manse's owner may have. The owner regains 12 motes of essence per hour they spend inside. Its hearthstone is a common but useful Enduring Stone, a smooth white sphere which helps preserve the bearer in body and mind. It gifts its owner with an eidetic memory, resistance to any effect which causes mental or physical degradation, and makes them appear to not physically age (their lifespan is only minimally extended).

Sunlight-in-Darkness (600) – In the First Age Solars built Factory-Cathedrals, grand magitech workshops of unsurpassed quality, which were so powerful they could even automate the creation of Artifacts. Despite requiring regular and expensive maintenance, they were the backbone upon which much of high First Age society and its commonplace wonders were built. Following the Usurpation the Dragon-blooded were unable to maintain them and so all Factory-Cathedrals were tragically lost…on

the surface. The Mountain Folk cannot recreate these lost wonders, but are able to use and maintain them. To this day they possess seven fully functional factory-cathedrals, their existence one of the Mountain Folk's most important secrets.

You have been appointed as the new owner of the factory-cathedral, Sunlight-in-Darkness. Located in an especially deep cavern it is amazingly lit by natural sunlight thanks to crystal formations channeling it down from the surface. Devoted to the Unconquered Sun, it is a splendorous and towering cathedral built entirely from glass and glows with warmth and holiness from the sunlight trapped within its construction by enchanted mirrors. Covered with multicolored panes carefully formed as single pieces which glorify the Unconquered Sun and his champions, the least of which is beautiful enough to move a raksha to tears. The structure. Slight variations in thickness and facing create prayers dedicated to the sun's glory. Through the transparent walls, the interior's layout and machinery have been carefully arranged to give the illusion of motion and depth to the exterior decorations.

Built in the late First Age by the comparatively unknown Solar Talem, while Sunlight-in-Darkness was not built with the cutting edge in factory-cathedral design it still benefits from centuries of accrued Solar research and improvements in geomantic architectural design. It is an ideal workshop of incandescent perfection, far beyond anything a meager race like the Mountain Folk could create. Even the most difficult of works are made easy within its walls and crafting takes only half the usual time. Like all factory-cathedrals, it can create all but the very strongest of artifacts on its own if provided raw materials. An inhabiting sentience and a staff of bound clockwork servants oversees the manse, act as assistants and take care of production when the owner is not present. They are also able to see to the regular maintenance factory-cathedrals require, with the Jadeborn supplying the exotic materials needed for maintenance even in future worlds. Advanced geomancy was utilized in its construction to hold entropy at bay for everything inside. Sunlight-in-Darkness was never intended as a home however and lacks any accommodations and, like all factory-cathedrals, any who enter must undergo a short purification ritual to prevent unclean essence contamination. Its owner regains 20 motes per hour while inside and Its hearthstone is a golden cube with intricate bismuth-like patterns repeating into the infinitesimal called the Gem of Perfect Working. Its power is simple and potent, doubling the speed of crafting. This does stack with the benefits of the factory-cathedral.

Left behind are ambitious plans by Talem to further upgrade the manse with an artifact mirror through which reality could be shaped like the Wyld and a spell to imbue a construct with the Solar's own charms to do so. Together they would let the factory-cathedral provide its own materials and become a truly self-sufficient wonder. The plans are far from complete, being more a rough outline, and would require someone far more powerful and knowledgeable than even their author to realize.

Stillwater Citadel (600) – At first glance, this wide, low-ceilinged cavern seems totally ordinary. Its only notable feature being a unnaturally flat floor. Stepping foot into it it quickly reveals otherwise, for it is not made of solid stone, but *liquid* stone. The cavern is a water-aspected demense filled with a deep lake of liquid stone. The liquid stone acts like opaque and somehow coarse water in most regards, one could even swim in it if they pleased. It is valuable as well, as it can be refined via lengthy and expensive alchemical processes into Stone-swimming coating, which allows objects to pass through mundane stone as if they were liquid. Which makes for a good cover of this location's true purpose as hidden deep beneath the surface is one of the Jadeborn's recently completed major strategic assets, the Stillwater Citadel.

The Stillwater Citadel is an adamant fortress floating deep below the surface. The fortress' magic provides breathable air and keeps liquid stone out of any openings or breaches while enchanted windows allow those inside to see through the surrounding liquid like air. The hearthstone bearer can cause it to rotate, rise, or lower as needed. Potent geomancy has rendered its walls outright impervious to damage, damageable only from geomantic attacks or if depowered by substantial changes to the local terrain. Two large gates leading to submersible berths located on opposite sides of the sphere are

the only means of ingress. Anti-stealth architecture renders even normally subtle essence usage obvious (any form of supernatural power in future worlds) and prevents entry of dematerialized beings. While most of its offensive capability comes from the troops and submersibles stationed here, it does have nine large Concussive Essence Cannons scattered across its exterior all able to punch through a castle wall in a single shot. A central command and control station at the heart of the fort controls its functions. The fortress can comfortably station up to 2,000 troops and support staff at a time while storing enough supplies to last them a year without resupply. What elevates it from an ordinary fortress to a major strategic asset is the 24 other locations spread across Creation that have been shaped to have identical geomancy, which allows the manse to vanish and reappear at any of them over the course of an hour (in future worlds these alternate underground locations can be designated manually). With enough geomancy skill and labor more such locations can be made. The citadel's owner regains 20 motes per hour while inside and its hearthstone is a cloudy gray stone called the Gem of Water's Memory. It can project an image showing the location of all liquids, a gallon or greater in quantity, within 50 miles and trace their movements over the past day. This includes the liquids in (most) living beings. The bearer may manipulate the projection to magnify certain areas, filter out certain liquids or specific samples of it, or sort by factors such as size, direction, or previous location. As only liquids are shown, it is up to the bearer to equate the projection with actual locations and finding specific individuals can be near impossible unless they bear distinctive physiology.

The citadel comes with a pair of heavily armored Trilobite-Class submersible troop transports. Stone-swimming coating was used in the construction of these artifacts to allow them to freely swim through the underground and deliver troops where needed quickly, quietly, and from unexpected angles. Simple enough to be crewed by a single pilot, they can sail 720 miles a day through water or earth and carry up to 100 soldiers or 3 warstriders. Though only two have been constructed so far there are berths for a full dozen of these subs. Their full blueprints and the recipe for Stone-swimming coating are included.

The 8th City-State (600) – All Jadeborn city-states are built in massive caverns around a powerful central manse. These, along with all the other requirements needed for a large city to thrive mean suitable locations for new cities are staggeringly rare. Your new manse is one such location and may just become the 8th city-state if you manage it well.

A city-sized cavern surrounded by a warren of smaller caverns and connecting tunnels, at its center lies a powerful earth-aspected demesne recently capped with a large manse constructed by the finest Artisan architects. Built of white marble with green jade accents, its elegant and dignified appearance proclaims it as a ruler's palace. Large adamant windows overlook well-manicured grounds and a wide opal-paved path accommodates all the traffic bureaucracy generates. The bulk of the manse is given over to the necessities of governance. Hundreds of offices, dozens of meeting rooms, archives that seem to stretch on forever, and a conclave chamber equal to that of any of the other city-states. A smaller, hidden path through the gardens reveals itself only to the hearthstone bearer and leads directly to their personal section of the palace. Such is the size of this manse that even this section is still larger than the entirety of the Resplendent Grotto and contains facilities, comforts, and luxuries every bit its equal if not greater. Supernatural levels of convenience and comfort are included for the rest of the manse as well, but for its owner things were taken a step further. The architecture is carefully calibrated to harmonize with its owner's essence, subtly aligning the world of its interior to cooperate with them. Everything simply seems to go their way in subtle ways – nothing impedes them when in a hurry, anything they need is seemingly always at hand, lighting changes to hide or to best present them, coincidence sees them meeting or avoiding others as suits them, etc. The manse's grand archive has been stocked with an extensive collection of works, including practically anything that might be needed to create and run a city. Farming, architecture, medicine, all manners of war and defense related works, and of course all the legal documents or philosophical treatises on governance one

could ever need. Also included is an exhaustive collection on geomancy and other aspects of manse construction. Hidden beneath the manse is a large collection of magically automated hydroponic gardens, water generators, and air filters which are able to independently provide fresh food, water, and even air for up to 40,000 if needed. Hidden alongside these gardens is the manse's hearth and control rooms, where the entire manse can be viewed from crystal screens and its features controlled by runic consoles. It is also home to the manse's artificial intelligence, Figment of The Great Work, who lives only to serve you and can control any of the manse's facilities and powers. Unlike other such intelligences they will not be driven insane if the manse's geomancy is damaged. The green jade accents covering the manse are more than purely decorative, as they are part of a sorcerous system to extend certain of the manse's powers beyond its walls to the rest of the cavern. Firstly it can manipulate temperature, humidity, light levels, scents and eliminate small pests via its climate controls. This can give the cavern an artificial day/night cycle, keep temperature comfortable, eliminate foul odors of tanneries, and keep fields pest free. Though as a climate control feature it is not capable of more power-intensive feats. Secondly the manse can produce or convey sounds, allowing it to speak, facilitate communications, play music, and so on. Finally it can manipulate up to five cubic yards of earth at a time and move it three yards a second. It cannot create, destroy, or alter earth into something else, but can otherwise freely shape or transform earth. Including earth based construction or by changing one type of earth into another (stone to sand, lava, obsidian, etc and back again). Combined with skill at architecture, which Figment happens to have, this lets the manse craft entire city blocks in short order. You regain 20 motes per hour while inside and its hearthstone is the Stone of Humble Rulership. This plain white stone enhances the bearer's charisma and ability to manipulate others, allows them to know the loyalties of any they share a short conversation with, and makes their words unnaturally persuasive to those they have power over.

Companions

The Eye of Autokun! (0) – A chibi model of the Eye of Autochthon which has somehow gained animation and a very small amount of intelligence. Does not possess any powers, but is quite cute. He is a veritable font of ideas which are both technically brilliant and incredibly stupid at the same time. Also has a strange propensity for making messes and getting into trouble when unsupervised, thankfully they tend to be pretty minor though.

Old Friends (100) – Import up to 8 companions. They can take any origin for free, but receive no points or stipends. You may transfer points to them on a 1:1 basis.

Familiar (50) – Jadeborn can forge a magical familiar bond with subterranean creatures or lesser elementals such as Mercury Ants and Jokun. Familiars can share their senses with their master, live as long as they do, and provide an extra few motes of essence while in direct contact. You may pick any animal or lesser elemental you want as your familiar. No matter what you choose it will be an exceptionally powerful example of its kind, being as dangerous as a dire tiger, possessing near-sapient intelligence and able to easily communicate in some fashion. It does not count as a companion unless imported as one. You may import an existing familiar/pet.

Work-er Crew (200) – One hundred Unenlightened Workers and one Enlightened Worker to oversee them. Well-trained and well-equipped for all manner of crafting, construction, and other labor intensive tasks. Happy to work and eager to complete any task you have. If you need more workers additional purchases cost only 50cp. All share a single companion slot.

Mercenaries of Jade (200) – Ten Unenlightened Warriors and an Enlightened Warrior lieutenant under your command. All are veterans outfitted with high-quality artifact equipment and with several decades of experience fighting in the Endless War and as mercenaries for the Dragonblooded. For an additional 200 you instead receive a hundred such Warriors and five Enlightened Warriors to lead them. All share a single companion slot.

(Political) Party Members (200) – These three Artisans not only share your political views, but are perfectly loyal and willing to battle the bureaucracy endlessly for your goals. They are skilled politicians even by Artisan standards and have a knack for finding new methods of acquiring political power in future jumps. They possess many artifacts and great personal wealth as you would expect of Artisans. In future jumps they will receive similar levels of wealth, but will only use it to further their political ambitions. They share a single companion slot.

Drawbacks

*If you find yourself needing more points you may take drawbacks for up to **+800cp** extra or +1000 with The Great Maker Returns. Drawbacks trump perks and are removed at the end of the jump.*

Continuity (0) – Been to Creation before? If you like you may have the setting reflect your history here, though any drawbacks you select take precedence.

Extended Stay (0) – For a race that can live centuries a decade can be an awfully short stay. You may extend the length of your stay here up to a maximum of 500 years.

Scorn the Outsider (+100) – You and your companions lose access to all perks and items from other jumps.

An Ostentatious Name Overflowing With Words So Long And Cumbersome That Dawn Shall Break Before Its Victims Finish Its Utterance As They Are Left Tired And Weary In Mind Body And Soul Due To Its Sublime And Terrible Torture (+50) – Your name is now a minimum of 30 words long. It cannot be shortened. You cannot go by anything else. Anyone referring to you in any context must use the full abomination of a name, always.

Virtuous Disposition (+50/100) The Clay Man's design imbued each caste's form with one of three virtues: Workers with Temperance, Warriors with Valor, and Artisans with Conviction. For your time here you possess your caste virtue in excess, to the point where its downsides begin to show. Being a no-fun stick in the mud, incautious, or stubborn. Taken a second time and you are at the far extreme of your virtue. Being literally incapable of indulgence or falsehood, suicidally reckless, or uncompromisingly obstinate.

Unenlightened (+100, +200 for Warrior) – You are an unenlightened Mountain Folk. Your intelligence is capped at no more than human average, your physical abilities and skills can not reach beyond peak human, your essence's potential is drastically limited and you can only learn Charms from your caste's pattern and the Foundation pattern. Unenlightened are legally and socially disadvantaged, lacking protections such as immunity to capital punishment and being seen by many Artisans as little more than living machines. They have little autonomy or free time, most of their day consumed by assigned work. An Unenlightened Artisan should be impossible and your peers are unlikely to react well to your existence, but you will be protected from summary execution or imprisonment merely due to existing at least.

Heretic (+100/200) All Jadeborn worship Autochthon in the same way dutiful adults honor their parents. Zealous worship of Autochthon is quite rare, but allowed. They also engage in pragmatic prayer to various allied gods and the major gods of Creation. For +100 points, you do not worship Autochthon nor believe he is worthy of worship. You will not be silent about it either, launching into great rants at the slightest reminder of him. This will likely not go over well, but thankfully your status as an Enlightened will let you avoid serious consequences. For +200 points instead you are a practicing Yozi cultist. You will engage in their worship and summon demons, but can try to hide it at least. Like basically everywhere else in Creation this is highly illegal. Unenlightened Jadeborn cultists are slain, while Enlightened ones are exiled or imprisoned until they recant.

Labor (+100, Non-Workers only) – You have a job. A Worker's job to be specific, one that takes up 12 hours every day. Whether this is factory work, farming, buttling, etc, is up to you but it will be menial inglorious labor. You are still expected to perform your caste's normal work as well.

War (+200, Non-Warriors only) – You have been conscripted and must now regularly fight in the Endless War. You start as a grunt, but may work your way up. If needed you will be given basic training and equipment. You are still expected to perform your caste's normal work as well.

Politics (+100, Non-Artisans only) You are a member of an Artisan political faction and will end up spending a great deal of your time participating in the local politics. You get to participate and vote but get none of the other privileges Artisans have. This constant political drudgery will wear at you. You are still expected to perform your caste's normal work as well.

Guidelines (+200) - None shall kill an Enlightened? Seems odd that's so well obeyed in a society where Artisans view Enlightened Undercastes as freaks and their peers as obstacles. So maybe now it's not followed with anything more than token efforts. Now assassinations are in vogue, of both the blade-in-the-dark and frame-and-execute variety. You also seem to annoy people in power quite often.

Mad Seer (+300) – In a prison manse hidden beneath Urvar there are a dozen Mad Seers, Jadeborn who have delved into the Chaos Pattern. Turned into heartless sociopaths by their power and with the ability to spread its charms to others they are kept alive only for their divinatory prowess. No expense is spared for the prison's security and interaction with guards is greatly limited. Anyone who has more than a single conversation with a Mad Seer in a year is forced to undergo monthly check ups for at least a year. Yet still there is an escape every few decades.

You start the jump imprisoned alongside them, knowing the first charm of that cursed pattern and lacking any immunity to its downsides. Simply knowing that charm is enough to change the Great Geas' Divergence, no longer will it inflict misfortune upon reaching the limit but instead permanently drain away a large portion of your compassion instead. Every one of the pattern's charms cause Divergence to increase every time they are used. If you fail to escape this prison by jump's end or lose all of your compassion you fail the jump. Post-jump you may choose to keep or forget what you have learned of the chaos pattern. Without purchasing its perk the downsides are not removed, but no longer trump any immunities you may have from perks.

Quest in Abyss (+300) – The underground of Creation is cut by faults and fissures into huge irregular blocks of rock. The city-states lie around the first to second faults, while battle groups have ranged down to the fifth. Individual explorers have delved down to the ninth fault and returned with unbelievable tales. Your challenge is to delve deeper than any Jadeborn before and return to tell the tale or your journey will end here. The Nameless Hordes are possibly the least of the dangers ahead of you as the depths have been the dumping ground for Creation's detritus since it was formed. Behemoths, locales and beings warped by aberrant Essence flows, unexplainable things formed of discarded Primordial ideas, pockets of lingering Wyld energy, and countless other bizarre dangers await.

Ire of the Dragon (+100/200/300) – One of the Dragonblooded Exalted is now your nemesis. For +100, they are a relatively weak Lost Egg and will try to inconvenience you and make you suffer at every turn, but not try to kill you. For +200 they are a more experienced and well-connected Dynast and wish to kill you, but it is not their mission in life. For +300 it is the heir to one of the houses and they will stop at nothing to see you dead.

First Favored of the Great Maker (+300) – The Mountain Folk are not Autochthon's first students. In a time long before the god's rebellion, before the Jadeborn came to be, a race called the Ereta'een enjoyed the patronage of the Great Maker. Their science and technology reached such heights that the

sparkling spires of their cities stood equal to Ligier and the Unconquered Sun as they soared over Creation. In an act of grand foolishness they sought to bind Autochthon himself. In retribution he unmade their very souls and forged them into soulsteel. Using the disruption of your entry to Creation, a small enclave of Ereta'een fled through time itself to appear in the depths near your starting location. Small in number, weak in body, and with much of their infrastructure damaged by their temporal transition they have now set their sights on you. They believe they can harness your unique nature to restore their people by sacrificing you to power a special artifact. In truth the device they have planned will just kill you and create a truly impressive explosion. It is not impossible to convince them of this or otherwise find a diplomatic solution, but they are every bit as arrogant as might be imagined.

Workers of the World, Unite! (+400) – The number of Enlightened Undercastes has been slowly growing over the centuries. Ordinarily this would be a fairly minor issue at present, with little unrest and only a few Artisans entertaining any notion of increased rights, but your arrival has suddenly brought things to a head. Jadeborn society has become consumed with the issue of Enlightened Undercastes. Dozens of factions have formed and radicalized, advocating for everything from preserving the status quo, granting equality, exile, or genocide of the opposition. You must lead an Undercaste revolution and seize equal rights for them. Your new society must also be stable enough to function and preserve these rights long term. You may stay up to a century to accomplish this task, failing will see you sent home.

Primordial's Trash (+400) – You are no longer one of Mountain Folk. Instead you are stuck as a Darkbrood for the duration of the jump. Your monstrous form can not be hidden and grants only inferior versions of a Jadeborn's powers. Not only will the Jadeborn kill you on sight, there is little unity amongst the intelligent races of the Nameless Horde and the unintelligent ones are more likely to eat you than aid you. You are also branded as a creature of darkness, so it is unlikely you'd fare better on the surface either.

Pattern Recognition and Other Worthless Things. (+600) – You begin your stay holding the Eye of Autochthon. It will not leave your presence, no matter what. Incredible power and the solution to all of your problems in the palm of your hand! This is great!* Hey, you should try breaking the geas! Or overthrow the Sidereals and their lapdogs!

> *This is not great. It will end badly. Using it just causes more problems and you keep thinking it's a good idea to use it. *Sure, last time it turned that city into a warped mass of crystals, but you know what went wrong so it's fine!* No, you don't get to keep it post-jump.

The Voidbrood (+600) – Once upon a time, an incredibly handsome and likable shadow had just finished a rousing game of kick the cripple when he had a wonderful idea! He gathered up some of the *vile. reeking. cancerous.* effluvia leaking from the cripple's body and flung it far, far into the Could Be where not even he could see! "This will be a surprise gift for later," he said with a wink and left for ~~hookers and blow~~ the Algedonic Palace. He did not wash his hands.
The Great Maker's disease is spreading amongst the darkbrood, turning them into twisted abominations of flesh and metal that seek naught but to infect and kill all life. You are not immune.

The Great Maker Returns (+1000) – HE HAS AWOKEN. THE SEAL OF EIGHT DIVINITIES UNFURLS. REJOICE CREATION, THE ENGINE OF EXTINCTION IS HERE.

End

Your time here is at an end. All drawbacks are removed. One final choice awaits you:

Stay Here – You wish to stay here? An…odd choice, but very well. Take an extra 1000cp to spend here.

Go Home – All journeys come to an end eventually. You may return home to the instant you left with all you have gained.

Continue Onwards – Keep jumping. May fortune smile upon you.

Notes—

Fanwank responsibly

Post-jump you can hide/show the implanted artifacts from the capstones at will

If you somehow gain access to Alchemical charms, essence 5 Jadeborn can install them as long as they require no more than essence 3.

Short shitty summary of the patterns:
Foundation Pattern-Become permanently hardier of body, and go without food, drink, air, or sleep. Turn into a fully aware jade statue for months on end while healing and aging in reverse. See in complete darkness or sharpen their senses for hours at a time. Blend into any subterranean environment as long as they stand still.

Enlightened Pattern – Focus on a skill you have for a day and increase your talent, maximum potential, and current skill level in it (limit once per skill). Intuitively understand and master proper social decorum and subconsciously know when those around you intend immediate harm. Adopt mien based on the four virtues to improve social abilities in certain circumstances, can channel a greater form of it to drastically increase its effect (notably one gives immunity to unnatural mental influence). Learn much faster. Send a telepathic message to anyone you can see clearly. Lock eyes with someone and create a shared dreamscape where hours can pass in an instant. With a touch, transmit memories, expand another's cognition and intellectual sharpness, or impart/improve skills/charms.

Worker Pattern – Boost project management skill, resist fatigue and hard conditions, speed up natural healing, cause crop/livestock yield to double or grow them in a day, total recall a single piece of information, increase your/other subordinates talent to serve a master, complete tasks faster, use bare hands in place of common tools, use mechanical/magical devices better, enchant fire to forge magical metals from mundane ones, detect minerals in a short range, walk through earth and stone, crudely shape small amounts of earth and stone

Warrior Pattern – Bolster attempts to defend/rescue allies, push through pain and inclement environs, increase your valor. Become harder to injure and gain various combat buffs, then learn to make those buffs permanent. Improve equipment temporarily/permanently. Enter a battle trance-like state, find holes in enemies armor, enchant a weapon or yourself with fire, create crystalline armor. Train weaker soldiers supernaturally fast. Increase the skill of a unit under your command. Launch an overwhelming attack that greatly damages most objects and armor or make a flurry of attacks.

Artisan Pattern – See the essence in all things, improve and expand such vision to 360 degrees and make it permanent. Notice hidden patterns. Sculpt stone and soil with fine control and imbue it with short-lived unnatural strength. Recover essence faster via meditation, instantly attune to manses/demesnes/similar. Recover extra essence when underground. Transfer essence to another or store some in crystals for later use. Drain motes of essence from attuned sites of power or the Wyld, or from Creation (but with desiccation as a consequence). Temporarily weaken a manse/demesne/hearthstone, drain or prevent a target from regaining motes of essence, slow down essence respiration in an area and increase charm costs. Create wards to keep interlopers out. Summon Elementals. Force all but the strongest immaterial being to manifest. Summon, but not command, very weak gods. Counter a Terrestrial Circle spell in a moment or a Celestial level one with a lengthy multi-person ritual. Cap a demense or improve an existing underpowered manse. Store and

retrieve attuned artifacts Elsewhere. Detect if an object is magical and its properties. Craft or repair mundane or magical objects in a quarter the time. Attune with an artifact instantly for less motes. Shape jade nodules containing Mountain Folk souls into new Jadeborn. Reallocate some of your strength, dexterity, or stamina amongst themselves. Create nonliving matter out of raw essence with costs increasing for complexity and makeup, but which can even create adamant, jade, orichalcum, or moonsilver (not starmetal or soulsteel)